

PERIS4-04

Cooper Versus Cobbler

**A One Round D&D LIVING GREYHAWK[®]
Perrenland Regional Introductory Adventure**

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With tension simmering for years, will the brother's animosity finally be resolved in the ancient and highly respected tradition of The Schwartzenbrook Warrior's Duel? An introductory adventure for Level 1 characters set in Laufgen for low level PC's, highlighting several aspects of Perrenland Culture.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A two-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap

or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you personalize the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

de by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Perrenland - Quagfludt canton. Characters native to Perrenland pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

A Brief History Of Laufgen

Laufgen is an out of the way hamlet suffering from many of the tribulations of isolated, frontier human communities. Comprising around 500 residents, most of whom are human, the main industries are trapping, alluvial mining and some forestry. It is ruled by the aging Landgraf, Yenjanna. Once a prime example of strong Roodberg leadership, the Landgraf is a broken man, who hasn't been seen outside his mansion since his wife's brutal and mysterious murder a decade ago. Laufgen was officially founded nearly 40 years ago from farmsteads and a small gnome outpost, but has been around far, far longer. The Landgraf is the first ruler, awarded his title due to exemplary military service in the Auszug. While the town was at first prosperous, it has been slowly degenerating since its ruler went into seclusion. It has a standing militia of a dozen lazy guards, who mostly keep up a public presence, shoo away Kobold raiders or wild animals, and keep the Highfolk tax collectors at bay.

This adventure, however, focuses on one of main Vosser families in town, the Höndvoet, and the schism that has been setting them at each others throats for nearly two years. It is lead by the two Vosser brothers Ari "Cooper" and Dirk "Cobbler" Höndvoet. The conflict between these two men is legendary in these parts, but it has never come to bloodshed... at least, not as yet.

Adventure Summary

The adventure begins as the neverending search for fame, fortune and adventure brings the characters towards the frontier village of Laufgen. During a spontaneous archery contest, some Kobolds beset nearby travelers. The PCs rush to their aid and meet Ari 'Cooper' Höndvoet and his daughter Pixie, who invite them to travel with them and insist they attend as guests of honor at a family feast in three days time.

Along the way the group serendipitously meets with Cooper's estranged brother, 'Cobbler'. Cobbler has sent his youngest son Gefflaud down a well, and needs the party's help to get him out. (Truly, this is a lucky day for those in need of heroes.)

Cobbler also invites the PC's to the feast to be held in three days time. PC's can use this time to explore Laufgen and some of the interesting sites it has to offer. This includes rescuing the local village idiot from thugs, a trial of strength with a priest of Kord, dodging thieves, freeing slaves, and discovering what *really* goes on in the town barracks – not to mention tangling with a fearsome arch-villain!

Eventually they arrive at the feast, where the simmering rivalry between the two brothers boils over into the martial challenge used to settle minor feuds known as The Schwarzenbrook Warrior's Duel. The

characters are invited to display their true Perrenlandiness¹ to adjudicate this contest: That is, to see it is run fairly. The brothers' mother, the Vosser Graf Anika, instructs them on the finer details.

The battle is run, with just about everyone trying to tilt the battle in their favor except the brothers themselves. Characters need to be highly alert to keep things honest.

In the end, one brother is the victor, and everyone rushes off to get inebriated at the local tavern to celebrate the end of the feud. However, before celebrations can begin a local girl is discovered missing; kidnapped by a sinister being and must be first saved from certain doom.

Following this, the PCs are rewarded by the winning brother depending on how well they did at keeping it a fair fight. It is recommended that the DM review the PHB and DMG rules for unarmed combat, climbing and *Shame Criers* (DM Aid #1 in the Appendix) before beginning this adventure.

This introductory module is intended to be a little 'lighter', with well spaced combats and some light hearted narrative. We hope your players will find it memorable. Also, to assist DM's new and old, extra detail and rule reminders have been added to this scenario.

Having done this, the scenario can be fairly narrative intensive, and narration should only be used to add flavor. Excessive narrative is provided to give a clearer view of what the DM is free to adlib on. Do not feel you must read every block text if it is taking away from the player's experience. Remember, the first rule of the game is to have fun. The writer of this scenario is especially indebted to Warren for his masterful proof reading and Patrick as always for his advice and encouragement. Please forward any comments regarding your experience, positive and negative, to apprenticeangel@hotmail.com. I'd love to know how the PC's went.

I hope you will enjoy this scenario.

Introduction

The endless search for fame and adventure has brought you to the Quagfludt, Perrenland's most southern and most infamous region. Yet the past few days have been unbearably quiet. Idleness and boredom soon take their toll on your party,

¹ The ability to adjudicate Schwarzenbrook impartially. Also, the love of a good fight that has characterized Perrenlanders over the centuries.

and someone has suggested that you hold a broken arrow archery contest. In this contest, one character gets to hold a target (in this case, a frying pan) aloft at 100 paces (120 feet), while the others take turns firing arrows without their heads (hence the 'broken') at said target. The best of three shots will be allowed the choicest portions of the bush turkey you caught this morning. Adventurers, take your marks ...

Unless there is a volunteer, roll to determine who is the lucky "fry pan holder" (or even better, cut some real straws to determine a 'short' one). However, as soon as the PC reaches the hill top where he/she is to stand, a scream comes from down the far side. **Give Player Handout #1** to the lucky fry-pan holding player ...

Encounter One Kobolds!

The other PCs can see nothing from their vantage point 135 feet away and over the other side of the hill. Appendix C has the map.

Only the PC with the frying pan may act during the surprise round. This PC may choose to alert the other PCs (free action), then run down the hill to meet the kobolds (move action); or fire a single ranged attack/spell at the kobolds from where he/she is. The other PC's will not be able to see what is going on until they are at the top of the hill. It is 60 feet to the top of the hill, and 60 feet down the other side to meet the kobold attack.

NPC: Pixie Høndvoet. Female Human Com1. Possessions: None (traveller's outfit; red dress).

APL 2 (EL 2)

Kobolds (6): hp 4 each; see *Monster Manual 3.5 Ed.* page 161.

Tactics. The Kobolds concentrate exclusively on the PCs once they know they are present, hoping to kill everyone then make off with the cart. Due to the darkness in this part of the forest canopy, they are not penalized with regard to sunlight. Pixie will not leave her father to pursue the kobolds, but will fight valiantly over him with her weapon for as long as she is conscious. Cooper, her father, is on 0 hp.

When victory is secured, the young woman bends down to help her father. Read or paraphrase:

"Oh! Thank all the gods and all their in-laws that you good heroes came by when you did! My

father and I were beset without warning! I don't think I could have fought them off alone without your strength and might! I am Pixie, and this is my father... Oh please, is there any aid you can offer Old Man Cooper and his daughter?"

Assuming the characters do something (like magical healing or even a Heal check DC 8), Cooper sits up and thanks them. If they do nothing, he recovers on his own in a moment, then says to the PCs:

"Well! (cough, wheeze) Heroes! Yer better than the Ober-Constible for yer timin! (smile, grimace) Old man Cooper's the name, and I thank you fer savin' me life an' property from that cursed kobold plague. Hate to think what they might'a done to my sweet little maiden princess here! (Which brings a blush from his daughter) Seems I owe you all the hospitality of me home. Would you care to be treated as guests of honour at a feast my mother, Matron Anika, will be holding in a day or two?"

If the PCs say YES please :

"Then let us share the road together until we arrive in Laufgen, a nearby hamlet (and my home). It should be interestin' hearin' the tales of some real adventurers! Come good folks!"

If the PCs say NO thanks :

"That saddens me, but no matter. Let us share the road together until we arrive in Laufgen, a nearby hamlet (and my home). It should be interestin' hearin' the tales of some real adventurers! Come good folks!"

Cooper is a chatty fellow, in spite of his head wound. He is about 55 years old. Pixie is barely 15 and not really interested in boys *just* yet.

Encounter Two The Boy in the Well

Cooper is a friendly fellow, but a little too talkative when not unconscious. He relishes his own sense of humour, which Pixie seems to appreciate. After a while, you come upon a quaint clearing in the woods where a strange sight greets you. A man around Cooper's age, and a younger man of similar build are holding tight a

rope which begins around the trunk of a tall tree and ends somewhere out of sight in the depths of an old well near the center of the clearing. A young female of around 12 years old with long brown hair is peering down the well.

"Hoist it up! Gefflaud! Hoist it up!" The man Copper's age says.

"But I can't, I'm stuck!" A young voice wails out from deep down within the well.

"Son of a jackal! Pull harder you..."

He stops suddenly as he notices your group approaching "Cooper! Brother! I thought you were out of town today?"

"Half your luck you double crossin' bandit! These here 'ventureres saved your niece and I from a horde of boot lick'n Kobold bandits! Now you owe us an explanation as well as ... well, you know what ..."

Copper previously mentioned to you that he has a disreputable brother named Dirk, but known by all as 'Cobbler' as he wastes his time making shoes instead of working at an honourable trade ... like making barrels!

Cobbler looks from the well to his brother beside you, a thin brown moustache curled up on his lip like a squirming caterpillar. He approaches your party as the younger man begins to struggle visibly with the rope that dangles down into the well.

"Well, since you must know. I put 'it' down 'there'; for safe keeping, after what you let happen last time. Well, you said you needed it, and I was going to get it. Seems that Gefflaud got himself stuck down there, and now we can't get him or 'it' out. Now if you would like to lend a hand on this rope, maybe 'we' can do something about 'it'!" He shouts in anger at this brother.

"Pah!" Scoffs Cooper "You got yourself into it, you get yer self out!"

"Why you..." Cobbler's hands clutch at the air, when suddenly a voice cries out from the well.

"Dad! I think I just saw a spider down here! Dad, Dad, get me out!"

Copper simply laughs as Cobbler finally assists his suffering aide at the rope. Pixie goes and comforts the little girl, possibly her cousin. Things seem to be at an impasse.

If the characters don't offer to help, Cobbler kindly asks them to send one of their own down to see what the boy is caught on. Pixie then asks if they refuse. Failing even that, the little girl bursts into tears and begs them to help if they still refuse. Should the cold hearted (or very confused) adventurers *still* refuse to risk their lives for unknown strangers, the boy

suddenly gets loose and comes out all on his own (and the PC's get no XP for this encounter).

The well is big enough for medium-sized creatures to fit down, albeit even with a bracing wall it is a little damp and slippery and nearly 30 feet deep (Climb DC 15 = 1/2 base movement rate down rope).

PC's can lower the DC by 5 by using their own rope, and another 5 by knotting the rope. Should they somehow fail by five or more, it causes them to fall, taking 1d6 damage per 10 feet fallen (maximum 2d6). Once a PC manages the distance, he/she sees the boy, Gefflaud, has caught his shoe lace on a stone (DC 12 DEX check to remove). Pulling on the boy's rope is not an option, as it will cause damage to Gefflaud and may cause Cobbler to refuse to have anything else to do with the PC's unless they heal him or pay for it.

Unfortunately, the stones at the top of the well have just been loosened. The boy is safe under a natural stone wall, but any PC attempting to climb down without deliberately checking, will set off this 'trap' about 10 feet from the bottom of the well. PC's must say they are "examining the well carefully" to be allowed a Search check to find this "trap".

APL 2 (EL 1)

Rickety Well Trap: CR 1; mechanical; location trigger; no reset; DC 20 Reflex save avoids; 10 ft deep (1d8 fall and falling rubble); Search (DC 20); Disable Device (DC 20).

Once the boy is loose, he can be hauled up. His father asks him if he has 'it' and he will reply "yes". The brothers are unwilling to discuss this family heirloom and haven't found a way to divide its benefits equally either. They will dismiss questions with comments like: "Sorry, this little problem is best kept in the family."

After the success of the rescue, both brothers *insist* the PC's come to lunch with them. In two days time their mother, the local Vossler Graf (clan chief) is hosting a lunch for family and friends, and the PC's are now *expected* to be there. (Hey, it's a free lunch!) Cooper and Cobbler bear unresolved tension between them, which their children do their best to ignore. Both of them seem at fault. The DM may even like to ham it up, but they do not come to blows... yet.

Encounter Three Welcome to Laufgen

As PCs are moving into the town with the two brothers and their children, run the following encounter.

Laufgen is a sad, sorry sight. Rustic has given way to “run down”, and quaint to “corrupted”. Vendors openly sell contraband goods, and thieves stumble drunkenly down the main street at midday. The street is covered in mud, since no one has bothered to unplug the town cistern in many many months. You are passing a small dark alley, when you suddenly hear a frightened squeal :

“Aaah! No! Help! Politzei! Politzei!” (1)

A burly human voice replies, “We knows ya got some, pip squeak!”

The frightened voice continues, probably a gnome, “Not Pip squeak, Billy, Small Billy... Aargh!”

A smooth, dangerous halfling voice cuts him off. “Oh, but we know you do have gold, worm bait...”

“Not worm bait! Billy, Small Billy Twitchi...”

“We knows ya name Winky!” And this is followed by the sounds of several sturdy thumps and punches ...

(1) politzei = police

The PCs don't *have* to intervene, but anyone with them encourages it.

The characters in the alley are two thugs, Lightfoot (Hu) and Parplad (Half), from the thieves' guild. They are attempting to extort money from the village idiot: Small Billy Twitchieye (a mentally deficient individual charged with organizing boxes, sorting beans, and occasionally the unofficial night watchman). Most people ignore him, or throw him some scraps of food if he is useful or entertaining. Rarely does the guild bother him, but these thugs decided they needed some grog money, and Billy was just in the wrong place at the wrong time.

APL 2 (EL 1)

Lightfoot and Parplad, Rogue Thugs (2): hp 7 each. See Appendix A for further statistics.

The thugs will *both* surrender once *both* of them are first injured. If one is killed, the other will fight to the death.

As soon as the battle ceases, the Mayor and his entourage will arrive. He will insist the PC's heal or stabilize the thugs (to placate the thieves' guild) since neither he nor they will want any trouble. A lesson is adequate with blood drawn, and he needs them alive

to question them. PC's don't have to obey the Mayor, but they gain the ire of the thieves guild of Laufgen if they allow a thug to die -even thugs have relatives in Laufgen. PCs are cleared of any guilt by the account of witnesses, which include a townie watching the whole sorry affair from a second story window overlooking the alley.

Cooper and Cobbler then take you straight to the more renowned inn in town: The Adventurer's Rest.

Considered (and self confessed, at his most inebriated) a puppet of the thieves guild, **Hetmann Flaarmun** makes his decisions based on their instructions. A fat, proud man of many words and little courage, he is the perfect front man for the operations of the guild. Read more about him in Appendix A.

Small Billy Twitchieye . Gnome Commoner (1) Int 6, Wis 3. Little Bill was born with severe mental and physical deficits. This gnome often plays the village fool, being unable to discriminate between important information (such as which way to hold a sword) and unimportant (such as the number of pebbles on each step of the town hall each day). A friendly person, with a twitch in his left eye - his greatest claim to fame is that someone gave him an ever burning lamp, and sometimes he takes it into his small head to run around the town after dusk, ensuring all the children are tucked up in bed to protect them from ghosties and chills. Being the obsessive compulsive that he is, this often involves running up and down available staircases until evicted from the premises, as well as tapping on windows (which tends to wake the kids up) and yelling through keyholes “Are all the children now in bed! It's now past-even!!”

Encounter Four Trouble at the Inn

The following encounter occurs as PCs are relaxing inside The Adventurer's Rest. It is not intended to be dangerous, but is an important role-playing opportunity to set the scene for later on.

Campaign Villain : the brilliant and loathsome Eugene Raticus Maximus, arrives to make trouble. The conflict ends with his eviction from the inn, and the PC's laughing at his futile attempts at ruling all humanoidery. Perhaps the following block text might help.

The Adventurer's Rest is a good inn, you have to admit. The hearth is full of fire, and slow roasting meat fills the inn with its savor. Whatever chill the night afforded in this mountain village is kept at bay by the inn's bright, comfortable light. A pair of bards entertain the small, but appreciative crowd this evening.

Suddenly, the door swings violently open as if by a rude giant's hand, and in sweeps a volley of cold, unwelcome air. The bards cease singing as you all turn to look at this rude interruption, when in flies a large bat.

It flutters clumsily until it lands on the bar. Raising a clawed fist to the barkeep it yells loud enough for everyone to hear.

"Barkeepman, Filth! Bring me a subtle elven brew (on the house, of course), or I shall level your inn as I did the living-trees of Gnomewold!"

Now, in the light, you see that it is not a bat at all, but a small rat-like creature with oversized fangs, red glowing eyes and the cutest little devil horn on his head. His back is draped with a cape, and he wears a tiny rapier belted to his waist.

"What are you staring at, dwarf scum?" He leers at you all ...

"Come now." The barkeep calmly says. "No need for that kind of language in here. This inn is always welcome to weary travelers, of all kinds."

This is the awakened dire half-black-dragon-mouse wizard named Eugene Raticus Maximus. He is intelligent, proud, and thoroughly obnoxious. He considers himself the racial superior of every other intelligent species, and cannot end a sentence without a derogative comment about someone.

Raticus will proceed to insult every character that attempts to engage him with conversation. He has come into town "to rule" all the lesser humanoid races and demands respect, even obeisance, of all he sees. Eventually, the bar keeper will insist the PC's (or someone) throw the ratty thing out (but fighting is illegal in the bar, even if Raticus deserves it). Raticus will even go so far as to demand Pixie (or one of the PC's) polish his claws with their hair. If he hasn't got himself evicted by this time, it is pertinent for him to start lobbing gobules of green spit into patron's beer glasses ...

The Barkeep *insists*, and has the muscle to back it up, that there are no fights in the inn. He demands Raticus' eviction, offering a free drink to any who can. Raticus is best grappled and thrown out.

APL 2 (EL 1)

Eugene Raticus Maximus (1): hp 12. See Appendix A for more statistics.

Once evicted, Maximus will turn and roar at the top of his mouse-like voice:

"You will rue the day you ever heard the name Eugene Raticus Maximus!"

Make sure you (as DM) find out who is taking first and second watches that night...

Encounter Five Intruders In The Barracks!

DM's Note: If you need to shorten read-aloud-text, this is a good encounter to do it in.

The next morning, after breakfast, you are greeted enthusiastically by Cooper's eldest son Stefan, whom you met at the well yesterday. He is busy explaining something to you that sounds as if he'll burst if he doesn't get it out soon.

"Oh yes, a great way to find adventure and opportunity! You see, there's lots of different organizations you can join in Perrenland. There's the Den Zauberguild for wizards, or the Hobniz society for halflings. Just look around, you'll find one that might suit you! I'm going to join the Landwehr. That's the army! Perrenland has the best armies in the whole of Oerth, don't ya know? We even hire them out

to other nations we're so good. So I'm going to the barracks to see about joining up."

"Oh no yer not!" The barkeep replies. "I'm sure most barracks in every town of Perrenland are filled with decent soldierly types, but you know that place in not fit fer man nor beast in Laufgen! 'Tis a den of criminal and low life's, they says. Best travel up to the capital Schwartz Brun if yer serious about joining the Landwehr. Aargh! What 'm I sayin'? Yer father needs yer in the workshop young man! Yer too young to be joining the army. He'd flay me alive if 'e 'erd talk like this!"

"Aw, come on everybody," Stefan pleads. "I only want to find out what I needs to do! I wanna serve my country like all you did. Besides, with Old Wicked not asleep, you never know when the Hetmann will have to call the landgraff to arms! Besides, I'll have these 'ere adventurer sorts with me."

The barkeep thinks for a moment, and then says to you. "Well, you tak'en 'im, or not?"

The barkeep does subtly encourage this. Stephan could get himself into serious trouble without some allies there with him, and Pixie intends to come along too. If the PCs refuse to take him, Stefan murmurs something disparaging under his breath and leaves, while the PC's can finish their drinks in peace (and no XP or favors).

If the PCs agree to take him, his face brightens considerably, and the PC's all make it through the unhappy town towards the lowest point : the barracks. They must pass through some mud in the unkempt road to get there. Once they arrive, read the following:

This dilapidated rectangular building is patched with old and mismatched logs, making use of local mud to plug the gaps. Several dozen wine bottles lie scattered around the building. Stefan nervously squares his shoulders, and knocks on the door.

No answer.

PC's might try to sneak in, or sneak around. If a PC knocks heartily, then the door swings open. The barracks consist of a 40 by 40 front room with two 20 by 20 back rooms. There is no one in the front room, which contains several recently used beds and a lot of mess. Someone has been having a good time: quite a few good times by the amount of wine, dice and lace about.

The first back room contains legitimate arms and armor belonging to the people of Laufgen. (7 guisarm, 14 longswords, 2 suits of banded mail). The second back room is occupied at the moment.

If PC's listen at the door or shuttered windows (DC 10) they can hear a sale being made. DC 20 reveals that it is the sale of a slave: an illegal act in Perrenland.

If PCs make excess noise or knock loudly on the door, or searching carelessly, the thugs (who are ransacking the barracks) are forewarned and will try to surprise the PCs as they enter.

Due to of the mess the common room is treated as rough terrain (each square as 10 feet), but PC's can throw tables around etc.

The thugs fight to death or incapacitation: they're deadly serious about not being caught for slave trading.

APL 2 (EL 2)

Lokee and Larrabie (Slavers) (2): hp 6 each; see Appendix A for more statistics.

Pixie and Stefan stay together, not joining in unless commanded. If things are going well, Stefan may try to gain some heroics by changing into battle with his longsword. He could well die if he does this, but then, that's what -10 hit points are for anyway.

Once defeated, the disreputable mayor rocks up with a pair of guards in tow. He looks suspiciously unhappy about the deaths in the barracks. Then he brightens suddenly and thanks the PC's profusely, insisting that they have done a good thing for Laufgen and demands the release of the slave (giving him 3 cp for his troubles). He orders the thugs buried or imprisoned. He then surreptitiously warns the PC's to watch their backs.

The object of their sale was a thin human male: a Rhenee. The Rhenee are barge-people who live most of their lives on the water. They are not native to Oerth and are looked down upon or ignored by most other races: they are considered gypsies. Topaz (1st level commoner) is grateful for his freedom and promises to reward the PC's any way he can in the future. PC's gain the gratitude of the Rhenee favor.

Likely, the PCs are suspicious of the mayor by now. He will remind the PC's that the thieves must be alive in order to be questioned, and resents thoroughly any suggestion that he is working for them. Remember to roll the PC's Sense Motive checks (DC 12) for them, so that they cannot tell who knows he is lying or not.

Encounter Six A Stab in the Dark

On the second night in Laufgen, during the first watch, a local criminal decides to take revenge on the PC's. The local thieves' guild has found out that the PCs have interrupted two "business deals" so far, and will not risk a third. Choose a PC victim as the "target" of the assassin. Make it a dwarf or a fighter PC (in that order). The assassin will sneak into the inn (and the PC's room) during the first watch, and attempt to assassinate the chosen PC.

APL 2 (EL 1)

Assasin, Rogue (1): hp 7. See Appendix A for more statistics.

This person hates dwarves, and considers all his foes dwarven. After his demise, the noble barkeep spends the rest of the night wide awake on guard downstairs, heavy mace across his knees.

Remember, spell casters that cast spells do not get enough sleep to memorize spells in the morning unless the party works together to make sure they sleep in. Of course, if the "chosen PC" survives the initial attack (roll Listen Vs Move Silently checks to see if the assassin gets in unnoticed, etc) then the PC can shout out and alert the other party members (who can then come to his/her aid). Each room at the inn sleeps 1 person. It will take 1 full round of movement at full speed to get to the "chosen PC's" room in order to help.

Encounter Seven Kord's Hill

In the morning of the next day (Day 3 in Laufgen), Stefan and Pixie invite the PCs on the more peaceable objective to visit Kord's Hill with them (perhaps they're trying to make it up to the them for yesterday). They explain that many years ago a small gathering of worshippers of Kord made a final, and successful, stand against a Hobgoblin troop and their allies. Now the hill, topped with a large flat stone and surrounded by sharpened log spikes serves as a way station for travelers and the occasional wandering priest of Kord. Today, a new priest of Kord has arrived, and that priest is "Pel-Seth".

Pel-Seth is a friendly, practical man of Oeridian descent. He is of average height and broad build, with kind brown eyes that have seen too much sorrow in one lifetime. He does not speak about his past, and today, he is engaged in maintaining the shrine. He has been praying for visitors to make his worship of Kord compete.

The characters are challenged by this friendly, practical man to two competitions, with pride the only reward.

The first is a feat of strength.

The hill has several boulders or hefting over the head. PC's must make Strength checks to see who may lift the heaviest boulder. Boulder lifting DC begins at 8 and goes up in increments of 12, 16, and 20. The final stone atop Kord's Hill can be rent from the earth at a humbling DC 22. Pel-Seth will use his strength domain ability to hoist up the biggest boulder, but not till all the PC's have tried. If one PC (at any point) beats Pel-Seth, then the party wins this contest.

The second contest is a one-on-one wrestling competition.

The winner beats their opponent's grapple check three times in a row. Pel-Seth may not be a guaranteed winner in this contest, and each PC must challenge Pel-Seth in turn. If one PC (at any point) beats Pel-Seth, then the party wins this contest.

Only PC parties that have at least one person accept *each* challenge (and at least one person beats Pel-Seth) receive both the XP and favour (admiration) of Pel-Seth. It is also likely that Pixie and Stefan will show overwhelming admiration (puppy-love) for such winning PC/s.

Pel-Seth, Cleric of Kord 3; Medium-size human; HD 3d8 + 3; hp 20; Init + 1 ; Spd 30 ft.; AC 11 (11 touch, 10 flat footed, +1 dex); BA/G +2/+5; Atks +5 melee (1d3 + 3 subdual punch/ crit x2) ; SQ Divine spellcaster SD none AL CG ; SV Fort + 4, Ref + 2, Will + 5, Str 16 (+3), Dex 12 Con 12 Int 8 Wis 14 Cha 12.

Skills and Feats: Concentration (+7) K (religion) (+5). *Feats:* Endurance, Power attack.

Possessions: None.

Spells Prepared (4 / 2+1 / 1+1) ; base DC = 12 + spell level): 0—[*Mending, Guidance*]; 1st—[*Protection from law, bless, endure elements*]; 2nd—[*Bulls Strength**, *Bear's endurance*].

*Domain spell. *Domains:* Strength. You can perform a feat of strength as a supernatural ability . You gain an enchantment bonus to Strength equal to your cleric level (which for Pel-Seth is +6). Activating the power is a free action, the

power lasts one round, and it is usable once per day. Chaos. See PHB.

Encounter Eight The Feast of Honour!

At lunch-time on the third day, the PC's visit The Silver Mansion (belonging to Cooper and Cobber's mother) for her celebration. The following is a possible description of how the lunch with two feuding brothers progresses. It is given as an example, but you are free to improvise ...

After your visit to Kord's Hill, Pixie and Stefan escort you all to your invited lunch appointment at The Silver Mansion – home to their grandmother (and the mother of both Cooper and Cobber). Lunch is pleasant, apart from the two old men who refuse to speak to each other the whole time. It seems that they are part of a large extended family, which works under the Clan Graf of the local Vossers: Anika Höndvoet. She is a composed and witty old woman, bent over and entering her 80's and still watching over her family which now consists of over 50 individuals and in-laws, and a sizeable proportion of the town's population. She bears the son's mutual animosity with practiced poise. In spite of her influence, the mutual animosity apparently spreads somewhat to each son's respective families, as they tend to work separately and children are encouraged to play with their own during lunch. Around cheese and biscuit time, Cooper approaches your table and bangs on a table to get everyone's attention ...

"Brothers and Sisters, I'd like to take this opportunity to publicly thank these brave adventurers! I truly thank you for helping me out with the Kobolds, you did us a good turn..."

"You couldn't turn a pumpkin in a pie, Cooper!" Cobbler shouts, which brings derisive laughs from his clan. Cooper turns, red faced and angry.

"You couldn't harvest wheat in springtime, Furry!"

More jeers, though the Graf winces at the depth of that personally tailored insult. Cooper was apparently holding that back for a special occasion such as this. The children still laugh, but the adults smile uncomfortably as they can see it's getting nasty. Cobbler

turns white, and for a moment his next witty insult is held back by the lack of air as the unexpected attack momentarily winds him.

"Well..." He breathes venomously "If you hadda helped out Dad would'nta gone to an early grave."

The children's scattered applause is suddenly hushed as the adults stand stunned at the brutal attack. Graf Anika's usually placid expression changes to one of unmitigated surprise. Pixie drops her cutlery. Somewhere in the distance, a dog howls. The silence is deafening till at last, Cooper speaks in a cool, measured tone while shaking in rage.

"Schwarzenbrook" Cooper hisses.

Cobbler's eyes grow wide, then narrow in calculated spite. Everyone watches for his reply; even the wind seems to stand still in anticipation.

"Sundown, back of the inn." He says.

"Judges?" Cooper asks.

"Why don't you ask your adventurer buddies, they should be neutral."

"Agreed."

Children are hurried away as the mood turns from tension to a war like excitement. The two families separate, leaving you alone in the middle of whatever it was that just happened.

"Thank the gods!" mutters Old Graf Anika.

"It's about time..."

The Old Graf then explains the Perrenland tradition known as the 'Warriors Duel'. In the tradition of the 'blood feud', argument not sort out by diplomacy are not left to fester. No, often Perrenders will resort to the time honored tradition of the Schwarzenbrook to break the deadlock. The winner is legally considered to be in the right, but, more often than not, the whole event is forgiven and forgotten. She offers the characters the position of judges for the contest. If they refuse, they can still watch but gain no Xp unless they help. If they refuse two stocky Vossers, mutual friends of the combatants, will stand in (call them butcher and baker?)

Give the PCs **Players Handout # 2**.

And those are the rules. Not many. Oh, and no weapons at all. You heard the boys. Just a clean fight to determine things. Keep your eyes and wits about you adventurers, and hold your actions 'till you see something move. This battle has been brewing nearly two years now. If it goes off cleanly, things can get

back to normal. If things go nasty, or if someone wins because of a cheat, then I'd hate to be around this town for another two years. Keep it clean for us, will you?"

With that, she pats you on the cheek, and then leaves to finish off her taxidermy before the sun gets low and the contestants draw near to the judgement grounds.

Encounter Nine Cooper Versus Cobbler

The location for most Warrior's Duels is the flattened earth beside the main inn in town: The Adventurers Rest. The field is large enough to fit combatants and onlookers as well. The ring is a 15 foot square scratched roughly in the dirt, but confounding your judiciary efforts will be the fact that no formal ring is required: onlookers simply tend to stay outside swing distance as soon as the battle begins. There are no children permitted, but several of the older ones have snuck into the arena in spite of the best efforts to restrain them. By the time you arrive, both combatants are ready: Cooper in red and Cobbler in blue. Neither is willing to begin until the Graf arrives in the tent that has been set up on the hill, with a chair for their mother's convenience."

Space is left at each corner of the ring for a judge to stand, though not all places need to be filled. In case they are needed, the judges are provided with a dozen subdual arrows (dealing subdual damage instead of normal damage, at a -2 to attack) as well as a lightly padded pole arm for disturbances requiring over 10 feet of reach.

Even before the contest begins, it is obvious that the families intend to sway the combat through any (non lethal) means possible. The young man who held the rope at the well now sports a black eye for trying to offer his uncle soured wine for the contest. Pixie and two of her friends come dressed in low cut dresses with splits that travel well into the thighs. If it is an attempt to distract anyone, it is lost in their uncle as he air punches his imaginary brother into the dirt for

the hundredth time. The Skâmtæguler, already warming up, are at opposite ends of the ring.

Make sure PC's know what Skâmtæguler are. Refer to DM's Aid #1 if you are unsure and you need to give them some information.

Almost an hour passes, and the sun is low in the sky. Soon the Clan Graf arrives to cheers, and the contestants begin circling in the ring. At your signal, they will begin.

PC's must hold a readied action: either to shoot, to grapple, or to trip with the poll. Other readied actions are permitted (daze spells) but must be standard actions able to be executed in a confusing mess of martial combat.

PC's may not mark out a battle area. The crowd leaves the two brawlers enough room to swing (5 feet) and PC's need to stand out at that distance as well. Movement through the crowd is hampered (half movement - cannot charge.)

There are four illegal attempts to sway the battle. Roll d4 to randomly determine which side the attempts will be made at, although you may choose to alternate with between PC's to give everyone a go.

Roll initiative and begin the battle. It is not necessary to actually run Cooper vs Cobbler, flip a coin if it helps speed things up, but you can if you are curious... (See NPC section Appendix A).

Cooper is going to power attack as much as possible to do as much damage as possible when he finally connects to his nimbler, quicker brother, who will be dodging and using expertise to keep out of his stronger brother's way as much as possible (already factored in).

It is important to remember the effect of the Skâmtæguler on the combat. Both are semi experienced shame cries that give their sides a +1 morale bonus to attack and damage rolls (already factored in).

Bottle Hefter

By Round 2, an overexcited crowd member will attempt to throw a bottle into the fray, aiming for Cooper.

Bottle throwing man (Com1):

To hit +2. Damage 1d3 subdual damage. AC: 10. Grapple +1, 4hp.

Roll hit and damage rolls. If a character is in a position near enough to take their readied action,

they can either shoot the bottle (AC 23), to much "oohing" by the crowd, or the bottle hefter, equally to their delight. Of course, it wouldn't be a Laufgen contest without the traditional dunking of the trouble maker in the stream next to the inn.

Not much can be done if Cooper is hit, as any healing also fixes subdual damage. PC's just miss out on the Xp for this attempt.

A Drunken Dwarf

In Round 3, a drunken dwarf tries to push his way in to take a swing at Cobbler. He starts 15 feet and progressed 5 feet a round. Characters can grapple him or subdue him, but it might take more than one round to subdue this threat, tying up a character. Either way, the expectation is that he ends up in the water.

Smuggo the dwarf (See Monster Manual p. 91).

Tactics: Smuggo attempts to punch Cobbler, or failing that, the nearest available PC till he is subdued or soaked. There is a good chance that only one or two characters will be able to take him as the fight resumes the minute he is out of the way, even if he's still swinging.

Disparaging Bard

Characters need to be alert for this one, for they will notice Cooper's own older sister begin shouting skin flaying insults his way. *Memorize* these lines so it's not too obvious that it is a plot hook; PC's must know their Perrenland History.

"You couldn't hit a stunned grease fish with a left hook like that! Keep movin' you slow bellied Orc! Give up now looser, He's got a right swing like the east wind boy!"

Coopers sister. Bard 1. (See DMG p. 114, unarmed).

In actuality, she is pouring her supernatural ability as a Skâmtæguler to tip the battle in favor of her younger brother through inspiring and insulting him. Unless the characters realize, Roll a spellcraft check (DC: 15) to see if they detect the presence of magic emanating from her words. Any attempt to silence her once she knows the players are aware of her 'cheating' will work: from telling her to stop the calling, to picking her up and moistening her song in the mill stream.

Clever characters will note that her shame crying does not stack with the other woman's, in that it has no additional affect. However, it still counts as cheating.

Slippery Apple

Cobbler clan is at it again. Young Gefflaud intends to roll a rotten apple, an innocent enough item around these parts, under the boot of his uncle (Cooper) to help tip the balance.

Gefflaud Small human. AC 13, 4 hp, escape artist check of 6. To hit +2

Roll spot checks for available characters against a DC of the apple roller's hide of 12. If they succeed, they spot him taking aim with the apple and can act before him. Lower the DC by 4 if any PC specifically mentions they are watching the children, watching the ground or peoples feet, or keeping an eye out for fruit (?!).

If the young boy manages to launch the apple, his uncle may tread on it and is unable to act this round (dazed). Furthermore, the uncle must make a reflex save DC 15 to avoid falling prone. Whether or not they see the offending apple tosser, they do see the apple once Cooper steps on it.

Unaware of his own family's trickery, Cobbler will attempt to take full advantage of this, and 'kick him while he's down'. The players who know about the apple should try and stop it by holding the fight till Cooper is up and on fair ground again.

Encounter Ten The Abduction

The following occurs just as the combat is ended. If you like, you can swap Pixie and Stefan's roles in the following encounter if it makes a more interesting roll play. See Appendix C for an outlay of the map.

"After a frenzied melee, one man stands victorious over his battered opponent. With a flourish, [insert winner's name] winds up a staggering blow, leaving his brother dreaming in the dirt. The victorious man smiles, and then falls to his knees in exhaustion. "That'll learn ya' he says." The crowd presses in to haul the victor to his feet, and pour cold wine on the face of the loser. A moment later, [insert loser] comes over to his brother and offers him his hand.

"Well fought brother. You've a punch like a chimera."

The fallen wipes the blood from his lip. "As do you, brother."

They laugh heartily as they stand unsteadily, leaning on each other for support. The crowd cheers and you all begin to make your way off to the biggest after bash party this side of the Quagflut in over two years.

Suddenly, Stefan shouts in alarm: "Hey! where's Pixie?"

Momentary concern soon turns to genuine fear.

"It was weird." Pixie's best friend explains. "This strange man just said 'come here girl' and she did, just like they were old friends."

"Who!?" you ask ...

"That stupid little flying rat. We saw him the other day at the inn."

"Well, where'd they go! Cooper screams in frustration."

"The old mill!" is the daunting reply ...

"Adventurers! Will you help us save Pixie from that devil-rat?"

Hopefully they agree.

The old mill has a 40 foot room section at its base, and has not been used much in the past year. As soon as PC's open the front door (walls are hewn stone 1 foot thick) the following occurs. Note that Raticus has filled the room with magical darkness, and the mill has no windows.

"Aha!" A familiar rodent's voice cries in triumph as you enter the Old Mill. "Fools! I knew you would come. Now witness the awesome power of my Contrabulous Fantraption!"

The darkness suddenly dissipates, and you find yourself face to face with the strangest looking collection of ropes, planks and pulleys you have ever seen. Tied near the center, suspended over a pit of slithering snakes, is a gagged and terrified Pixie Höndvoet.

"Behold, the doom of the maiden you seek! This candle is burning through the rope, and when it does, it will open the cage to this hamster, who will begin to run along this treadmill in order to get to this carrot. The treadmill will gradually lower this chain, causing this bucket of fresh meal worm to spill all over the floor. These chickens will then rush to the meal worms, and their constant pecking and combined weight will then tip these giant scales, knocking down this carefully balanced axe, cutting the rope holding the catapult, sending this large stone through the air, breaking this vial of salt acid and spilling it onto the rope that suspends your friend over a pit of deadly Verdant Vipers!! Surrender your town to my vastly superior intellect, or she dies within minutes! Lackies, destroy them!"

Out of the shadows jumps another kobold war party, clearly in league with Max The Rat. They wait to see if you will surrender ...

APL 2 (EL 4)

Kobolds (6): hp 4 each; see *Monster Manual 3.5 Ed.* page 161.

Eugene Raticus Maximus (1): hp 12. See Appendix A for more statistics.

Tactics: The PC's must fight to save Pixie. If they surrender, Raticus orders them disarmed, and he tells his Kobolds to kill them anyway (and take their treasure) as a warning to the rest of the town.

Pixie has 10 rounds, while the Contrabulous Fantraption is slowly running, before she falls screaming 20 feet into the pit. The fall should not kill her, but she might need healing pretty soon. Fortunately, Raticus can't tell vipers from legless lizards, and the 'vipers' will be more afraid of her

than she of them (and she will be terrified). They try to hide and just want to go home.

Two of the kobolds will remain as archers, making the fight more dangerous. They will not flee till all slain, as they fear Raticus and his father. (actually, they think Raticus an idiot, but they will not mess with his dad).

PC's may gain extra experience for messing up the Fantraption in some kind of comical way, such as swapping the carrot for something the hamster dislikes, catching the three chickens first, swapping the stone and bucket of worms etc etc.

Raticus will not involve himself in this combat, unless the PC's manage to foil his Contrabulous Fantraption. Then he will attempt to keep it running (in every play test, this meant jumping repeatedly on the chickens platform) or at the last, screw open the vial of acid (which he is too small to accomplish). He will turn invisible and flee cursing through a small hole in the roof as soon as the battle isn't going his way.

As the vile criminal takes to their air and flies out of sight, you hear him cry: "You have not seen the last of me!"

PC's who somehow manage to slay him anyway may take his head as a trophy, a Perrenland tradition dating back many centuries. This trinket cost 25 gp to embalm.

Conclusion

Finally returning, as hero's twice, to the after party where new wounds are celebrated and old wounds are healed, the victor pulls you aside. Grinning through a split lip, which he refuses to have healed tonight, he presents you with a brass ring in a little black sack.

"There!" He says "Your reward for a good fight well judged. My brother and I fought too long over that trinket, so I am glad to give it to you to keep! Now drink up, for at last my brother and I are reconciled!"

It is a ring of protection +1.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter One

Defeating the Kobolds 60Xp

Encounter Two

Getting Gefflaud out the Well
(Includes dealing with well trap) 30xp

Encounter Three

Detaining the thugs and helping Billi 30xp

Encounter Five

Defeating the thieves in the barracks 60xp

Encounter Six

Defeating the mad assassin 30xp

Encounter Seven

Competition with the Priest of Kord 20xp

Encounter Nine

Preventing the following in a manner to make the warriors duel continue as a fair contest:

Bottle hefter	10 XP
Drunken dwarf	10 XP
Disparaging bard	20 XP
Slippery apple	20 XP

Encounter ten

Defeating Eugene's Kobolds 120xp

Discretionary roleplaying award

Discretionary role playing award 40 XP

Total possible experience: 450 XP

Treasure Summary

The only treasure obtainable during this adventure is given directly by the victor, as is already calculated on a per character basis. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Adjudication rewards

The resale of the ring in this adventure depends of the townfold appraisal of the characters, based on the number of incidents prevented in order to keep the fight fair in encounter 4.

One prevented	-	300 gp each
Two prevented	-	350 gp each
Three prevented	-	375 gp each
All four prevented	-	400 gp each

The reason for the lucrative reward is because the victor gives the PC's the little something Gefflaud was stuck down a well for: A ring of Protection +1. The brothers fought over it too long and are glad to give it up. Other equipment (such as the assassins or the thugs) is claimed by the Mayor for the town...

Special

If Cooper wins, characters may purchase normal and masterwork (not magical) Barrels for 1/2 price for the remainder of their lives.

If Cobbler wins, characters may purchase normal and masterwork (not magical) Shoes for 1/2 price for the remainder of their lives.

Favor of the Family Höndvoet. This family has many connections among the working class and Landwehr military in Perrenland.

Furthermore, the adventurer is now considered a trusted ally of the people of Laufgen, and can claim up to 3, 1/2 price adventurer upkeep's while in Laufgen from free meals and a place to sleep. This may be used this module.

Items for the Adventure Record

Favor of the Family Höndvoet. This family has many connections among the working class and Landwehr military in Perrenland, and they speak well of you to all who ask.

Favor of Topaz the Renee Bargeman. Owing to the fact that they saved one of their number from slavery, PC's gain a +1 to charisma based checks with Renee bargemen while in Perrenland.

Ire of the thieves guild of Laufgen. For the slaying of their friends and associates, the thieves guild of Laufgen considers you their enemy.

Head of Eugene Raticus Maximus. Upon his defeat you claimed the head of this most vicious and unrelenting of foes. (cost 25gp).

DM Aid #1 : Skâmtøguler (Shame Criers) In Perrenese Society

The Skâmtøguler: In the distant past, before the formation of the clans as they are known, the folk that inhabit the region now known as Perrenland were a fierce and warlike people. So fierce, in fact, that it was counted an honour to be considered the bravest warrior on the field of battle. The women of the tribe were no less fierce, and would hover at the fringe of battle, urging their men on. Over time, this habit developed into a tradition, one with a twist. The tribes would select from the women the most vehement and foul-mouthed harridan to accompany them to battle. This woman, called the Skâmtøguler - the Shame Crier - would hurl abuse ... at the men of her own family. By calling into question their manhood and bringing their deficiencies to light, she would shame them into a fiercer display of martial valour. By doing so, she would direct the battle in her own unique fashion. Warriors would rather die than face ridicule from the Skâmtøguler.

In time, the Skâmtøguler became a regular fixture at clan battles, and each side would have one or two urging them on. The person of the Skâmtøguler became sacrosanct, and it was an act of utter dishonour to harm one of these women. The position of Skâmtøguler earned these women great renown and respect, which reflected also on their families. As the years rolled by and society evolved, the role of the Skâmtøguler remained. In these more enlightened modern times, a calm head and good discipline are also required of a warrior. Individual prowess, though still highly regarded, is less important than the ability to fight well with one's fellow warriors.

Yet the Skâmtøguler remains a fixture on the battlefield. They still cry abuse at unfortunate fellows who raise their ire, and they are known to bestow glowing praise upon distinguished enemies. But this serves an important purpose, for Skâmtøgulers are important in directing the flow of battle. The ability to scream abuse is now joined by the necessity of a keen tactical mind, for a Skâmtøguler is one of the clan's best strategists. With her vituperations, she lets a warrior know that he is weakening his clan's attack, and her golden words of encouragement to the enemy identify dangerous threats to be countered. The Skâmtøguler usually has none, or at best little, martial prowess of her own - for her own training is lengthy and intensive. But she is highly respected nevertheless. It takes a clear, quick mind; steady nerves; an instinct for tactics; and years of training to become a Skâmtøguler. To become the Skâmtøguler of a whole clan is a great honour indeed. They number amongst a warleader's most valuable and trusted assistants. Within the army they often act as adjuncts to officers of the field. Amongst the clans, such women live like queens, fair reward for the dangers they face. For though they are safe from harm from fellow Perrenlanders, their unique role identifies them as attractive targets for foreign enemies.

An oddity in a so-called civilised world, the Skâmtøguler is yet another tradition that makes Perrenland such a unique place.

Player Handout #1

Down the hill, the forest gradually thickens till the path is entirely covered in a dark canopy of leaves. To your surprise, you see that a number of club wielding kobolds have just beset two travellers just inside the dark canopy of the forest! The first traveller is a middle aged man who the kobolds have just clubbed into unconsciousness. The other is an attractive young human female screaming in surprise and fright. The horrible humanoids appear to be attempting to wrest a handcart from the female, and seem prepared to use any means necessary to acquire it. You must act swiftly! What do you do?

Player handout 2

Law of the Schwartzbrook. (Warrior's Duel)

As set down by Oodstock Riverwarden, acting Ober- Consible of Laufgen.

As per mandate 7 submandate 12 of Quagfludt law, any individuals wishing to adjudicate Schwartzbrook must be considered of good standing and honest bearing by both combatants. Doubts of their integrity are to be brought to the presiding authority the morning after the combat. Conflicts unable to be settled by Schwartzbrook must be brought before town council within the fortnight. Read well the following. By Pelors light, Oodstock

1. Schwartzbrook is to be an unarmed conflict between the combatants ONLY. No others shall be permitted to enter the fray in ANY WAY. This includes but is not exclusive to trippings, pushings, throwings and third combatant entry. Infringement requires the judges hold the match while the interference is removed. Since the majority of Schwartzbrook are held on the open field down behind the Inn, most interference or interferes may be removed into the nearby stream.
2. Set an eagle's eye for magical interference. Schwartzbrook are renowned for being important to a community, and it's often very important to both combatants and families that they win. Subtle arcane or divine interference is not uncommon, but is forbidden in the law.
3. Each side is allowed but one Skâmtæguler. The influence of the 'shame crier' can bring favour or misfortune in combat. Thus during war a leading female of the house stands on the side and yells insults at her allies. These insults are calculated to enrage the men. They point out weaknesses in the enemies planning, and weaknesses in their own team's strategies. It has often been the deciding edge in Perrenland war history. Each side is permitted ONE Skâmtæguler.
4. If, at any time, one fighter or another is given an unfair advantage due to someone else's action or a breach of the rules, the fight must be stopped until the situation is righted and combat fair again. In this lies the heart and soul of the Warriors Duel: Keep it fair.

DM APPENDIX A : STATISTICS

Encounter One

Cooper. Fighter 1, Expert 2 (3); Medium-size human; HD 1d10 + 2, 2d6 + 4; hp 12; Init + 1 ; Spd 30 ft.; AC 11 (11 touch, 10 flat footed); BA / G +2 / +2; Atks +3 melee (1d3 + 3 subdual punch/ crit x2) ; SQ none SD none AL NG ; SV Fort + 4, Ref + 1, Will + 5, Str 15, Dex 12 Con 14 Int 12 Wis 14 Cha 12.

Skills and Feats: Appraise (+6) Swim (+8). Ride (+5). Sense motive (+5). Handle animal (+7) Craft (Cooper) (+9). Bluff (+6). *Feats:* Power attack, cleave, Skill focus: craft Cooper. Possessions: None.

Encounter Two

Cobbler. Fighter 1, Expert 2 (3); Medium-size human; HD 1d10 + 2, 2d6 + 4; hp 12; Init + 3 ; Spd 30 ft.; AC 16 (13 touch, 10 flat footed, +3 dex, +2 expertese, +1 dodge); BA/G +2 / +2; Atks +4 melee (1d3 + 2 subdual punch/ crit x2) ; SQ none SD none AL NG ; SV Fort + 4, Ref + 2, Will + 5, Str 12, Dex 16 Con 14 Int 13 Wis 14 Cha 12.

Skills and Feats: Appraise (+6) Swim (+8). Jump (+7). Sense motive (+3). Handle animal (+8) Craft (Cobbler) (+9). Bluff (+4). *Feats:* Dodge, combat expertise, Skill focus: craft (cobbler). Possessions: None.

Encounter Three

Lightfoot, Human Rog 1; Medium-size human; HD 1d6 + 1; hp 7; Init + 6 ; Spd 30 ft.; AC 15 (12 touch, 13 flat footed); BA/G +0 / +1; Atks +1 melee (1d8 / 19-20 + long sword/ crit x2) ; SA Sneak attack 1d6 SQ none AL NE ; SV Fort + 1, Ref + 4, Will + 0, Str 12, Dex 15 Con 13 Int 14 Wis 10 Cha 8.

Skills and Feats: Move silently (+6) Tumble (+6) . *Feats:* Improved initiative.

Possessions: Studded leather armor, long sword.

Parplad, Halving Rog 1; Small-size human; HD 1d6 + 1; hp 7; Init + 7 ; Spd 30 ft.; AC 17 (14 touch, 13 flat footed); BA/G +0 / -3; Atks +2 melee (1d6 / 19-20 + long sword/ crit x2) ; SA Sneak attack 1d6 SQ none AL LE ; SV Fort + 1, Ref + 5, Will + 0, Str 12, Dex 17 Con 13 Int 10 Wis 10 Cha 12.

Skills and Feats: Move silently (+6) Tumble (+6), intimidate (+5), bluff (+5). *Feats:* Improved initiative.

Possessions: Studded leather armor, small long sword

Flaarmun, Hetmann of Laufgen: Male Human Exp3/Wiz1; Medium Humanoid; HD 3d6-3 (Expert), 1d4-1 (Wizard); hp 13; Init + 0; Spd 30; AC 11 (Ring of Protection +1), Touch 11, FF 11; Base Atk/Grapple +2/+2; Atk +3 melee (1d4, Dagger, masterwork); AL N; SV Fort + 1, Ref + 2, Will + 9; STR 11, DEX 10, CON 9, INT 14, WIS 13, CHA 14.

Skills: Appraise + 8, Bluff + 16, Decipher Script + 6, Diplomacy + 10, Forgery + 8, Gather Information + 7, Intimidate +7, Knowledge (arcana) + 5, Knowledge (luz meta-region) + 7, Listen +3, Profession (Bookkeeper) + 6, Profession (Scribe) + 6, Sense Motive + 7, Spot +3. *Feats:* Persuasive, Scribe Scroll, Skill Focus: Bluff, Spell Focus: Enchantment.

Spells Known (Wiz 3/2): 0 - All; 1st - Charm Person, Hypnotism, Mage Armor, Shield, Sleep. Spells Prepared (Wiz 3/2): 0 - Daze (s), Detect Poison, Mage Hand, Open/Close; 1st - Charm Person (s), Hypnotism, Sleep.

Possessions: Weapons: Dagger, Masterwork; Goods: Courtier's outfit, Gold chain of office inlaid with precious stones (200gp); Magic: Ring of Protection +1, Ring of Mind Shielding.

Description: Flaarmun is a 48-year old human male of mixed Flan-Oeridian descent, 5'10' tall, with brown eyes, thinning dark hair, ruddy complexion and a heavy, flabby build. He wears a thin, neatly trimmed beard that follows his jaw line and almost hides the first of his three chins. Background: Flaarmun was elected Hetmann of Laufgen in CY580 and has been re-elected unopposed every two years since. He is regarded by most villagers as a likeable man whose only excess is his fondness for good food and drink, a persona Flaarmun has taken great pains to create and maintain.

He is in fact a front man for the Laufgen Thieves' Guild – smart, cunning, greedy and conniving. He is concerned primarily with maintaining his privileged position in the village, forwarding the goals of the Guild (particularly where they coincide with his own) and otherwise doing as little work as possible. Flaarmun is inherently lazy, a trait that governs many of his decisions. It was the reason that Flaarmun discontinued the taxing study of the arcane arts and found work as a scribe and book-keeper in Schwartzenbruin over two decades ago. In CY578

Flaarmun was forced to flee the city when he was discovered embezzling an employer. He arrived in Laufgen shortly thereafter, where he became a founding member of the Thieves' Guild. Not interested in day to day Guild operations he suggested the organization fund his campaign for the mayoral election, and the rest is history.

Although not inherently malicious, Flaarmun is ruthless when it comes to preserving his status and position. He takes great pleasure in manipulating others into doing his bidding and enjoys out-maneuvering those who oppose his will, whether they know it or not. He dislikes violence but understands that sometimes you can get more results using a sharp blade than any number of kind words. Not particularly brave, Flaarmun avoids getting personally involved in any type of physical confrontation, he has underlings with more muscle than brains for that type of work.

Flaarmun's familiar: "Seska" – Animal, Snake, Tiny Viper: None Animal, Snake, Tiny Viper ; CR 1/3; Tiny Animal; HD 1/4d8; hp 6; Init + 3; Spd 15, Climb 15, Swim 15; AC 18 (+2 size, +3 Dex, +3 natural armour), T 15, FF 15; Base Atk/Grapple: +0/-11; Atk Bite +5 (1 plus poison); Full Atk: Bite +5 (1 plus poison); Space/Reach:21/2'/0'; SA: Poison (Ex); SQ: Scent (Ex), Improved evasion, Share spells, Empathic link; AL N; SV Fort +2, Ref +5, Will +1; STR 8, DEX 17, CON 11, INT 6, WIS 12, CHA 2. *Skills:* Balance + 11, Climb + 11, Hide + 15, Listen + 6, Spot + 6, Swim +5. *Feats:* Weapon Finesse.

Jedd, Ober-Constible of Laufgen: Male Human Ftr4; Medium Humanoid; HD 4d10+8 (Fighter); hp 40; Init + 1; Spd 20; AC 18 (+1 Dex, Half plate, masterwork, Ring of Protection +1); Base Atk/Grapple: +4/+8; Atk: +8 melee (1d10+6, Greatclub) or +9 (1d3+4, unarmed); AL N; SV Fort + 6, Ref + 2, Will + 0; STR 18, DEX 13, CON 14, INT 8, WIS 9, CHA 9.

Skills: Handle Animal +3, Intimidate +2, Profession (Teamster) +0, Ride +5. *Feats:* Cleave, Dirty Fighting, Improved Bull Rush, Improved Unarmed Strike, Power Attack, Weapon focus: Unarmed strike. Possessions: Weapons: Greatclub; Armor: Half-plate, Masterwork; Magic: Ring of Protection +1.

Description: Jedd doesn't talk much, which is good, because he is an idiot. He lets the mayor talk for him, and agree's with everything he says, even if it involves getting harsh and violent to do so. He doesn't care what goes on, as long as he gets paid. He is tall with a thick, overhanging forehead and broad, intimidating shoulders.

Encounter Four

Eugene Raticus Maximus. Awakened Half Black Dragon half Fiend Mouse Wizard 3. CR -: Fine augmented outsider dragon; HD 3d2+6; hp 12; Init + 0 ; Spd 10 ft., climb 10ft., fly 10ft (clumsy); AC 24, touch 18, flat footed 24 (size, natural +6); BA/G +0 / -21; Atks +5 melee (1 bite d1 x2) Full Atk (1 bite d1 x2); SA smite good (+6 damage) ; SQ Arcane spellcaster, Darkvision 60 ft, Scent, immune to paralysis polymorph, poison and acid. Cold, electricity and fire resistance 10.; AL NE ; SV Fort + 2, Ref + 2, Will + 1, Str 3, Dex 15 Con 14 Int 18 Wis 12 Cha 5.

Skills and Feats: Listen 7, Spot 10, search 10, Concentration 8, Intimidate 5, Sense motive 7, swim 8, : K (arcane) (+10), K (dungeoneering) (+10), K (nature) (+10) K (local: Perrenland) (+10). *Feats:* Skill focus: intimidate. Possessions: None.

Spells Prepared (4 / 3 / 2) ; base DC = 14 + spell level): 0—[*Light* x2, *Detect magic* x2]; 1st—[*Mage armour, shield, disguise self*] 2nd—[*invisibility, Resist energy*].

Spell like abilities: Darkness 3/day. Desecrate.

Notes: He is too small to have an effective breath weapon yet.

His father's unlimited financial reserves means Raticus always has a clone in storage.

Due to his size, a +12 modifier to strength was deemed too much, and changed to +2

The druid, who in kindness and compassion, awakened was horrified to see just what a cruel and selfish being had been unleashed on the world. Raticus' father is a mature black dragon, who hides deep in the wildness of Quagfludt. He keeps Raticus alive out of sheer morbid fascination for his duplicitous schemes, and clones him regularly. (even though it involves almost as much flesh as Raticus has in his entire body... lets not go into the details of how *that* is accomplished.)

Encounter Five

Lokee (Slaver), Male Human Ftr1: Medium Humanoid; HD 1d10+2(Fighter); hp 12; Init +5; Spd 20; AC 18(Flatfooted:18, Touch:10); Atk +3 base melee, +2 base ranged; +1 (1d10+2, Sword, bastard, Masterwork); -2 (1d10, Crossbow, heavy); AL LE; SV Fort +4, Ref +1, Will +1; STR 15, DEX 13, CON 14, INT 10, WIS 12, CHA 8.

Skills and feats: Climb -5, Handle Animal +1, Intimidate +1, Jump -5, Ride +3, Swim -19; Armor

Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Dodge, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Sword, bastard.

Possessions: Weapons: Sword, bastard, Masterwork (335 gp); Crossbow, heavy (50 gp). Armor: Splint mail (200 gp); Shields: Shield, heavy steel (20 gp).

Larrabie (Slaver), Male Halfling, Tallfellow Ftr1:

Small Humanoid (Halfling); HD 1d10+2(Fighter); hp 12; Init +6; Spd 15; AC 19(Flatfooted:19, Touch:11); Atk +3 base melee, +4 base ranged; SQ: Keen Senses (Ex), Subtype: Halfling; RF: +2 Bonus on Saves vs. Fear, +1 attack bonus with thrown weapons; AL LE; SV Fort +5, Ref +3, Will +2; STR 13, DEX 15, CON 14, INT 10, WIS 12, CHA 8.

Skills and feats: Climb -6, Handle Animal +1, Hide +1, Intimidate +1, Jump -6, Listen +3, Ride +4, Search +2, Spot +3, Swim -20; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Dodge, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Sword, bastard.

Possessions: Weapons: Sword, bastard, Masterwork (335 gp); Crossbow, heavy (50 gp). Armor: Splint mail (200 gp); Shields: Shield, heavy steel (20 gp).

Encounter Six

Assassin, Male Human Rog1: Medium Humanoid ; HD 1d6+1(Rogue); hp 7; Init +6; Spd 30; AC 15(Flatfooted:13, Touch:12); Atk +1 base melee, +2 base ranged; +2 (1d6+1+Poison, Rapier, Masterwork) (+1d6 if victim caught flat-footed); AL LE; SV Fort +1, Ref +4, Will +0; STR 12, DEX 15, CON 13, INT 14, WIS 10, CHA 8.

Skills: Bluff +1, Climb +3, Disable Device +4, Gather Information +3, Intimidate +3, Move Silently +6, Open Lock +4, Sense Motive +4, Spot +4, Tumble +6, Use Magic Device +3, Use Rope +6.

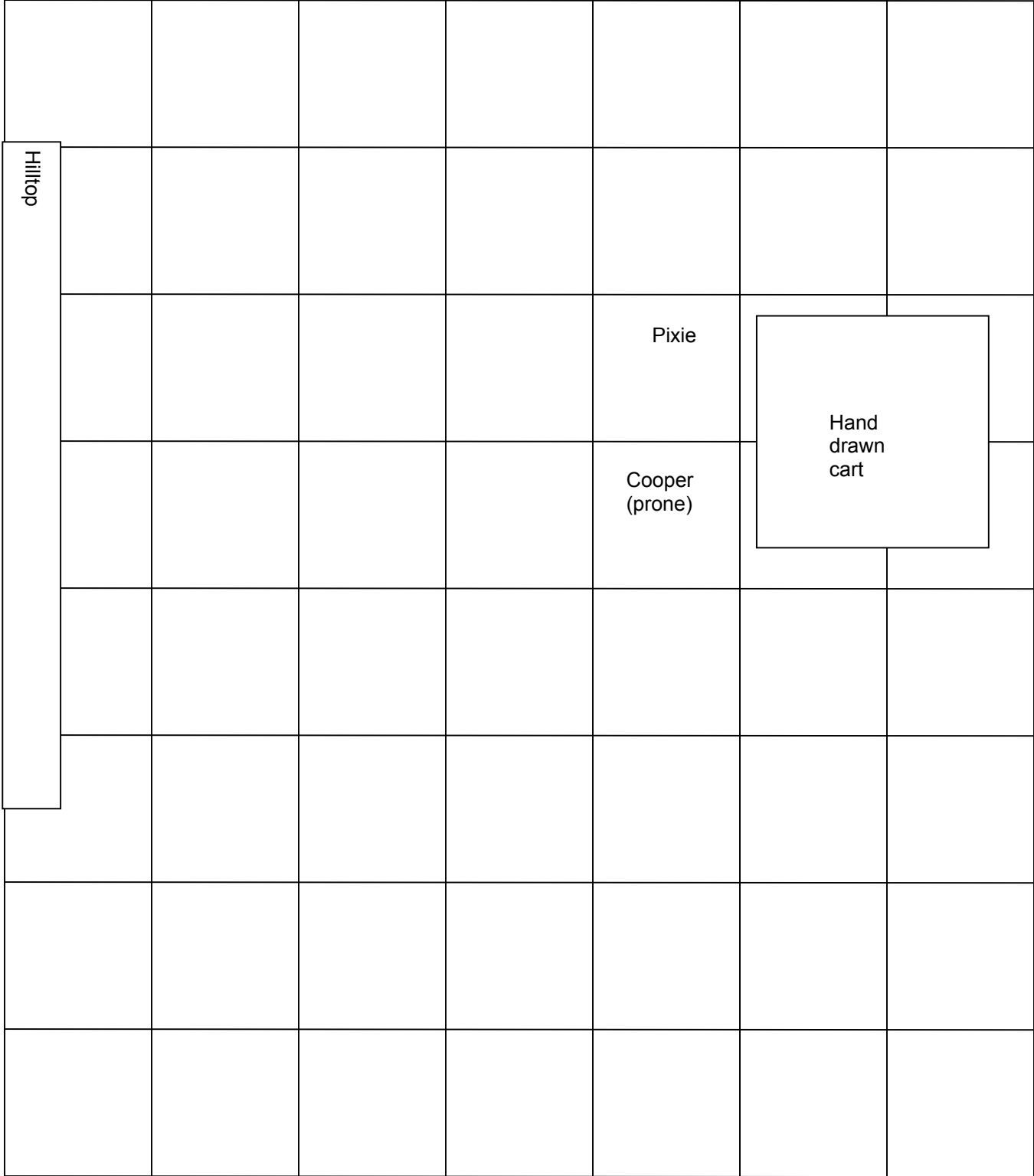
Feats: Armor Proficiency: light, Dodge, Improved Initiative, Simple Weapon Proficiency.

Possessions: Weapons: Rapier, Masterwork (320 gp); Armor: Studded leather, Masterwork (175 gp).

Poison: This rogue's rapier is coated with one dose of Small Centipede Poison (Fort Save DC 11, 1 Con/1d2 Con).

Appendix B: Encounter 1

Kobolds attack!



Appendix C: Encounter 10

Confrontation at the Old Mill.

				River		
	Kobold Archer #1	Bucket o' worms	Rope with acid	Giant scales and Axe	Kobold Archer #2	
	Hamster Wheel		Snake Infested Pit		Mini Catapult	
	Candle and rope					

