

Varday

**A One-Round D&D Living Greyhawk Adventure set in
Perrenland in 591 CY**

by Anthony Dooley

This scenario is designed to be played with first-time (Level 1) characters just starting out in Living Greyhawk. It is not suitable for PC's who already have Experience Points.

Varday is Exag's annual celebration of the ending of the various adventurers' apprenticeships. Every year on this day, Exagians open their houses and hearts to these future protectors. It is their way of showing their appreciation for all they will do on their behalf. But amongst all this celebration are apprentices who have been found wanting in one way or another. By the end of this day, they will either prove their worth, be failed, or die in the service of Exag, Yattenhied and Perrenland. This is a one round regional Living Greyhawk scenario set in Perrenland. It is aimed at 1st Level player characters, and is an APL 2 adventure.

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This is an RPGA® Network <scenario/mini-scenario> for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but actual playing time will be closer to three hours. 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 cits, 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 a 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 name tag 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 rule books 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 *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the 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 the DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario.

1. No vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheets, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms so that you are not influenced by their comments on your abilities. It is a good idea to have the players vote while you are determining treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will 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, a character sheet, and a LIVING GREYHAWK log sheet from the 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*.

DETERMINING AVERAGE PARTY LEVEL (APL)

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 following 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.

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

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round up.
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 three 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.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE AND UPKEEP IN PERRENLAND

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends everyday, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire – for example, a PC with poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

<u>Lifestyle</u>	<u>Cost</u>	<u>Skill Modifier</u>
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+2
Luxury	500 gp	+4

PCs who decide to “live off the land” must follow the guidelines set down in the latest version of the Living Greyhawk Campaign Sourcebook.

DM's Information

This scenario was originally designed to be played in New Zealand where that country has providence over the canton of Yattenheid (and the City Of Exag). If you are playing outside of New Zealand, you may wish to change the PLACE NAMES to something closer to where your city or club is developing a region or canton of Perrenland. For instance, in Canberra, you might play this scanario in Krestible. If you are in Sydney or NSW you might play in Schwartzenuin. If you live in Queensland you might play in the city of Traft (Traft Canton) or in the Town Of Niederschlauss. As the DM you might need to log on to the official Perrenland Web Site at www.lythia.com/perrenland/ to read up on peculiarities of your most suitable canton (and capital city). Consult you convention organiser if you are unsure, or contact a Triad member if possible. The rest of this scenario is described using Yattenheid (and Exag) as the exemplar place names.

Exag is the largest city and provincial capital of the canton of Yattenhied. This is the most ancient city this side of the once Great kingdom, surrounded by the Mounds of the Dawn, a badland range of hills full of ancient burial sites and crypts. It is a dangerous place to loiter, but a breeding ground for adventurers and mercenaries alike.

Once a place of enlightenment, a city of higher learning and focal point of a long forgotten culture. Exag is now for all intents and purposes, a cultural backwater. Part of Perrenland, it is the least influencial, and is rumoured outside of Perrenland to be an independent city. Though this isn't true, Exagians don't actively discredit it either. Exag struggles with internal security of both the immediate lands around the city and the rest of Yattenhied.

Mostly this is due to the fact it is sandwiched between the Mightly Yatil Mountain range and the less impressive but equally dangerous Mounds of the Dawn. Many a marauding band of creatures burst from the Ranges to hunt in the hills around this beleaguered city. Luckily, the mighty walls have fended off all recent attacks. They are kept in good repair and manned by various mercenary units that make Exag, its base of operation. But, for all this, Exag has been sacked a countless number of times over the past three thousand years.

This has created an atmosphere that can be described as sullen. But with closer observation, it is more stoic and determined. Life is hard, thus the populace rarely show merriment. They are a serious conscientious lot that prize service to the city, canton and country, in that order, the highest acclaim any citizen can achieve. Anybody is quickly accepted into Exagian society if they can achieve this honour. Half-orcs and even humanoids have been held important stations in Exags past.

The architecture of Exag is very ancient in design, (similar to Middle Eastern architecture with domes and white washed walls). All the decoration is internal. Exagian's pride themselves on elaborate and colourful interiors. Being invited into their homes is a great honour, and they treat the guest with the greatest of respect.

The political structure of Exag is quite unique within Perrenland. The Hetmann of Exag is also the political leader of all Yattenhied. Vorrudden has taken the last name of Morgenrood since been made the Hetmann. Thus he is the Voorstammann of the clan of Morgenrood. He was voted in at a clan moot and has the position for life. As the Voorstammann of Exag had just been assassinated, he was granted this position as well. This isn't such an honour for a rural person and experienced ranger.

But he has surrounded himself with excellent advisors and powerful heroes to reduce the strain of doing both jobs. He governs with the assistance of a council. This council is broken down into 3 elected town representatives, 3 Mercenary Company leaders, the heads of both the Merchants and Money-changers guild and the Hetmann and his assistant round out the last two places. This makes ten members, but the Hetmann rarely votes and uses his assistant to break deadlocks. This has been a relatively successful endeavour.

Most of this adventure takes place in the Mercenary Quarter which is located between the main gate and the market place in the centre of town. By far the largest quarter, many a rough tough band of adventurers can be found lounging around here. Daily cries hail men of might to accomplish many a great deed. Here are the greatest mercenary companies houses, the best training establishments and best watering holes in town. This generally means it is a quarter of hard celebration and revelry at night and quiet reflection during the early part of the day.

The Market Place is a large open area with only permanent stores around the edge. Most establishments

are tents and cart fronts that can be moved away at quick notice. Heavily populated during the day, it is all but deserted at night, except for the occasional guard.

The Artisans quarter is populated with tradesmen and various small businesses. It is heavily populated at all times. The bulk of the populous live either here or in the Merchants quarter. Most people are hard at work just trying to make a living, and have little time for anything that doesn't make life easier. Many a cheap but comfortable Inn can be found here.

The Merchant quarter is populated with the workers of the large Merchant Houses. Like the Artisans quarter, they are a hard working serious lot. The Lodging establishments are comfortable, but not so cheap.

The poor quarter where the ambushes happen, is a slum that occupies nearly a quarter of the city. The great burning is in this area, raised in the last siege. Charred ruins are slowly being cleared for new hovels. Life is extremely hard here, and the weak don't last very long.

Though occasionally patrolled by the town guard, most people avoid this area at night. Wealthier citizens own large tracts of land here and rent to the poor. They are often here with personnel protection for obvious reasons. Cheap and flea-bitten taverns are numerous, and many a body sleeps the night on the side of the road. The Sewer Sweepers Guild and Grave Diggers and Collectors Guild are the largest establishments here.

Finally, there is the Religious quarter, which is extremely small, and generally populated by religious workers and the rich. Smaller shrines outnumber the few large churches, and are surrounded by the large houses of the wealthy. The Hetmann's Keep is located here, and it is also the Headquarters of the town guard, and acts as a prison. This is a recent change as the old prison was too small and rundown. Nobody has yet managed to escape from the Keep, while it was nearly a daily occurrence a few years ago. Next to the Mercenaries guild, this is by far the safest quarter in the city. Only an idiot would commit a crime openly in either of the quarters. They would be cleaning up the aftermath in the Mercenary quarter while, arrest and a hefty prison sentence is the most likely outcome here.

Adventure Synopsis

This adventure is set in the city of Exag [or a Perronese capital of your choice], the canton of Yattenhied [or a canton of your choice], in Perrenland. In this short adventure, the characters find themselves separated from their peers during the most important

day of their lives. Today was to be their graduation into the ranks of the mercenary or adventuring elite. But each of the characters has a flaw. This has caused concern amongst the mercenary leaders and guildhouses. So, without their knowledge, they will be involved in a small covert test, that actually goes wrong.

They are separated in a comfortable room and await summoning to the guildhall. Their escort is an overly large half-orc barbarian going by the name of Grainox. He spends the morning sharpening his axe and generally preparing his gear. He will not become involved in any conversation, no matter the approach the PCs take. The PCs roll up their characters, and create their particular flaws, which may take from half an hour, (with experienced players) too an hour and a half, (with inexperienced players).

Once all the PCs are ready to play, get them to quickly introduce their PC, it's flaw and anything else they players wish to share. Teamwork should be encouraged as it greatly improves the outcome of the adventure. Once this is done, Grainox will lead the PCs into the guildhall where the apprentices are in all states of drunkenness. The PCs eat and are plied with drink, it is up to them whether they join in. Finally, the Hetmann of Exag and all Yattenhied, will stand and give a stirring speech about how important the adventuring, mercenary sect is to the survival of all Perrenland. Once this is over, all the other apprentices file out of the hall to celebrate with the locals.

The PCs table is all that is left in the hall, and the Hetmann approaches. He freely chats to the PCs in a friendly manner. The rest of the dignitaries leave. Grainox leads the PCs last of all out into the mid-days sunshine.

The PCs will run into some safe and hopefully satisfying encounters with the local population. They will be quick to befriend and hard to anger, though it is not impossible. Once each PC has had his own encounter, they gather together, (hopefully), only to be a witness to a daylight purse snatching. The woman struggles, but is overcome by the assailant. Hopefully, the PC's will give chase to retrieve the stolen items. But, the thief is too skilled, and the PC's cannot narrow the gap between them and him. The thief (known as Sly) is a skilled acrobat, escape artist and the crowded, cluttered alleyways offer no real hindrance to him as it will to the PCs. Of course, it is a setup, to test the PCs in a variety of ways.

Allow the PCs to try anything reasonable, but remind them, that they have the feeling they are being watched.

If you need to, over-emphasize this at opportune times. The thief leads them towards the poorer, rougher side of town. Here, the thief and PCs accidentally run into a real mugging. An Ogre and several Henchmen Goblins have ambushed a successful merchant and his bodyguards. The merchant bodyguards are already dead, and the merchant is semi-conscious on the ground. This will be a desperate battle to defeat the Ogre. His Henchmen will run at the first sign of defeat and will generally be of nuisance value, forcing the PCs to chase them all over the city. Of course, the town guard will join in, but the PCs always find themselves leading.

Encounter One A Rude Awakening

You are rudely awakened by spitting and shouting instructors from your comfortable dreams. Things were looking up, after two long years of hard slog, you are now on the verge of graduating as mercenaries and adventurers in your own right. With your gear and clothing stuffed under your arms, you are lead to a comfortable chamber where an extremely large, ugly Half-Orc sits sharpening his axe. The instructors order you to don your gear, pray to whatever blasphemous god you worship, and wait for whatever fate may bring to you, the unworthy.

After this initial introduction, the PCs are to roll their new Living Greyhawk characters. For some, this will be a quick and easy process, while others will need assistance in the many decisions they will need to make.

The one new addition to the character generation process is that each character will need to develop a flaw that has lead to the character being failed on their last day as an apprentice. An example of a character's flaw, "Wroger wha Wrendwer, Wfrom Wugelwote, wson wof wfarmer Wbrowne, wha wgreatest wfarmer wof Wugelwote!" Translated, this means, "Roger the Renderer, from Hugelrote, son of farmer Browne, the greatest farmer of Hugelrote!"

This character is a large Half-Orc that was sent by his adopted dad to Exag to train as a warrior. Through misunderstandings and the creature's speech impediment causing confusion, he ended up enrolling in the mages guild. An expert in spells with non-verbal

components, needless to say, he struggles with spells that require verbal components. One could say, that there are many flaws here, and there are. This character was hilarious and an excellent example of good role-playing. The flaws need to be role-played and would obviously cause concern to the leaders of the various guilds, whether they are light hearted, a druid that is scared of dark scary forest, to darker more critical, anger management, racial hatred, evil versus good, chaos versus law issues. The DM must agree with the player's choice, so it doesn't imbalance the adventure.

Once the characters have created their PCs, have them introduce their PCs and flaws, encouraging a fun, light-hearted environment. Here, the players can have fun and entertain both themselves and the DM. As Wroger wha Wrendwer did.

This will encourage role-playing, and allow a little team building. If a player is obviously out of their depth, it is a good time to shuffle the players around, either sitting that player by you or next to an experienced player that will assist and encourage that player. They may investigate their room, try and chat to Grainox etc. Grainox will say absolutely nothing, even to the point where they may think he is mute. At worse, he will only grunt if he is hassled, he will only defend himself if attacked. If charmed, he will tell all about his harsh upbringing as a slave to the Cart and Hauler's Guild, and how he now understands the harsh discipline has made him a sturdy and strong individual. He is deep thinking but slow, and will talk on and on in a harsh and gravelly voice. He knows nothing of value for the PCs. He doesn't know what is going to happen.

Grainox, male Humanoid Bar3 (1): SZ M, (6'4' half-orc) HD 3d12 + 12: Hp 38; Init 0; Spd 40; AC 15; Atks +9 melee (1d12+5, crit x3, Greataxe). SA Blood rage; SD none; AL NG; Fort +6, Reflex +1, Will +0. Str 20, Dex 10, Con 16, Int 6, Wis 8, Cha 6.

Feats: Toughness, Weapon Focus.

Skills: Climb +10, Jump +10, Swim +6, Tumble +1.

Equipment, Chainmail, Greataxe, Backpack, whetstone, pouch with some coppers and 1 silver piece, stale bread and old cheese for lunch, waterskin, half full.

Encounter Two The Great Guild Hall

...After who knows how long, a young apprentice arrives to escort you to the Great Hall. You are escorted to an empty table. All around you are drunken elated apprentices, just happy to have

made it this far. On the stage is a long head table with most of the Heads of the training schools, some of the leaders of the larger mercenary companies, heads of the various guilds and finally, most importantly, the Hettmann. Seated with him, a large human male fighter, and a stocky dour dwarf. Both are belated friends of the Hetmann, and powerful adventurers in their own right. It is rumoured that the human fighter has never been best in combat and has slayed a dragon, Bah, but that is only rumour.

Ply the PCs with drink and food, friends come over to congratulate them, many think they are still passing out, etc.

...Finally the Hettmann stands, calls for silence go around the room, but the drunken revellers shout and cheer their leader. The Hetmann clears his throat, "Fellow adventurers, brother and sisters of arms. Exag embraces you, Yattenhiem awaits the future deeds of bravery you will accomplish. Perrenland will mourn and honour your loss, for it is the blood shed by brave adventurers that is the corner stone of our cantonate. History has shown that greatness is built on sacrifice and deeds of boldness. You are our future. The blood you spill on our walls, over the land, will secure, strengthen and ensure our future generations independence and freedom. Do not take these words lightly, for when we do, we will be weak, conquered. We will never rest against the threat of foreign invasion and humanoid incursions. May your youth, feat of arms and enthusiasm guide you down the fateful path of an adventurer. May your glory be great, and your rewards greater. Open the doors, Exag awaits you with open arms. Today we honour you, for tomorrow you will shield and protect us from harms way. The city is yours for one day."

At this point, drunken apprentices file out into the bright sunshine. Grainox indicates for you to stay seated. The Hetmann approaches your table, graciously introducing himself to all the PCs. He is extremely polite then excuses himself and leaves.

The warrior Rormur escorts the Hettmann. Up close, he is even more impressive. This athletic powerful warrior is covered with scars from previous battles. Orders and honours adorn his armour. This warrior emits cold hard efficiency. He glares at each of you, as if he is sizing you up. But his gaze is positively rosey compared to the Dwarfs sneer. He growls, "Why do you waste your

time with the weak?”. The Hetmann turns, responding, “Guildmaster Grunag, the walls of the city are as safe as the weakest member of it’s force. Strengthen them all and no force will take it!” Reflectively Grunag replies, “ By Moradin, you may be right. If any of you survive, come and see me at the delvers guild, huh, if any of you survive?”. (well, that is about as reflective as this Dwarf gets!)

Any loose or unfortunate comment will be openly ignored. If a character stupidly challenges them, the Hetmann will berate them openly. Any attack will be met with multiple blows with the flat of the blade. This will easily flatten the PC, but not kill them. No matter what they do, they will not be killed, if they do an evil act, they will be expelled from both Exag and Yattenhied. That is the end of the adventure for that PC. The Hetmann being a former adventurer of note himself feels a kindred bond with other adventurers. It is obvious that many others don’t.

Encounter Three Let’s Celebrate!

Grainox leads you out of the great hall, to the cheer of the locals, gathering around to be first to see the bold adventurers. A small square, with a large gnarled tree standing in the middle welcomes you. Already, people are beginning to come up to you with small but elaborately decorated gifts of flowers and cloth. They are cheerful, polite and seem to honestly be grateful for the future deeds you will perform. For some of you, this has been a dream for many a year. And, now the town is open to you for a whole day.

Wherever the PC’s go, the town is open to them. A room in the tavern is free for tonight, food and drink is paid for by other patrons. Young ladies flirt with them, and others befriend for that evening. For all this, it is very civil, people politely taking you aside to congratulate, then return you the others you were with. If the PC decides to go of with a beautiful young woman, others will not take offence, but instead cheer encourage your luck.

But unknown to the PC’s is that Varday is the opportunity for the various families of Exag to sponsor an adventurer. Sponsored adventurers can get help from that family in the future as if it is worth 1 Influence point. As well as this, the PCs roll on an encounter table to see which extra benefit they will receive.

Encounter Table:-1 Roll a d12.

1. A young suitor offers their companionship for the evening.
2. A PC is sponsored by a household (Yattirs Family) and receive 1d6 gp + 2d12 sp in coin.
3. PC joins a gambling table and wins 1d6gp, double if the PC has experience at gaming.
4. Free night, drinks, meals at a renown bar, other more experienced adventurers and mercenaries spending time with you, future contacts, (Grishna Mygirm, son of Rormur).
5. Patron cloth from a young suitor, this is a great honour, (Zimmerman Family).
6. Soup and bread shared with a poor peasant family.
7. Hot food from a bakery, plus the store sponsorship, (Schzimm Family)
8. Adopted by a family as a Hearth Hero, waer families colours, (Barthz Family).
9. The Broken sword Inn, honours you with guest of honor for a week, free food and accommodation.
10. A Merchant house honours to equip your PC with any common gear up to a maximum of 1gp per item and a maximum of 30 gp in total value. Then you are gifted the Merchant houses colours in a silken vest.
11. The PC is sponsored by a wealthy family who will sponsor you one piece of equipment up to the value of 100gp, (the Gartz Family).
12. A minor Noble family offer the PC a valuable gift. This gift is substantial as related to the PC’s class.

Ranger/Paladin	a medium warhouse
Fighter	a full suit of chainmail armour
Barbarian	a weapon of quality.
Mage	free membership to any guild
Bard/Thief	a single valuable item of 150 gp not normally assessible by that PC.
Other classes	double starting money.

NOTE: Only influence points are awarded for the results that have a family name, e.g. 2,4,5,7,8,11. That is one for each PC if you so wish. You could give one of these to each PC and allow one of the others to each PC. But you must not give the same one to two or more PC’s. The families are only going to sponsor one PC. Also, it is the same for the others, the poor peasant family can only feed one adventurer etc.

Expect and encourage the PCs to role-play through each of these situations. Because experience points for the first three encounters are solely based on how the PCs role-play these events.

Encounter Four

The Chase

Eventually, Grainox gathers up the PC's by the market place. The PC's may be confused, livid as to why they are interrupted during their celebration. But as they begin to voice their concerns, they are a witness to a broad daylight robbery.

Grainox has dragged each of you to the edge of the market place, rudely interrupting your celebrations. You are about to voice your protest when a scream attracts the attention of you and many others passing by. A thief has assaulted and snatched a leather bag from a woman, left lying on the dusty ground. Off down a dark alley sprints the thief, bag in hand!

The PCs may interrupt you, but finish reading the description, then answer their questions. The assault happened 60 odd ft away, yes, they surprised etc.

The alley way is about 8 feet wide, but cluttered with derelict and waste boxes, barrels etc. There are many walls to climb, thus it is hard going. PCs can run parallel to the alley on the main roads, but the extra distance means they just keep pace with the thief, (this is the best option for the shorter races). If a PC approaches the woman, she seems alright, just annoyed and frustrated. She waves the PC off.

If the PC perseveres, she angrily replies, *"you're an adventurer aren't you, be useful and retrieve my belongings. Go on,(sternly), on with you!"*

You may need to remind the PC that Exagians are a practical dour group, and even though this is your day, you still have a job to do. If the PC objects, they will be berated by more and more people. If this goes on for too long, they are out of the adventure. That PC is meet by the grumpy Dwarf and escorted back to the adventurer's guild to be met by the Hetmann. They are politely but firmly informed that they have failed their apprenticeship and cannot work as either an adventurer or mercenary in Yattenhied.

The chase is hard going, each time the PCs stop, they lose ground. If they pause to fire missile weapons or cast spells they fall further behind. After two such actions, they cannot see the thief anymore, but they can still just hear him. A third such action, and they have lost track of the chase.

To make matters worse, this is an extremely agile quarry. He finds the alley barely an obstacle, thus can bait and berate the PCs efforts and maintain his lead. He is arrogant to the point of obnoxiousness, that should encourage the PC's to want to capture him.

Krestin the Quick as he is known is a renown cat burglar and thief who steals to order. All attempts to catch him have failed. He is a 6th level thief, 1st level barbarian. An outlander, (wolf Nomad), he came to Exag, loved the city life, giving up the life of a steppes wander.

Human male Rog6, Bar1: SZ Med 5'7" humanoid AC 19, (+4 Dex); Init; +8; Spd 40: Hp 50; Atks, Longsword x2; will not attack, (isn't a murderer). SD evasion, uncanny dodge(can't be flanked). SV fort +5, Ref +10; Will +2.

Str 11, Dex 19, Con 15, Int 8, Wis 10, Cha,8.

Feats: Imp Initiative, Deflect arrows; Run ; Endurance.

Skills;(the skills that relate to the chase) Balance+13 Tumble +10, Jump +11, Climb + 8.

Note, he will not need to roll to do the above, he is not supposed to be caught. He can just make all saves versus spells if the DM so wishes.

Encounter Five

Tumble into a Rumble

The thief suddenly stops on top of a fence. With a concerned look on his face, he somersaults up the side of a fairly rundown building. You can hear clashing of blades, shouts of effort and cries of pain from a battle behind a rickety wall. As you near the wall, the sound of the battle has ceased and a human voice is begging for mercy. An overly large and ugly humanoid head appears above the fence. It turns and stares directly at you.

Now the real battle begins, an Ogre and his Goblin henchmen have attacked a rich Merchant and his guards. The PCs may or may not have noticed, but the chase has led them into the poor quarter of town.

Ogre male Bar1; SZ Large Giant, 10'5" and a massive 367 lbs. Init +3, AC 16, -1 dex, -1 size, +5 natural, +3 hide; Spd 40 ft, Hp 43,(26, wounded from battle). Atks: +9 greatclub; Dam, 2d6+7, Crit x2,. SA: Blood rage, (used). SV Fort +8, Ref +0, Will +1. AL CN, Str 21, Dex 8, Con 15, Int 10, Wis 10, Cha 3.

Feats; Weapon focus, greatclub, Improved initiative. Skills Climb +4, Listen +3, Spot +4 Intimidate +1, Intuit Direction +2, Wilderness lore +8. Crusthogg speaks Common, Orge, Goblin.

Crusthogg was brought up by a Mercenary company during an extended overseas campaign. Finally, the contract ended, and the company came back to Exag. But Crusthogg hasn't adjusted to civilian life, being eventually thrown out of the Mercenary company for ill-discipline. He has paired up with two down and out Goblins who are hiding out in the city. They put up with his ugliness. They talked him into attacking these humans though he knows it is wrong. He almost wasn't going to carry out the attack, when one of the guards taunted him into attack.

Dnarl and Magel

Goblins (2): SZ S 3'11" and 4' humanoids, Init; +1, AC 15, (+1 size, +1 Dex, +3 studded leather), Spd: 30ft, HP 4 & 5; Atks; +1 melee, (morning star, dam; 1d8 x2), +3 ranged, (javelins, dam 1d6, x2, range Inc 30ft). SQ; Darkvision, SV Fort +2 Ref +1, Will +0; AL NE.

Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.
Feats: Alertness, Skills; Hide +6, Listen +3, Move Silently +4, Spot +3.
Equipment; Studded leather, Morningstar, 3x Javelins.

Both Dnarl and Magel were captured by an adventuring party, and brought to the city. But the lure of a soft bed and a night of good companionship meant the party tied them up in a barn. Both escaped and under the cover of darkness, stole back their equipment. They made their way to the poor quarter and have been hiding out ever since.

Finally, if there is time, the PCs could investigate the scene. An old peasant sat quietly watching the whole scene unfold. Yes, the Goblins tried to talk the Ogre into attacking the Merchant. The Ogre refused until taunted by the guards who got what they deserved. The Ogre killed them in a blood rage. He came of it and was trying to talk to the merchant when you arrived.

Then the thief escorted by the woman (victim) approach the surviving PCs and congratulate them on their success. They explain that it was all set-up as a final test. That they have passed with flying colours is a testament to both themselves and their training establishments. Then they are taken to a meeting with the Hetmenn and properly accepted into the Mercenary fold with a knees-up shin-dig at the guild.

They are then given 150gp each as payment for patience, and wished well with their future careers.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters.

Award the total value (objectives plus role-playing) to each character.

Encounter One and Two

Experience points are awarded for the unique and entertaining flaw the PC has and can portray in the two encounters. .

- 0 xp Player flaw and portrayal of the flaw is forgettable.
- 20 xp Player has an interesting flaw but hasn't portrayed it successfully.
- 40 xp Player flaw isn't great, but they role-play it to the hilt.
- 50 xp Player flaw and character are role-played, in a way that enhances and increases the gaming experience.

Encounter Three

The players interact with the local populous and begin to build a rapport with both the city environment and the other player characters.

- 0 xp DM hasn't noticed the player, or their role-playing has at best been forgettable.
- 20 xp Players have interacted and role-played, but haven't enhanced the whole event.
- 40 xp Players have enhanced the portrayal of [chosen city] and their Player Character, memorable events.
- 50 xp Side-splitting hilarity that has all involved, aching with laughter, legends are built from this stuff.

Encounter Four

The players go with the flow and actively participate in the chasing of the thief. Trying new and entertaining things and taking risks earn you experience points.

- 0 xp Doesn't want too or doesn't actually take part in the chase.
- 20 xp Goes along, but otherwise, may as well not be their.

- 40 xp Participates and takes risks, though others may not appreciate it.
- 50 xp This character is the flow, taking risks, and if they backfire, they were so entertaining, nobody really cares.

Encounter Five

Experience is given for either killing or capturing the Orge and Goblins.

Orge CR2 worth 600 xp

Goblins x2 CR1/4 worth 150 xp.

Divide the total between the number of players that participate.

Six players get 125 xp each.

Five players get 150 xp each

Four players get 187 xp each.

Investigating the aftermath

Any PC that investigates after the battle gets a bonus 25 experience points each.

Total experience for objectives 300xp

Discretionary role-playing award 30- xp

For any player that took the opportunity to create and develop an interesting character then role-play that character in any interesting and memorable fashion.

Discretionary roleplaying award 20-100 xp each

Total possible experience 450 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certed and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certed.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 150gps that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The

character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Treasure Summary

Each PC receives 150gps from the city Hettmann at the conclusion of the scenario. They may elect to spend it now, or save it.

Each player also receives a Certificate Of Influence in the present city. See page 13.

Additional DM advise

I haven't included a map because, when I play tested this adventure, it worked better without one. Maps added concrete data, that was both not needed, and tended to stall players' creativity. This adventure is totally character building, and requires both, teamwork and creativity to work. It should build up a flow that carries it along to the end. It isn't such a bad idea to read to players the experience chart for encounters one to three. This will give them some initial direction, but for good role-players, this isn't needed. How you deal with players that fail is up to you, you could deal with them either firmly or in a compassionate way. Either way, I informed them before they started that if they failed to meet certain requirements of the adventure, their character was to be handed in to DM. I had them all agree with this as they were creating new characters and had no history with them. The one character that did fail handed over their PC without any issue, as the other player expected that outcome. Thus failed characters are taken out of the campaign. If I was to continue DMing that player, they can try to rebuild its reputation, but it should be a difficult task. Finally, remember the Hetmann is a compassionate man, he will not punish any character that fails. But his compassionate nature is tempered by his hatred for evil acts. He will persecute a PC that performs an evil act to the full extent of the law, and in Perrenland, a Lawful Neutral society, that is quite some power.

Note About The Certificates

The DM will need to run off enough copies of the cert below so that one can be handed to each adventurer who participates in this scenario.



has acquired the following in the scenario
Varday

A Certificate Denoting Influence In The City Of :

This certificate automatically gives this player 2 influence points which can be spent in the designated city written above. These points can be traded to buy the PC a favor or some such other social advantage (within the limits of the game as set by the RPGA and the DM). As each point is spent, the DM must sign off the point on this certificate, after which the certificate is void.

First Point Spent.

DM's Signature _____
Convention _____
Date _____

Second Point Spent.

DM's Signature _____
Convention _____
Date _____



GP Value: None
Weight: None
Use Restriction: N/A
Tradable: NO
Total Bonus: None.

Judge Signature _____
RPGA # _____ Date _____
Convention _____

If this certificate is traded, a full record of the transaction must appear on the back. The record must include the player name, character name, and RPGA number of both the person traded from and the person traded to. Trade information must be legible. A questionable or illegible trade record is grounds for the certificate's immediate disqualification from play

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