

PERIS5-04

An Evening at Laufgen

A One-Round D&D LIVING GREYHAWK[®]

Perrenland Regional Adventure

Version 1.4

Round 1

by Joseph Ireland

Edited by Bruce Paris

Fame, fortune, adventure! It's all synonymous with Laufgen - as well as betrayal, disaster, sewer scum, power lust, criminal activities, and a dragon the size of a mouse. A Perrenland Regional Introductory adventure for 1st Level characters only.

It is also recommended (but not mandatory) that you first play PERIS4-04 Cooper Versus Cobbler before playing this adventure.

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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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at baparis@ozemail.com.au; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FURTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read further than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Perrenland. 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

A powerful figure in local politics hires the adventurers to retrieve a family heirloom from the bowels of the city. Literally! PC's are pitted against each other to recover the prize for their employer.

Adventure Summary

Characters are first introduced to the background and the sad, sorry state of civilization in Laufgen since the mysterious personality change in the Landgraff (Landed Knight) Yenjenna. The only thing anyone knows for sure is that 10 years ago his wife mysteriously died.

Next, characters are contacted by a figure vying for power in the town (since the Landgraff no longer seems to care), and they promise to fix things up good and proper. All they need is an old family heirloom that fell down the toilet a long long time ago.

Characters must then explore the inner workings of the sewers in town to uncover a portcullis. Among the challenges there they find the infamous enemy of all decent folk: Raticus

Maximus, plotting to destroy the town by blocking the cisterns and causing such rampant disease as to weaken their wills and force their surrender to his mighty will! MUAHAHAHA!! Characters are free to stop him, if they wish.

At a pre-arranged time the portcullis will open and characters can retrieve the heirloom. However, all the other parties are also after the heirloom, and an all in brawl may result.

The winning team secures native title rights for their sponsor and a handful of gold for themselves. One lucky player may even gain the eternal gratitude of the entire town for rinsing the sewers good and proper!

Preparation for Play

There are a few points to consider before play.

- The final battle is a very complicated, but NON LETHAL encounter (unless you're a flying ½ dragon fiendish mouse wizard.) It includes at least two NPC parties. You'll need to know your NPC and PC grapple, balance, climb and swim checks, as well as give it a good read (even if you read nothing else) before starting. You can make things simpler by deleting the party of halflings, if need be. It will pay to produce the battle map before play begins as well.
- Characters with the gratitude of the Hondvoet family need pay no standard upkeep for this adventure.
- Characters with the 'Ire of the Thieves' Guild' must make a DC 13 Fortitude save before the adventure begins (as a mysterious substance is added to their breakfast by an unknown hand). Those that fail notice nothing different, but automatically fail their nausea check later that day in the sewers. The DM should make a note of this somewhere.
- Please send any comments, questions or amazing accomplishments to apprenticeangel@hotmail.com. Also, please inform me each time the module is run **who** ends up running Laufgen: it'll count later on.

Introduction

Read or paraphrase the following when you are ready to begin:

With a cheer, patrons of the Adventurer's Rest tavern celebrate the victor of the recent brawl and valiant rescue of the damsel Pixie Cooper! Celebrations go long into the night. A dark, and stormy night...a night of mystery, a night of secrets: A night where you overhear the following ...

B: Hey, what about that Landgraff Yenjenna!

A: I'll say! Wasn't he once a powerful exemplar of strong Roodberg rulership? He now spends his days locked in his keep ... drinking!

C: Or hunting!

B: Yeah, and always at night??

A: You know – no one even bothers to send official correspondence to the keep anymore!

B & C: Yeah!

B: Things are pretty sad in town, eh? And what's with that smell? Doesn't anyone fix the cistern any more?

C: Naw, that's the Landgraff's job! (all laugh)

A: So's security! (all agree) Eh, you won't see me walking by meself in Laufgen anymore. Town just ain't safe wi out these a'venturing sorts, ruddy sellswords! (all jeer) Still, town ain't what it used to be. Someone ought to do something... (moment of regretful silence, all return to drinks.)

Suddenly, with a thud, an arrow with a message taped around it lands in the center of your table... (Player Handout 1)

No sooner do you finish reading than a brick with a piece of parchment flies through the window in your direction. (Player Handout 2)

Just as you are recovering, an invisible halfling appears out of nowhere, hands you a message, and disappears into nowhere. (Player Handout 3)

Encounter One: The Proposal

What mysterious fate could have befallen the once noble ruler? Who now has the strength to rule the lawless town of Laufgen? And where is that smell coming from? Rumors abound, but no one knows for sure – perhaps one of these dark strangers could offer some clues?

The DM can role play this to the extent he/she desires. The dwarf messenger is a six fingered dwarf sitting at a table in the inn, Anika's shield bearing messenger is waiting outside, and a cowed halfling messenger meets them in the market with 'Nice day for a H. J., wouldn't you say...".

The mysterious stranger's basic message is "... who I am is not important, what I have to say is... a certain noble representing the interests of the folk of Laufgen has need of some discrete mercenaries for a mission of incredible danger and ample reward..."

Depending on which NPC your players are meeting with, proceed to the appropriate encounter. A sample proposal may assist with this, and is in **Player Handout 4**.

And now for some gratuitous violence. As soon as the PC's step outside, a Krenshar races down the main street chasing a chicken and decides to attack the PCs instead. What is a Krenshar doing in the middle of town? No one knows...

APL 2 (EL 1)

Petar the Krenshar (hp 13) Monster Manuel pg 163.

The PCs start gathered just outside the door of the tavern. The krenshar is first spotted by the PCs about 60 feet from them. Nobody gets surprise. Roll initiatives straight up.

Tactics: The krenshar will take a double move to reach the nearest PC, and will not get to actually attack until Round 2. At this point it attacks the nearest PC first, but then alternates his attacks between all of the party (or at least those he can reach).

Encounter 1A: Anika Hondvoet and the Silver Mansion

Your guide takes you a place known as the Silver Mansion. The iron gates are inlaid with runes of mithril, and the brown oaken doors bear a great symbol of Mayaheine. Now you walk through the entry, noting the preserved heads of various orc lords and undead enemies of the town. Before you, sitting at the head of a long, traditional Perrenland table,

sits the aging and respected Graff of the local family Vosser clan: Anika Hondvoet.

When the characters are seated and have had a little to eat, she will make her proposal. Anika is polite, blunt, but cultured. She has quite the litany of curses at her disposal, evidence of her long and distinguished career as a Skamteguler. Anika is the clan Graff of the local Vossers, by far the largest clan in town.

Anika Hondvoet: Female human Aristocrat 4 (Diplomacy +12).

She insists that her family line can be traced to the descendants and has the papers to prove it. Returning civilization to the town would enrich its people and greatly increase their safety. She knows her position is weakened by her claim being based on marriage, not descent, but she *is* the current Graff of the major local clan. She will attempt to disparage any other claims to the title, and has watertight documents to prove it too. She promises her eternal friendship to any who attempt this endeavour.

Encounter 1B: Berrund Veerman and the Blacksmiths Shoppe

A small hole in the floor was all that led to a surprisingly large and amply supplied dwarven outpost: right under the floorboards of the town blacksmiths! You are greeted by an efficient and serious dwarven clerk, who introduces you to the respected town blacksmith, a dwarf who goes by the name Berrund Veerman: respected clan leader of the dwarves in the region.

Berrund is a straightforward and somewhat charismatic dwarf, tall for his kind. The dwarves have a small gem mine in the area, and are fed up with the corrupt and poor leadership of the human town they must travel through each month to trade. Apart from being the oldest blacksmith in town, He has recently established that he is also the legal descendant of the humans who once settled the area (a fact few hold against him). In an attempt to bring order and civilization to the area, he and the dwarves are making a lawful attempt to establish some authority in the region. To this end he makes the proposal.

Berrund Veerman: Male dwarf Exp 4 (Craft weapons / armor +14, Intimidate +8).

He will attempt to disprove all other claims, should PC's ask, though his own claim is a little weak, since he is several generations into being a dwarf. Not nearly as weak as the other claimants as his official documents clearly prove. He pledges the dwarves will see any as friend who genuinely assist in this matter.

Encounter 1C: Honest John and the Market

You're contact takes you to a quiet part of the market. There, concealed innocuously between vendor's tents is a hidden door that leads to a surprisingly well- to-do room. In it sits a well fed, well mannered and well-to-do kind of man: "Honest John", honest hardworking head of the merchant guild in Laufgen.

He invites PC's in and after getting to know them a little, and (after giving them the impression that he knows just a little more about the PC's than they might like) he makes the proposal.

Honest John: Male Rogue 4 (Bluff +14).

Honest John appears to be nothing more than an honest, successful merchant. He shows that his family line can be traced to the descendants and has the papers to prove it. He also has the full support of the mayor in this matter, though his claim is weakened by his father being 'disowned' by the claim, apparently a minor misunderstanding that was cleared up after only a short while. Bringing some order and security to the town would enrich its people and increase their safety and happiness. Also, he promises his eternal friendship to any who succeed in this endeavour.

Honest John will attempt to disparage any other claims to the title, and has papers which prove that, too. If they ask, The Graff can only claim title through marriage and the dwarves cannot even claim human ancestry!

Encounter 2: Enter the Sewers

Dungeon masters are free to create their own dungeon layout with the following encounters.

The caverns are natural, unhewn limestone rock carved out over the centuries by dripping water. Most house cisterns are little more than thin holes dug into the limestone with heavy iron

poles long ago. This was not a clever project of epic insight and productivity to develop a functional sewer – the caverns were just in the right place at the right time, and everyone knew each other too well to have anyone they knew being the town bucket man.

The guide explains that the heirloom is located in a great chamber and that the easiest way to reach it is via the tunnels. Unfortunately, the way will be barred by great portcullis installed after an undead uprising several decades ago. However, at an appointed time, the town watch will raise the portcullis and they can enter and it should be a simple matter then to claim the prize.

After you accept the mission (and the payment) - making sure to equip yourselves appropriately - your guide takes you to a downstairs room where he opens a trapdoor that leads into the darkness below. It smells of... phew!

Characters without darkvision will need light sources.

The guide will always travel at least second in the party order, and avoid combat at all costs. They exist solely to claim the prize at the end.

A DC 10 Search check is needed to find Knickknack 5, hidden in the darkness at the foot of the trapdoor.

Encounter 3: This is a knife...

The floor in front of you looks suspicious.

Indeed, as there is an iron grate is imbedded into the floor. It cannot be lifted, but Knickknack 2 is hiding nearby. This sort of encounter *hopefully* reminds players how important it is to often search in order to find the treasures hidden here below.

Now have PC's make a DC 10 Spot check which reveals the following:

35 feet from the grate, the characters must cross through a shallow stream. Hiding therein is a Large Monstrous Centipede (Centipede Hide skill is +6 Vs. PC Spot chance). It waits for the nearest PC to get in melee range and then attacks! PC's must make spot Vs the centipede's hide check to see if they can spot it first.

APL 2 (EL 1)

Monstrous Centipede, Large (1): hp 13; see *Monster Manual* page 286.

Treasure: Hidden in the belly of the beast hides Knickknack 4.

Encounter 4: The Trap

You brush past what appears to be a wall heavily soiled with grass and dirt.

If players declare a Search check.

DC 5. The grass is wet

DC 10. The grass does not belong here in the sewers.

DC 13. It's a trap

DC 18. It's a trap set by two juvenile Kobolds for practice six days ago. Both are male, one is missing the index finger of his right hand, and the other was called 'Marathon, son of Garathon' though his friends just called him 'Slider'.

Trap

Muck and Gunk Trap: CR 1/8; mechanical; location trigger; manual reset; +5 ranged (nauseated 15 minutes); Fort save resists (DC 14); Search (DC 18); Disable Device (DC 20).

A further DC 12 Search reveals Knickknack 1.

Encounter 5: The Rat Returns

You press through the caverns, the un-hewn rock frequently catching on your clothes and equipment. Suddenly, you hear cursing in what might be draconic. Then the voice continues in common, and in spite of being a high pitched voice it is also a malevolent megalomaniacal voice.

"But it is all worth it in the end! Soon the humans will all bow to my authority as the dreadful miasmas of their own waste poison their lungs and weaken their will! Then I alone will rule in Laufgen! All will tremble at the mighty name of the mighty Eugene Raticus Maximus. MUAHAHAHA <cough cough> AHAHAH!"

As soon as he is discovered, he will fight for only one round and then flee (when he realises his life might actually be in danger!). He will flee by squeezing and escaping up through a small vent shaft. His escape takes only one round, but PCs will get free shots at him as he flees. If he does get away, he shouts something along the lines of "You've not seen the last of me!!" If the PCs kill

him then they can take his little rat head and stuff it. He has already been *cloned* and will show up again in Encounter Nine!

APL 2 (EL 1)

Eugene Raticus (1): hp 15. See Appendix 1.

Players may find Knickknack 3 in this area (DC 10 Search check).

Encounter 6: The Revenge of Fido

Unfortunately, it looks as if the next part of your journey you'll need to wade through 15 feet of water, 3 feet deep.

Lurking in the water is Fido: once a small pet fish that was flushed a long time ago. He grew to quite a size before succumbing to soul destroying rage at his past owners for his fate.

APL 2 (EL 1)

Fido the Medium Shark: hp 16. See *Monster Manual* page 279.

Encounter 7: The Second Trap

Entering this area is dangerous, as it contains both a trap and a monster. Characters must disarm (or set off) the pit trap to progress.

Camouflaged Pit Trap: CR 1; mechanical; proximity trigger; no reset; Reflex save avoids (DC 20); 10feet deep (1d6, fall); multiple targets (first target in each of two adjacent 5-ft.squares) Search (DC 22); Disable Device (--).

A further DC 12 Search reveals Knickknack 6.

No sooner is the pit trap disarmed or set off, than two undead skeletons arrive.

APL 2 (EL 1)

Human warrior Skeletons (2): hp 6, 4. See *Monster Manual* page 226.

The pit trap is a natural phenomenon created by the wearing away of the limestone rock. Down the bottom of the pit, however, is a small chest (unlocked). Inside the chest are **three potions of cure light wounds**. As this treasure belongs to the Town Of Laufgen, PCs may use these potions

any time up until the end of this adventure, but not beyond it. At the end of this adventure, the PCs must hand unused potions over to the town Cleric.

Treasure: L: 0; C: 0; M: *Potion of cure light wounds* x3 (150gps).

Encounter 8: The Portcullis

Eventually the PC's reach the portcullis, their guide explains that they must wait until the appointed signal and the portcullis is opened. It is sealed shut with an unbreakable sigil of metagame closure and cannot be breached by any means until all the groups are in place.

At last you reach your destination. You view of the cavern below is obscured by the rocks at the entrance, but the smell reminds you exactly where you are. The cavern is over 100 feet wide! You'll have to cross slippery stone, and swim a dark lake, for there sitting placidly on a tall stone column right in the centre of the lake is your goal: the lost prize of the heir of Laufgen.

Peering through the portcullis, you notice other mercenary groups behind similar barred entrances. It appears that at least two other groups of mercenaries have arrived today to claim the jar! Now might be a good time to plan tactics.

This is not the sort of prize people should be willing to kill and die for. It would not be legal to kill NPC's or other PC's in this situation. Please discourage lethal force unless it is first provoked. Characters will need to climb, balance, swim and possibly grapple.

Encounter 9: The Finale

With an unexpected screeching grind, the portcullis swings upward. You burst into a large cavern, looking around to see other mercenaries entering from other directions. You must act fast and act as a team, or someone else may claim the prize today!

The other party is none other than **Mialee, Tordek, Jozan and Lidda**. Use the NPC stats in the DMG for simplicity. Mialee has memorised grease, read magic, resistance, charm person. The NPC party is working for a random power broker in town. They will not use lethal force under any condition: it's all subdual. They will, however,

focus their attention on the vase and not the other characters unless they need to.

Lidda (DMG p.123) attempts to get the jar, with **Tordek** (DMG p.117) traveling with her and readying an action to stop anyone who attempts to stop her. **Jozan** (DMG p.115) runs around the room and tries mess up the other teams plans (including tackling the other teams guide), and **Mialee** (DMG p.126) stays on the ledge to catch the jar once it is throw from the pillar (and cast spells). They have dropped shields, but still wear armor.

- Lidda (Climb 2, Jump 6, Swim -2, Balance 8, Grapple -6)
- Tordek (Climb 4, Jump 4, Swim -4, Balance -4, Grapple 4)
- Jozan (Climb 2, Jump 2, Swim -2, Balance -4, Grapple 2)
- Mialee (Climb -1, Jump -1, Swim -1, Balance 2, Grapple -1)

The second group of mercenaries is a group of four halfling commoners with foreign accents (for simplicity, you gave give them +0 everything, have them act as a group, and not do anything useful or harmful). They are there for comedic effect really.

- Froggo (Climb 6, Jump -1, Swim -2, Balance -4, Grapple -6)
- Pram (Climb 0, Jump 6, Swim -8, Balance -4, Grapple -6)
- Terry (Climb -8, Jump -1, Swim 6, Balance -4, Grapple -6)
- Slippin' (Climb 6, Jump -1, Swim -2, Balance -4, Grapple -6)

In order to complicate things, who should appear at the start of the second round but none other then the infamous **Eugene Raticus Maximus!** If previously slain, Eugene has already been cloned – but note that he is *now* **Wiz2** and no longer has access to *ghoul touch* spells/abilities, etc. The DM will need to adjust his stats accordingly! Eugene will flap clumsily towards the Kondkannen at a height of 20 feet above the water. One he has it, he will attempt to lift it up exclaiming:

Fools! It is I, Eugene Raticus Maximus, who will rule in ... oof... hang on, let me get a grip here... yehhhgh... oh bother!

Once he discovers not even his half dragon fiendish strength is enough to heft the vessel, he

will alight atop it attempting to cause anyone and every one to not get to it, using his spells and special abilities to do so (like *darkness*, *ray of enfeeblement* and *ghoul touch*, as if they didn't smell bad enough already). Characters may have to deal with him first, as the NPC party will certainly soon realise.

The cavern is very large, with a 10 foot ledge on all sides. From the ledge, the next 15 feet are covered with slippery, oozy rocks. Crossing the stones is a DC 12 Balance check to move 1/2 your movement rate (DC 18 to move the full movement). Failure indicates no progress, failure by 5 or more and the PC falls prone.

From then on, it is flowing...water (10' deep)...to the base of the pillar. Swim check in the water are DC 10 to move 1/2 your movement. (PC's larger than 10' tall can make these checks automatically)

The jar sits on a 10 foot wide pillar that is 16 feet above the water level, right in the centre of the cavern. The pillar is very oozy and slippery. Climb checks for the pillar are DC 14, with the usual penalties for failing by five. Only one other PC may assist with good advice (adding +2 to their ally's Climb check with a DC 10 result.) However, as many characters in the party as you like can assist as long as they are willing to hold their breath and have the climber stand on their heads. This means a cumulative +2 to their allies' Climb check (DC 10 to assist), and you may subtract the assisting PC's height from the required height to reach the top of the pillar. (But remember the pillar is 26 feet tall from the bottom of the river).

Looking around, what appears to be a boat is smashed along the southern wall - if anyone approaches it they will see that it has 3 10' foot poles and two working lengths of 40 foot rope.

Sewage enters from the north and slowly drains away to the south, except when it really rains and then the whole cavern is flooded.

On the northern wall there is a huge (long) stone door with a lever. Opening or closing using the lever requires a Strength check DC 5, which characters can potentially oppose each other to open or close. Opening the door by hand requires a Strength check of 26.

Pulling The Lever

This lets in the river, suddenly raising the water level in the room. This has a number of effects which take place from the very next initiative count and until the door is again shut. First, the water

level in the room raises by 6 feet, increasing the DC of swim checks by 2. Anyone who fails a swim check by five is now swept 20 feet by the current towards the south (boat side) of the cavern. Players may make a DC 12 swim check to move double their normal movement IF swimming with the current.

It now requires a swim check (not a balance check) to now traverse the stones (since they are now under 6 feet of water). Also, the once benign ledge is now covered with flowing water, requiring a DC 8 balance check to stay upright each round. However, the height of the pillar is now only 10 feet above the water line (decreasing the number of climb checks required to scale it for some PC's). Enlarged PC's may be able to overcome some of these problems at your discretion

Anyone swept by the current can easily climb out along the southern wall.

The guide will stay on the ledge where they entered, hoping their team wins and will give them the jar. Throwing the jar is a ranged touch attack (at least AC 10, and miss lands the jar in a random eight surrounding squares). Also, catching a thrown jar requires a DC 11 dexterity check. (All guides have a dex bonus +1).

The jar has a magically enhanced hardness of 5 and 2 hit points. Failing to catch the jar deals 1d6 hp to it, unless it lands bobbing on the water. If the jar is broken it shatters into dust, and no one power faction becomes dominant and things stay as 'messy' as they always were.

Conclusion

Ending 1: The Jar Breaks

Should the Jar be broken no one can claim it as the original, official heirloom. Everyone curses the adventurer who can legitimately (or illegitimately) be blamed (allow bluff vs sense motive checks to place the blame on someone else) for this disaster.

As the lost fragments of the heirloom are quickly lost in the sewers, everyone turns and looks at "Well" says your guide. "Now... who is in charge at Laufgen?"

Ending 2: Someone Claims The Jar

The guide hefts the heirloom with a shout of triumph (mostly for the money they just earned...) "Ah ha!! Now my master ... can claim authority in this lawless town. The rest

of you can suck lemons!!" And they run out. It looks like ... is in charge at Laufgen now.

Post ending: unless some player manages to activate the lever and wash out the room, the sewer remains blocked for some time yet. However, the player that first manages to relieve the 'strain' by being the first player to pull the lever and open the door gets all the gratitude of a happy town and is given credit for every good thing that happens in the next year. They claim the "Eternal gratitude of the citizens of Laufgen" award.

Some players may have defeated Eugene, and decided to claim his head. Sadly this can only go to one PC per table, and if they cannot decide whom they donate the head in honour of their employer.

The End

Experience Point Summary

Encounter One: The Proposal

Accepting the mission (Defeating the Krenshar)

APL2 30 XP

Encounter Three: This is a knife...

APL2 30 XP

Encounter Four: The Trap

APL2 30 XP

Encounter Five: The Rat Returns

Navigating the tunnels and chasing off or defeating Eugene Raticus Maximus

APL2 30 XP

Encounter Six: Revenge of Fido

Defeating Fido and crossing the stream

APL2 30 XP

Encounter seven: The Second Trap

Defeating the skeletons and the trap

APL2 30 XP

Encounter Nine

Competing for the prize

APL2 150 XP

Discretionary role-playing award

APL2 90 XP

Total possible experience:

APL2 450 XP

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. 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.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter One: The proposal

APL 2: L: 100 GP; Story award

Encounter 2: Entry

APL 2: L: 85 GP; Knicknack 5

Encounter 3: Rubble

APL 2: L: 15 GP; Knicknacks 2 & 4

Encounter 5: The Rat Returns

APL 2: L: 50 GP; Knicknack 3

Encounter 7: Trap 2

APL 2: L: 100 GP; Knicknack 6

Encounter nine: The Final

If the characters managed to claim the Kondkannen for their employer

APL 2: L: 100 gp;

Total Possible Treasure

APL 2: L: 400 GP;

spectacles, and keeping their location hush hush, you have earned this gnome's gratitude!

Favour of Bron Yenjenna. For returning the lost plat of his unrequited love, you have earned the favour of Bron Yenjenna, youngest son of Laufgen's Landgraff Yenjenna.

Favor of Anika Hondvoet / Barrend Veerman / Honest John. Depending on who you helped in this adventure, for your services to these powerful individuals in Laufgen, they promise you a special favour. For *only one* regional adventure, you may borrow a magical weapon to use. This does NOT count as access. Score through once used. (Tick one).

Anika: +1 ghost touch quarterstaff.

Barrend: +1 flaming club

Honest John: +1 spell storing dagger

Items for the Adventure Record

"Eternal gratitude of the citizens of Laufgen": For being the one person with the courage, insight, power and tenacity to single handedly unblock the town sewers you have earned the eternal gratitude of the citizens of Laufgen. Indeed, you can do no wrong. This provides a +6 to diplomacy or bluff checks when made in Laufgen, and free upkeep on all future modules set in Laufgen - forever

"Head of Eugene Raticus Maximus": Upon his defeat you, too, have claimed the head of this most vicious and unrelenting of foes. You may also claim his extremely well made, fine sized, boots if you wish, (the rapier is tin foil, and the cloak a scrap of packaging.)

Favour of Pekpek the Half orc. For returning his lost gold tooth, Pekpek 'owes you one...'.

Favour of Spangles Spectacles the Spectacular, Storyteller Extraordinaire. In return her lost

Combat Appendix – APL 2

Encounter Five

Eugene Raticus Maximus. Awakened Half Black Dragon half Fiend Mouse Wizard 3. CR -: Fine augmented outsider dragon; HD 3+; hp 15; 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 d.5 / x2) Full atk (1 bite d.5 / 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 + 3, Ref + 3, Will + 3, Str 3, Dex 15 Con 14 Int 18 Wis 14 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. Spell focus: necromancy. Scribe scroll.

Possessions: Tiny Toy rapier (0cp). Cloak (0 cp) Extremely well made fine sized boots (2 cp).

Spells Prepared (4 / 3 / 2) ; base DC = 14 + spell level, +1 Necromancy): 0—[*chill touch* x2, *Detect magic* x2]; 1st—[*Magic missile*, *ray of enfeeblement* x2] 2nd—[*Ghoul touch* x2].

Spell like abilities: Darkness 3/day. Desecrate.

*He is too small to have an effective breath weapon yet. However, his spittle has been known to destroy several choice mugs of ale.

**His father (a much older pure blood black dragon) has almost unlimited financial reserves. This means Raticus always has a clone in storage, and will always be back to wreak a terrible vengeance on all those who oppose him!

*** due to his size, a +12 modifier to strength was deemed too much, and changed to +2. Even so, he is revered for his astonishing physical power... among mice.

to see just what a cruel and selfish being had been unleashed on the world.

Any characters openly displaying the head of Eugene Raticus from a previous module attracts his special ire, and at least one smite attack, if possible.

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.)

Recently, Raticus was foiled in an attempt to bend the citizens of Laufgen to his rule. He has not forgotten this, and plots a fate far worse than death for those who oppose him. One could almost say that he plans to 'reek' a terrible vengeance on the innocent citizens of Laufgen...

The druid who in kindness and compassion awakened Eugene intended to teach him respect for nature and all life. He was horrified

Judge Aid:

Perrenland Specific Effects

The Eruption of Mount Hellspaar

In PER4-06 The Hollows Unveiled, the previously dormant volcano Mount Hellspaar erupted. This has spread volcanic ash high into the air over Perrenland and is currently causing the following effects for Perrenland regional adventures:

Hell's Gloom: These effects occur in all Perrenland regional adventures.

- Daylight hours in Perrenland have been shortened. In *eastern* Perrenland (Traft, Clatspurgen, Kershane, Sepia Uplands and Quagfludt), dawn has all but been blocked out and it is not until 2pm that the sun appears below the cloud of smoke in the west. The sun disappears again at 6pm. Over the remainder of Perrenland, the effects are less, and the sun appears at 10am. The sun disappears at 6pm.
- Altitudes greater than 6000 ft. (St Cuthbert's Monastery, Yatilskaad, Don Craggen Keep, Kloetzenburg and Tielmannschlauss) are above this low lying layer of smoke and ash and are not subject to this effect.
- During these Gloom hours, creatures that are negatively affected by sunlight (such as orcs, vampires, spectres and the like) can walk openly under the skies without penalty!

The Nightmare: Many folk, including the PCs, are having vivid nightmares of their friends and loved ones being slaughtered and rising as undead to fight in the legions of the Famine Queen (Iggwilv). At the start of each adventure, each PC has this nightmare the night before play begins. If they fail a DC 15 Willpower save they suffer a -1 profane penalty to all saving throws for the next two days. This is a fear effect and may be suppressed or dispelled (caster level 10) in the normal manner.

The Freeze of the Famine Queen: Winter has descended early on the Quaglands and has not lifted. This has the following effects on this regional adventure.

- The southern and eastern coastal fringe and shallow areas of Lake Quag out to about 2 miles are frozen into a layer of ice and all ports with the exception of Clatsberg City are frozen shut. The freeze in the west currently extends to just north of Hugelrote.
- Ice skimmer is now the only way to re-supply and unload what shipping is still operating.
- Small icebergs now litter Lake Quag creating navigational hazards.
- Crops that were set for harvest have been blighted. Most of Perrenland has not been able to harvest any food since last season. Southern Quagfludt, the Kershane Pass and Northern Yattenheid are the only places that have produced a harvest.
- The shortage of food is creating widespread hunger across Perrenland and many fear famine.
- Hoarding has become common but has yet to be outlawed.
- The price of all food items has doubled and the price of any item from the Player's Handbook (PHB) has increased by 150% (except during initial character creation and intro scenarios) in all Perrenland regional adventures.
- Lifestyle and up-keep costs have also doubled except where a PC is granted free up-keep. If a PC is using a lifestyle discount of some form, the discount applies after the costs have been doubled. i.e. Adventurers standard at 50% discount would cost 12 gp rather than 6gp.
- The survival DC for PCs who live off the land has risen to 25.

- PCs who pay for upkeep who instead voluntarily declare at the start of the game that they have donated their up-keep to the needy do not suffer negative Charisma effects. Instead they gain the same Charisma bonus they would normally have gained as if they had paid the appropriate lifestyle as they are deemed to be a generous patron of the folk. However they begin the game suffering from the effects of fatigue due to hunger and with subdual damage equal to 1/3 of their hit-point total rounded down. See PHB p 308 for fatigue effects. Note: As well as resting for 8 hours in game, PCs must also eat an appropriate meal to remove these effects.
- PCs who can cast *create food and water* or *heroes feast* can declare at the start of the game that they have done so to help the needy. These PCs gain charisma benefits from this act of generosity as if they had paid for the next higher lifestyle. This PC is assumed to have cast these spells immediately before the adventure introduction begins.

Divination spells within Perrenland

At some stage the PCs may decide to cast some form of divination magic. The following divination spells will no longer function correctly in a Perrenland regional scenario. They can still be cast but the follow effects occur instead.

Speak with dead: The corpse lets out a deep groan and says the following “**Your doom is at hand mortal!**” and then implodes and turns to dust.

Divination: Works normally within a sanctified temple of the caster’s god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

Sending: Works normally if sent from the sanctified temple of the caster’s god to another temple of the caster’s god. Otherwise it instead delivers a *Sonic Burst* spell instead of a message.

Commune with Nature: Works normally if cast from a Grove or similar natural holy place sacred to the PC. Otherwise the PC receives the effects of a *Doom* spell cast at 9th level and an

overwhelming feeling that the land is being blighted.

Dream: The PC suffers the effects of *Nightmare* at their caster level.

Commune: Works normally within a sanctified temple of the caster’s god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

Scrying and Scrying, Greater: The PC’s sensor ends up in an unexpected place, the Scryer’s Hall in Dorakka. Instead of seeing what they thought they would see they instead see the following.

Your view is of a large flame lit cavern. Seated in a semi-circle must be upwards of two-dozen Clerics of luz, within the circle sits a further four clerics. Your sensor is directly above the centre of the four. They are looking directly at you. One of them begins casting a spell and you instantly recognise it as a summoning spell. What do you do?

If the PCs fail to dismiss their scrying spell they are subject to the following effect.

APL 2: *Summon Monster II* (Fiendish monstrous spider, Medium); see below.

APL 4: *Summon Monster IV* (Howler); see *Monster Manual* pg 154.

APL 6: *Summon Monster VI* (Fiendish monstrous spider, Huge); see below.

APL 8: *Summon Monster VII* (Babau); see *Monster Manual* pg 40.

APL 10: *Summon Monster VIII* (Vrock); see *Monster Manual* pg 48.

APL 12: *Summon Monster IX* (Hezrou); see *Monster Manual* pg 44.

The PCs get no XP for this encounter as they could have avoided it. The summoned monster will stay for APL + 5 rounds.

Contact other plane: Works normally within a sanctified temple of the caster’s god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per turn).

Whispering Wind: The spell causes a loud popping when it reaches its destination, and the

air is filled with quite a horrid stench in a 20ft radius. Its message is lost.

Fiendish Medium Monstrous Spider: CR 1; Medium magical beast (Augmented Vermin, Extraplanar); HD 2d8+2; hp 11; Init +3; Spd 30 ft., climb 20 ft.; AC 14 (touch 13, flat-footed 11); BAB/GRP +1/+1; Atk +4 melee (1d6 plus poison, bite); Full Att +4 melee (1d6 plus poison, bite); Face/Reach 5 ft./5 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire Resistance 5, darkvision 60 ft., spell resistance 7, tremorsense 60 ft., vermin traits; AL NE; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +7*, Jump +0*, Spot +4*; Weapon Finesse^B). * See *Monster Manual* pg 288 for notes.

Fiendish Huge Monstrous Spider: CR 7; Huge magical beast (Augmented Vermin, Extraplanar); HD 8d8+16; hp 52; Init +3; Spd 30 ft., climb 20 ft.; AC 16 (touch 11, flat-footed 13); BAB/GRP +6/+18; Atk +9 melee (2d6+6 plus poison, bite); Full Att +9 melee (2d6+6 plus poison, bite); Face/Reach 15 ft./10 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire Resistance 10, damage reduction 5/magic, darkvision 60 ft., spell resistance 13, tremorsense 60 ft., vermin traits; AL NE; SV Fort +8, Ref +5, Will +2; Str 19, Dex 17, Con 14, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +12, Hide -1*, Jump +4*, Spot +4*). * See *Monster Manual* pg 288 for notes.

Appendix A: The Nick-Knacks (Honest John)

Knickknack1: Pekpek's tooth

DC to find: 18.

Backstory: the half orc who is the unofficial bouncer at the unofficial brothel lost a tooth several years ago somehow (unofficially). He is delighted and grins childishly once reunited with his tooth, ramming it into his jaw and biting down hard. He then promptly throws out any characters not interested in being paying customers.

Award: Favor of Pekpek. You have gained the trust of the half orc bouncer Pekpek.

Knickknack 2: Lovers ring

DC to find: 14.

Backstory: Through tear stained eyes the old widow Jacinian tells you she is in her nineties and hasn't seen her engagement ring since she was in her 20's. Back then, her husband of only three weeks was called up and killed in war. She does not have the words or means to thank the PC's for their immense kindness.

Award: Warm fuzzies.

Knickknack 3: the missing hammer

DC to find: 12.

Backstory: This masterwork warhammer really doesn't belong here, and is clearly marked with the rune of Berrund Veerman, the town dwarven blacksmith. He seems embarrassed and tongue tied when you present it to him, as though he has much to hide, and promptly pays good price for it's return.

Award: 50gp each.

Knickknack 4: Voyeurs opal

DC to find: 10.

Backstory: Pc's cannot sell this item without it's original owner suddenly turning up at the scene. This valuable treasure was lost recently and the owner glumly pay's half price for its return.

Award: 85 GP each.

Knickknack 5: Philipee's eye

DC to find: 11.

Backstory: Hidden in the muck was a magical eye that once belonged to the heretofore unknown explorer Philipee (a Renee) who once passed through these parts. He graciously empties his pockets in gratitude

Award: 15gp each.

Knickknack 6: Old Gid's chess piece.

DC to find: 10.

Backstory: You cannot imagine the frustration of having an expensive ivory chess set with one piece missing, but Old Gid does. In gratitude, he gives you a magical coin that you all argue so much over who gets to keep it that you end up selling the blighter and splitting the profits.

Award: 100gp each

Appendix B: the Nick-Knacks (Anika Hondvoet)

Knickknack1: Spangles Spectacles the Spectacular Storyteller Extrordinaire's spectacles

DC to find: 18.

Backstory: At least annually a gnome storyteller comes to town to entertain the children. Last year, her favourite pair of spectacles went mysteriously missing, sparking no end of amazing stories about where they no doubt went (such as other worlds to perch on the noses of dragon sages). She is ever so pleased that you found them, and will be even more pleased if you can keep the true matter of their discovery shrouded in mystery...

Award: Favour of Spangles Spectacles the Spectacular, Storyteller Extraordinaire, the gnome storyteller.

Knickknack 2: River Phoenix's stick

DC to find: 14.

Backstory: This stick, shaped somewhat like a person, is the personal pride and joy of a 7-year-old boy's playtime. Returning it to him fills him, and you, with a profound sense of joy and deep conviction that there is good in the world yet.

Award: Warm fuzzies.

Knickknack 3: Flaarmun's tools

DC to find: 8.

Backstory: These are masterwork thieves' tools that can be used in the module. Afterwards, they must be returned to their rightful owner: the mayor of Laufgen Hetmann Flaarmun. He looks surprised initially, then wonders out loud who would want to discredit him in this fashion, not that it matters, since they obviously gave up on such a silly notion and flushed their handiwork long ago. He insists on paying good money to reimburse the PCs for handing over such important evidence to the correct authorities (himself).

Award: 50 GP each.

Knickknack 4: Niadine's Nymph stone

DC to find: 10.

Backstory: PCs cannot sell this item without its original owner suddenly turning up at the scene. This valuable treasure was lost recently and the owner glumly pays half price for its return. Niadine is an adventurer of some skill and little renown.

Award: 85 GP each.

Knickknack5: The Pheather of Phiphrea

DC to find: 11.

Backstory: Phiphrea was a magical Roc that once graced the area. The town naturalist society (you didn't know they had one eh...) is keen to purchase this important artifact. Needless to say, it is HUGE. (a 12 foot feather, now how *did* that get down here?)

Award: 15gp

Knickknack 6: +4 Keen Vorpral Sword of Banishment.

DC to find: 10.

Backstory: No, sorry, it was just a rather skillful application of Nystul's Aura. But it *does* make a nice conversation piece. How did it get down here? Well, you see, there were these two brothers, Wizards, both of them, and they were in love with the same woman...

Award: 100gp

Appendix C: the Nick-Knacks (Barrend Veerman)

Knickknack1: Pixies Plat

DC to find: 18.

Backstory: Bron Yenjenna is the youngest son of the Landgraff, and he has quite the crush on the much older Pixie Hondvoet (daughter of Cooper, fond of wearing red). She gave him a lock of her hair out of romantic curiosity than any real pledge of love. He promises to repay your kindness, provided that you **never EVER** tell anyone where you found her lost token of affection...

Award: Favour of Bron Yenjenna.

Knickknack 2: Mother Körtbénen's wooden spoon of lesser reprimand

DC to find: 14.

Backstory: Mum Körtbénen has 15 children, and until recently, they were actually fairly well behaved. That is, until the mysterious disappearance of her cooking ladle. Since then the children have been causing unchecked chaos across Laufgen; breaking windows, jamming locks, and tipping cows. The return of the spoon will no doubt bring a great sense of peace to the region.

Incidentally, Mum Körtbénen and family live in the abandoned boot of a storm giant, and frequently do not have enough money to make bread: only broth.

Award: Warm fuzzies.

Knickknack 3: Anika's documents

DC to find: 10.

Backstory: These interesting discarded documents seem to implicate Anika as having made purchases of several semi- legal herbs. She makes a fairly convincing case of needing them for benign spell components and medicinal needs for the horses. She politely asks for them back, and you politely ask for money. After a brief negotiation, the exchange is made.

Award: 85 GP each.

Knickknack 4: Cooper's clobberer.

DC to find: 8.

Backstory: The town cooper lost this choice club some time ago. He rewards you with an old beat up kettle he hasn't used in years. To his eternal chagrin, it turns out to be a prized collector's item worth a small fortune.

Award: 50 GP each.

Knickknack 5: Foot of the Hupplemuus

DC to find: 11.

Backstory: This lovely luck charm fetches quite the price at the local market!

Award: 15 GP

Knickknack 6: The luck stone.

DC to find: 10.

Backstory: Hidden in the muck is a magic stone that was once the property of a mighty gold dragon. Arguments over who gets to keep the precious item lead you to make the wise and conscientious decision to sell the trinket and split the profit. It is, however, difficult to convince buyers of the stones authenticity.

Award: 100gp

Appendix D: Extra Tables

If creativity gets the better of you, you might like to put up another bid for power in Laufgen. Remember each new employer will need;

1/ a proposition (including justification for title rights)

2/ a list of six knickknacks, or just borrow one of the others.

3/ a favour (a +1 weapon for a loan with a +1 power attached)

The following is an example of the gnomes grab for power.

You travel for almost an hour to the forbidden depths of the Gnomewold: secretive home of the gnomes. Your guide appears lost now, and you all knew better than to risk the ire of the wee folk: all who enter the woods are eventually turned around, turned away, or turned into furniture.

Suddenly in a bright flash of smoke and trumpeted fanfare stands the little gnome Spangles Spectacles Spectacular: storyteller extraordinaire!

Spangles is a spry, witty gnome with gaudy clothes and a talent for entertaining children. She has often been accused (and it's never been proven! Thank you very much!) of spying. Spangles (Spectacles the spectacular!) is fond of interrupting in order to make a joke: usually a pun. She is fond of small children, witty jokes, and of loudly saying "Wooop!!". She is the bane of anyone too serious to laugh at themselves, and is constantly on self appointed anti-serious patrol. Even so, she is no fool and fights against evil and tyranny with great tenacity. All this means that with today's serious business of land rights she is likely to be ridiculous beyond belief. She tumbles very well.

Spangles Spectacles the Spectacular Storyteller Extraordinaire: Female Gnome Bard 4 (Perform: storytelling 14).

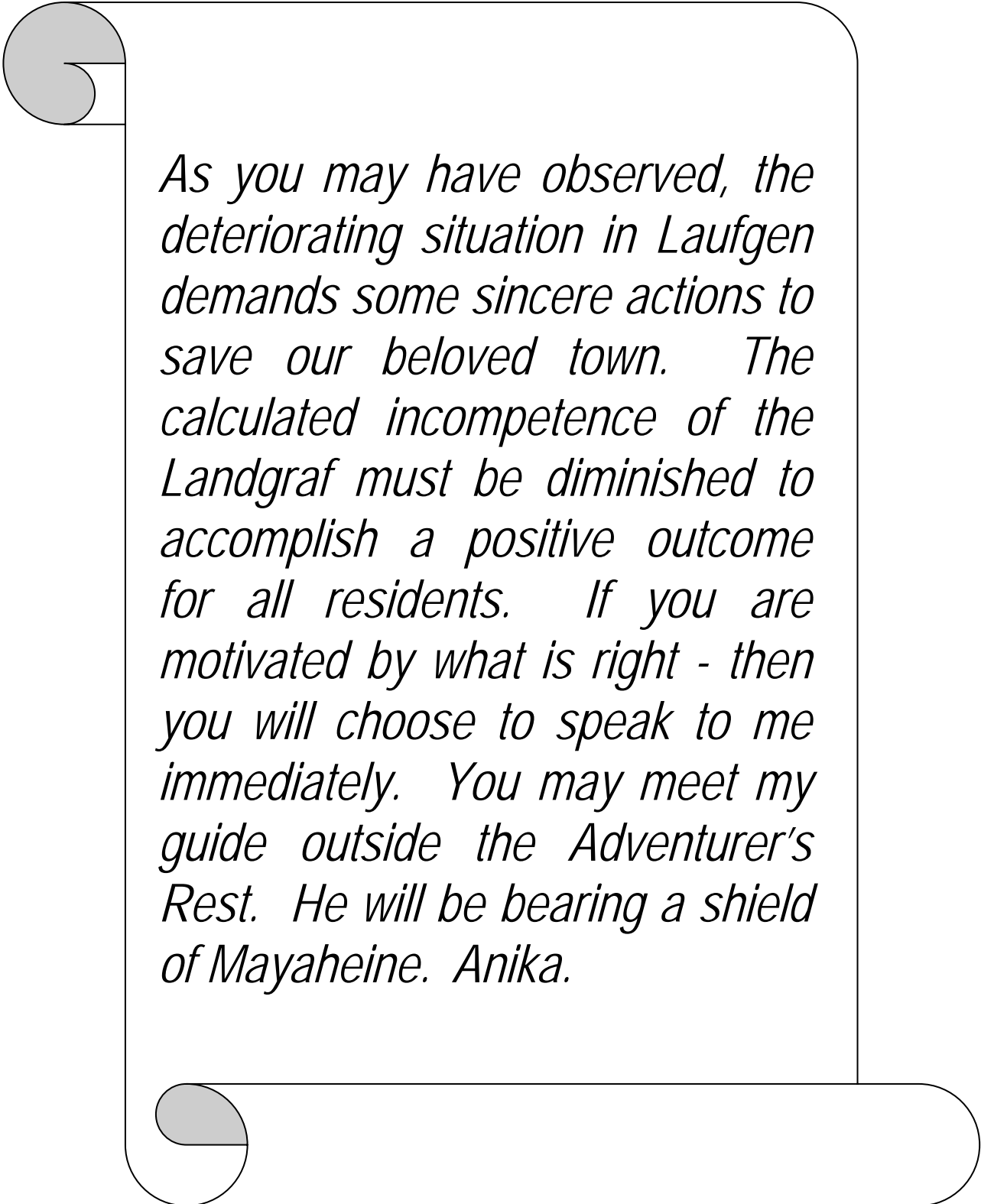
Spangles explains that the entire town of Laufgen was founded illegally, and that no one bothered asking the gnomes if they could build a town on their land. Therefore, the entire town belongs to the gnomes (and herself, as the legal representative of the gnomes. They just didn't *know* she was an official envoy because they have such poor innuendo skills and they are sooo *stupid!!*) The gnome council (who can put in an appearance if you like) have decided to grant her native title rights (they really don't mind having a big tough Landgraff handy) in order to clean up the town and help out a bit. Bit she will need a little trinket to convince the residents of her claim.

She will attempt to insult to no end any and all other claims to the title, and has watertight documents to assist in this too. She promises her eternal friendship to any who attempt this endeavour.

Spangles favour is a +1 light crossbow of shocking.

And where would we be without the half orc priests of Kord?

Player Handout #1: The Arrow Proposal



As you may have observed, the deteriorating situation in Laufgen demands some sincere actions to save our beloved town. The calculated incompetence of the Landgraf must be diminished to accomplish a positive outcome for all residents. If you are motivated by what is right - then you will choose to speak to me immediately. You may meet my guide outside the Adventurer's Rest. He will be bearing a shield of Mayaheine. Anika.

Player Handout #2: The Brick Proposal

Written in dwarven



Followed by a picture of what looks like a six fingered dwarf fist...

Player Handout #1: The Invisible Proposal

As you may be aware, certain power factions seek to assert themselves in this peaceful town. This is neither necessary nor legal. As you are acquainted with the art of guile, I have some work you may be interested in. I can assure you it will be... profitable... Seek us at the market place. Do not look for us, we will find you...

Signed, H.J.

Player Handout #4: The Proposal

"I am in need of some mercenaries to acquire a certain important item for me. Many years ago when my ancestors first came to this land, they brought with them a keepsake, a family heirloom, if you will - a small Kondkannen that was always kept by the heir of the clan. Time went by and the town grew, and there was a schism between two twin brothers who both appeared to be legitimate heirs to the clan leadership.

One day, this all came to a head as one brother had concealed himself and the jar inside the... outhouse... in an attempt to inscribe his name on the base of the Kondkannen with a small iron parchment binder. However, his twin somehow gained knowledge of this deception and, in brazen disregard of social conveniences burst in upon his brother and attempted to seize the heirloom. In the ensuing melee the unfortunate jar found its way into... well... it went down.

... the short of it all is that the keepsake found its way into the town sewers. It has been there for... quite some time. We have divined its location and we need you to retrieve it for us. Should you agree to the mission you will have no trouble finding it if you follow the guide you came with today. I should warn you that several... dangers lurk below in the town sewers, and that it is part of an underground cavern complex the extent of which no-one has fully explored to date. Due to the... dangers... of this mission we are willing to pay you each 100 gold crowns should you accept, and a further 100 should you prove successful in returning the keepsake to my hands. You are of course expected to keep any further treasure you find inside the sewe... I mean, caverns.

"Proving native title to the land would be a great boon to our objectives! The Landgraff, as you know, is less than incompetent to run the town. I cannot, I would not usurp the legal right to rule of the Landgraff, but by retrieving the jar we can assert some little authority in the area: enough perhaps to clean up the lawless barracks, or have the town barricade repaired. Maybe even afford new weapons for the militia! One thing is for sure, if we do nothing, then the next time this town is in danger it will fall as sure as the sun rises each day..."

Just remember, if you want the second prize, you must get the heirloom into the hands of the guide who brought you here today.

The Heirloom is a chipped old Kondkannen with pictures of horses running around it.