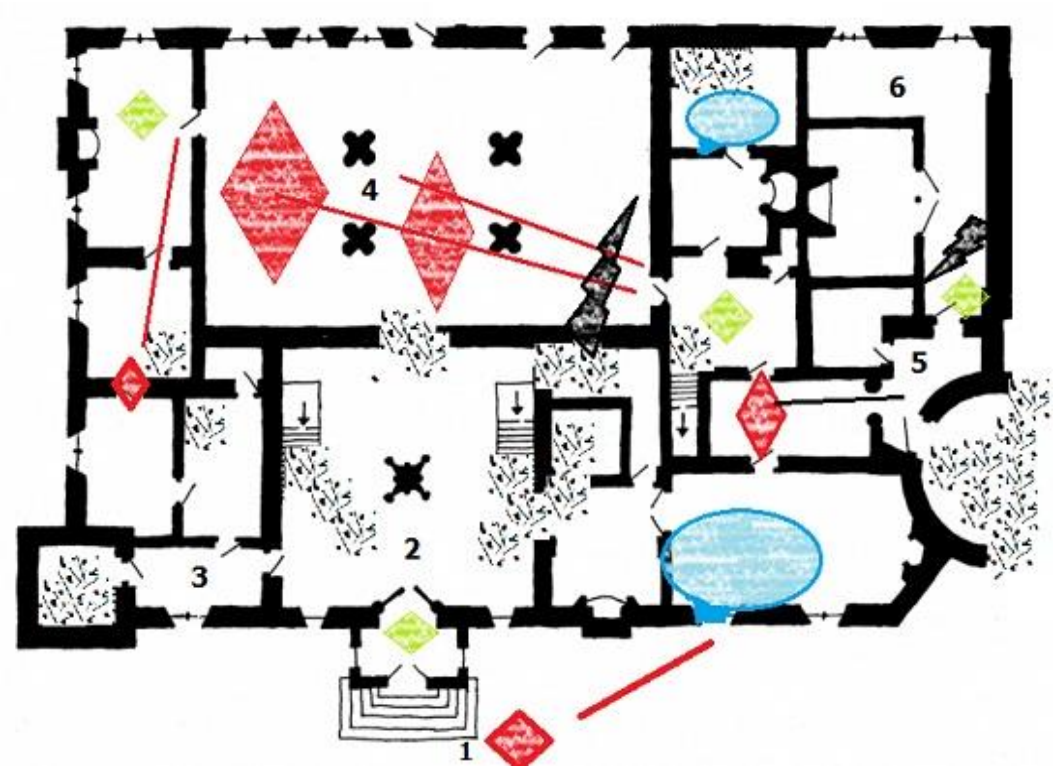
OP2 - CUPID'S ARROWS – AN ADVENTURE IN FILBAR



Player's Background: For the past three days you have been attempting to track down the elusive bandit known as Johan Cupid. With the rest of your adventuring group on hiatus, you have taken the opportunity to pick up a bounty hunter job to hone your skills.
Yesterday the trail led to Jakestown where you found out a man fitting the description was in the area. As your questioning continued a trapper suggested you check the old manor house north a few miles. He believes he saw lights there last night!

DM Background: This short adventure was built for a solo 3rd level character. This scenario offers a single PC a chance to get some extra experience.
The hunt for the bandit has led to a set of old ruins a few miles away from the small thorp where healing is available.

The old manor house has been empty for decades and is in very poor condition. The roof has caved in on the second story and the entire upper level is impassable. Ivy has grown up around the property and it makes a very good location for bandits on the run. The interior floors are covered in dirt with vegetation and debris the main attractions. The group of four bandits has chosen this location for its desolate quality. The bandits have captured two creatures native to the area and are using them as traps in two spots inside. The windows around the exterior are broken and partially hidden from the ivy. The doors inside are warped and do not close very well. The two exceptions to this are area #3 & #5. Red Diamonds = arrow attacks, Green = arrow misses

1. **Arrow Strike – As the PC approaches the manor house they will not notice any movement from the ruins. Upon reaching the stairs Johan Cupid will fire two arrows, one of which will definitely miss. Arrows attack at +4 for 1d6 +2**
2. **Audience Chamber – This large room is filled with a debris, a large column, and a small fire. As the PC enters the mysterious bowman will shoot again but the arrow will lodge in the front door missing the adventurer. Inside the main chamber are three bandits who follow Cupid and help him with his stealing. One will be close to the door, one will be warming himself by the fire, and the third will be around the corner. The PC will face them in successive rounds as opposed to all at once. The bandits are wearing leather giving them AC12 with 11 hit points. They wield notched scimitars that are +3 to attack doing 1d6+1 for damage. Their stats are S/D/Co/I/W/Ch 11/12/12/10/10/10 the subordinates have 14gp each but one has a necklace with a small moonstone in his pocket that is worth 25gp as well. XP =187 total.**
3. **Trapped Doorway – The bandits have captured a Giant Wasp and have placed it in behind the door to the west and propped the door up but tied it to the door to the north. A rope has been pulled through the wall so that when the north door is opened it pulls open the door hiding the Wasp. The creature doesn't have any treasure and will angrily attack the PC immediately. It is AC12 with 13 hit points. It will sting at +4 for 1d6 +1 but will secrete a poison requiring a DC11 vs. Constitution for the ½ the toxin. A failure to make the check will result in 2d6 additional damage. A quick thinking PC can attempt to get through the north door and block out the Wasp but will suffer an attack of opportunity. XP = 150.**
4. **Great Hall – With what seems to be a constant barrage of Cupid's arrows the PC will arrive at the Great Hall. The ceiling is still held up by four large wooden timbers that can be used to add +2 to the PCs DC. The PC will have to directly state that they are using the columns for cover. The adventurer will face two flights of arrows from Cupid at this location and will have to get across the room intact to give chase. A large hole in the floor will require careful maneuvering to get around. If cover/concealment is utilized in this chamber a recommended 50 experience points could be given.**
5. **Trapped Doorway – This section has been setup the same way as area #3. The door to the left is the trapped section and has a Giant Wolf Spider that will charge out immediately to attack. It has an AC13 with 11 hit points. Its attack is a bite at +3 for 1d6 +1 of damage. XP = 75.**
6. **Johan Cupid – Will be found at this location and he is currently out of arrows. When approached the cornered bandit will be fighting wearing leather and using a shield for AC13 and has 27 hit points. He will strike at +4 with his +1 long sword doing 1d8 +2 damage. His stats are S/D/Co/I/W/Ch 10/15/10/12/14/16. He may surrender if severely injured and is worth 200gp alive or dead payable from the local magistrate. His cohorts are also worth 25gp with proof of their death. He has 37gp from his thefts, a Potion of Extra Healing, and two silver candlesticks worth 25gp each. This chamber also has some foodstuffs and a five wineskins available. He is worth 300 experience points dead or alive.**