



MUD AND TREASURE

This one-shot mini adventure is set in a marshy forest, such as the Mirewood from [Heroes' Call to Adventure](#), and is suitable for a party of levels 1 to 2.

ADVENTURE HOOK

At the Woodland Lodge Inn, the party overhears talk of a treasure lost in the Mirewood a decade ago. Saltfoot, a notorious thief, stole the Jewelhawk family's gold treasure while they stayed at the inn. He fled into the Mirewood marshes to hide it but fell victim to the treacherous terrain and was never seen again.

Locals believe someone does know the treasure's location: Mud Man, a mysterious being of muck said to inhabit the marshes. Some claim he's dangerous; others say he's helpful but temperamental. To find him, seek the Crooked Finger, an old and bent oak tree at the marsh's edge.

MEETING MUD MAN

If the party follows the road east to the marshes, they can find the Crooked Finger well south of the road at the marsh's edge. While searching, they come across at least one spot of deadly quicksand (see *Heroes' Call*, trilogy annex III, or use the core rules for quicksand).

After mucking about for some time around the tree, the party encounters Mud Man, a small, nasty-looking humanoid creature made entirely of mud, with black eyes and a shivering sliver for a mouth (use the stats of a **mephit**).

If respectfully engaged in conversation, Mud Man slurps that he wants either 4 litres of cloudberry to savour or a nice little handheld mirror (not that he knows how to use it, but he loves how the sunlight reflects upon its surface).

If the party doesn't have cloudberry, they might ask Marta at the inn for a small mirror, which she willingly provides.

If the party cannot provide Mud Man with either of these, it will take negotiations and a successful DC 18 Persuasion check to convince him to show them where the treasure is hidden.

GAINING THE TREASURE

Saltfoot's treasure is hidden in a sunken chest beneath the murky waters of a nearby marsh pool. Mud Man refuses to approach, warning them of potential dangers, from black dragons and electric eels to giant crabs, and cautioning that the chest might be cursed or trapped.

To reach the chest, the party must devise a way to retrieve it from the water.

- **Diving in:** DC 10 Strength (Athletics) check to swim down to the chest, and a DC 12 Strength check to lift it from the bottom and bring it to the surface. On a failed check, the character struggles for that round but may try again.
- **Using a grappling hook:** DC 15 Dexterity (Acrobatics) check to accurately throw the grappling hook and secure it around the chest's handle or another suitable point. Once the hook is secured: DC 12 Strength check to pull the chest to the surface.
- **Using magic:** the chest is too heavy for a *mage hand* spell to lift it, but the party may have access to other magical means that can assist in retrieving it.

A **constrictor snake** and four **crabs** hidden under the chest may attack characters entering the pool. The constrictor may also attack party members close to the water's edge.

THE CHEST

The chest is a corroded metal box, its surface marred by rust and muck. The once-shiny exterior now bears a greenish-brown hue, with faded engravings hinting at the wealth of the Jewelhawk family. Despite its age, the handle remains solid.

Trapped! The chest is trapped with a poison needle (see the core rules). It is also locked: DC 13 Dexterity check using Thieves' Tools to open it.

REWARDS AND AFTERMATH

Once the characters have retrieved the chest, they can return to the Woodland Lodge Inn to open it and claim their reward. Inside, they find the Jewelhawk family's gilded treasure items (worth 200 gp), along with a *potion of climbing*, a metal plaque functioning as a *spell scroll* with *burning hands*, and a lustrous white pearl (100 gp).

If the party asks about the Jewelhawk family, they learn that the family is no longer present in the region. Therefore, the party has the choice whether to keep the treasure for themselves.