



## KENKU KIDNAPPING

Lady Avalanta posted a 50 gp reward for the expeditious return of her husband Lord Montias Avalanta. His carriage was hijacked, and there hasn't been a ransom note yet to provide a lead. Luckily, a party member might have a contact that can provide some info.

## ENCOUNTER 1 - RP

If a character has a roughish or criminal background, have the party meet an "old acquaintance" (Zedon Artos) at a tavern or other locale. After lengthy RP (use thieves' cant if appropriate), Zedon can provide info on a rumor about an upstart group of bandits running jobs out of an old farmhouse near the city.

*Optional:* If there's no reason for a character to know Zedon, run a short DC 10 skill challenge, 4 before 3 to find the hideout, starting with asking around town for clues and ending with finding the place well off the main road.

## ENCOUNTER 2 - COMBAT

Two hooded figures stand guard - they are Kenku **Bandits** that will mimic the shouts of Town Guards: "Who goes there?!" etc. If The Party does not leave, they attack, and are supported by 3 more Kenku **Bandits** hiding in the bushes (5 in total).

## ENCOUNTER 3 - EXPLORATION

The main floor of the farm house is situated thus:

Front Door: **Trap!** DC 12 to find, DC 13 to safely disarm, triggered on fail or opening door. On trigger: a compartment above the door opens, dropping a rusty plowblade. Any creature directly in front of the door must succeed a DC 11 DEX save or take 1d10 slashing damage.

Living room: 4 Kenku **Bandits** hiding.

Kitchen: **2 Swarms of Rats**.

Dining room: broken furniture, but no creatures or items of value.

There is a hidden set of stairs that lead down to the basement larder (DC 11 to find, or 1 hour of searching).

## ENCOUNTER 4 - COMBAT

On the side of the farmhouse is an old cellar entrance. Inside are 2 **Worgs**. The cellar connects to the basement larder via secret passage: DC 12 to find the crawspace behind some crates.

## ENCOUNTER 5 - COMBAT

In the basement larder, 1 Kenku **Bandit** is guarding the prisoner with 1 **Death Dog**.



### WRAP IT UP

Lady Avalanta pays up, though obviously wants nothing more to do with a group of adventurers. Montias is a bit more appreciative, and invites the group to visit any time.

*Optional plot twist for future adventures:* She arranged the kidnapping so that she could have a few days to herself to perform some evil rituals for the cult she is involved in.

## NPCs

- **Zedon Artos:** A member of the local thieves' guild, Zedon makes a habit of making friends: he's always talking to adventurers as they come through town.
- **Lord Montias Avalanta:** A rich noble, though his family has a little less money than he and his peers know. He is unaware of his wife's occult dealings.
- **Lady Avalanta:** She cares for her husband, but doesn't mind arranging "an exciting little vacation" for him so she can get away with hosting her fellow cult members. She participates in the evil rites hoping to gain power for threatening and influencing other nobles.
- **Kenku bandits:** These mercenaries love shiny coins, and prefer polished copper for payment. Each carries approximately 4d10 cp, 1d10 sp, and 1d4 gp.

## MANAGING DIFFICULTY

- To increase difficulty, use the Kenku statblock (MM 194) instead of the **Bandit** stats.

**Where's the Map?** Room layout is intended to be flexible so that a reference map isn't needed, but excellent VTT maps are included from Zach Moeller's Patreon!