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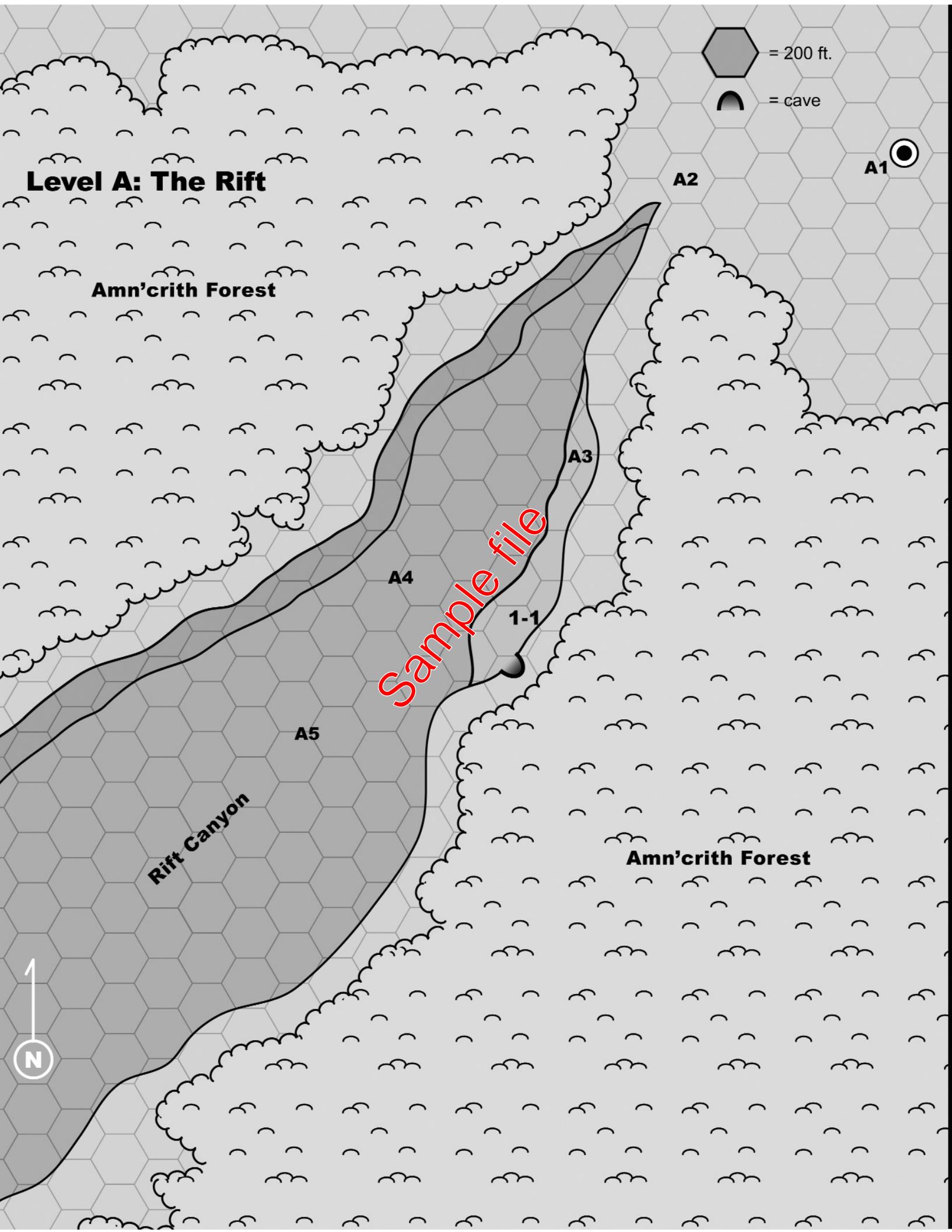
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This world-neutral adventure is easy to set in the world of Áereth, as described in *Dungeon Crawl Classics #35: Gazetteer of the Known Realms*. See inside for full details.

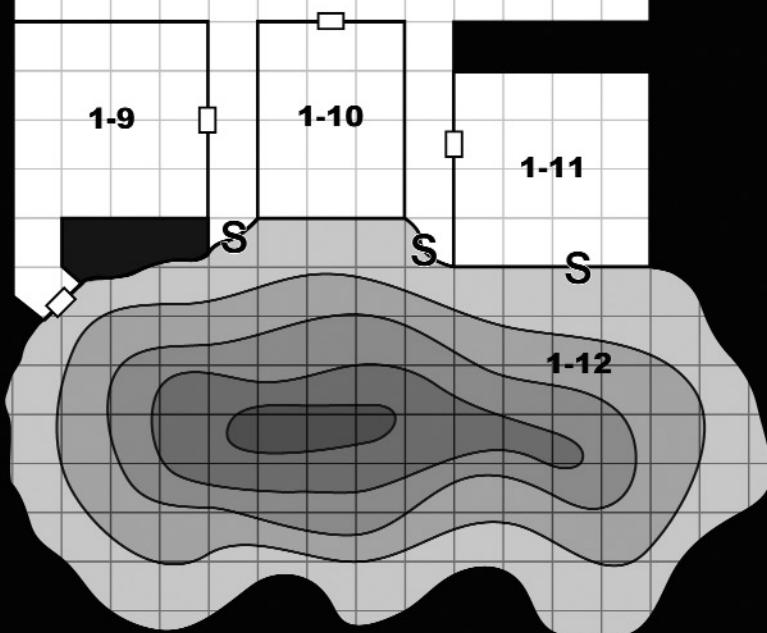
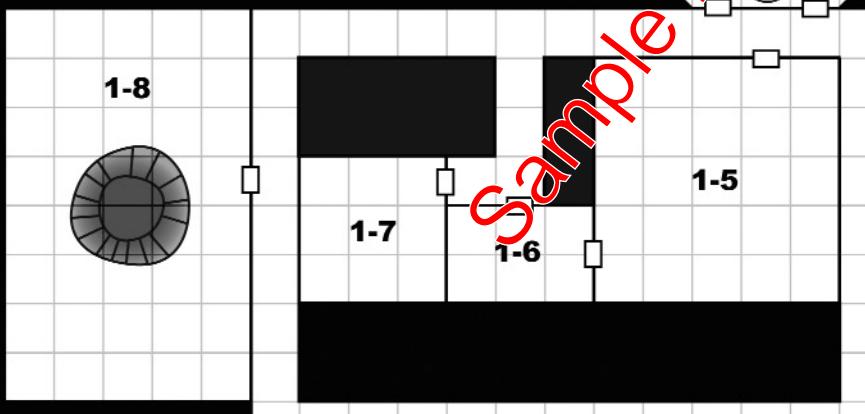


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**Level 1:  
Goblin Warrens**



# Dungeon Crawl Classics #41

## The Lost Arrows of Aristemis

By Smaugdragon  
AN ADVENTURE FOR CHARACTER LEVELS 1-3



Sample file

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**Dedication:** I dedicate this to my sons, Bruce and Patrick, to show them dreams do come true with hard work, devotion and dedication.

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If you like this adventure, be sure to look for the rest of the Dungeon Crawl Classics series at your local game store.

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# Introduction

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know are there somewhere.

The Lost Arrows of Aristemis is designed for four to six characters of 1st through 3rd level. A fighter, rogue, cleric and spellcaster of some sort need to be in the mix. The cleric should optimally be a priest of Aristemis, but any good-aligned god will do. The original party included a host of NPC co-adventurers, stalwart warriors all. Feel free to include any NPC you may need to help (or hinder) your party.

## Adventure Summary

There have always been caravan raiders hailing from the winding canyon known as the Rift of Amn'crith, but under the direction of a wicked drow known only as the Duke, the humanoids of the Rift have turned slavers and begun preying upon helpless farms and villages. In pursuit of captured slaves, the PCs delve into the Rift, uncovering the ruins of an ancient gnomish enclave and the remains of an ancient mystery. The Lost Arrows of Aristemis call from deep beneath the earth. Can the PCs break the slavery ring and recover the lost relics?

## Game Master's Section

### Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** – the location number keyed to the map for the encounter. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. Names in italics are classed NPCs. **EL** – the encounter level.

### Author's Note

In the dark, dank recesses of history, when the great EGG ruled the game, I wrote several dungeon crawls, designed for TSR's campaign setting. As time and tide changed, 2nd edition came out and I tried these dungeon crawls in a variety of settings. If you enjoy this version, updated to 3.5 rules, let me know and I'll make more.

– Bruce "Smaugdragon" Boughner

Loc	Pg	Type	Encounter	EL
1-1	9	C	Blood boulder	2
1-2	10	C	Goblin guards (2)	1
1-3	10	T	Spell trap	3
		T	Sliding wall trap	
1-4	11	C	<i>Krinchok</i> (goblin chieftain Ftr1), goblin guards (2)	2
1-5	11	C	Goblin	4
		T	Stinging dust trap	
1-6	12	C	Goblin	1
		T	Basic arrow trap	
1-9	13	C	Goblin cook, kobold kobold slaves (4)	2
1-10	13	C	<i>Wharmog</i> (goblin shaman Clr1), goblin	1
1-11	14	C	Goblins (2)	1
1-12	14	C	Mudmen (2)	2
1-13	15	C	<i>Whiskers</i> , pseudo-dragon	1
2-1	17	T	Rung trap	2
2-2	17	T	<i>Ghoul touch</i> trap	3
2-3	17	C	Asherake	3
2-4	18	C	Animated statue	2
2-5	18	C	Gold scarab swarm	1
2-6	18	C	Vilstrak (2)	1
2-7	19	C	Poltergeist	2
2-10	19	C	Screaming devilkin	2
2-11	20	C	Dire corbies (2)	2
2-12	20	T	Spike stair trap	2
		C	Mites (4)	
2-13	20	C	Ogren (2)	2
2-14	20	C	Flumph, vortex	3
2-15	21	C	Grimlocks (2)	2
3-1	22	T	Pit trap	2
3-2	22	C	Hobgoblins (2)	2
3-3	23	C	<i>Durgchet</i> (ogre), <i>Duke Sharg'r't</i> (drow Ftr2)	5
3-4	23	C	Spider Swarm	1
3-5	24	C	Ettercap	3

Loc	Pg	Type	Encounter	EL
3-6	25	C	Large spider	2
3-8	25	C	Hobgoblins (2)	1
3-9	26	C	Hobgoblins (3)	2
3-10	26	C	Doppelganger	3
3-11	26	C	Goblins (2)	1
3-12	27	C	Mesaw, dakon ranger	3
3-15	27	C	Skeletons (3)	1
3-16	28	C	Skulks (2)	2
4-1	28	C	Gambado	3
4-2	29	T	<i>Burning hands</i> trap, 3 spear traps	3
4-3	29	C	Mawler	4
4-4	30	C	Dark creepers (4)	5
4-5	30	C	Dark stalker	3
4-6	31	C	Bonesnapper	3
4-8	31	C	Flail snail	3
4-10	32	T	Net trap	2
4-11	32	T	Arrow trap	1
4-12	32	T	Block trap	3
4-13	32	C	Ankhegs	5
4-14	33	C	Necrophidius	5
4-15	33	C	Shanta, songdragon	6
4-16	34	C	Wererats (4)	5

## Scaling Information

The Lost Arrows of Aristemis is designed for four to six characters of levels 1-3. GMs can modify the adventure to challenge a weaker or more powerful group with the following guidelines:

**Weaker Parties (3 or fewer characters):** For any encounter with multiple creatures, include only 1 creature of each type. Replace the asherake in area 2-3 with a pestie; remove the ogre from area 3-3; replace the ettercap in area 3-5 with a hobgoblin; replace the doppelganger in area 3-10 with a duergar rogue with a good Disguise skill; replace the mawler in area 4-3 with a darkmantle hidden in the ceiling.

**Stronger Parties (7 or more characters, or higher than 3rd level):** For any encounter with a goblin or hobgoblin, add 2 more of that type. Increase the levels of all classed opponents by +2 and increase the DC of all traps by +5. Add 4 hobgoblin guards to area 3-3; double the number of wererats in area 4-16.

## Getting the Players Involved

The actions of the slavers have sparked the fear and ire of many parties, giving a GM a wide breadth of possibilities for luring PCs into the adventure.

- Local Authorities:** The mayors of nearby towns, the baron of the duchy, or a band of landed aristocrats send out criers in search of heroes. Soon every barkeep, fence and guildmaster knows the same; that the courageous and clever can make a quick bit of coin investigating the slavers of the Amn'crith Rift. Alternately, criminal PCs could be escorted to the lip on the canyon as punishment for violation of local law.
- Quest for the Lost Relics:** Priests belonging to good-aligned orders and sects have two reasons to investigate the Rift: to break the slavery ring, and to reclaim the lost Arrows of Aristemis. The party's cleric is approached by a local bishop and told of

### DCC World

If you are using the world of Áereth from DCC #35: Gazetteer of the Known Realms, this adventure takes place north of the Amn'crith Forest. A festering wound cut into the face of the wild north, the Rift of Amn'crith has long been home to bands of wicked humanoids. Throughout time various goblin, kobold, and giant warlords have claimed sovereignty over the terrible place, and the canyon walls are riddled with caves, fortresses, fallen citadels and the like – some abandoned, others still occupied by their ferocious inhabitants. A tribe of feral elves is rumored to make their home somewhere in the Rift, forsaking the customs of their kind for the ways of savages.

