

Advanced Master Adventures

Game Adventure

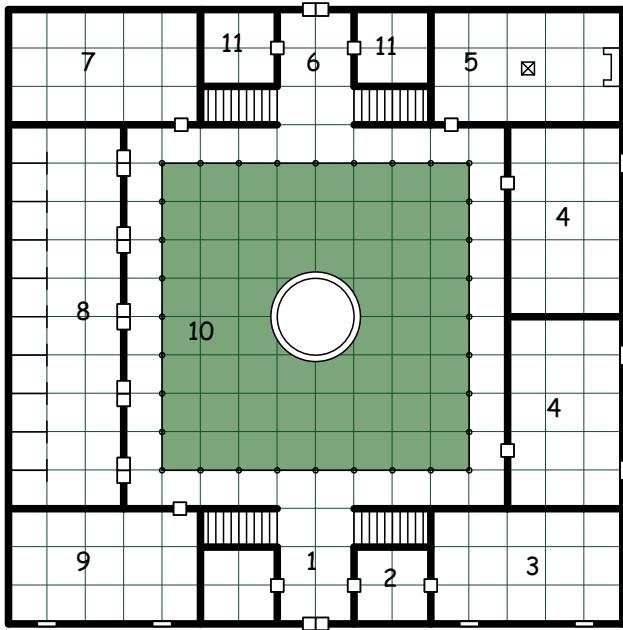
The Andwan Legacy

By Mario Barbati

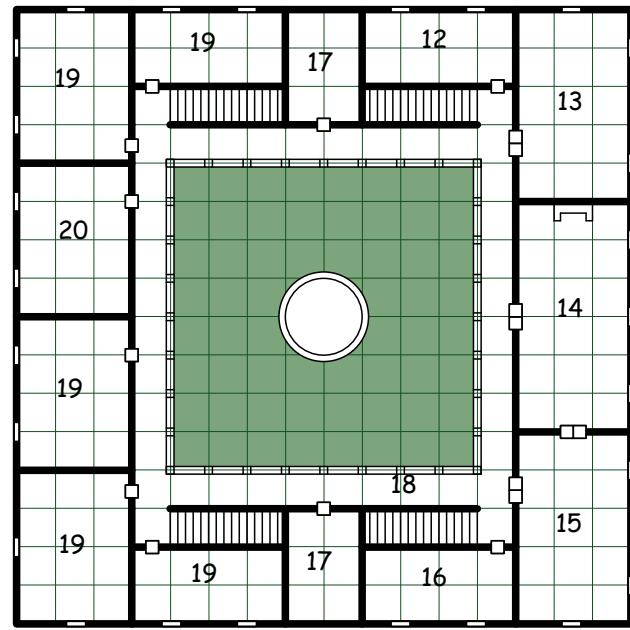


"The doors of the inn open and two half-orcs larger than elephants enter, scrutinizing everybody grimly. One of them makes a sign to the entrance, then a beautiful woman in a figure-hugging silk dress enters the tavern. Her face is almost completely hidden behind a black shroud, her walk is cat-like and she attracts the men's gazes."





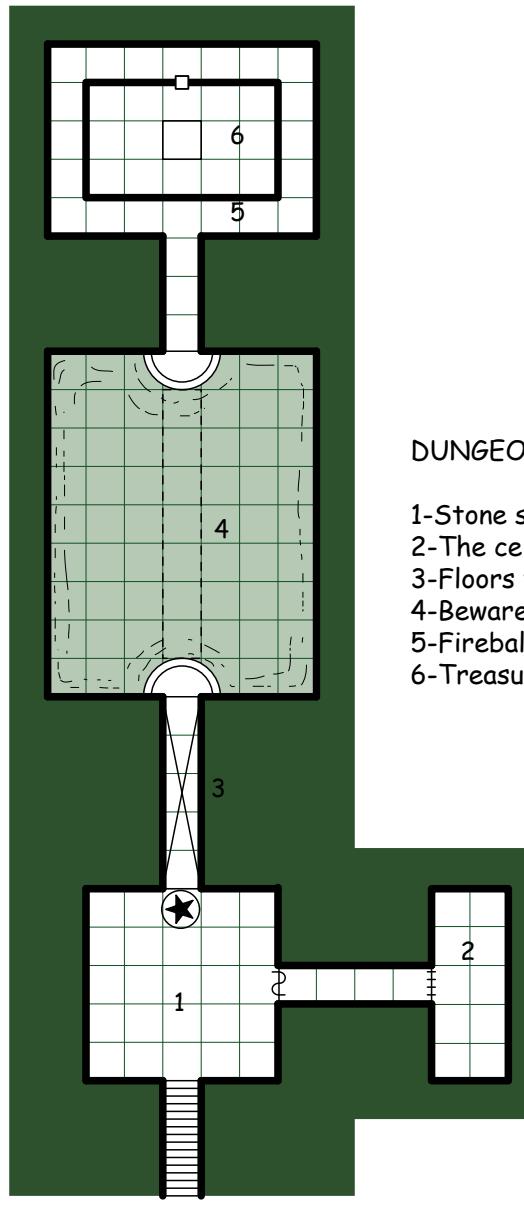
GROUND FLOOR



FIRST FLOOR

ANDWAN VILLA

- 1-Entrance
- 2-Guardpost
- 3-Security
- 4-Servants
- 5-Kitchen
- 6-Backdoor
- 7-Warehouse
- 8-Stables
- 9-Rimax' room
- 10-Courtyard
- 11-Bathrooms
- 12-From the kitchen
- 13-Library
- 14-Dining room
- 15-Drawing room
- 16-Study
- 17-Baths
- 18-Corridor
- 19-Guest Bedroom
- 20-Andwan's bedroom



DUNGEON

- 1-Stone statues and secret doors
- 2-The cell
- 3-Floors that are not
- 4-Beware of the water
- 5-Fireballs
- 6-Treasure vault



DUNGEON

one square = 10ft

Advanced Master Adventures

Adventure Module for 4-5 Characters of Levels 4-5

The Andwan Legacy

By Mario Barbati



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This is a generic adventure set in a small town. It can be inserted easily into any campaign in any world. The adventure is designed for a party of 4-5 adventurers of 4-5 levels but it can be scaled easily by modifying the monsters and villains statistics or the strength of the traps in the dungeon.

In order to complete this adventure the party should have a +2 weapon available.

The adventure involves role-playing opportunities and fighting action, so the referee must read the whole text to get familiarize him or herself with the various NPCs and villains.

The Story

The PCs are approached by a beautiful aristocratic woman in a local inn. The woman claims to be Sherl Andwan of the noble Andwan family and tells them she is in great trouble: her husband died recently but did not show her how to retrieve the inheritance in the dungeon of her villa. She wants to hire the PCs to disable the magical traps set by her husband to protect his treasure.

But the “noble woman” is not what she seems to be: in reality, she is a thief named Zifis and together with her gang of thugs, she has killed Randon Andwan (Sherl’s husband) and imprisoned his wife. But Zifis is blocked by the magical traps in the dungeon, so she needs to hire someone to find a way to the treasure.

The plot is further complicated by a rival gang which has learned of Zifis’ plan and are keen to get the treasure for themselves. Their leader, Harvey Blackmoor, disguises himself as a family friend of Sherl and Radon Andwan and tells the PCs about Zifis plan.

To find a way into the treasure vault, the PCs have to explore the villa whilst avoiding the traps set by the two rival gangs.

Zifis murdered Radon Andwan using a poison which simulated a heart attack. Meanwhile, the only son of the Andwan family has taken his father’s body to the family chapel, far from the city. Radon was a bird-lover and one of his many beautiful birds is the key to open the treasure vault. The PCs must retrieve clues by exploring the villa while dealing with the two thieves and saving Sherl, who is being held in a secret room in a dungeon under the villa.

Using the Module

The module is divided into two sections: events and locations.

The events are numbered but the order is not fixed, i.e. the first event may not happen until the end. The condition for an event is defined at the top of the paragraph. The locations are the places the PCs may visit during the adventure.

Events

Event 1, Black Silk and Lace

This event happens at the beginning of the adventure.

The PCs are sitting in a local tavern named the Happy Gray Badger when a woman enters and catches their attention.

“The doors of the inn open and two half-orcs larger than elephants enter, scrutinizing everybody grimly. One of them makes a sign to the entrance, then a beautiful woman in a figure-hugging silk dress enters the tavern. Her face is almost completely hidden behind a black shroud, her walk is cat-like and she attracts the men’s gazes.

She approaches the portly innkeeper and talks briefly to him, then he points towards the PCs. The woman sits down at a reserved table behind a screen. Straight away, one of the grim half-orcs approaches you and says in perfect Common: Begging your pardon sir, my lady wishes to speak with you, would you be so kind as to follow me to her table?”

This is Buck (see NPCs section), a polite half-orc, one of Zifis strongest thugs. He brings the PCs to the table behind the screen and sits apart with his companion. The woman, whose face is still hidden behind the veil, invites the PCs to sit, offers them some red wine, then says:

“Greetings, I am Sherl Andwan of the Andwan family. The innkeeper told me you’re looking for a job and I may have one for you: I’m looking for a group of courageous, resourceful people to solve my problem... My beloved husband died some weeks ago of a heart attack, as you can see from my dress.”

*Sherl
Andwan*



Zifis is a good actress and after sobbing and crying for a while, she continues:

“But my poor husband did not tell me how to get to the treasure underneath our villa. The dungeon is filled with traps and I know nothing about such things. If you can retrieve the treasure for me, I will pay you a thousand gold pieces. I need the inheritance desperately since I have to pay a lot of duns. If you agree, come to my villa on the east side of the town tomorrow.”

Event 2, Gathering Information

This event happens when the PCs try to gather information about the Andwan family.

The PCs may ask some questions in the right places: aristocratic inns or the famous thermal baths where all the nobles of the town meet. Some nobles in the baths wear masks to maintain anonymity.

The PCs may eventually meet Baron Haas, a rich noble merchant. If approached cautiously, the Baron reveals the following information:

-The Andwan family has a joint venture with a prominent trading company, dealing in exotic birds, Radon Andwan's passion.

-Radon Andwan died of a heart attack during a banquet; according to the apothecary it was natural death.

-Nobody has seen Sherl Andwan for two months; people believe she has not recovered from her husband's death.

-The Andwans have a son who took Radon's body to the family chapel in Agnar (a distant city).

Event 3, Rimax, an Old Fool

This event happens when the PCs approach Rimax.

Usually the PCs meet Rimax (see NPCs section) in the villa courtyard when he is feeding the pigeons. Usually the old man seems to be batty, eccentric but not dangerous, walking on his hands or suddenly bursting into laughter or tears. Sometimes he does impressions of the exotic birds in the enormous bird cage. If interrogated, he will answer in nonsensical phrases although sometimes does he make sense, speaking cryptically:

-“Beware, the lady seems like a cat, but in truth she is a tiger!”

-“The birdsong opens the doors of the heart, don't you think?”

-“Favorite, come here sweetie, your dad has something beautiful for you!”

Event 4, Harvey Blackmoor

This event happens at the Referee's discretion outside the Andwan villa.

Harvey is Zifis main enemy and also wants to get his hands on the Andwan treasure. He plans to disguise himself as a friend of the Andwan family and tell the PCs about Zifis plot, in order to steal the treasure at the last minute.

Harvey introduces himself as Raiss, an old friend of the family. He tells them the woman claiming to be Sherl is actually an impostor.

Event 5, The Real Sherl

This event happens when the PCs enter the underground cell where the real Sherl is being held captive.

The PCs can reach this by finding the secret door in room 1 of the dungeon.

In any event, Sherl is unconscious and recovers only after 1d4 turns.

If present, Harvey secretly casts Sleep on the woman to avoid being exposed (he is not the family friend he claims to be).

A successful INT check from a magic user will reveal traces of fine sand on the woman's body (material component of the Sleep Spell).

Event 6, Other Information

This event happens when the PCs try to learn something about the villa servants.

During the course of the adventure, the PCs may try to learn more from the people who know. In particular, they may try to gather information about the former villa servants, who were fired by Zifis. But in this case they cannot find any of the former servants, who have all left the city looking for work elsewhere. If they try to gather information on Raiss (Harvey), they find out he has only been known in the city recently (two months).

Event 7, Exposed!

This event happens when the PCs try to unmask Zifis

Zifis can be exposed in several ways.

If the PCs manage to force Zifis to raise her veil in the presence of old Jahele (the only remaining servant who can recognize Sherl, see NPCs section).

If the PCs find the real Sherl and take her to Zifis.

When Zifis is exposed, she and her gang of thugs fight the PCs. If things go badly, she tries to escape using her *Dust of Disappearance*. If present, Harvey uses all his spells and tries to kill Zifis in order to avoid being exposed himself.

If Zifis wins the battle, she throws the surviving PCs into the cell along with Sherl. She recovers the treasure after 1d8 days.

Event 8, Harvey's Plot

This event happens when the PCs arrive in the treasure vault with Harvey / Raiss.

Buck



If Harvey's plan succeeds, he enters the treasure vault with the PCs. Here he uses Ventriloquism and *Phantasmal Force* to create a powerful illusion, causing the PCs to run away. After succeeding in this task, he returns to take the booty.

Harvey creates the illusion of a creature very like the Stone Golem that the PCs have faced in the first room of the dungeon. The creature rises from the floor beside the gold statue.

The referee is free to add or modify the monster's features or he can use the following description.

"Suddenly the floor begins to glow dark amber. Then an enormous humanoid with a bird-like head appears from nowhere, rising like the waves of the sea, staring at you with horrible glowing eyes. Its skin is covered with a thin layer of flame and its clawed hands nearly reach the floor. At every breath, blue flames appear from its beak. The creature turns towards you and booms echoingly: "You fool, how dare you desecrate my sanctuary! Get out at once, evil beings, or I will blow you away like ash in a storm!"

At this moment, a terrifying flame blazes out of the beak towards the ceiling. This makes it clear to the PCs that they are no match for the monster. If any of the PCs decides to fight or interact in some other way with the beast, the Referee must make a secret saving throw to disbelieve the illusion and secretly communicate the result to the PCs.

Harvey stays in a corner, feigning fear. Any PC who declares he is watching Raiss (Harvey) at that moment must make a WIS check to notice that the dwarf is concentrating on something. The PCs may try to distract him to find out if he is responsible for the apparition. Bear in mind that *Phantasmal Force* ends after the caster stops concentrating.

If Harvey is exposed, he does not join the battle but tries to escape using *Invisibility* spell or in extreme cases negotiates for his life with the PCs.

Harvey's gang has taken lodgings at the Black Giant inn near the villa and keeps constant watch over the main and side doors.

The gang can only act if Harvey leaves the villa.

Event 9-Zifis Act

This event happens if the PCs recover the treasure.

If Zifis plan works and the PCs recover the treasure, they find Zifis and her gang waiting for them.

If feasible, one of the thugs will be holding a dagger to (the real) Sherl's throat. Zifis sends a ultimatum to the PCs: if they do not deliver the treasure, she will have the noble woman killed.

If the PCs surrender, Zifis escapes and takes Sherl with her, freeing her when she feels safe.

If the PCs somehow succeed in freeing Sherl, Zifis fights as described in event 7. Alternatively, if the PCs have uncovered Zifis plot, she may try to take one of the

Zifis



PCs hostage and use him like Sherl. If present but not exposed, Harvey tries to get the treasure during the battle.

Locations

The Andwan Villa

The Andwan Villa rises in a quiet, isolated area of town.

The building features a courtyard and a beautiful garden with a two-story stable. The windows facing the outside are closed and locked at night.

1, Entrance

The main entrance faces the road. The beautiful floor is laid with elegant white marble.

During the daytime, the doors are kept open with two guards on constant watch near the stairs.

Any time a stranger approaches the entrance, the guards ring a bell and immediately Worthington, the butler, arrives. If appropriate, he accompanies guests into the villa. The guards work eight-hour watches. At night, the door is closed on the inside with a beam, making it impossible to open from the outside under normal conditions.

2, Guardpost

The guard posts are occupied by the guards during rainy or cold weather.

3, Security

These are the guards' quarters (they are always Zifis men). Normally present are the off-duty guards plus their commander, Buck.

The room contains five beds and a couple of wardrobes with the guards' belongings. The wardrobe has a false bottom, in which is a vial wrapped in a cloth containing a black powder. This is a mild drug which causes hallucinations for 1d4 turns, sometimes used by one of the thugs.

4, Servants

These comfortable rooms are the servants' quarters.

They contain beds, wardrobes and tables. Every servant (Zifis men) has his own private section. If the PCs examine these rooms or speak to Jahele, they will be told that the servants are scruffy and dirty. Many of them drink at night, as shown by the many bottles scattered under the beds. Dirty heaps of clothes are piled up all over

Harvey Blackmoor



the room. Only the various areas occupied by Jahele, Worthington, Lobus and Ramas are cleaner and more tidy.

5, Kitchen

This is the realm of Lobus the cook. Lobus is a true maniac, his kitchen is always tidy and clean as a whistle. All the pots and the pans are hanging neatly on the north wall and a large marble table is set in the center of the room.

Under the table is a stone trapdoor with a heavy lock, for which the PCs need a Open Locks check. The key of the lock can be found in Radon's room (room 20). Behind the trapdoor is a stairway leading to the dungeon. On the east wall is the big fireplace where Lobus cooks.

At all times of day, delicious cooking smells waft around. On the west wall is a dumbwaiter used by Lobus to send food to the first floor.

6, Backdoor

This is the servants' entrance, used for bringing supplies into the villa. Usually the door is locked with a beam from inside,

making it impossible to open from the outside.

7, Warehouse

Lobus holds the only key to this warehouse, which contains all kinds of foods: wine barrels, beer and ales, cheeses, ham and sausages, salted meats and fish, barrels of herrings, flour, malt and a large quantity of bird seed.

Under a small pile of empty sacks is a small barrel of sunflower seeds, which can only be found if the PCs look for it. A locked cupboard (the keys are always held by Lobus) contains an enormous quantity of spices, worth 500 GP.

8, Stables

There are eight riding horses in the stables, looked after by Ramas. One of the horses, with a gray mantle, was the favorite horse of Radon Andwan. Ramas takes the horses outside twice a week. If Ramas is questioned, he explains that since he has taken the job, Mrs. Andwan has never ridden a horse.

9, Rimax' Room

This room is a real mess, with nothing where it should be. The bed is standing up facing the wall and the closet is lying on the floor. Clothes are hanging on the walls, a bookcase is surprisingly upright, but all the books are upside down and inside out.

If the PCs examine the books, they will see that most of them are about rare birds. If they choose to read all the descriptions of the birds in the books and then compare them with the birds in the cage, it will take them about 7 hours. If they do so, they will find out that one of the birds, the striped peacock of the Hurda Lands, has a very unusual song.

This bird's song is the only way to open the heavy stone doors of the treasure vault, which the PCs will have to discover by examining Radon Andwan's study. The PCs can find out (by reading the books) that the bird only sings after eating sunflower seeds, which it loves.

10, The Courtyard

The courtyard is surrounded by a beautiful portico, with elegant white marble columns holding up delicate arches. The garden is full of groups of girls and boys playing sweet songs with harps, young philosophers chatting and poets reciting their works.

They are all young artists who come to the villa during the day to practise their arts and to eat. Zifis has decided not to ban them so as not to arouse suspicion. The garden is beautifully laid out with many kinds of flowers. In the center of the courtyard is a beautiful bird cage with golden bars with many unusual, multicolored exotic birds.

A druid or a ranger may recognize some of these birds, but the others are too rare to be known to them.

If the PCs look specifically for it, they may recognize the striped peacock of the Hurda Lands but only if they have seen the picture in Radon's room.

11, Bathrooms

These are the bathrooms for the servants and the garden visitors.

12, From the Kitchen

Here the waiters remove the food from the kitchen dumbwaiter and serve the guests in the dining-room. In one cupboard are five waiter uniforms, red with gold buttons.

13, Library

The library is very comfortable, stuffed with all kinds of books, but none about birds. There is a broad couch, several reading chairs and a small wooden closet with clay pipes and tobacco.

14, Dining-room

A large mahogany table with 34 chairs stands in the center of this spacious room. Heavy tapestries adorn the walls and there is a great fireplace shaped like a bird beak on the north wall.

The table is always laid, in the mornings for breakfast and later for lunch and dinner.

15, Drawing-room

The drawing-room is filled with a couch, chairs and armchairs.

16, Study

Radon Andwan's study contains a large writing desk piled high with papers and shelves lined with books and other documents.

In one corner is an empty golden cage hanging from a crutch. The cage is engraved with the name: "Favorite". If the PCs declare they are examining the cage meticulously, they find remains of bird seed on the bottom. A INT check reveals them to be sunflower seeds. Also a WIS check reveals traces of a strange orange moss under the cage.

"Favorite" was the name of the striped peacock of the Hurda Lands used by Radon Andwan to open the door of the treasure vault.

Radon carried the cage with the bird into the dungeon, placed it on the ground (hence the traces of moss), then fed the bird with sunflower seeds. After eating the seeds, the peacock began to sing, opening the magical door of the treasure vault. The only way to find out which was Radon's favorite bird is to study his bedroom and the picture on the wall. Most of the papers are business notes and documents for the purchase and sale of

rare birds, silks and precious stones.

An INT check reveals that the papers are not in sequence, as if someone had quickly searched but not put things back in order.

17, Baths

The baths are well furnished and luxurious, with running hot water and blue marble bathtubs.

18, Corridor

On the side facing the courtyard are stained glass windows depicting exotic birds. Opposite Radon's study door (room 16) is a painting of the striped peacock of Hurda Lands; tell the PCs but only if they study the lead glass windows.

19, Guest Bedrooms

These rooms are all furnished with rich canopy beds. There are large closets and heavy blue satin curtains, along with porcelain washbasins and steel mirrors.

20, Andwans' Bedroom

This room is now occupied by Zifis. The door is locked, the PCs must make an Open Locks. At first sight, it appears to be a noble woman's bedroom: the sheets are fresh and perfumed with lavender and the room is filled with the aroma of juniper. There is a small wooden drawer with rare essences, make-up and other items.

If the PCs search over the canopy bed they find (during the day) the Zifis' work clothes: black leather boots, tight fitting overalls in black silk, black cape, silk rope, thieves' tools. But Zifis always carries her daggers and bracers hidden on her body. On the wall beside the bed hangs a picture of Radon Andwan in hunting uniform, with Favorite, the striped peacock of the Hurda Lands by his side. This picture will help the PCs to work out which bird to take from the cage. Behind the picture, in a niche, is a heavy bronze key to the lock of the kitchen trapdoor and a scroll of *Transmute Rock To Mud*, which may prove useful in the dungeon against the stone golem.

The Dungeon

The PCs may access the dungeon through the trapdoor under the kitchen table. There is no light in the rooms. If the Referee wishes, the dungeon may be accessed through the city's sewer system, through which Harvey Blackmoor can enter for example.

Lobus





1, Stone Statues and Secret Doors

The stairs lead into a large rectangular room. To the north is a small passage completely blocked by an enormous, heavy stone statue, representing a humanoid with a bird's head.

It is a Stone Golem. This is a powerful monster and the PCs may have to face it more than once. The Golem stands in front of the corridor and blocks all passage, never leaving the room.

Stone Golem: AC 5; MV 6; HD 14; Att 1; DMG 3d8; SA slow; SD +2 or better weapon to hit, *Transmute Rock to Mud* slows it for 2d6 rounds; MR immune to all spells; size L; HP 85.

Under the Golem's feet is a secret trapdoor with a lever that immobilizes the trap into corridor 3 and lifts the corridor floor allowing the PCs to pass.

On the east wall of the room is a hidden passage. The PCs can only discover it if Harvey is with them. The secret passage is a sliding stone wall, leading to the cell where Sherl Andwan is held captive.

2, The Cell

In the corridor leading to the cell, the PCs find a long pole (about 10ft long) which may be useful in room 4. The real Sherl Andwan has been held prisoner in this room for about two months (see event 5). The portcullis separating the cell from the corridor is locked. Zifis keeps the only key hidden in her bodice.

3, Floors that Are Not

The floor of this small corridor is a permanent illusion.

There is a pit trap along all the corridor, see room 1 to disable the trap.

Spiked Pit Trap: 2d6 falling damage, 1d6 spikes damage, save vs breath weapon to avoid spikes damage.

If any PC fails to take precautions (e.g. touching the floor with a stick, sword or pole), he will fall into the trap.

4, Beware of the Water

There are no traps in this room, but clearly, the PCs will have to be careful about diving into the water.

The room is completely filled with inky black water. Each end of the room has a platform with steps leading into the water, which is 10ft deep. The last step of the south platform, has a circular hole in the floor, into which the PCs must insert the pole found in the corridor leading to the cell. If they did not bring the pole or similar object, they will have to swim. Inserting the pole activates a device lifting the stone bridge connecting the ends of the room. When the pole is removed, the bridge sinks back into the water.

5, Fireballs

This corridor encircles the treasure room

and is completely covered by unusual orange moss. When the PCs enter the corridor, or if they stop on the threshold, they hear a burning noise and see growing light approaching quickly from the east side of the corridor.

A Fireball (10d6) circulates perpetually in the corridor in a clockwise direction, at a random trajectory (i.e. not always the same height or distance from the walls). The fireball explodes furiously if it comes into contact with a solid body. If the PCs are already in the corridor, they can try to jump through the door (a maximum of two PCs) by making a DEX check, otherwise the fireball explodes forcing all of them to make a saving throw vs breath weapons for half damage.

There are two ways to disable the trap. Either: *Dispel Magic*. Or: placing some object in the corridor which causes the fireball to explode. In this case, placing the object will slow the PCs' progress in the corridor to no more than one quarter of their movement rate (the fireball takes a total of one round all the way around). But owing to the random trajectory of the fire ball, this will only explode after 1d6 rounds, causing a flame explosion which could reach as far as the water room. The PCs are safe underwater.

Jahele



6, Treasure Vault

The door to this room can only be opened by bringing Favorite, the striped peacock of the Hurda Lands. He is placed in front of the stone door and fed with sunflower seeds. If the PCs comply, Favorite begins to sing and the stone door opens magically. Inside the room on a simple stone pedestal is a pure golden statue depicting the striped peacock of the Hurda Lands. The statue weighs about 500 pounds and is inlaid with 10 diamonds. It is worth about half a million GP. If the PCs steal it, they will not find it easy to sell and furthermore, they will attract the attention of all the local thieves.

Non Player Characters

Zifis

Zifis is a thief born in a distant Southern City, some 26 years old. She is a very beautiful woman: small but slim and well muscled, with a pale complexion, blue eyes and jet black hair. Zifis is a schemer, who will always try to avoid direct battle, but if forced to, she always tries to fight from a position of advantage. Her sworn enemy is Harvey Blackmoor; once he was her lover, but on a few occasions recently, he has stolen booty from under her nose. Zifis carries daggers smeared with a numbing poison.

Zifis (Human Female Thief 8): STR 12; DEX 18; CON 12; INT 16; WIS 12; CHA 16; AC 2, (bracers AC 4, DEX bonus); Att 1; DMG 1d4+3 (daggers+3 with poison); SA backstab +4 x3 poison dagger; HP 35. PP 73%; OL78%; FT 58%; MS 65%; HS65%; HN 31%; CW97%; RL35%

Buck

Buck is Zifis right-hand man, an educated but cruel half-orc with a passion for poetry. He is cunning and deadly and is the only person who can recognize Harvey since he has been with Zifis for a long time.

Buck (Half-Orc Male Fighter 5): STR 17; DEX 14; CON 16; INT 10; WIS 12; CHA 9; AC 4, (chain mail, shield small); Att 1; DMG 2d4+1 (bastard sword); Darkvision 60; HP 50.

The Thugs

These are a bunch of cutthroats hired by Buck. Most of them are humans or half-orcs.

Thugs (10) (fighter 3): AC 4 (chain+shield);

Worthington



HD 3; Att 1; DMG 1d8+1 (longsword); HP 25

Harvey Blackmoor

Harvey is a magic user who has dedicated his life to the subtle art of thievery. He is short and squat, sporting a small red beard.

Although he appears to be peaceful, he is in fact a very talented actor. At work, his face changes and displays all his craftiness. Harvey does not like fighting and when possible, he prefers to rely on his intelligence.

He will never risk his life if there is some other way out.

If forced to fight, however he will use his spells in deadly fashion. His motto is: "If you must strike, strike once and very hard!"

Harvey Blackmoor (Human Male magic user 8): STR 10; DEX 16; CON 15; INT 18; WIS 14; CHA 12; AC 6 (ring +2, DEX bonus); Att 1; DMG 1d4 (dagger); SA spells; HP 40.

spells 4/3/3/2

1st Level: *Detect magic, Read magic, Magic aura, *Magic Missile, Mending, Feather fall, Shield, **Sleep

2nd Level: *Continual light, *Darkness 15', Locate object, **Invisibility, Scare, Levitate

3rd Level: *Dispel Magic, *Lightning Bolt, Fireball, *Phantasmal force, Slow

4th Level: *Polymorph Self, *Fear
* memorized spell

Harvey's Gang

Harvey surrounds himself with intelligent people, shunning contact with stupid men. Hence his cutthroats are marginally more upmarket than Zifis' gang.

Harvey's Gang (6) (fighter 4): AC 3
(chain+shield+DEX); HD 4; Att 1; DMG

1d8+1 (longsword); HP 30

Lobus, the Cook

Lobus is chained to his kitchen, quite maniacal.

He was hired two months ago by Buck. If the PCs are kind to him and above all respectful of his kitchen, he will allow them to examine the warehouse and the kitchen to which he holds the only keys.

Lobus (Male Halfling Fighter 0)

Ramas, Hostler

Ramas is a good-natured country boy whose job is to look after the city horses. He was hired two months ago by Buck. But since that day, the noble woman has never asked for a horse to ride.

Ramas (Male Human Fighter 0)

Jahele, Head Servant

Jahele is the only remaining member of the former Villa staff.

Zifis has not fired her so as not to arouse suspicion.

Jahele is an old woman and is almost blind but she is still active, cheerful and polite and willingly speaks to the PCs.

Jahele is the only person who can recognize the real Sherl Andwan, provided she can get a close look without the veil. Jahele will confirm that since Radon Andwan's death, she has never seen Sherl without the black veil. Jahele is very unhappy about the new servants (except Ramas, Worthington and Lobus), since they are messy and inept. Furthermore, Jahele knew all Radon's habits and if questioned, she says he often carried a bird with him down to the treasure room. Unfortunately, she cannot identify which bird it was, since they are all the same to her.

Jahele (Female Human Fighter 0)

Worthington, Butler

He is a middle-aged man with a face like carved wood. He was hired two months ago and carries out the normal duties of a butler. If interrogated (during his free time), he says he has never seen the noble woman's face without a veil, but this does not bother him: although nobles have their foibles.

Worthington (Male Human Fighter 0)

Sherl Andwan

Sherl is a true noble woman, severe and aloof and with a speech defect. If liberated, she asks the PCs to wise her up, then offers them a reward in return for their assistance in freeing the house from the criminals. Eventually, she lets the PCs continue their adventure and recover the treasure that she will hide elsewhere.

If Sherl does not survive the adventure, her son Aramais, currently outside the city, will return at the end of the adventure to take possession of the villa and the treasure.

Sherl Andwan (Female Human Fighter 0)

Ramas



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Advanced Master Adventures

Game Adventure

The Andwan Legacy

By Mario Barbati

“The doors of the inn open and two half-orcs larger than elephants enter, scrutinizing everybody grimly. One of them makes a sign to the entrance, then a beautiful woman in a figure-hugging silk dress enters the tavern.

Her face is almost completely hidden behind a black shroud, her walk is cat-like and she attracts the men’s gazes.

She approaches the portly innkeeper and talks briefly to him, then he points towards the PCs.

The woman sits down at a reserved table behind a screen.

Straight away, one of the grim half-orcs approaches you and says in perfect Common: Begging your pardon sir, my lady wishes to speak with you, would you be so kind as to follow me to her table?”

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