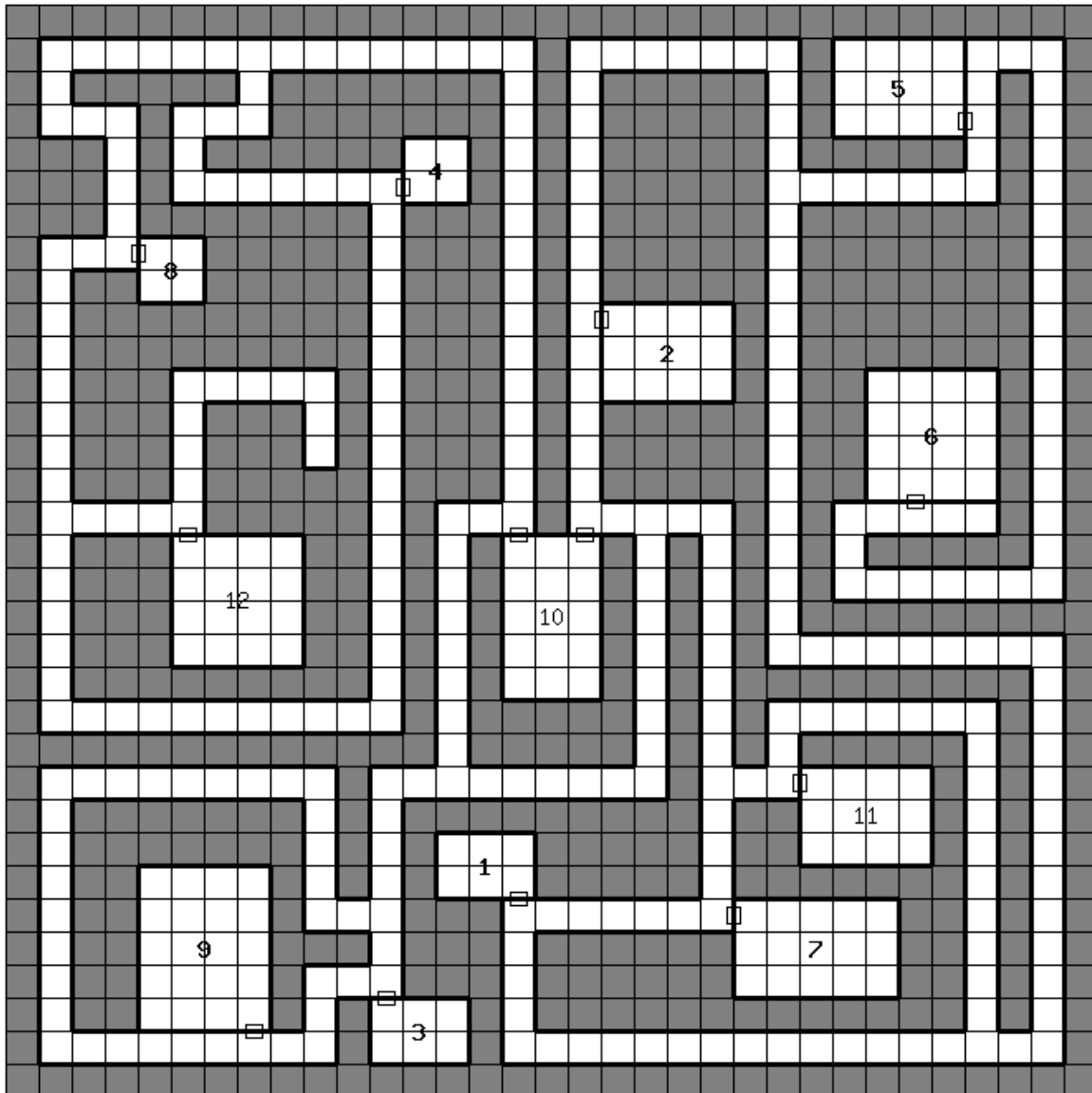


The Bounty of Valanunthe



Sample Hook: You hear of a job posting by the local noble named Calum. He is seeking a person named Valanunthe, the race and sex of this humanoid is not been revealed. The bounty is 800 GP alive or 200 GP dead, you just need to return all this persons possessions. You could not get an audience with the Noble, and decide to go on the quest anyway. You track a humanoid to the abandoned silver mine a few miles outside town.

Gather Information: DC18: Valanunthe has the Amulet of Mighty Fists in their possession. Calum is an enthusiast for rare items dealing with martial arts or ancient weaponry, and this piece was a part of their private collection. DC20: Valanunthe is a Fem. Elf. DC25: The amulet was stolen from Valanunthe's family.

Room #1: Door (south, 3 from west): wooden, simple, free

Monsters:

skeleton, medium-size [human] (2); CR 1/3; Medium undead; HD 1d12; hp 6; Init +5; Spd 30 ft. (6 squares); AC 15 (+1 dex, +2 natural, +2 heavy steel shield), touch 11, flat-footed 14; Base Atk +0; Grp +1; Atk +1 melee (1d6+1/18-20, scimitar) or +1 melee (1d4+1, claw); Full Atk +1 melee (1d6+1/18-20, scimitar) or +1 melee (1d4+1, 2 claws); Space/Reach 5 ft./5 ft.; SA -; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1. Skills and Feats: ; Improved Initiative

Treasure: 40 gold coins (40 gp),

Masterwork mighty composite longbow (+1 Str bonus) (500 gp)

Room #2: Door (west, 1 from north): wooden, simple, locked

Features: candelabra, trophy, pouch, cupboard

Room #3: Door (north, 1 from west): wooden, simple, stuck, Empty

Room #4: Door (west, 2 from north): wooden, simple, free

Monsters: **zombie, medium-size [human]** (2), ; CR 1/2; Medium undead; HD 2d12+3; hp 16; Init -1; Spd 30 ft. (6 squares; can't run); AC 11 (-1 dex, +2 natural), touch 9, flat-footed 11; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, slam) or +2 melee (1d6+1, club); Full Atk +2 melee (slam) and (1d6+1) or +2 melee (1d6+1, club); Space/Reach 5 ft./5 ft; SA -; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1. Skills and Feats: -; Toughness
Treasure: 30 gold coins (30 gp)

Room #5: Door (east, 3 from north): wooden, strong, locked

Features: corpse (adventurer), trophy, sconce, altar

Room #6: Door (south, 2 from west): wooden, good, stuck

Monsters: **centipede, large monstrous (vermin)** (1), CR 1; Large vermin; HD 3d8; hp 13; Init +2; Spd 40 ft. (8 squares), climb 40 ft.; AC 14 (-1 size, +2 dex, +3 natural), touch 11, flat-footed 12; Base Atk +2; Grp +7; Atk +3 melee (1d8+1 plus poison, bite); Full Atk +3 melee (1d8+1 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +1; Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2. Skills and Feats: Climb +10, Hide +6, Spot +4; Weapon Finesse

Treasure: 800 copper coins (8 gp)

Room #7: Door (west, 1 from north): wooden, good, locked

Monsters: **Valanunthe, female elf (high) War1:** CR 1; Size M (5 ft., 0 in. tall); HD 1d8+2; hp 10; Init +4 (+4 Improved initiative); Spd 30 ft.; AC 10; Attack Longsword (Magic) +4 (1d8+4), or +1 (Composite Longbow 1d8+2); SV Fort +4, Ref +0, Will -2; AL CN; Str 15, Dex 11, Con 14, Int 15, Wis 7, Cha 13. *Languages Spoken:* Common, Elven, Gnoll, Gnome. *Skills and feats:* Appraise +3, Hide +0, Intimidate +3, Knowledge (religion) +4, Listen +0, Move silently +2, Ride +4, Search +4, Spot +0; Improved initiative. *Possessions:* 900 gp in gear. Amulet of Mighty Fists (+2) 24,000 GP.

Treasure: 6,400 copper coins (64 gp), gemstone - rhodochrosite (7 gp), Holy water (1) (25 gp)

Features: bones (humanoid), paint, books, drum, stall or pen, weapon rack

Room #8: Door (west, 1 from north): wooden, strong, locked, trapped

[trap: pit trap (40 ft. deep) (CR2) (Find/Disable DC 21), DC 20 Reflex save avoids; 40 ft. deep (4d6, fall);]

Monsters: **ghoul** (1), CR 1; Medium undead; HD 2d12; hp 13; Init +2; Spd 30 ft. (6 squares); AC 14 (+2 dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus paralysis, bite); Full Atk +2 melee (1d6+1 plus paralysis, bite) and +0 melee (1d3 plus paralysis, 2 claws); Space/Reach 5 ft./5 ft.; SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12, Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack

Treasure: 170 gold coins (170 gp), sling bullets (50) (50 gp)

Features: rags, nest (animal), platform, iron maiden, furniture (broken), sunken area

Room #9: Door (south, 4 from west): iron, stuck

Features: oil (fuel), pot, nest (animal), pit (shallow), crate, recess

Room #10: Door (north, 3 from west): wooden, simple, free

Door (north, 1 from west): wooden, simple, stuck, trapped

[trap: burning hands (CR3) (Find/Disable DC 21), spell effect (5th-level wizard, 5d4 fire, DC 11 Reflex save half damage);]

Features: boots, mysterious stain, coat rack

Room #11: Door (west, 1 from north): wooden, strong, stuck, Empty

Room #12: Door (north, 1 from west): stone, locked, trapped

[trap: pit trap (40 ft. deep) (CR2) (Find/Disable DC 21), DC 20 Reflex save avoids; 40 ft. deep (4d6, fall);]

Monsters: **kobold** (5), CR 1/4; Small humanoid (reptilian); HD 1d8; hp 4; Init +1; Spd 30 ft. (6 squares); AC 15 (+1 size, +1 dex, +1 natural, +2 leather), touch 12, flat-footed 14; Base Atk +1; Grp -4; Atk +1 melee (1d6-1/x3, spear) or +3 ranged (1d3, sling); Full Atk +1 melee (1d6-1/x3, spear) or +3 ranged (1d3, sling); Space/Reach 5 ft./5 ft.; SA -; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will -1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8. Skills and Feats: Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2; Alertness
Treasure: 144 gold coins (144 gp)

Dungeon created and populated by Jamis Bucks dungeon generator:
<http://www.aarg.net/~minam/dungeon.cgi>

Modified for Microlite20 and PocketMod
by Arthur H. Johnson II, dm@aerthon.com

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