



VATHAK SIDEQUESTS

The Lost Friend

Complexity: Medium to Hard

Reward: Gold/Treasure or Abandoned Keep

Location: Dungeon

NPCs: Dawson Helvectus, Simon Bellworth

BACKGROUND

Helvectus is way past his prime and should have retired from adventuring years ago. With thinning gray hair, frail arms barely able to lift his sword, and chain-mail beginning to rust, he is a sore sight to behold. This is made worse by the fact that he is gently crying over his ale in the corner of the tavern.

If the characters inquire about his melancholy to the bartender or staff, or even directly talk to Dawson Helvectus, this is the story they will hear.

Along with his servant, Simon Bellworth, Dawson had traveled to a nearby dungeon for one last hoard of treasure to fill his pockets. Unfortunately,

the inhabitants of the dungeon were too much and forced them to flee.

This is where Helvectus lost sight of Bellworth, as they split down different dungeon hallways. He believes his servant to still be alive and possibly lost in the furthest regions of the dungeon. But knows now his pride led him on a fool's errand, and he lacks the strength and youth to return for him.

He requests that the characters explore the dungeon for him and see if Simon Bellworth is alive and if not if they can return his body for a proper burial.

He describes Simon as being short, pudgy, and wearing a red tunic with a floppy feathered cap.

TASK

It is up to the Gamemaster to determine the size and nature of the dungeon, as well as the creatures that inhabit the location.

The Gamemaster also must determine the fate of Simon Bellworth. Several options include.

- ☛ **Alive.** Simon became lost in some dark corner of the furthest reaches of the dungeon. He is alive, but in poor shape.
- ☛ **Captured.** The creatures of the dungeon have captured and imprisoned him. Maybe they plan to trade him with other horrible creatures, or perhaps waiting to enjoy him as a meal. Either way, the characters will need to rescue him.
- ☛ **Dead.** Unfortunately, Simon didn't make it. Eventually the players find his corpse and will either need to carry it out and back to Dawson, or at least bring proof of his demise.
- ☛ **Bonus!** The characters find ample evidence that Simon was killed by Dawson Helvectus. Perhaps he holds a button from his coat in his cold-dead hand, or scrawled a note on the wall in blood. Whatever the case, it clearly points to Helvectus.

CONCLUSION

If Simon is alive the characters will need to escort him back to Dawson. He is in poor shape and will require food, water, and rest. Dawson Helvectus will be overwhelmed with joy at having his companion safe and alive. He will reward the characters with gold, simple magic items, or even a treasure map he found.

If Simon is dead, Dawson will require his body for burial or at least solid proof that the characters found him (such as his feathered cap). The news of Bellworth's death will be overwhelming news. Helvectus will cry uncontrollably and declare he will never adventure again and that all the glory and gold wasn't worth it. He will give the characters a key to his "manor" as payment before loading up his horse and riding off.

If the characters believe Dawson Helvectus killed Simon Bellworth, they will need to provide evidence. Solid evidence will quickly make everyone in the tavern turn on Dawson. He will try to proclaim the allegations are nothing but lies and begin to gather himself and leave. Enough people can detain him in the tavern for town guards to be fetched, however, he

will fight rather than be arrested. Whether the characters detain him, fight him to the death, or simply not get involved further could create many possible outcomes - for the Gamemaster to decide.

THE HELVECTUS MANOR

If the characters receive the keys to the manor, anyone in the tavern can provide directions. The manor has no real value and is far from being an extravagant estate. In fact, the old stone building is a simple, single room building, that resembles a rustic hunting lodge more than anything else.

Inside is a small sitting area, a kitchen with the barest of necessities, and a single supply room. Upstairs are several bedrooms, some being barren of furniture. The walls are decorated with animal mounts, creature skulls, and what appear to be very poor and fake taxidermy experiments.

The supply room has about a month's worth of food stock, but a portion of it has gone rancid. A few weapons are also sitting on a rack, most of which are rusted and in poor condition.

If anything of value is at the manor, it is up to the Gamemaster to decide. Perhaps Dawson had a few magical artifacts or weapons gathering dust, a secret stash of gold and gems, or even more.



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