

If the players follow this thread, they'll discover **Ardveg had had enough of Bragen trying to extort him with his wife dying, and murdered Bragen.**

- If players confront Ardveg, he'll confess everything and beg for the players to leave him be, as he only did it to stop Bragen from terrorizing others and to save his dying wife.
- Ardveg will offer to take the Players to where he disposed of Bragen.
- If the players decide to arrest Ardveg, he'll fly into a rage and fight to the death.
- **If Ardveg dies before he shows the Players where he hid Bragen, they won't find anything** and will return empty-handed.

### Ardveg

HP: 6 Armor: 1

STR: 12 DEX: 14 WIL: 12

- Hunting Bow (1d8 when wielded by Ardveg, else only 1d6)
- Skinning Knife (1d6)
- Handaxe (1d8) (If melee, Ardveg will dual wield Handaxe and Knife)
- Empty coin purse
- Smelly Hide Armor (1 Armor)



If the players find the corpse of Bragen, they'll find the following:

- Heavy Lockbox (extremely bulky, takes up 4 slots, contains 2,195 gold (50 gold missing))
- Tax Ledger (states that collected amount should total 2,245 gold)
- Journal (states that Bragen pocketed 237 extra gold that is not on the ledgers)
- Heavy Satchel (contains 237 gold)

**Players shouldn't be penalized if they decide to keep the extra gold Bragen stole. Marcomir is only concerned with what's on the ledger.**