

The Bounty of Valanunthe

The Laughing Dragon Inn

After finding Fonkin, the party returns back to Dale and the Laughing Dragon Inn. There they find the townsfolk gathered in celebration of the return of their beloved gnome. Its obvious Fonkin is uncomfortable with all the attention and is glad when the applause turns to the adventurers when they walk through the door. When things turn back to some semblance of order the group sees Fonkin head off to a more private area of the tavern and joins him there. It is here where they get the reason why they found Fonkin where they did.

Fonkin: A few days ago somebody broke into my home and stole a very valuable artifact from me. I knew right away it was missing and had a pretty good idea of who it was that stole it. I had an apprentice by the name of Valanunthe that had recently left my services and I believe she came back and stole this item. I cast a spell to locate the item and it led me to the ruins in the forest. When I got there I saw some footprints and I knew she had went in. I managed to keep out of sight while I did my best to track her in the dungeon but was unable to break the enchantment on the door in the room you found me in. I believe it heads down to an even lower level and I am hoping to find her there. However its obvious that I'm getting too old for this kind of work and I was hoping you would go and rescue this item for me and as much as it pains me, bring back Valanunthe, dead or alive. I will pay you a bounty of 800gp alive or 300 gp dead. I need to know what she knows so alive if possible.

Stolen Item: Amulet of the Mighty Fist +2 STR This item grants a +2 to the wearer Strength Stat while its worn.

During this time Johne Wolfsbane will come into the room carrying a package. Its some of the adventuring gear that belonged to his wife and Axiel's mother. +2 Robes and the Orb of Light (30' of continuous light) that mounts on the end of a quarter staff. Fonkin will also present her (the Wizard) with a Scroll of Knock capable of opening the magically locked door to the second level (Will always open that lock, no DC required)



Room 1 (20' x 30') Encounter: EL 4

- **South Door:** *Wooden, Simple Unlocked*
- **Monsters**
 - *2 Troglodytes HP 13, 6 (HD 2), AC 15, Attack Longspear +1 Melee 1d8*
- **Treasure**
 - *40 Gold Pieces*
 - *masterwork composite Mighty Crossbow +1 Str Bonus*
- **Description:** *You get the feeling that the two troglodytes in this room weren't here by chance, its possible Valanunthe is surrounding herself with some protection.*

Room 2 (30' x 40')

- **West Door:** *Wooden, Simple Locked*
- **Description:** *This room contains a large cupboard against the south wall and above it is a candelabra with candles that look recently used. Inside the cupboard is an empty pouch and what appears to be some sort of trophy.*

Room 3 (20' x 30')

- **North Door:** *Wooden, Simple Stuck*
- **Description:** *This room is completely empty although it looks to have been recently maintained, there is very little dust on the floor.*

Room 4 (20' x 20') Encounter: EL 4

- **West Door:** *Wooden, Simple Unlocked(free)*
- **Monsters:**
 - *2 Duergar HP 10, 10(HD 2), AC 17, Attack Battleaxe +2 Melee 1d8 or Attack Crossbow (Light) +2 Ranged 1d8.*
 - *Attack: One Duergar will rush the door to engage the party while the other fires the crossbow. He will fire two rounds before closing to melee*
- **Treasure:**
 - *30 Gold Pieces (on Duergar), Notice*
- **Description**

This room looks like it was being set up as an impromptu rest area for the two duergar here. There are bedrolls in the corner and what looks to be dirty plates laying next to them. If the Durgar are searched, a notice will be found advertising for mercenaries, the note specifically says 'See Valanunthe at the Minstrel's Flask for details'.

Room 5 (30' x 40')

- **East Door:** *Wooden, Strong Locked*
- **Description**

It looks as if another adventurer made his untimely demise here in this room. It doesn't appear as if the body has been here that long. There is a sconce in the wall with the torch still lit and a small altar in the northwest corner.

Room 6 (40' x 40') Encounter: EL 2

- **South Door:** *Wooden, Simple Stuck*
- **Monster**
 - *Monstrous Centipede, Large 12 HP (2HD) Attack Bite +3 Melee (1d8+4 Plus Poison)*
- **Treasure**
 - *800cp among the refuse*
- **Description:** *The collapsed hole in the north corner gives away how this creature ended up in this room. There is some refuse against the walls and if it is searched will reveal 800 copper pieces.*

Room 7 (30' x 50') Encounter: EL 3

- **West Door:** *Wooden, Simple Locked*
- **Monster**
 - **Valanunthe:** *20 hp (3HD) , AC 15, Attack +4 Longsword(magic) (1d8 + 4), +1 Ranged Composite Longbow (1d8+2)*
Attack: *Valanunthe will know you are coming. She will be in the SE corner and will get two ranged attacks on the first character through the door. She will then switch to Melee and close on the party (normal initiative applies). As she attacks she will whisper a word and touch the blade, causing it to faintly glow(+4 to attack and damage)*
- **Treasure**
 - *900 gold pieces (on Valanunthe)*
 - *The Amulet of the Mighty Fist (on Valanunthe)*
 - *Note [see appendix] (on Valanunthe)*
 - *64 gold pieces (in room)*
 - *gemstone worth 7gp (in room)*
- **Description**

This is the room that Valanunthe has set up as her own. There are several books scattered all over the floor, and a small cot against the east wall. There is also a weapons rack here but it is empty.

Room 8 (20' x 20') Encounter: EL 3 Trap: EL2

- **West Door:** Wooden, Simple Locked
- **Trap:** 40' Pit Trap at Door (CR2) Find DC 21, Disable DC 21, Avoid DC 20, 4d6 damage
- **Monster**
 - Bugbear 16 hp (3 HD), AC 17, Melee +5 Morningstar(1d8+2), Ranged +3 Javelin(1d6+2)
- **Treasure**
 - 170 gold pieces
- **Description:**

From the fight with the bugbear living here, you can understand why he was off on his own. The room is full of broken furniture, rags and an ancient iron maiden in the corner. The room is also slightly uneven, giving one side a sunken appearance.

Room 9 (50' x 40')

- **South Door:** Iron, Stuck
- **Description:**

It looks like something is living here but isn't at home. There is some fuel oil and pot in here as well as straw bedding with a crate next to it. The north wall has a small recess in it but it appears to be empty. You also notice a lever on the south wall in the up position.
- **9a Special:**

This lever opens up a secret door leading to Valanunthe's room. It also alerts Valanunthe that the door has been opened so she will be aware.(description: You hear a faint rumbling sound as if something large is sliding against the earth.)

Area 9b Trap: EL 1

- **DM Note:** This is the secret door that is opened from the lever in Room 9. This door cannot be detected and can only be opened by pulling the lever.
- **Trap:** Arrow Trap (CR1) Find DC20, Disable DC20, Atk +10 X 4 arrows (1d6 damage per arrow) a pressure plate in the hall immediately to the south of the door will set off the trap. Anybody in the line of site will have to roll against it to see if they are hit, +5 means they dodged the arrow and the person behind will also have to roll to see if they are struck.

Room 10 (50' x 30') Trap: EL 3

- **North Door(west):** Wooden, Simple Stuck (trapped)
- **North Door(east):** Wooden, Simple Unlocked
- **Trap:** Burning Hands (CR3) Find DC21, Disable DC21, Save DC11 (half damage), 5d4 damage
- **Description:**

This room looks like it recently had an occupant. There is a pair of boots on the floor and oddly a hat rack in one corner. There is also an odd stain on the floor near the west door.

Room 11 (30' x 40')

- **West Door:** Wooden, Strong Stuck
- **Description:** Empty. There is nothing in here.

Room 12 (40' x 40') Encounter: EL 5 Trap: EL 2

- **West Door:** Iron, Locked
- **Traps:** 40' Pit Trap at Door (CR2) Find DC 21, Disable DC 21, Avoid DC 20, 4d6 damage
- **Monsters**
 - 3 Kobolds 8,8,5 hp (HD1), AC 15, Melee + 1 Spear (1d6), Ranged +3 Sling (1d4)
 - 2 Kobold Champions 11,12 hp (HD2), AC 17, +3 Melee Short sword (1d6 + 3)
 - **Attack:** The smaller Kobolds will stay as far back as possible firing their slings while the two larger kobolds close to attack. They will not fight melee until the champions are dead.
- **Treasure**
 - 170 gp in a chest against the east wall
- **Description**

It appears that this group was hired as the master trap makers. There is various items for trapmaking in this room, although none of it looks like anything you could figure out. The kobolds have a chest against the east wall.

Encounter 1 (what are you doing here?) Encounter: EL 6

- **Monsters**
 - Hobgoblins(4): 8,10,10,9 hp (HD 2) AC 15
 - Attack Longsword +2 Melee (1d8+1)
 - Attack Javelin +2 Ranged (1d6+1)
- **Encounter Info:** It appears that you have surprised these hobgoblins as they were coming out of this door (+2 to initiative), they seem relaxed and are startled that your not somebody who should be here.

Encounter 2 (Ambush!) Encounter EL 3

- **Monsters**
 - Orcs (4): 4,3,9,4 hp (HD1),AC 13
 - Attack Greataxe +3 Melee (1d12 +3)
 - Orc Archers (2): 3,4 hp(HD1), AC 13
 - Attack Longbow +1 Ranged (1d8)
- **Encounter Info:** These orcs must have heard the noise from the room because this patrol knows your coming. (The two archers will get automatic initiative and will fire from behind the 4 orc fighters. Once the first volley is loosed, roll for initiative as usual).

Encounter 3 (Sappers) Encounter: EL 3

- **Monsters**
 - **Goblins (5): 5,4,5,8,7 hp (HD1), AC 15**
 - **Attack Morningstar +2 Melee (1d8)**
- **Encounter Info:** *These goblins will be around the corner from the long hallway . When the party is within 60' feet they will hear loud pounding and other assorted sounds associated with construction. Because the goblins are actively working on expanding the dungeon they won't hear the party and the party gets +3 initiative. After the fight the party will find assorted digging tools.*

Appendix

Note found in Valanunthe's possession

Valanunthe,

The ruins to the west of dale will make a fine staging area in our recruitment of mercenaries. Besides a few houseguests the place is all but empty and has the room to house a few 100 of our new found friends. I also have Girck rounding up as much goblinoid recruits as he can from the local countryside. There is a small abandoned keep to the east of you that will be soon be ours as well. However its taken Girck longer than I expected to send me word of the 'all clear'. Once you have a base established here, send scouts to the keep.

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Conclusions

If Valanunthe is brought in alive, she will be taken by the Commander of the Watch to the nearby garrison and Fonkin will pay you the full bounty as promised when you meet back with him at the Laughing Dragon Inn. When you go to return the Amulet of the Mighty Fist to him, he will smile and say that he truly feels that the party will make better use of it than he will and will 'lend' it to the party for as long as they have need of it. If the party searched Valanunthe and found the note in her possession they can ask Fonkin about Zulfert. If they did not find the note, the Commander will come bursting into the Inn right after the exchange about the amulet and will present Fonkin with the Note to see if he can make sense of it. Both exchanges will result in Fonkin offering this information about Zulfert.

Fonkin: Many years ago in the Dark Valley, a castle was built. It wasn't built to house a Lord or an Army, it was built as a place of learning for those interested in the Arcane Arts and it was called 'The Wizards Keep'. It was ran by a group of powerful wizards called the Triton who wanted to share what they knew with eager young minds. For years the school was a place of wonder, and people came from far and wide to learn what they could from these wise instructors. *In fact your mother (points to Axiel) was a student there for a few years, although she was a bit too wild for the likes of those stodgy old wizards (Fonkin smiles a sad smile to himself as if reliving an old memory before continuing the tale).* The school prospered under the wizards' tutelage until the year they took in a young apprentice named Zulfert. Rumor says he was proud and arrogant and felt there was more to learn than he was being taught. He chafed under the Tritons rules of what magic should and shouldn't do and secretly began reading the spells and scrolls the wizards kept locked away. I was told he was a charismatic fellow and soon he had a group of likeminded wizards following his every word. When the Triton found out that Zulfert had been reading the forbidden scrolls they decided enough was enough, it was time for him to leave. When he got wind that he was being expelled, he gathered his friends around him, thinking they had the power to take on their instructors and bring in a new order in the school. The ensuing battle was epic with wizards joining in on both sides of the fray while others found the quickest way out the door to escape the mystical battle within. In the end Zulfert and his minions were defeated but at tremendous cost. The Castle was devastated and untold lives had been taken on both sides. The wizards that formed the Triton were aghast at what had occurred and how their dream had turned into a nightmare. They left the Keep, never to return. It is said that Zulfert's remains were never found either and that some loyal henchmen of his had dragged the body away. Now it appears that maybe the wizards never finished the job and that he still exists out there. The question is what does he want with us and why now.

Unfortunately Valanunthe's capture does not lend more information. It seems she is under some powerful geas to remain silent about her plans and no spell can break it.

If Valanunthe is killed during the adventure, Fonkin will only pay the minimum he stated for the bounty. He will also be less inclined to give the Amulet of the Mighty Fist to the party because in some way he will be saddened by her death. (Base Rate is DC13 unless he can be bluffed). Since Valanunthe will have most likely been searched after her death, the adventurers will have the note and questioning Fonkin about Zulfert will have him recite the statement above.

MAP

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