

VS2

For Basic or  
Advanced games

# Vignette Scenario **BEARING A GRUDGE**

by Jason Paul McCartan

FOR 4-6 ADVENTURERS OF LEVELS 1-3



The Two Sisters Trading Post needs some genuine help. Deep in the forest, it is running out of supplies as kobolds, bandits, and even wild animals attack the travelers and traders on their way to and from it. If something isn't done about this soon, then the trading post is going to have to change its name or get into another line of business. Of course, that's assuming that the trading post itself doesn't become a target of some of the attacks...

**Bearing A Grudge** is one of a range of prepackaged modules that are designed to be dropped into play during existing campaigns or adventures, or even to just be used on their own, by discerning Gamemasters everywhere.



IBP 2001LL

**LABYRINTH LORD™**  
EDITION

VS2

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FOR 4-6 ADVENTURERS OF LEVELS 1-3



A Vignette Scenario™ for 4-6 adventurers of levels 1-3 for *Labyrinth Lord*™.



IBP 2001LL

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**Writing, design, layout, maps, and graphics:** Jason Paul McCartan

**Cover Artwork:** Jason Paul McCartan, Maciej Zagorski (The Forge Studios)

**Internal Artwork:** Luigi Castellani, William McAusland, Joyce Maureira, Miguel Santos, Maciej Zagorski (The Forge Studios)

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## ABOUT THIS PRODUCT

*Bearing A Grudge* is part of the InfiniBadger Press line of Vignette Scenario™ products, which are designed to be complete packaged scenarios that can be dropped into play during existing campaigns or adventures without much additional work by Gamemasters. They're enhancements, expansions, or fillers, so feel free to use them as you see fit. Each *Vignette Scenario*™ is designed to be modular and scalable, and are published for a number of different game systems. Part of the philosophy of these products is that instead of publishing them for a single game system and leaving the conversion to the system of choice to individuals, the heavy lifting is already done, which reduces the amount of work needed to use them. Our motto and aim is "Make the GM's job easier". This version of the product is for the *Labyrinth Lord* game system, available from Goblinoid Games at [www.goblinoidgames.com](http://www.goblinoidgames.com).

## BEARING A GRUDGE

**INTRODUCTION:** *The Two Sisters Trading Post* is a welcome stop for weary travelers, providing rest and respite as well as supplies to visitors and the surrounding towns and villages nearby. Located at a crossroads deep within heavy forest, the trading post sees regular traffic from those who want game, bows, arrows, and other products sourced from the natural surroundings near the trading post. Reasonably fortified and armed, the trading post has been able to protect itself from local kobold infestations and from the few bandits who hide out in the forest. Lately however, there have been a number of very aggressive attacks upon travelers upon the roads to and from the trading post not only by kobolds and bandits but also by wild animals. Rumors are spreading about this trouble to the nearby settlements and there has been a drop in visitors to *The Two Sisters*. If this continues few will venture into the forest or travel to the trading post, and already supplies are dwindling. While the trading post has enough people to protect it, it can't send out anyone to deal with the problem or send to other settlements to trade for what it needs. Perhaps it's time to hire some freelancers? Hopefully some will visit soon...

**If you are a player, STOP READING RIGHT NOW. The rest of this text is for the eyes of the Gamemaster only, and you will spoil your enjoyment and possibly that of the other players, if you read further.**

## FOR THE GAMEMASTER

This module is for a group of **4-6 adventurers of levels 1-3**, although it can be scaled for groups of other sizes. Gamemasters should feel free to customize this module as they see fit for their use. The module has also been designed to be extensible by the Gamemaster, who can choose to expand upon it using the optional modifications listed in some of the entries to provide hooks to other adventures. This particular module has been designed for entry-level play and to provide a base of operations for a new adventuring party as they grow in reputation and ability.

Appendix B provides a number of pregenerated characters for play, so that you can easily run this module as a standalone scenario as well.

In Appendix C, you will find any handouts that can be printed out and given to players. Feel free to print these out or modify these as needed for play.

In Appendix D, additional copies of maps are provided for play, including keyed maps for the Gamemaster and unkeyed maps that you can use for the players.

In general, the Gamemaster should read through the entire module at least once fully to understand all of the elements in it. A second reading is usually a good idea to understand how any parts between different areas link together. The Gamemaster maps have been reproduced at the back for easy reference for this, and you should feel free to copy these so that you have them nearby when reading the module if you don't want to keep flipping back and forth.



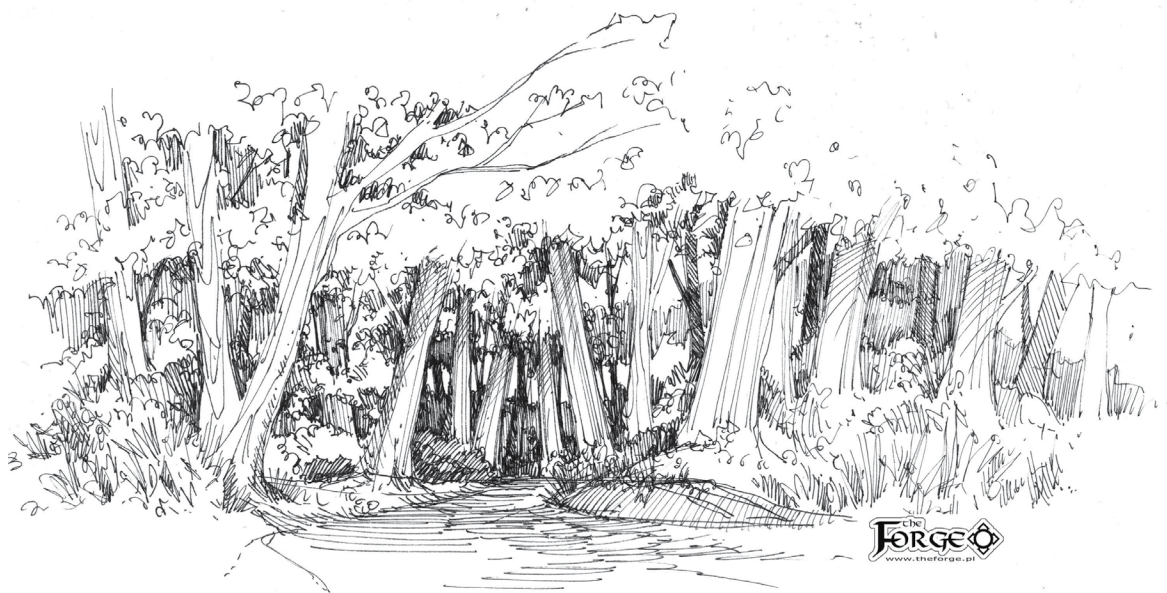


**BACKGROUND:** Deep in the center of the forest is a sacred glade that many centuries ago was the last refuge of a benevolent race of spirits called the Ensidae. A dying people, they chose to infuse what remained of themselves into part of the forest rather than pass into oblivion, enchanting the trees and waters of the glade for all time. There is a serene calm in the glade and those who drink from the waters in the glade find their wounds healed, even more so if they offer something of value (usually monetary) to the glade. The spilling of any blood within the glade angers the spirits there and the actual killing of anything within it lays a curse down upon the malefactor. It is not unusual to see bears, deer, owls, mice, fowl, and many other animals all drinking or eating or resting or playing together within the sacred glade with no enmity between any of them. The sacred glade is watched over by Thearnan, an old and wizened druid who is well past his prime, and who has spent the last three centuries guarding it.

Some distance from this sacred glade, at the center of a crossroads is *The Two Sisters Trading Post*, run by the two sisters Jothril and Pamil. Thirty years ago, the red-headed Pamil apprenticed to an illusionist but after an awkward incident involving some items that didn't quite belong to him and their acquisition, she left his apprenticeship, after relieving him of some of his ill-gotten gains. She convinced her younger sister Jothril to join her in setting up the trading post in the forest and the two of them have ran it ever since. Pamil is concerned that one day her past will be found out. *The Two Sisters* has a good reputation in the nearby settlements and some fame for its smoked foods, and sometimes looks to hire decent work hands through the busier seasons. Sometimes however, the wrong people get hired, like Red Belkan and his associates.

Red Belkan and his three associates – Moon-Face Larry, Gadge, and Lanky Po – are grifters who take advantage of any opportunity they can. While running from the law after committing crimes under other aliases, they heard of *The Two Sisters* along with a rumor that it held some interesting loot in its safe. Belkan decided it would be a smart idea to pretend to be upstanding citizens for a short time and to take jobs at the trading post. *The Two Sisters* had recently ran into trouble with some kobolds and Jothril and Pamil, although hesitant to hire on the rough-looking characters, did anyway although other members of the trading post crew advised against it. A few weeks later Belkan made his move, attempting to steal the keys from the sisters to get into the lockbox room of the store. Luckily the other hands and the illusion-wielding Pamil were able to stop them, causing Belkan and his crew to flee into the forest. After a few days of struggling to survive Belkan and the others stumbled upon an old abandoned bandit camp where they were able to restock with some old arms and equipment. One of Belkan's men, Gadge, had been wounded by a wild boar a few days earlier. Belkan decided that the sacred glade he had heard about was the best bet for healing Gadge and took him there.

When Belkan and his accomplices entered the glade, Thearnan welcomed them and helped Gadge heal. Belkan realized that there was wealth lying at the bottom of the shining pool of healing, but Thearnan warned him that to take any of the coins meant suffering the wrath of the glade. Belkan tried taking some anyway. Thearnan tried to stop him, and Belkan managed a lucky strike on the druid, knocking him down and cracking his head on a rock. A large black bear charged out of the forest at Belkan in an attempt to protect Thearnan, which made Belkan's associates flee, but Belkan faced off against the





bear. Belkan slew the bear and was about to go for the gold when two wolves appeared standing next to the druid and the pool. Belkan, badly hurt from the fight (and the curse), decided to give up at this point but wasn't leaving empty-handed, so he pulled the bear out of the glade. With the help of his associates, they moved it to their camp where they skinned it and fed upon it. Lanky Po had previously been a furrier and he fashioned the bearskin into a wearable costume for Belkan, complete with skullcap helmet and attached clawed gloves. Belkan took to wearing it, and the others slowly noticed that he became more aggressive and agitated when he did. This was especially seen when Belkan and his men attacked a trader upon the road. Belkan's associates are now worried that there is something wrong with Belkan, something to do with the glade and the skin. Belkan wants to head back to the sacred glade to take the treasure from the pool, but he has been unable to convince the others to do this yet.

Although Thearnan had been left for dead, the wolves dragged him to the pool and the pool's healing powers restored him. The blow to his skull left him addled, and he has no memory of the past two hundred years. He speaks with a slur and has one-sided conversations with his long-dead weasel familiar Boosh. The animals have been trying to tell him what happened, but the druid thinks that they are merely having sport with him and he is content to merely stay within the glade and tend to it, much to the animals' confusion and annoyance. The animals know the way to Belkan's camp, but once outside the glade aren't a cohesive enough group to attack Belkan and his associates, although the wolves and bears are considering doing it anyway.

Between the glade and *The Two Sisters* lives a tribe of kobolds who lair underground in overtaken abandoned badger burrows. These kobolds have laired here for almost four years after escaping from captivity during transportation to a private zoo by a nearby city "collector". Unfettered by civilization, the kobolds – an equal mix of male and females – rapidly increased in number and expanded the burrows, eventually forming a large colony. There are almost one hundred kobolds at any time living around the burrows that keep mostly to themselves. Their food is sourced from the surrounding forest, but they are well aware of the sacred glade and Thearnan, although they do not take from it. Several months ago the kobolds attempted to trade some game with *The Two Sisters* but this fell through when a few rogue kobolds were caught attempting to steal some rabbits and pigs from the trading post. They have been unwelcome at *The Two Sisters* since and they have not returned.

For now, Belkan's men have managed to convince Belkan that they should attack travelers on the road, but Belkan

wants revenge against *The Two Sisters* as well as the treasure in the sacred glade, and it is only a short amount of time before he tries for them.

**REGARDING STATISTICS:** Keeping with our motto, this module uses inline monster and NPC statistics in the text, with references to particular texts and page numbers for you to find fuller descriptions. New monsters and special items can be found in Appendix A. The following is an example on an inline statistic block:

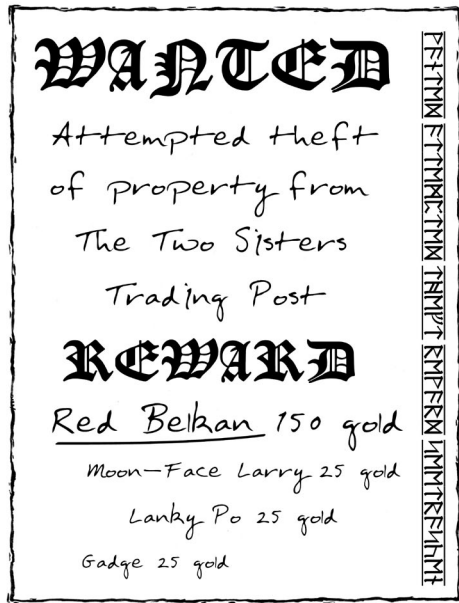
**Kobold Warriors (6):** AL: C(E), HD: 1d4, HP: 4,4,4,3,3,2, AC: 6/5, MV: 60' (20'), #ATT: x1 claw or x1 weapon, DMG: 1d4 or weapon-1, SV: F0, Mor: 6, XP: 5. Gear: Animal fur, sling or small knife, 20 sling bullets, 1d6 cp. *LL* (83).

We include as much information as you need inline so that you don't have to refer to source texts unless needed. *LL* refers to the *Labyrinth Lord* main book, and *AEC* refers to the *Advanced Edition Companion*.

**INTRODUCING THE VIGNETTE:** This Vignette is designed to allow for a very free form approach to uncovering what has happened at *The Two Sisters* and getting involved, and does require that the players do some investigative work.

Some ways to introduce *The Two Sisters Trading Post*:

1. The party has been hired as guards for a trader who is heading towards *The Two Sisters* with items that are needed. On the way, a group of 12 kobolds rush the trade caravan in an attempt to steal items of value.
2. The party is merely traveling through the area and *The Two Sisters* is on the way towards their next destination. Either Jothril or Pamil approach them and ask them if they are interested in going to the next town and picking up some items for trade for them. If they are, then when they return with a list of items that the sisters need, they'll earn a total of 100 gp. Of course, the wanted posters pay a lot more...
3. A sheriff from another town has heard a rumor that Red Belkan and his associates (under other aliases) may have passed by *The Two Sisters* and has either deputized the party or requested them to go and seek out more information.
4. The party may be bounty hunters who have been given the same information as above, and are there to collect on the bounty themselves. If they are tasked with bringing Belkan back alive, this puts them at odds with the sisters.



**NOTES:** It's important for the flow of the story to not introduce Belkan and his associates too early to the players as they are the end game and "big bad" of the entire scenario. Players can find out about the attempted theft from *The Two Sisters* but should also be introduced to other pieces of information such as the kobolds and the sacred glade. These in turn can end up leading to Belkan, but going directly to Belkan and his men and tackling them immediately means abandoning a lot of the potential adventure elements for the Vignette, and a lot of the fun. Of course, Belkan might end up coming for the party!

Some ways to get the kobolds involved include:

1. Ambushing the players by dropping from trees or attacking from the underbrush when they're out looking for Belkan.
2. Attacking the players as they leave the sacred glade (especially if any of them fall dead because of the glade's curse).
3. A kobold attack on the players while they're on the road, or even on another trader on their way to *The Two Sisters* when the players are still there.
4. The kobolds decide to brave attacking *The Two Sisters* to steal some live animals while the players are there (which the kobolds are unaware of). Perhaps they even attack after the players have left and are looking for Belkan and now the players must also track down the kobolds and return with the animals for a reward.

Belkan can be introduced easily by having the players hunt him and his crew down, but he and his crew can also be introduced in other ways:

1. The kobolds may have attacked Belkan's camp to try to steal some of the perceived loot that he has amassed from his banditing, and this leads to Belkan and his men hunting them down.
2. Belkan and his men head to the sacred glade to claim the treasure in the pool. When they get there, Thearnan sends an animal messenger to *The Two Sisters* or the party (if already encountered) to request help defending the glade. When the party gets there Thearnan is still alive but the situation needs resolved.
3. Belkan decides that enough is enough and heads for a confrontation at *The Two Sisters* and attacks it at night, setting the store on fire (see below).

The trading post itself can act as a good supply stop or base of operations in the future for adventurers who are apt to travel, especially if they create good relationships with the two sisters Jothril and Pamil.

**RUMORS:** While adventuring or traveling to the trading post adventurers may come upon some rumors relating to the it and its environs, which can be used to prompt them towards exploration or searching or seeding some action. Rumors on the table marked (T) are true, and those marked (F) are false. Roll 1d20 and consult the table below, with one or more rumor for each adventurer:

**Rumor Table**

1d20 Roll	Rumor
1	The two women who run the trading post are actually mother and daughter, not sisters. (F)
2	The forest is watched over by The Hunters, ancient spirits of the forest who exact vengeance on those who kill animals or steal anywhere within it. (F)
3	There is said to be a sacred area within the forest where peace and harmony brings all beasts together as brothers and sisters. (T)
4	The forest is infested with kobolds that escaped while being transported to a private zoo. (T)
5	Bandits, led by the mysterious Bob O' The Hood, are preying on those with wealth who travel through the forest. (F)
6	One of the two sisters who run the trading post is an amateur magician. (F – ish)
7	Groups of wild animals have been attacking travelers on the roads. (F – it's the kobolds dressed up)
8	There is a magic pool in the forest that heals the sick and wounded if you can find it and offer something of value to it. (T).

1d20 Roll	Rumor
9	On blood moons, tree spirits frolic in ceremonies around magic circles, performing sacrifices of animals they capture that night to give themselves immortality. (F)
10	<i>The Two Sisters</i> is well known for its smoked foods, which fetch a handsome price far and wide in nearby settlements. (T)
11	Some bears in the forest are known to climb trees and drop down on the heads of unsuspecting passers-by. (F - once again, it's the kobolds)
12	The sight of the ghost of a noblewoman who died in the forest of a broken neck is an ill omen. Those she appears to die within a week. (F - possibly)
13	The forest has always been a place of refuge for bandits and outlaws who live out in secret camps. (T)
14	Giant featherless carnivorous game birds called Howlers roam the forest floor. These birds have been known to eat human flesh and can open doors with their strange-shaped wing tips. (F)
15	Forest kobolds used to trade with <i>The Two Sisters</i> in the past, but that trade ended when some tried to steal animals. (T)
16	There is a family of druids who have lived in the forest for centuries, tending to it. (F)
17	Deep in the forest, there is a badger who lives with two dwarves. The badger talks. (F)
18	<i>The Two Sisters</i> are looking to hire some new hands to help out after firing several untrustworthy ones. (T)
19	Special trees in the forest have large holes in them for you to place coins. Putting a coin in there will grant you a special boon from a forest spirit. (F - the kobolds just steal this money)
20	The animals of the forest are unusually hale and healthy, and it is rare than any are discovered diseased. Many are found that have died of old age. (T)



## THE TWO SISTERS TRADING POST

The trading post compound is made up of a two floor stone and wood building, a smithy and stable, an area for smoking game, and an area with cages and garden, all surrounded by a large 20 foot tall wooden palisade for defense. There is only a single double gate in and out of the trading post, and the tree line around the trading post has been cleared back some distance from the border to stop anyone from using the trees as a way to get into the compound. Normally the two front main gates are left open, but they can be quickly closed and barred with heavy wooden beams to stop them from being opened. They are closed at night. Behind the palisade is a walkway several feet off the ground that allows archers to move around while retaining cover, and steps to climb up.

The store itself is running low on supplies of foodstuffs such as grain, fresh fruit and vegetables, and flour, and has restricted the sale of these items to others. They are also

## RANDOM ENCOUNTERS

Random encounters with other forest creatures and other bandit or outlaw groups in the forest are possible. Most of the animals will tend to avoid adventurers, but bandits and outlaws may attack. It's up to the individual GM to decide if they want to include these types of encounter. If a random encounter occurs, roll a 1d20 against the following table to determine which type it is:

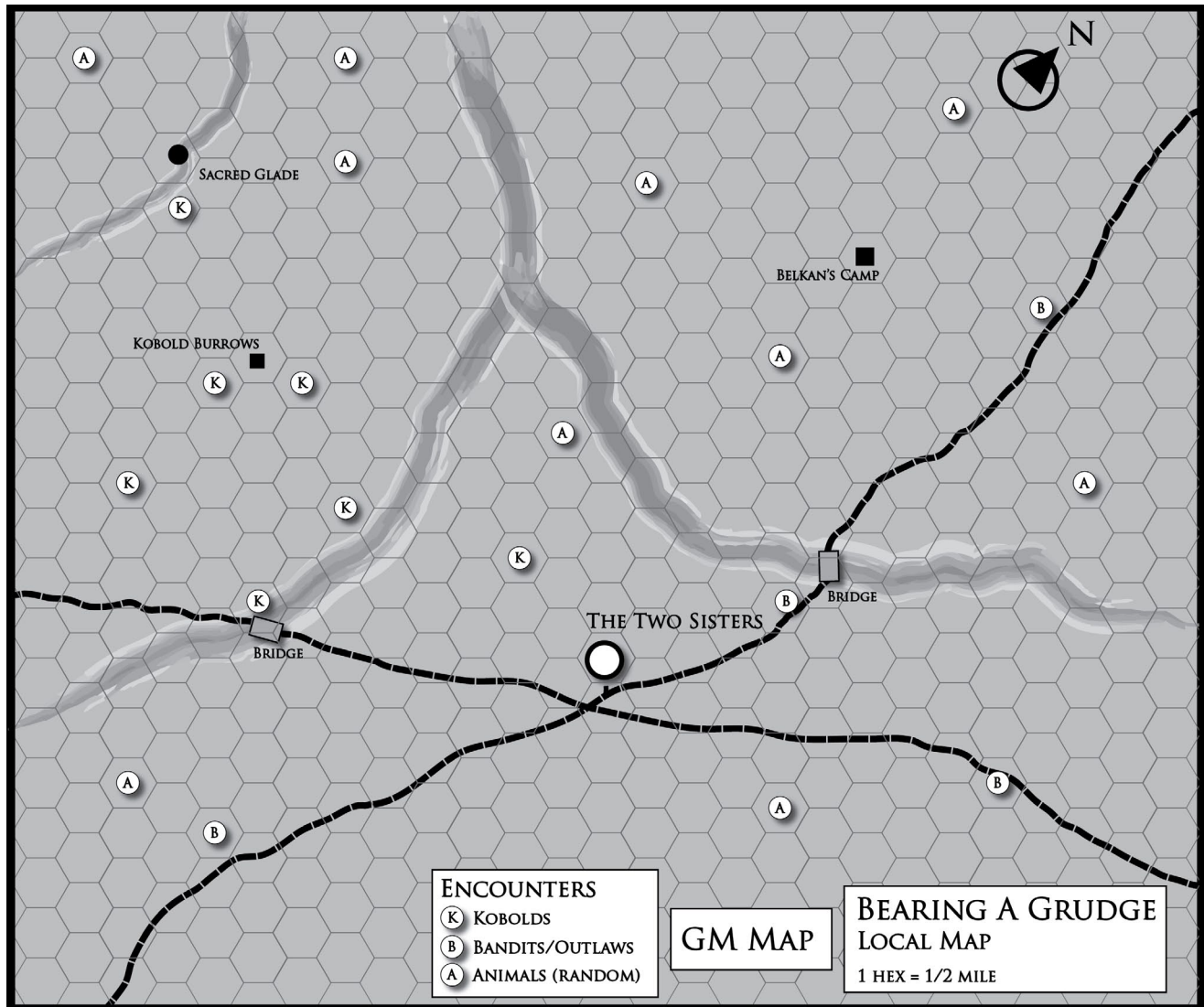
1d20 Roll	Encounter
1-3	1d2 badgers
4-5	1d4 bears
6-8	1d6 boars
9-14	1d6 deer
15-16	2d6 wolves
17-18	1d4+2 bandits/outlaws
19-20	Kobold warrior pack (6 kobolds)

Statistics for the animals can be found in **Forest Area A: The Sacred Glade** and the *LL* and *AEC* books. For bandits and outlaws, use the statistics for Belkan's group or for Men (Brigands) in *LL* 87. Statistics for kobolds can be found in **Forest Area C: The Kobold Burrows** and *LL* 83.

The local map of the forest of the following page indicates potential locations for various encounters to occur. Groups shown here will move around during the scenario.



## MAP OF THE FOREST



low on metals that can be used to make arrowheads or axes and production of those weapons has been stopped temporarily; there is a limited amount of items held in the armory (#13). Water is sourced locally from a number of streams and rivers that run close to the trading post.

Outside of the store is a large board with a large wanted poster upon which are four names : *Red Belkan*, *Moon-Face Larry*, *Gadge*, and *Lanky Po*. The reward for the last three is 25 gp each, but the reward for Red Belkan is 150 gp. They're marked as wanted alive. If questioned about this poster any of the hands will direct adventurers to Jothril or Pamil. The two sisters will explain that the wanted men are previous ex-employees who attempted to steal from the trading post and that the sisters want them brought to justice. In reality, Jothril and Pamil want Belkan and his men dealt with quietly and discretely and would prefer them to be no longer breathing. They don't want

them to be captured and taken to trial because that means that Pamil could end up having some unwanted attention and her history exposed. They expect Belkan and his crew to put up a fight, but feel a hardy bunch of adventurers might just kill first and ask questions later. By giving the propriety of wanting to capture their ex-employees alive, the sisters believe that they give themselves some protection from scandal

The current hands that work and live at the trading post have different duties. The Dwarf Trasken Halfbeard is responsible for maintaining the smithy, stables, and armory. Lews takes care of all of the animals in cages and pens. Carole handles all of the smoking of foods, and shares cooking duties with Lews. Quiet Dan and Speck are responsible for capturing all of the game that the trading post sells. All of the hands are expected to support and defend the trading post if it comes under attack. The

hands take turns performing night watch duties, but often this duty is left up to the two trained wolfhounds Scratch and Sniff, who sleep in kennels next to the store.

During the day Pamil can be found in the Rear Office (#2) while Jothril can be found in the Storefront (#1). Late in the evening, one or the other may stay up with the hands and play some card games, although Jothril prefers to sit and read her novels if given the option. Both sisters rise at first light to prepare the store for the next day's business. If Quiet Dan and Speck are not hunting, they can be found on the porch of the storefront, sitting on stools and keeping an eye on the compound with ready weapons nearby. Lews and Carole can be found in any location except when Quiet Dan and Speck are hunting as they take over watch duties. Trasken is usually found in the smithy or the hands room (#10).

Scratch and Sniff know Belkan and his associates' scents but can only track it into the forest a little as Belkan and his men used the river to cover their tracks when escaping.

The two sisters are always interested in any books that traders may have; Jothril has a fascination with adventure novels, while Pamil is much more interested in reference texts. When encountering adventurers, Pamil will show interest in anyone who exhibits magical ability. She still practices her illusion magic on a regular basis and has continued to develop her powers over the years, but keeps it a secret from most visitors to the trading post if possible. She is always looking to increase her number of spells and a visiting illusionist will certainly get her attention.



TRASKEN HALFBEARD

**Jothril:** AL: N, HD: (1d4), HP: 4, AC: 9, MV: 120' (40'), #ATT: x1 shortbow or hand axe, DMG: 1d6, SV: F0, Mor: 11, XP: 5. Gear: Shortbow, quiver of 20 arrows, hand axe, key to The Armory (#12), key to Sister's Boudoir (#6), dog-eared novel. *0-Level Human.*

**Pamil:** AL: N, HD: (4), HP: 11, AC: 7, MV: 120' (40'), #ATT: x1 dagger or quarterstaff, DMG: 1d4 or 1d6, SV: F0, Mor: 11, XP: 5. Gear: +2 Ring of Protection, quarterstaff, dagger, key to The Armory (#12), key to Sister's Boudoir (#6). *AEC (15) as Illusionist 4.*

**Trasken Halfbeard, The Dwarven Smith:** AL: L, HD: (2), HP: 13, AC: 6, MV: 120 (40'), #ATT: x1 battle hammer or heavy crossbow, DMG: 1d8 or 1d8, SV: F2, Mor:11, XP: 20. Gear: Studded leather armor, battle axe, heavy crossbow, 10 heavy quarrels, key to the Armory (#12), key to personal chest. *AEC (15) as Dwarf Fighter 2.*

**Lews, the Animal Keeper:** AL: N, HD: (1d4), HP: 4, AC: 9, MV: 120' (40'), #ATT: x1 shortbow or hand axe, DMG: 1d6, SV: F0, Mor: 8, XP: 5. Gear: Shortbow, quiver of 20 arrows, hand axe, key to personal chest. *0-Level Human.*

**Carole, the Smoker:** AL: N, HD: (1d4), HP: 4, AC: 9, MV: 120' (40'), #ATT: x1 shortbow or hand axe, DMG: 1d6, SV: F0, Mor: 8, XP: 5. Gear: Shortbow, quiver of 20 arrows, hand axe, key to personal chest. *0-Level Human.*

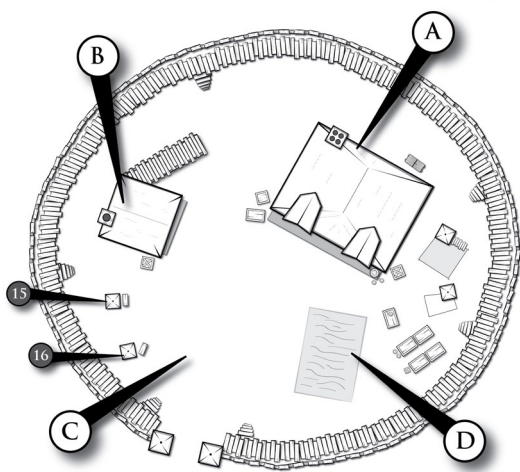
**Quiet Dan, the Hunter:** AL: L, HD: (3), HP: 14, AC: 8, MV: 150' (50'), #ATT: x1 longbow or sling or handaxe, DMG: 1d8 or 1d4 or 1d6, SV: R2, Mor:10, XP: 20. Gear: Leather armor, longbow, quiver of arrows (20), sling, bag of bullets, hand axe, trapper's kit (stakes, cord, small knife), key to personal chest. *AEC (19) as Human Ranger 2.*

**Speck:** AL: L, HD: (2), HP: 9, AC: 8, MV: 120' (40'), #ATT: x1 shortbow or sling or knife, DMG: 1d6 or 1d4 or 1d4, SV: R1, Mor:8, XP: 10. Gear: Leather armor, shortbow, quiver of arrows (20), sling, bag of bullets (20), knife, key to personal chest. *AEC (19) as Human Ranger 1.*

**Scratch, wolfhound:** AL: N, HD: 2+2, HP: 13, AC: 6, MV: 150' (50'), #ATT: x1 bite, DMG: 2d4, SV: F2, Mor:11, XP: 35. Gear: None. *LL (121) as War Dog.*

**Sniff, wolfhound:** AL: N, HD: 2+2, HP: 11, AC: 6, MV: 150' (50'), #ATT: x1 bite, DMG: 2d4, SV: F2, Mor:11, XP: 35. Gear: None. *LL (121) as War Dog.*

## THE TWO SISTERS COMPOUND



**AREA A: THE STORE:** The store itself is a two-floor wooden building with stone foundation, wooden walls, and an angled wooden roof. A stone chimney runs up the back of the building, connecting to the office (#2) and kitchen (#5) on the lower level (#5), and the Sister's Boudoir (#7) and the landing/recreation room (#11) on the upper level. Outside the store are several hitching posts for horses, as well as rainwater barrels, and the dogs' kennels. There is a double hatch in the floor that leads into the cellar (#6)

**#1: THE STOREFRONT:** The main storefront room of the trading post is a large 80 x 40 foot room. To the rear of the room is a large counter behind which is a door that leads to the rear office (#2). Another door to the kitchen (#4), while a set of stairs leads up to the recreation room on the second floor (#11). Along the inside walls of the store front items hang from pegs, or sit on shelves and tables.

Overall, the inventory of the store is low and there are a number of open spaces where there used to be items for sale but are not any more. (Most items from the Adventuring Gear and Items table are available in the store at normal prices but due to

ITEM	COST
Egg, pickled	3 copper
Egg, fresh	1 copper
Fish, fresh	1 silver
Fish, smoked	5 silver
Forest bird, fresh	2 silver
Forest bird, smoked	1 gold
Rabbit, fresh	5 silver
Rabbit, smoked	2 silver

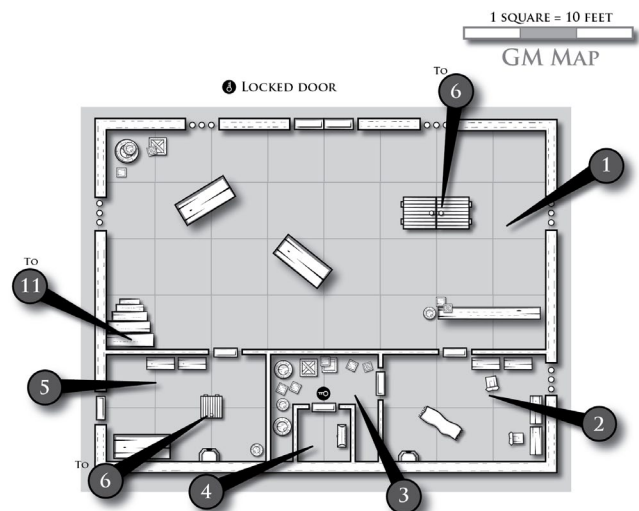
the store's inventory problems specific items may not be available. The base chance of any item being available is 40%+ the highest CHA attribute value (not bonus) of any party member.) The only weapons available are what is stored in The Armory (#13). No lodging is available, but various foods can be purchased (see box).

**#2. THE REAR OFFICE:** This 30 x 20 foot room is used to handle all of the daily business operations for the store. Two long desks, one for each sister, sit against the walls. There is a fireplace on the rear wall.

**#3. SECONDARY STORAGE:** This 20 x 20 foot room connects from the office of the store (#2) and is filled with all of the items used to keep the store running daily. This is also where additional supplies for the kitchen are stored. The Lockbox (#4) can be accessed from this room.

**#4. THE LOCKBOX:** All of the store's valuables, including cash, rare items, and documents are held in what is essentially a giant walk-in safe made of metal surrounded by brickwork. There are two keys required to open this, and both Jothril and Pamil hold one of them. One key must be inserted in the keyhole at the top and the other at the keyhole at the bottom, both turned at the same time. Once they are turned together, the handle to the safe can move. Inside the safe are the following items: a small chest with 500 gp in it, a small bag of various gems (worth 600gp), a *Potion of Plant Control*, a *Scarab of Insanity*, a *Shortsword +1/+2 against Spellcasters*, and a *Cloak of Arachnida*.

## THE TWO SISTERS FIRST FLOOR

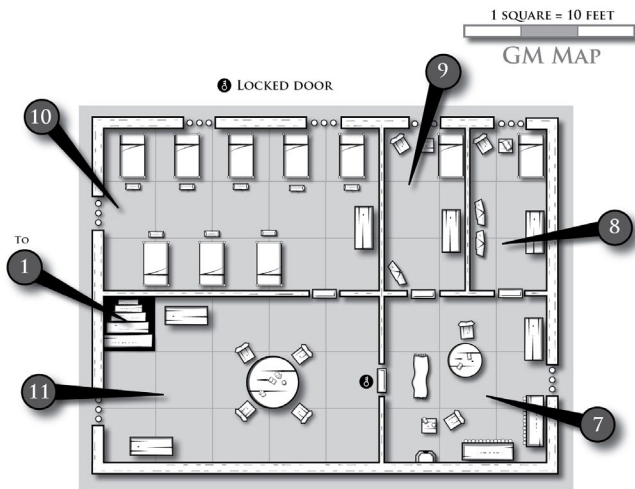




**#5: THE KITCHEN:** The 30 x 20 foot kitchen of *The Two Sisters* is well-stocked and has a large pantry that is usually full of a fresh vegetables and fruits. With the drop in trade with local settlements, there is little of either, and the quality of those that are stored is not the best. There is a hatch in the floor that leads into the cellar (#6), and a fireplace in the rear wall.

**#6: THE CELLAR:** Under the store is a full-size cellar that is 80 x 60 foot storage space. Barrels of smoked foodstuffs are stored here, along with wine, beer, cheeses, and other foods. A ladder lead and hatch opens up into the kitchen (#5) and storeroom (#1). A set of stairs to the south lead up to storm doors that exit the outside of the store. These storm doors open outwardly, and are usually locked and barred from the inside by a heavy wooden beam as needed.

## THE TWO SISTERS SECOND FLOOR



**#7: SISTER'S BOUDOIR:** This 30 x 30 foot room is shared by Jothril and Pamil as a place to relax and enjoy each others' company when not running the store. Access to the room requires one of the keys that either of the sisters holds. To the north of the room are doors that lead into Jothril's bedroom (#8) and Pamil's bedroom (#9). At the rear of the room is a fireplace around which a large reading chair and a table sit. On the table there is a large oil lamp and a few books. On the south and east walls of the room are large bookcases that contain an assortment of books, ornaments, bric-a-brac, and other novelties. There are 48 books here each worth around 1d10 gp each. While most of the books are reference texts, some of them are heroic adventure novels of the type that are popular in the big cities (many have dog-ears at certain pages). The reference texts are a mix of history books and texts on magic.

**#8: JOTHRI'L'S ROOM:** This room is 15 x 30 foot in size. There is a bed against one of the walls, and a wardrobe here full of fancy "city" clothes. Next to the bed is a bedside table upon which is a lamp and another novel.

**#9: PAMIL'S ROOM:** Like Jothril's room, Pamil's room is 15 x 30 foot in size. It contains a bed, a bedside table, and a wardrobe for her reasonably plain clothes.

Pamil's spellbook can be found here, hidden under the mattress. It contains the following Illusionist spells: LVL 1: *Dancing Lights*, *Darkness Globe*, *Detect Illusion*, *Doppelganger*, *Wall of Vapor*; LVL 2: *Deafness*, *Invisibility*, *Phantasmal Force*, *Greater*; LVL 3: *Invisibility 10' Radius*, *Nondetection*, *Rope Trick*.

**#10: HANDS' ROOM:** A 50 x 30 foot room, this is where the various hands who live and work at the trading post sleep. Each hand is given their own bed and a small lockable chest that can be stored under it (keeping the key on their person). Inside each of the chests are items personal to each of the hands, and about 3d20 gold pieces in each chest. Belkan and his associate's chests have been reclaimed by the sisters. Before making their attempt on the Lockbox, Belkan and his men cleared out their chests, taking all of their personal items with them.

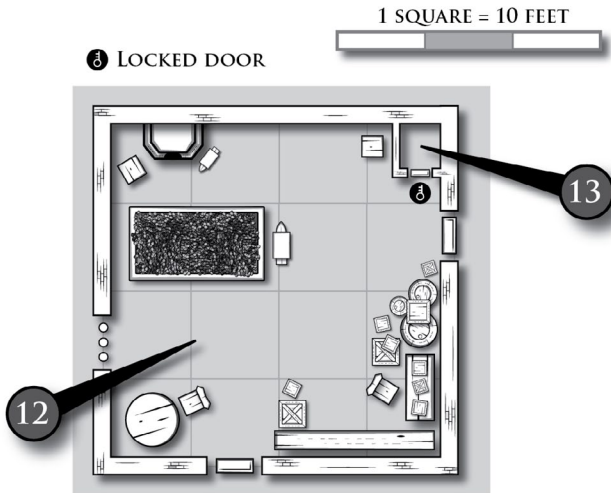
**#11: LANDING/RECREATION ROOM:** This 50 x 30 foot room is where the hands spend any down time they have in the evening. A large table dominates the center of the room where cards are usually played by the hands. Several decks of cards can be found on the table, and some simple board games. Wooden stairs lead down to the storeroom below (#1).



**AREA B: THE SMITHY:** The smithy area contains a large workshop, a secure armory, and stabling for the trading post and visitor horses.

**#12. THE WORKSHOP:** A large 40 x 40 foot building, the centerpiece of the smithy is the large furnace that is used to superheat metal used to create horseshoes, arrowheads, crossbow bolts, and axe heads. The furnace typically runs every few days now with the reduced need for it, but used to run continually, tended to by Trasken. There are smelting and quenching stations next to the furnace, as well as several different sizes and shapes of anvils. Along the walls of the smithy various tools of the trade

## THE TWO SISTERS SMITHY



hang, ready to be used by Trasken when needed. Several sets of complete smith tools can be found here.

Trasken will repair or customize weapons for  $3d10+20\%$  of their normal price, as long as he has the material to allow him to do so.

**#13: THE ARMORY:** On the inside of the smithy, against the stable wall, this 5 x 5 foot brick-reinforced lockable room contains all of the various weapons that have been crafted for sale or trade by Trasken. If a customer wants to purchase any of these weapons, Trasken has to unlock the door, retrieve it, and take it to the main storefront. The following items may be found in the Armory, along the percentage chance and number if available:

ITEM	% CHANCE	NUMBER
Club	50%	2d6
Quiver of Arrows (20)	50%	2d4
Light Crossbow Quarrels (20)	25%	1d4
Heavy Crossbow Quarrels (20)	10%	1d4
Light Crossbow	25%	1d4
Heavy Crossbow	10%	1d4
Shortbow	50%	1d6
Longbow	50%	1d4
Quarterstaff	75%	1d6
Wooden Shield	33%	1d4

Trasken and the two sisters are the only ones who have keys to this room.

**#14: THE STABLES:** The stables are made up of six 5 x 10 foot stalls that are attached to the smithy. The first two

stalls are where Jothril and Pamil keep their horses (mares naturally), but the other stalls are empty.

**AREA C: THE SMOKESHEDS:** This area is where game collected by the store is stored and treated. It is kept away from the animals, and is usually downwind of them.

**#15: THE SMOKEHOUSE:** A 10 x 10 foot building, this is where the store smokes all of its animals, fish, and poultry. The smokehouse's fireplace can be fed from both inside or outside it. Outside of the smokehouse is a set of tables and racks where animals are cleaned and prepared for smoking. There is usually some animal being smoked here at all times.

**#16: THE GAME HUT:** This small 10 x 10 foot hut has a lattice in the ceiling with a lot of hooks on small ropes hanging from it, upon which captured game or birds are bled out. The raised concave smooth stone floor is bloodstained. Runoff from it drains into a barrel outside of the hut. The floor is easily washed by pouring water on it. Rabbits and small birds currently hang from the hooks here.

**AREA D: CAGES AND GARDEN:** This area contains a number of cages of different sizes that contain individual forest birds and animals. There is also a large chicken coop here, from which the store gets most of its eggs, as well as a double row of hutches that are filled with domesticated rabbits (originally sourced from the forest). Several pigs roam free in a pen. There is a small and somewhat bare garden here normally used to grow hardy vegetables such as carrots, turnips, and lettuces. The garden is about half stocked with full heads of vegetables while the other half is currently growing.



## THE FOREST

**AREA A. THE SACRED GLADE:** The sacred glade stands apart from the surrounding forest via a thin hedge of brambles that grows around its threshold. When crossing over the threshold of the glade almost everyone is overcome with a feeling of serenity and calmness that is almost palpable. Those who are truly malicious are still affected by this but not to as great a degree. Cutting across the center of the glade is a small stream that feeds the waterfall and pool at the base of the waterfall and then continues out to the other side of the glade. The pool at the base of the waterfall reflects sunlight brilliantly and shimmers

and flickers in silvers, coppers, and golds. Brilliantly green and healthy grass borders the pool along with beautiful flowering plants of yellows, whites, and purples no matter the season. Many different animals that normally would be skittish around each other such as wolves, bears, deer, rabbits and others all come to the pool to drink, and there are always some that can be found here, often frolicking together at the water's edge in sport and play.

The water in the glade is magical and will perform *Cure Light Wounds* once a day for anyone that simply drinks from it, and *Cure Serious Wounds* and *Cure Disease* for anyone that offers a gift of a 1 gold piece or more into the pool and then drinks. Any coin thrown into the pool joins the other coins at the bottom, increasing the reflective quality of the pool. Coins and jewels are easily accessible as the pool is only about 8 foot deep. Taking any money from the pool causes 1 hit point of damage for each gp worth taken, although the damage itself is not itself taken until the threshold of the glade is crossed. The damage is taken immediately by anyone carrying

items from the pool, although a successful Save Vs. Spells will cause only half damage. Once over the threshold, with damage dealt, the money is quite safe to handle. The pool contains 143 gp as well as a pair of pearl earrings (50gp), a ruby (15gp), a sapphire (25gp), and an emerald (50 gp).

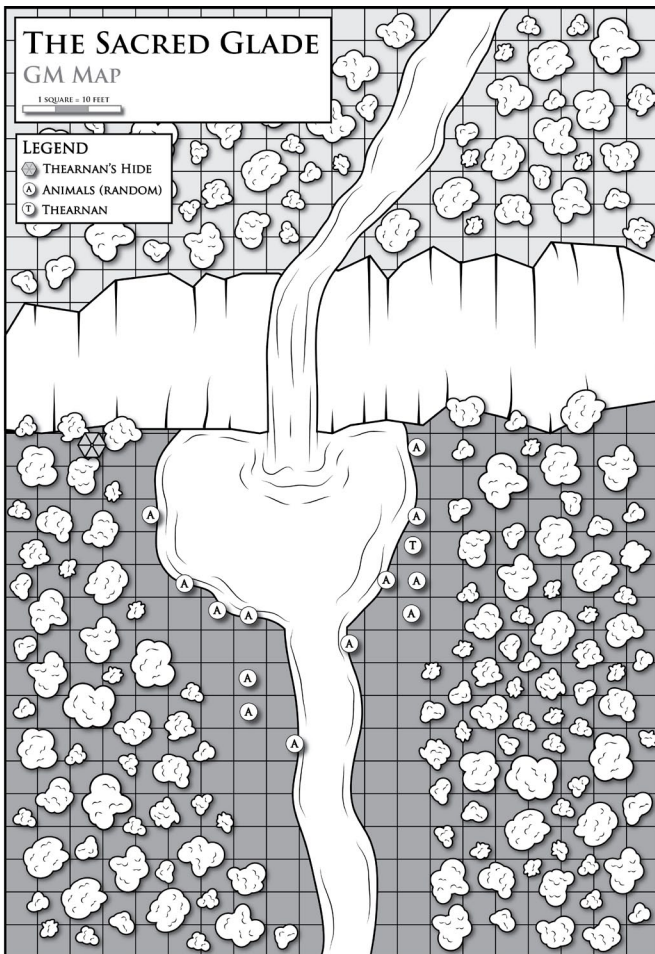
Another aspect of the glade's mystical nature and protection is that anyone inflicting physical damage on any other has that damage given twice back to them automatically, and surviving this may lead to being cursed. The glade will not undo or remove the curse that has been placed upon the *Skin of the Bear-Sark* (Appendix A) that causes the wearer to turn into the bear until Belkan is dead. The curse can be removed by washing the bearskin in the waters of the pool. Doing this will magically reform the dead bear and bring it back to life.



The glade is watched over by Thearnan, an old wizened druid who stumbled upon the glade when younger and stayed to become its caretaker. He lives in a small hide off to the left side of the waterfall. Thearnan has not felt the need to have a familiar since joining the glade and his last familiar Boosh, a weasel with a mischievous nature, died of old age and was laid to rest in the glade centuries ago. As far as Thearnan is concerned, he has all of the company and friendship he needs with the many animals that visit, and he has established himself as an important part of the forest's ecology over the centuries of his watch. He often uses his ability to assume animal shapes to become a forest animal and chooses a new animal each day to change into, frolicking with them in and around the pool, sees this as one of the few perks of being a druid and an old man.

Thearnan is fully aware of the restrictions on shedding blood and killing within the glade even although his memory is messed up, and will attempt to stop anyone committing violence by speaking to them or using non-lethal spells to stop them. He will be cryptic in his warnings about the treasure in the pool, simply saying things like "All things must be in

## THE SACRED GLADE





balance” or “The glade takes care of itself” or “What is given is twice returned”. His personal belief is that he cannot issue a full warning about the dangers of inflicting violence or the consequences of taking any treasure because he would then be tipping the scales one way or another against balance.

When met in the glade, the druid will have a number of other animals of different types with him, and will most likely already be shapechanged. The other animals will not attack anyone unless provoked and even then they will simply try to force others out of the glade where they can themselves attack freely without restriction. They will try to defend Thearnan if they have to, as they have in the past.

Thearnan will be welcoming to all, no matter who or what they are. This is part of his folly, and his charm.

**Thearnan The Druid:** AL: N, HD (7) , HP: 27. AC: 8, MV: 120' (40'), #ATT: x1 staff, DMG 1d4 or 1d6, SV: D8, Mor: 12, XP: 440. Gear: Animal furs, silver sickle, quarterstaff, small pouches full of herbs. Daily Spells: Lvl 1 (4), Lvl 2 (3), Lvl 3 (3), Lvl 4 (1). *AEC (14) as Druid 7.*

**Badger (1+):** AL: N, HD: (1+2), HP: 7, AC: 4, MV: 60' (20'), #ATT: x2 claws x1 bite, DMG: 1d2/1d2/1d3, SV: F1, Mor: 8, XP: 15. Gear: None. *AEC (106)*

**Black Bear (1+):** AL: N, HD: (4), HP: 18, AC: 6, MV: 120' (40'), #ATT: x2 claws x1 bite, DMG: 1d3/1d3/1d6, SV: F2, Mor: 7, XP: 80. Gear: None. *LL (64).*

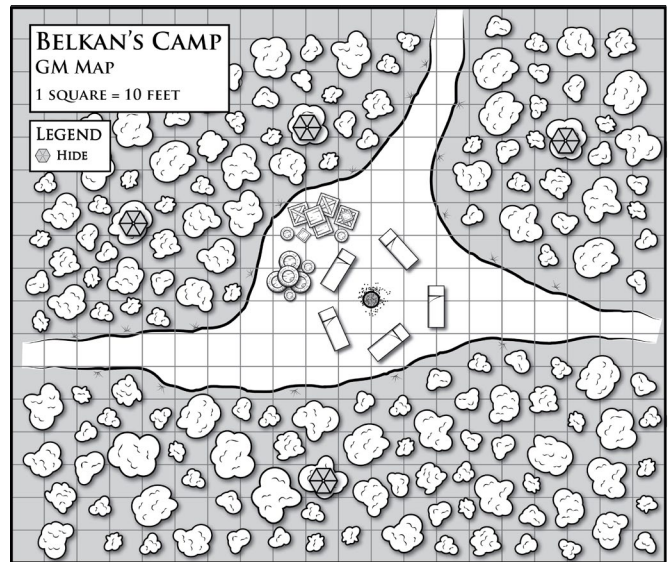
**Boar (1+):** AL: N, HD: (3), HP: 14, AC: 7, MV: 150 (50'), #ATT: x1 tusk, DMG: 2d4, SV: F2, Mor: 9, XP: 50. Gear: None. *LL (66).*

**Deer (1+):** AL: N, HD: (2), HP: 9, AC: 7, MV: 240 (80'), #ATT: x1 antler, DMG: 1d6, SV: F2, Mor: 5, XP: 30. Gear: None. *LL (81) as Herd Animals.*

**Wolf (1+):** AL: N, HD: (2+2), HP: 11, AC: 7, MV: 180' (60'), #ATT: x1 bite, DMG: 1d6, SV: F1, Mor: 8, XP: 35. Gear: None. *LL (102).*



## BELKAN'S CAMP



**AREA B. RED BELKAN'S CAMP:** This camp is one of the more clever camps that previous bandits have set up in the woods, although Belkan and his men don't use it to its full capacity. This is partly because they don't think others know of the camp, and also partly because they're cocky. The camp has a central fire pit and several hides surrounding it that allow for watching over the camp at a distance. Belkan's group have ignored these difficult to see hides, spending most of their time at the camp around the pit. Next to the pit are a few crates and barrels that contain the spoils of the crews' banditry.

At night, Belkan sleeps the whole night through, while the others taken turns to hold watches. They are fine with this arrangement as they're concerned about Belkan's current behavior and state of mind and would rather he wasn't the only one awake at any point. Each of them sleep with their weapons very closely beside them. Belkan sleeps covered in his bearskin (*The Skin of the Bear-Sark*, see Appendix A – this does not activate the item as it is not fully worn). Belkan is currently at power level 3 for the *Skin of the Bear-Sark*.

Belkan and his men are aware of *The Two Sisters'* security routines, and if they do attack it will be at night. The first thing they will try to do is take out the two wolfhounds, then Trasken, Quiet Dan, then Speck. Belkan has the idea that setting fire to the trading post will eventually kill everyone as well as expose the safe so it's an easy way for to get what they want without endangering themselves too much. The others aren't so sure about this plan.

**Red Belkan:** AL: C, HD: (3), HP: 17, AC: 5/4, MV: 120' (40'), #ATT: x2 claws or 1 knife, DMG: 1d4/1d4 or 1d4, SV: F3, Mor: 11, XP: 50. Gear: Chain mail, Skin of the Bear-Sark (AC 7), pair of knives. *AEC (15) as Fighter 3.*

**Moon-Face Larry:** AL: C, HD: (2), HP: 12, AC: 6, MV: 120' (40'), #ATT: x1 longbow or x1 shortsword, DMG: 1d8 or 1d6, SV: F2, Mor: 8, XP: 20. Gear: Studded leather armor, shield, longbow, quiver of 20 arrows, shortsword. *AEC (15) as Fighter 2.*

**Gadge:** AL: C, HD: (2), HP: 6, AC: 8, MV: 120' (40'), #ATT: x1 longbow or x1 dagger, DMG: 1d6 or 1d4, SV: T2, Mor: 8, XP: 20. Gear: Leather armor, longbow, quiver of 20 arrows, dagger. *AEC (20) as Thief 2.*

**Lanky Po:** AL: C, HD: (3), HP: 16, AC: 8, MV: 120' (40'), #ATT: x1 longbow or x1 mace, DMG: 1d6, SV: R2, Mor: 8, XP: 50. Gear: Leather armor, longbow, quiver of 20 arrows, mace. *AEC (19) as Ranger 2.*

**Treasure:** There are a number of barrels and crates full of salted fish, grain, beans, and other foods that were bound for *The Two Sisters*. In a shallow hole between these and the fire pit is a cloth sack filled with some valuables that Belkan and his men have acquired. These include 48 gp, 15 sp, and 24 cp. Pickings have been slim so far. Belkan wants to change that.



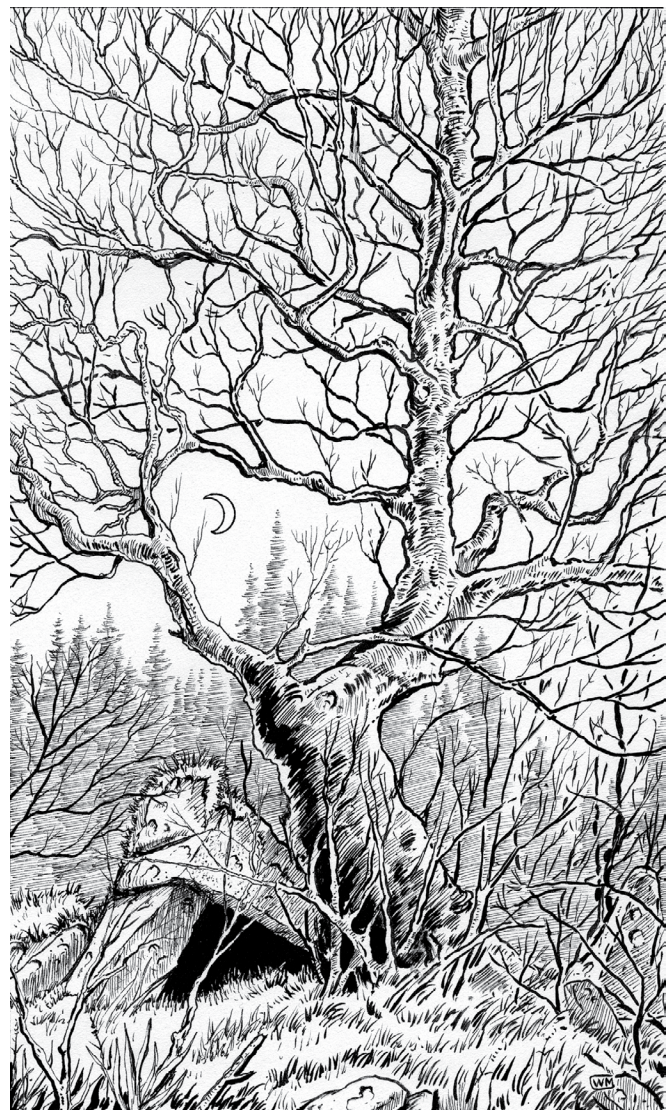
**AREA C. THE KOBOLD BURROWS:** The kobolds are led by their wily and sadistic king Snarkbat and his even more devious queen Pooshnak, who have bodyguards protecting them at all times, with up to half of the bodyguards assigned to each of them wherever they go, though they rarely venture outside of the burrows. Constant tributes of food to the royal couple have left them a little more corpulent than normal kobolds and this makes it difficult for them to move comfortably. This corpulence is now seen as a status symbol within the tribe, and everyone else is attempting to attain it. After all, a fat kobold is a happy kobold, according to most kobold tribes.

The kobolds dress up in animal furs from animals they have killed – particularly badgers and wolves and

bear cubs – to move through the forest undetected, but it was Pooshnak's idea to attack travelers on the road (an idea she got after hearing about Belkan and his men doing it). Typical kobold tactics are for 6-12 of them dressed in furs tied to their wrists and ankles to charge in at their targets, biting and clawing like wild animals. Some kobolds also carry slings or small flint knife. The animal furs gives them some additional armor protection, so they're harder than most kobolds. Kobolds wearing furs gain -1 AC.

The kobolds have not returned to *The Two Sisters* since the incident with the pigs and rabbits, but there have been calls by many to launch an attack against the trading post to steal all of the weak and domesticated animals that are just sitting out in the open, especially now that the trading post has less protection. So far Snarkbat has been able to stop this

## KOBOLD BURROW ENTRANCE





from happening, but Pooshnak is slowly pushing him towards that idea. Pooshnak is aware of the thoughts of the tribe and that many want to be just as fat as their king and queen, and she is struggling to stop the large tribe from unraveling while maintaining her own status and power. Also, she loves the taste of pig.

The kobolds also know of the treasure in the sacred glade pool after a couple of their warriors attempted to abscond with some of it and died at the threshold. Now there is regularly a group of kobolds assigned to sit and watch for anyone entering and leaving the glade in the hope that they die holding treasure. Kobolds prefer not having to work hard.

When encountering kobolds in the wild, they are encountered in groups of 6-12 warriors at a time, often in furs. The kobolds like to hide in trees or brush, and are aware of Quiet Dan and Speck's hunting patterns. Because of this, even when dressed as animals, they themselves stay quite safe from being accidentally shot. This isn't to say that they don't harangue the two humans every now and again, or chase off the game that they are hunting for fun, much to the hunters' consternation.

The kobold burrows are thin and shallow, only being around 3 foot wide and 3 foot high, although the rooms between tunnels are up to six foot high. Many kobolds sleep together in small groups in the burrows, while the king and queen get to have their own private royal burrow and hall just to themselves. Their bodyguards sleep in the adjacent room. It's possible for adventurers to make it into the burrows, but getting through the tunnels will be challenging for many who are normal sized or larger.

The entrance to the burrow is at the base of a large dead tree in the center of a copse of birch and other evergreens, giving the kobolds year-round camouflage for it.

**Snarkbat, Kobold King:** AL: C (E), HD: 2, HP: 12  
AC: 8, MV: 60' (20'), #ATT: x1 claw x1 weapon,  
DMG: 1d4 or weapon-1, SV: F0, Mor: 8, XP:  
20. Gear: Knife, badger skull on a stick, stone of  
office. LL (83).

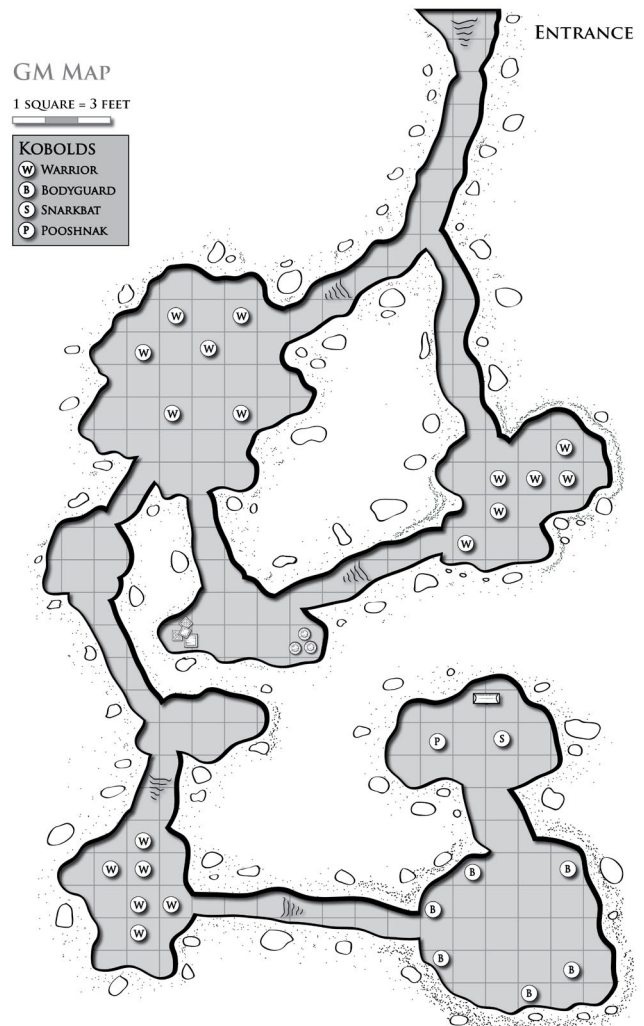
**Pooshnak, Kobold Queen:** AL: C (E), HD: 2, HP: 12  
AC: 8, MV: 60' (20'), #ATT: x1 claw x1 weapon,  
DMG: 1d4 or weapon-1, SV: F0, Mor: 8, XP: 20.  
Gear: Knife, metal chain around waist, crown of  
leaves. LL (83).

**Kobold Bodyguards (6):** AL: C(E), HD: 1+1, HP:  
7,6,6,5,4,4, AC: 6/5, MV: 60' (20'), #ATT: x1 claw  
or x1 weapon, DMG: 1d4 or weapon-1, SV: F0,  
Mor: 6/8, XP: 15. Gear: Animal furs, sling, small  
knife, 20 sling bullets, 1 gp. LL (83).

**Kobold Warriors (6):** AL: C(E), HD: 1d4, HP:  
4,4,4,3,3,2, AC: 6/5, MV: 60' (20'), #ATT: x1 claw  
or x1 weapon, DMG: 1d4 or weapon-1, SV: F0,  
Mor: 6, XP: 5. Gear: Animal furs, sling or small  
knife, 20 sling bullets, 1d6 cp. LL (83).

**Treasure in lair:** Over the years, the kobolds have collected a number of items, which they keep in a chest in the royal burrow. This measly amount of treasure amounts to 167 gp, 4 sp, a small garnet (25 gp), a tarnished copper pot, a spatula, a large iron spoon, and a set of small stone idols in the shape of snails worth 150 gp.

## THE KOBOLD BURROWS





## APPENDIX A

### NEW ITEMS

#### THE SKIN OF THE BEAR-SARK

When worn, this cursed bearskin provides a magical boost to the wearer in the form of bear-like strength and power. The more that one wears the skin, the greater the chance that the wearer will become more and more powerful and aggressive and want to continue to wear the skin, until eventually they are transformed into an actual bear. The bear skin includes not only the actual full skin of a black bear but the skullcap for fitting the skin upon the head as well as integrated gloves made from the front paws that retain the claws of the bear; this makes the dressed wearer look almost like a savage bear when wearing the skin. The glove claws do 1d4 damage and don't allow the holding of any other items when worn. The sark provides an additional -1 AC when worn on top of other armor.

The first time wearing the skin the power level is automatically set at 1. Each time someone attempts to wear the bearskin, the powers of the bearskin will activate. Roll 1d6 against the current power level. If the roll is equal to or lower than the current power level, then the power level increases by one automatically for this and all future wearings of the skin. The effect from the power level lasts until the skin is removed.

1. The wearer gains +1 to attack and damage when wearing the bearskin.
2. The wearer gains the ability to berserk, gaining +2 to attack and +2 damage, but also +2 to AC when wearing the skin. This berserking can be ended voluntarily.
3. As above, but the wearer cannot tell friend from foe without making a INT or WIS check and may attack a friend by accident when they are still in combat. The berserking can be ended voluntarily by the wearer.
4. As above, but the wearer will refuse to take the sark off voluntarily and the berserking cannot be ended voluntarily.
5. Is instantly magically transformed into a berserking bear with the inability to tell friend from foe. They will continue berserking until killed or all enemies are killed.

When a wearer is magically transformed into a bear, the effect is instantaneous and the bearskin merges with the wearer. Clothes and other worn items are rent from the body as the transformation occurs. When the wearer finally dies, the bearskin reverses the transformation, but will still remain cursed.





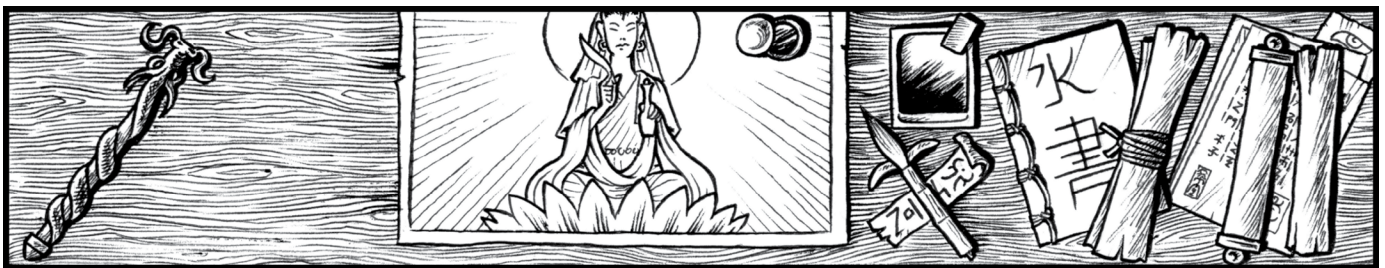
## APPENDIX B

## PREGENERATED CHARACTERS

These characters have all been created from the standard Labyrinth Lord™ book, and includes two versions of each class. You may want to also allow each character to purchase additional starting equipment before starting play. Roll starting hit points for the appropriate level of play (1, 2 or 3 hit dice).



- **Sprackus Browdon:** Male Human Fighter, STR 15, DEX 16, CON 13, INT 7, WIS 15, CHA 9. AC 2. Gear: Chain mail, shield, longsword, crossbow, 10 quarrels.
- **Marina of the Four Clans:** Female Human Fighter. STR 13, DEX 13, CON 12, INT 14, WIS 10, CHA 15. AC 3. Gear: Chainmail, shield, spear, hand axe, short bow, 20 arrows.
- **Bosk, Bringer of Peace:** Male Human Cleric: STR 14, DEX 12, CON 9, INT 12, WIS 14, CHA 13. AC 3. Gear: Platemail, mace, holy symbol, vestments.
- **Amelia, Hammer of Uldred:** Female Human Cleric. STR 12, DEX 11, CON 12, INT 11, WIS 15, CHA 8. AC 3. Gear: Platemail, mace, holy symbol, vestments.
- **Fingers Lightstep:** Male Human Thief. STR 9, DEX 17, CON 10, INT 12, WIS 14, CHA 9. AC 6. Gear: Leather armor, 4 daggers, shortsword, thieves' tools.
- **Claire the Cat:** Female Human Thief: STR 12, DEX 15, CON 11, INT 9, WIS 12, CHA 13. AC 7. Gear: Leather armor, 2 stilettos, short bow, 20 arrows, thieves' tools.
- **Padrayd of the Fourteen:** Female Human Magic User. STR 8, DEX 11, CON 12, INT 14, WIS 8, CHA 14. AC 9. Robe, staff, spell book. Spells known: L1: *Read Magic, Magic Missile, Sleep*. L2: *Continual Light*.
- **Allyana of the White:** Human Female Magic User. STR 10, DEX 14, CON 12, INT 16, WIS 12, CHA 11. AC 8. Robe, staff, spell book. Spells known: L1: *Read Magic, Charm Person, Light*. L2: *Web*
- **Kalkan Hammerfell:** Male Dwarf. STR 16, DEX 10, CON 9, INT 12, WIS 11, CHA 15. AC 4. Chain mail, shield, helmet, warhammer.
- **Dunelise Strongarm:** Female Dwarf. STR 15, DEX 15, CON 12, INT 9, WIS 14, CHA 13. AC 4. Gear: Chain mail, shield, helmet, 3 hand axes.
- **Burk, the Stag:** Male Halfling. STR 9, DEX 16, CON 12, INT 13, WIS 11, CHA 8. AC 6. Gear: Leather armor, short sword, sling, 20 bullets.
- **Ursula of Tamyrr:** Female Halfling. STR 9, DEX 11, CON 9, INT 10, WIS 14, CHA 16. AC 8. Gear: Leather armor, short sword, sling, 20 bullets.
- **Cyrenius T'shoan:** Male Elf. STR 12, DEX 11, CON 12, INT 13, WIS 9, CHA 10. AC 4. Gear: Splint mail, long bow, 20 arrows, long sword, short sword. Spell book. Spells known: L1: *Read Magic, Shield*. L2: *Mirror Image*.
- **Mara'an T'loeran:** Female Elf. STR 12, DEX 13, CON 12, INT 14, WIS 12, CHA 10. AC 3. Gear: Splint mail, long bow, 20 arrows, long sword, short sword. Spell book. Spells known: L1: *Read Magic, Floating Disc*, L2: *Invisibility*.



## APPENDIX C

# WANTED

Attempted theft  
of property from  
The Two Sisters  
Trading Post

# REWARD

Red Belkan 150 gold

Moon-Face Larry 25 gold

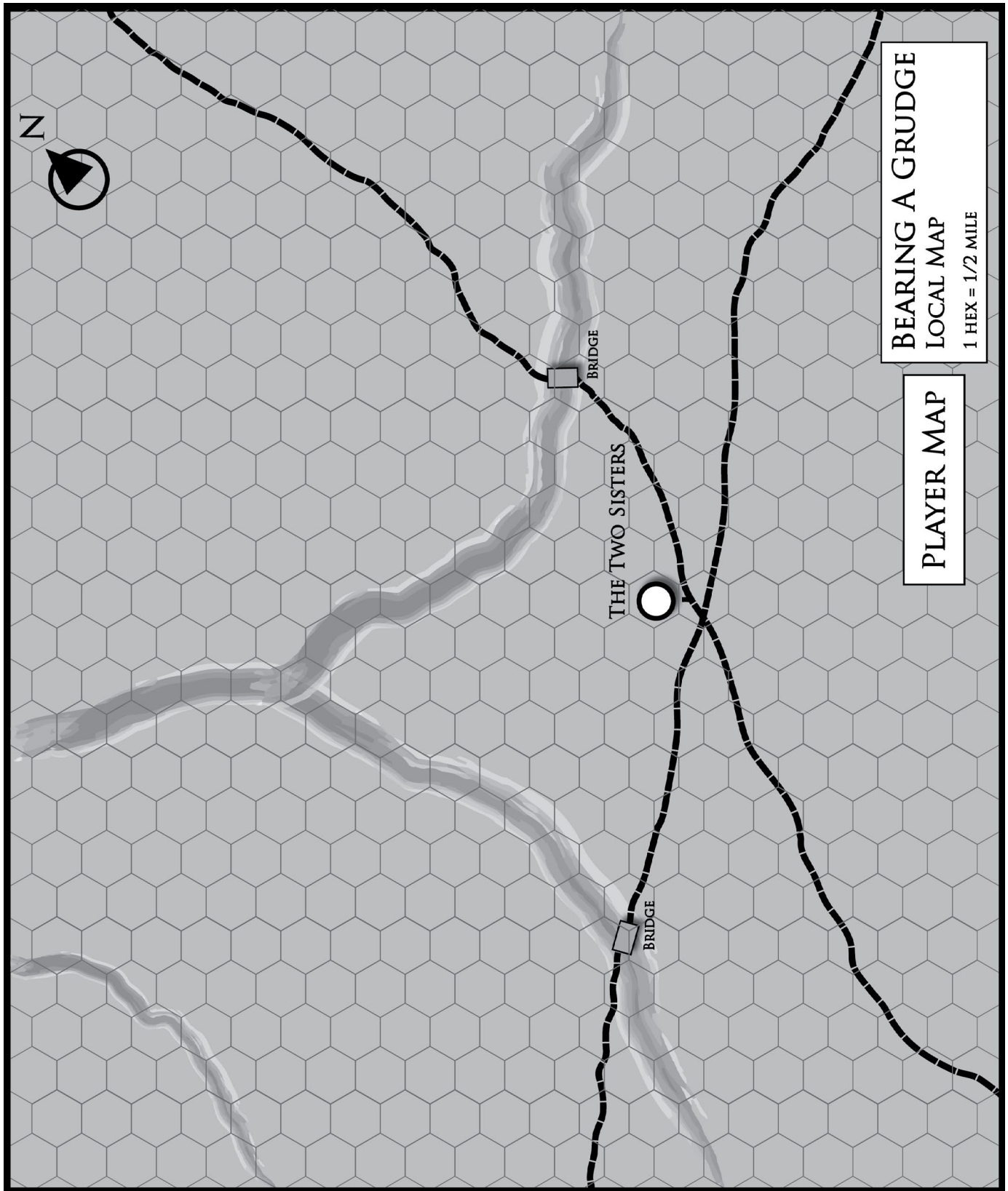
Lanky Po 25 gold

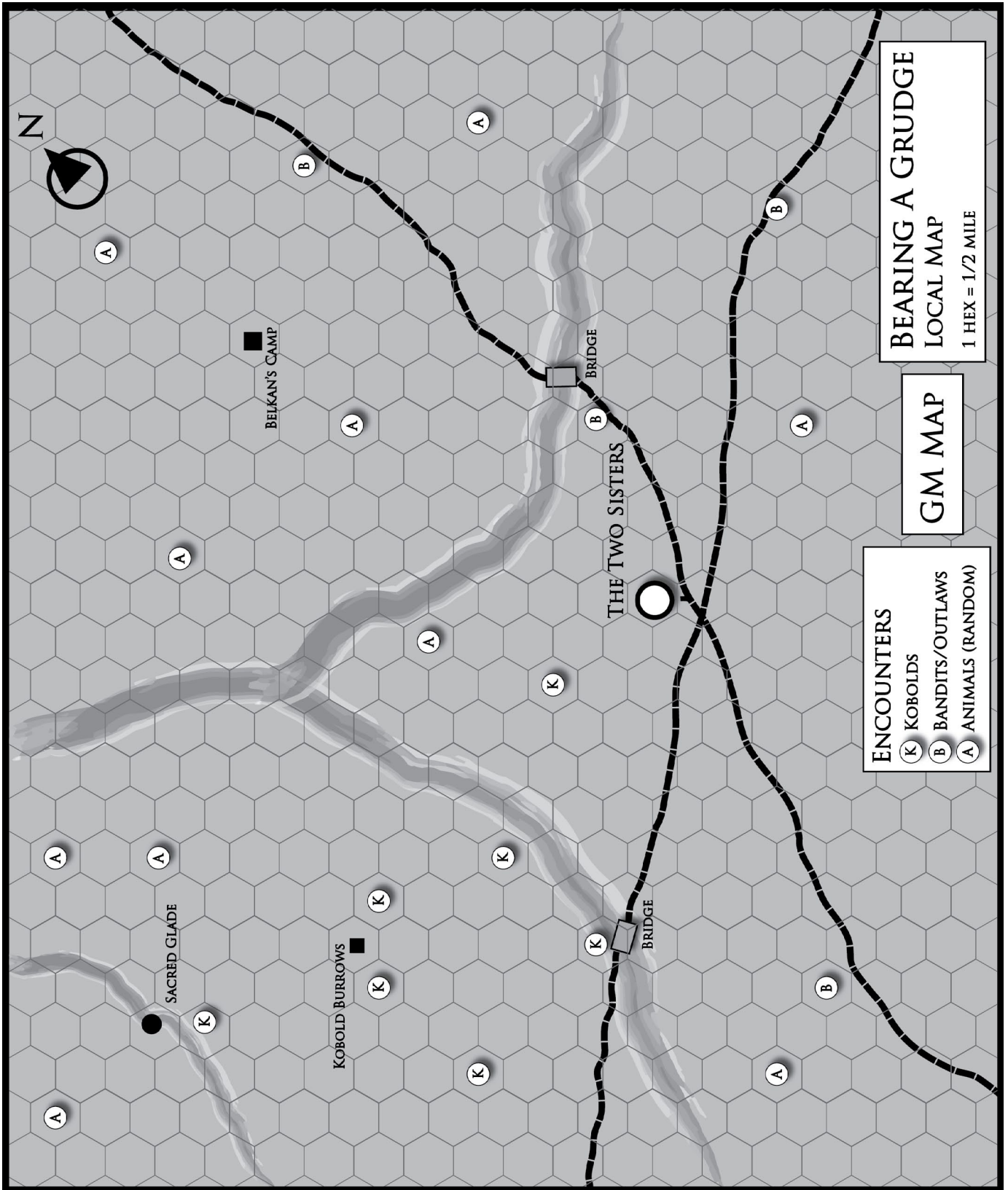
Gadge 25 gold

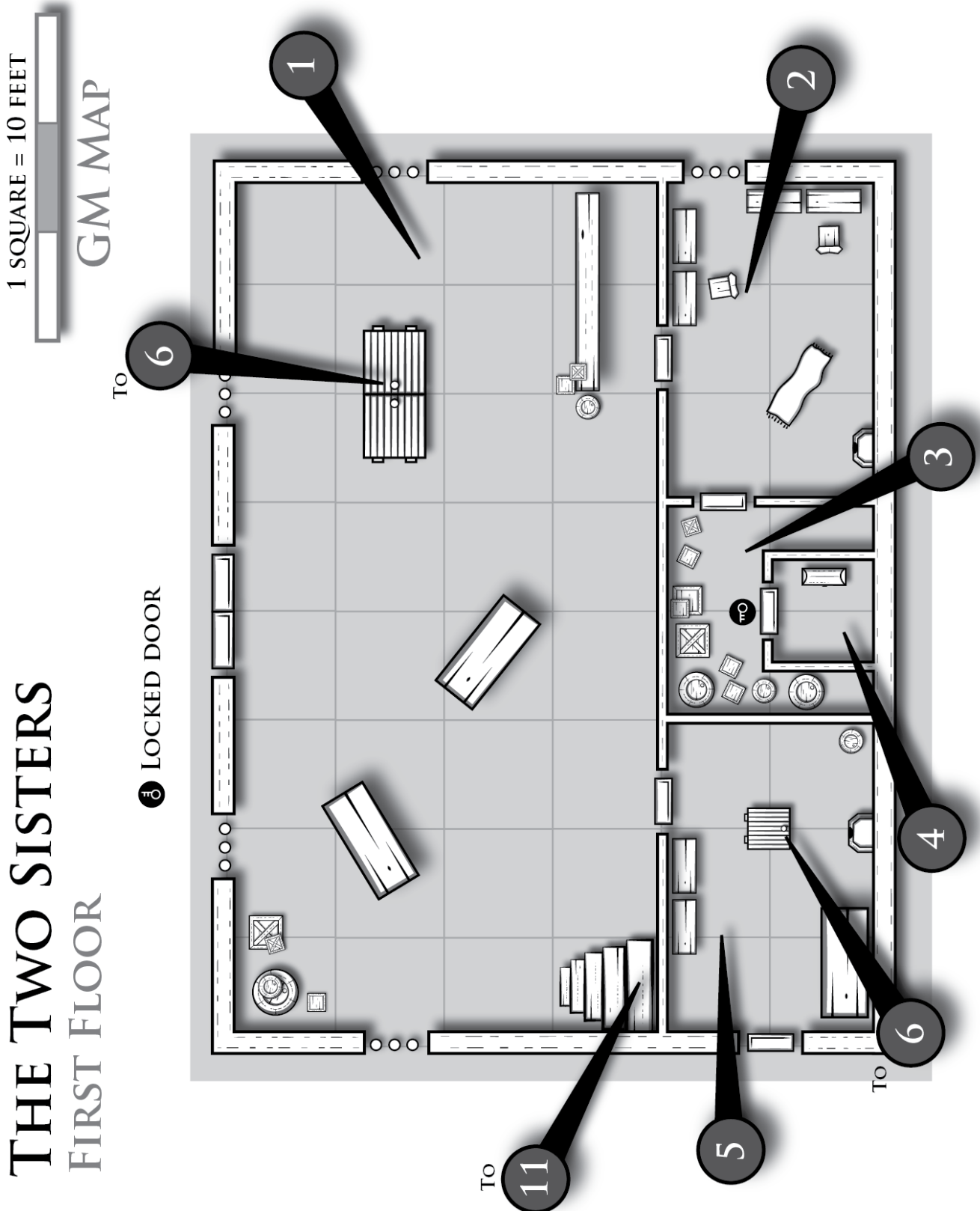
DETTM ETTMACE TMT TAMP T KMPERX NM TREHMT



## APPENDIX D



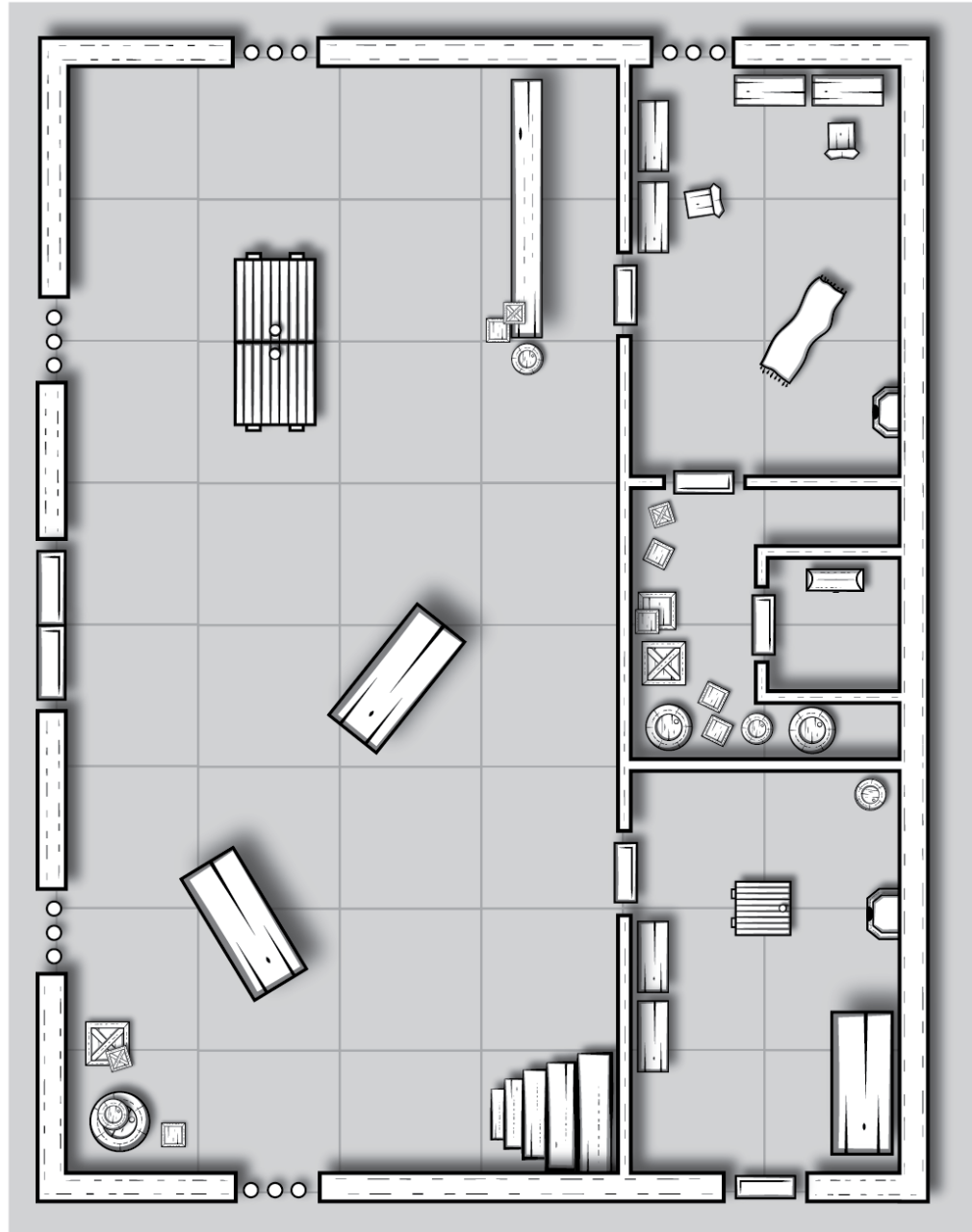


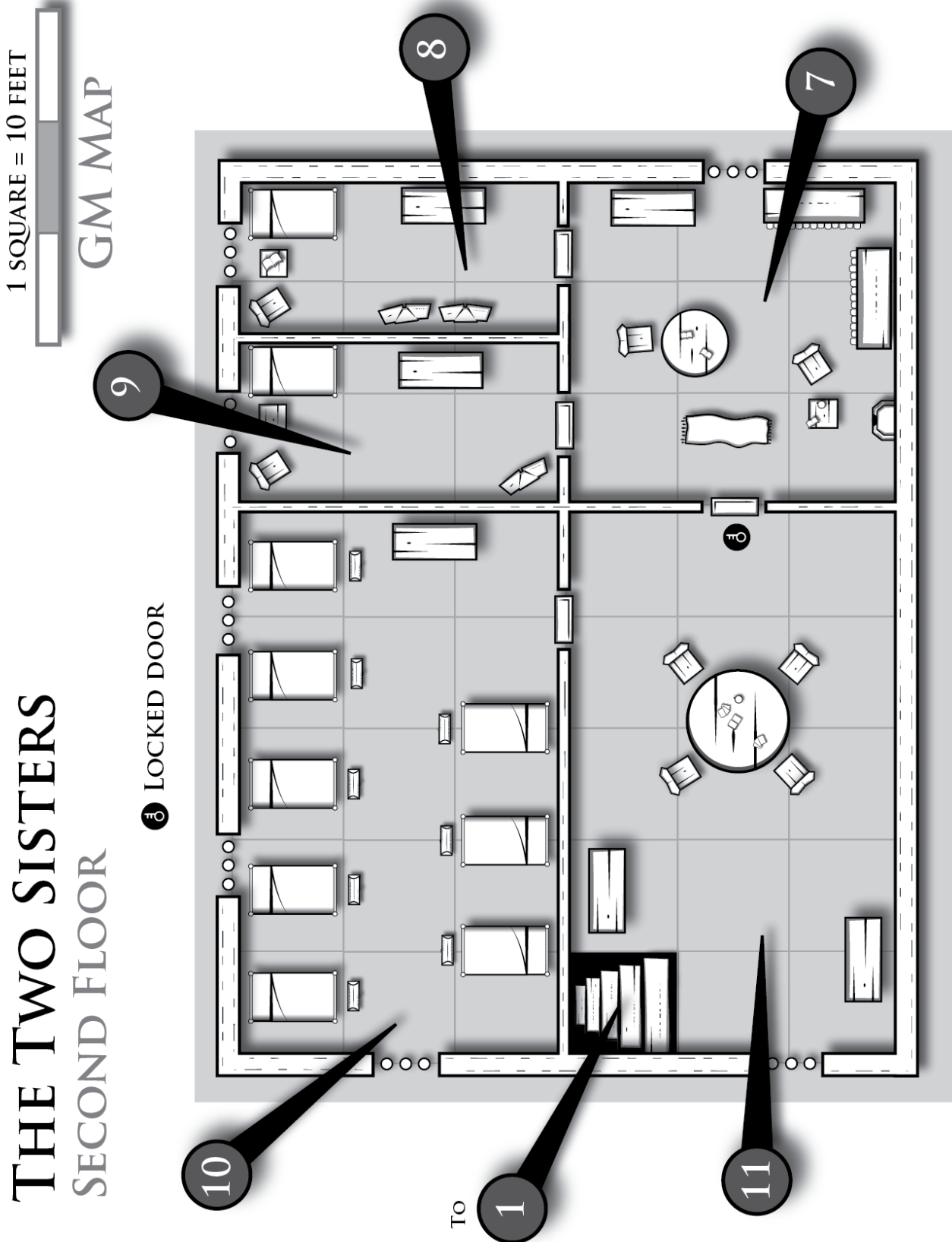




1 SQUARE = 10 FEET

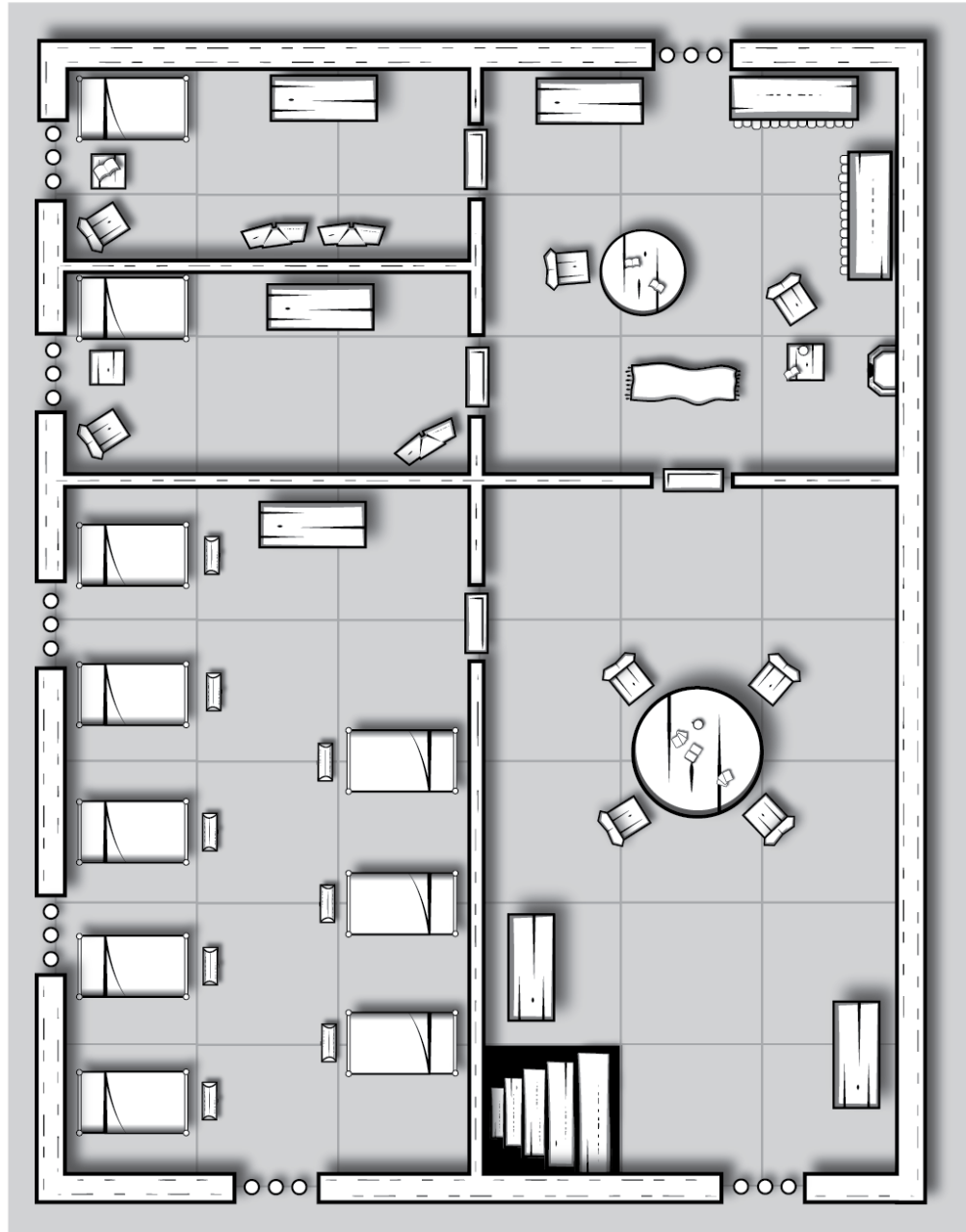
# THE TWO SISTERS FIRST FLOOR





1 SQUARE = 10 FEET

# THE TWO SISTERS SECOND FLOOR





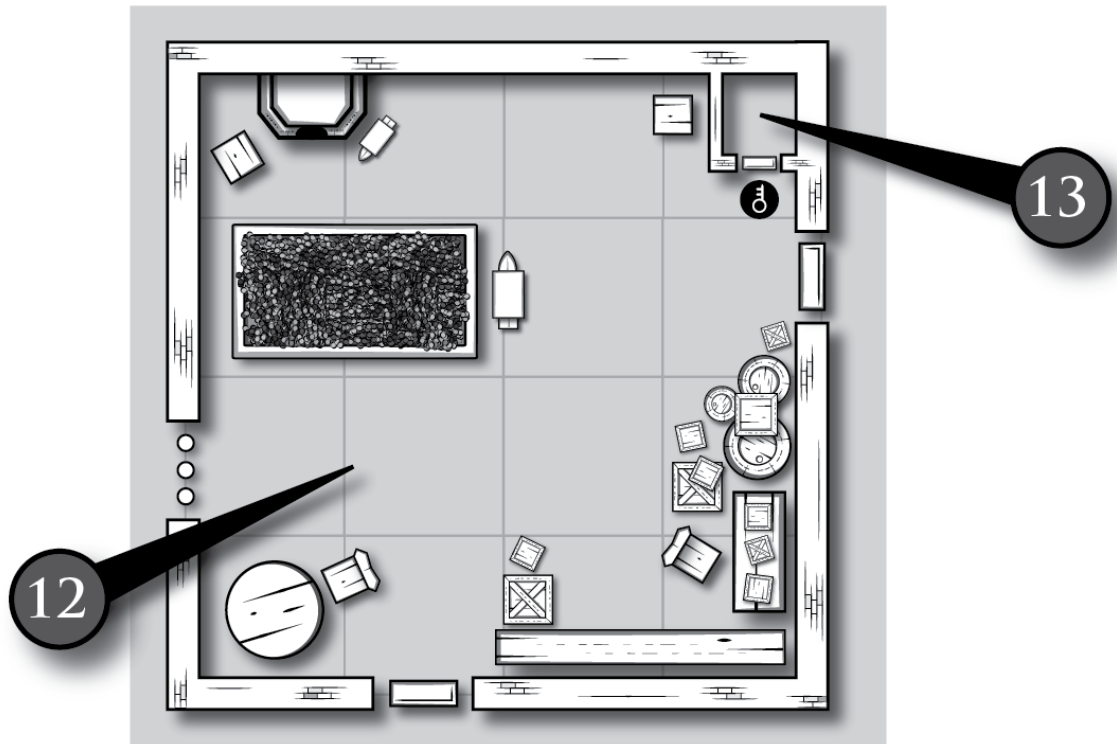
# THE TWO SISTERS SMITHY

## GM MAP

1 SQUARE = 10 FEET

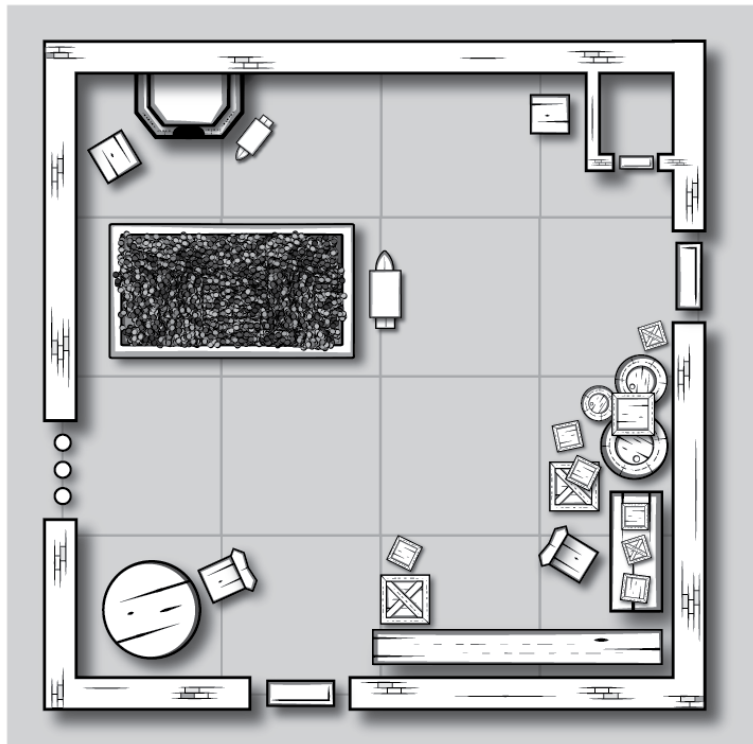


 LOCKED DOOR

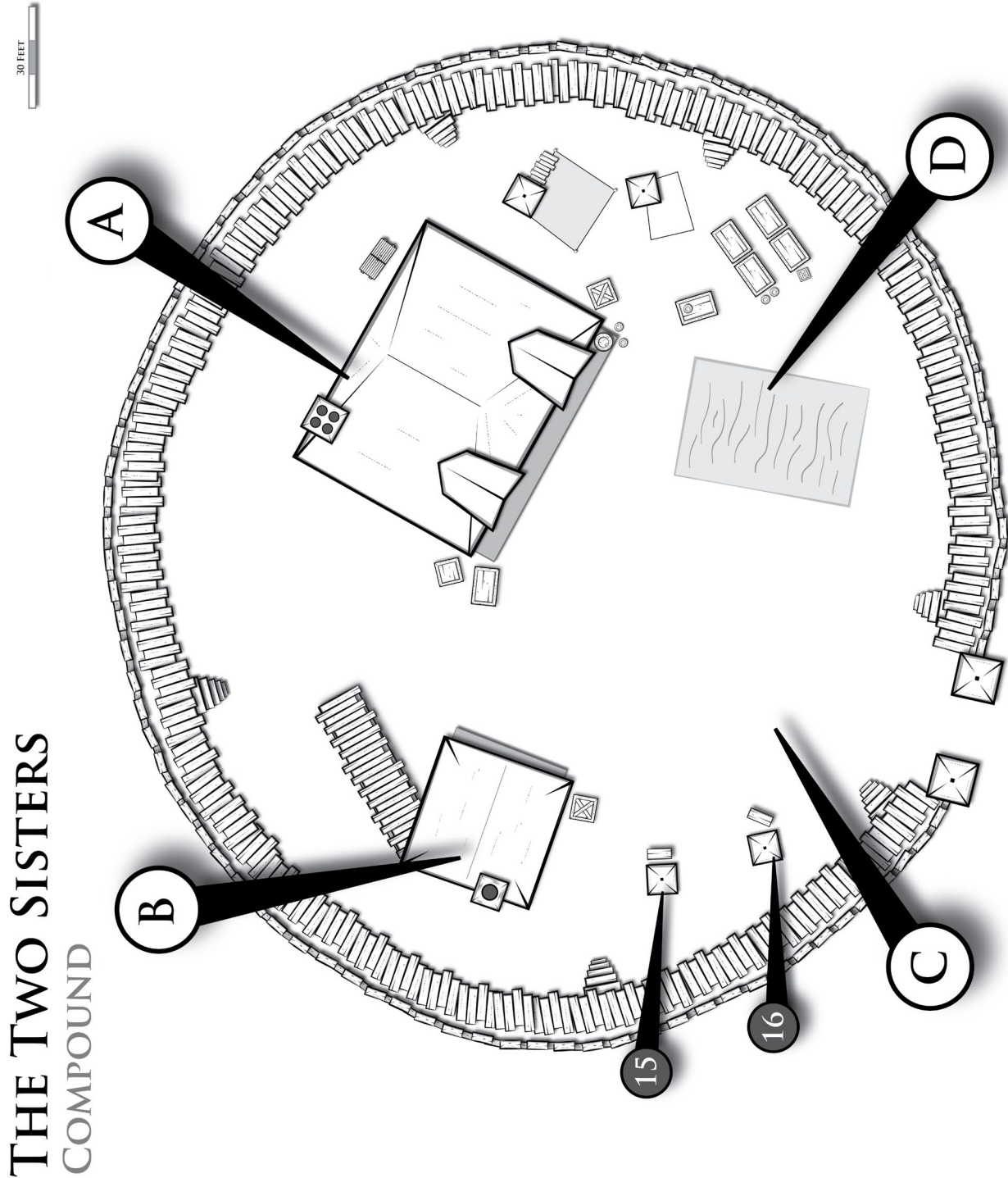


# THE TWO SISTERS SMITHY

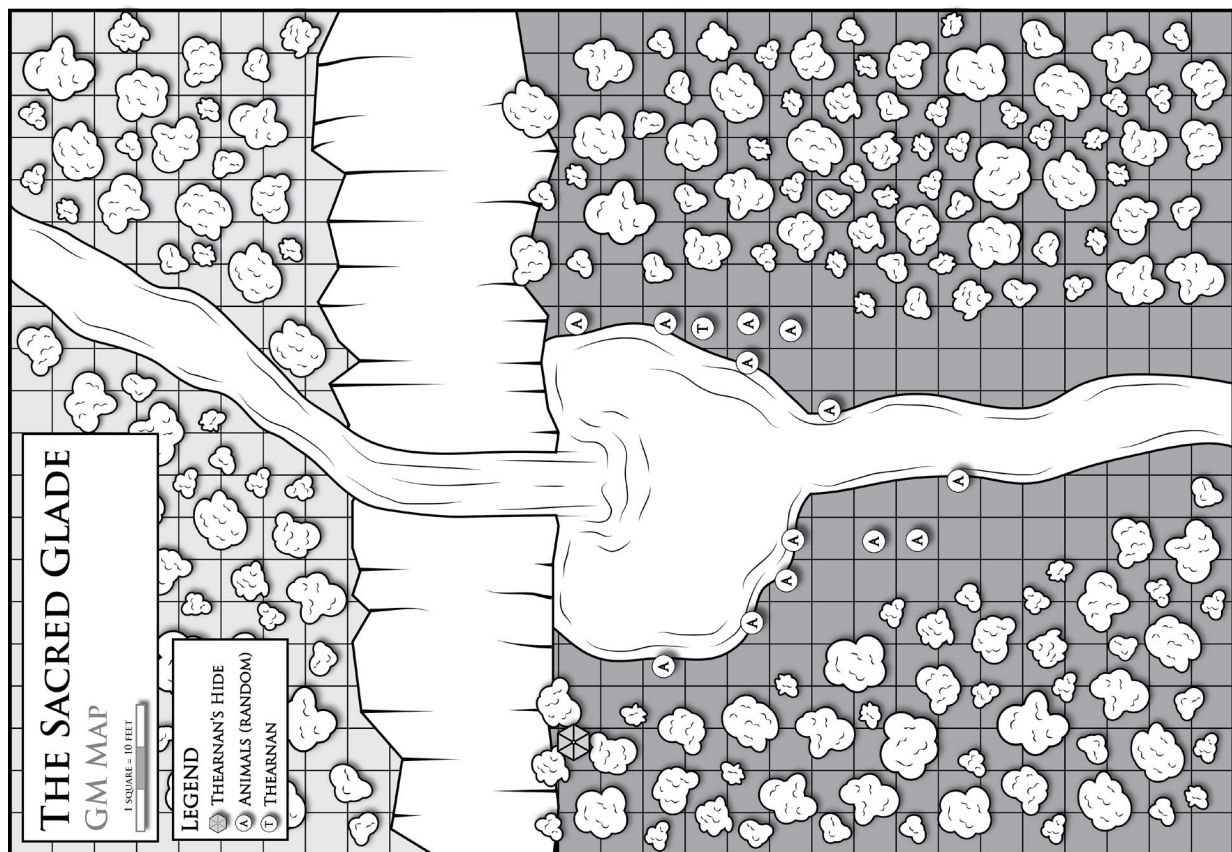
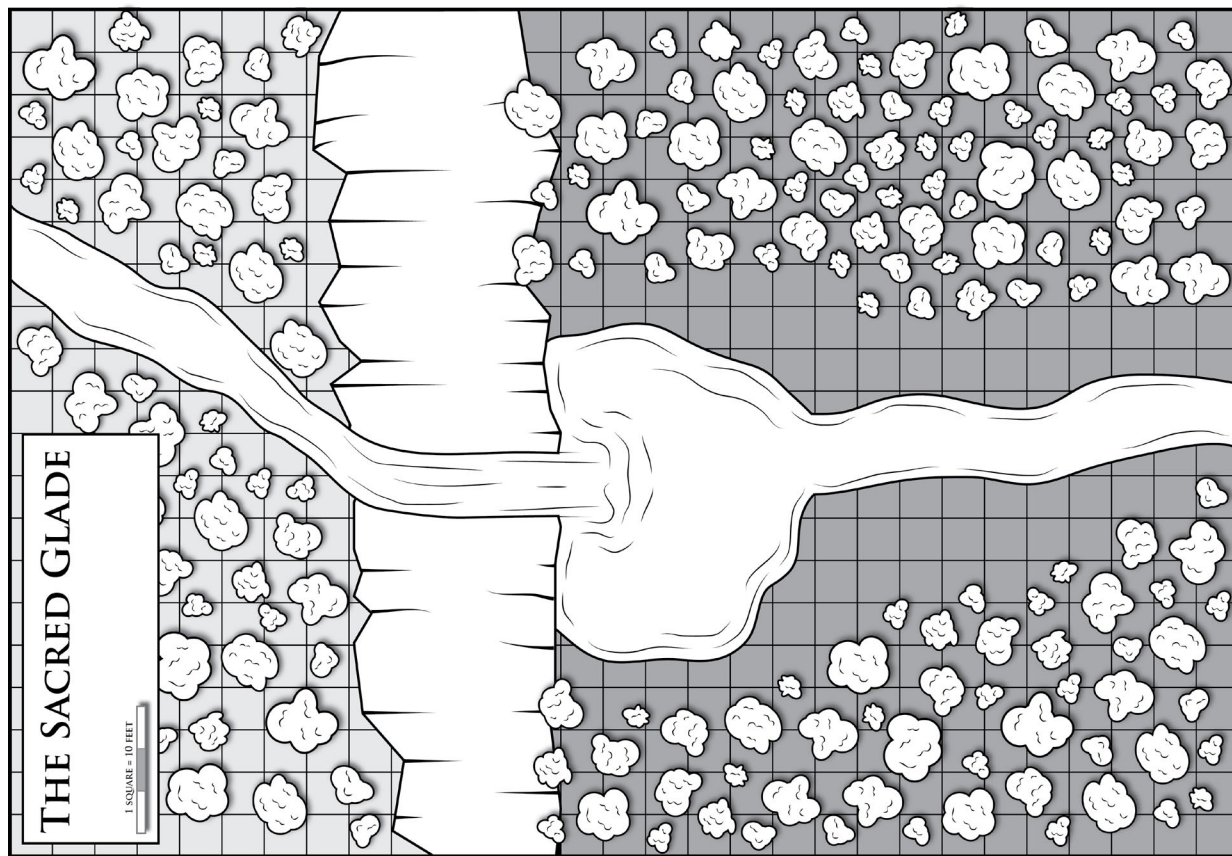
1 SQUARE = 10 FEET

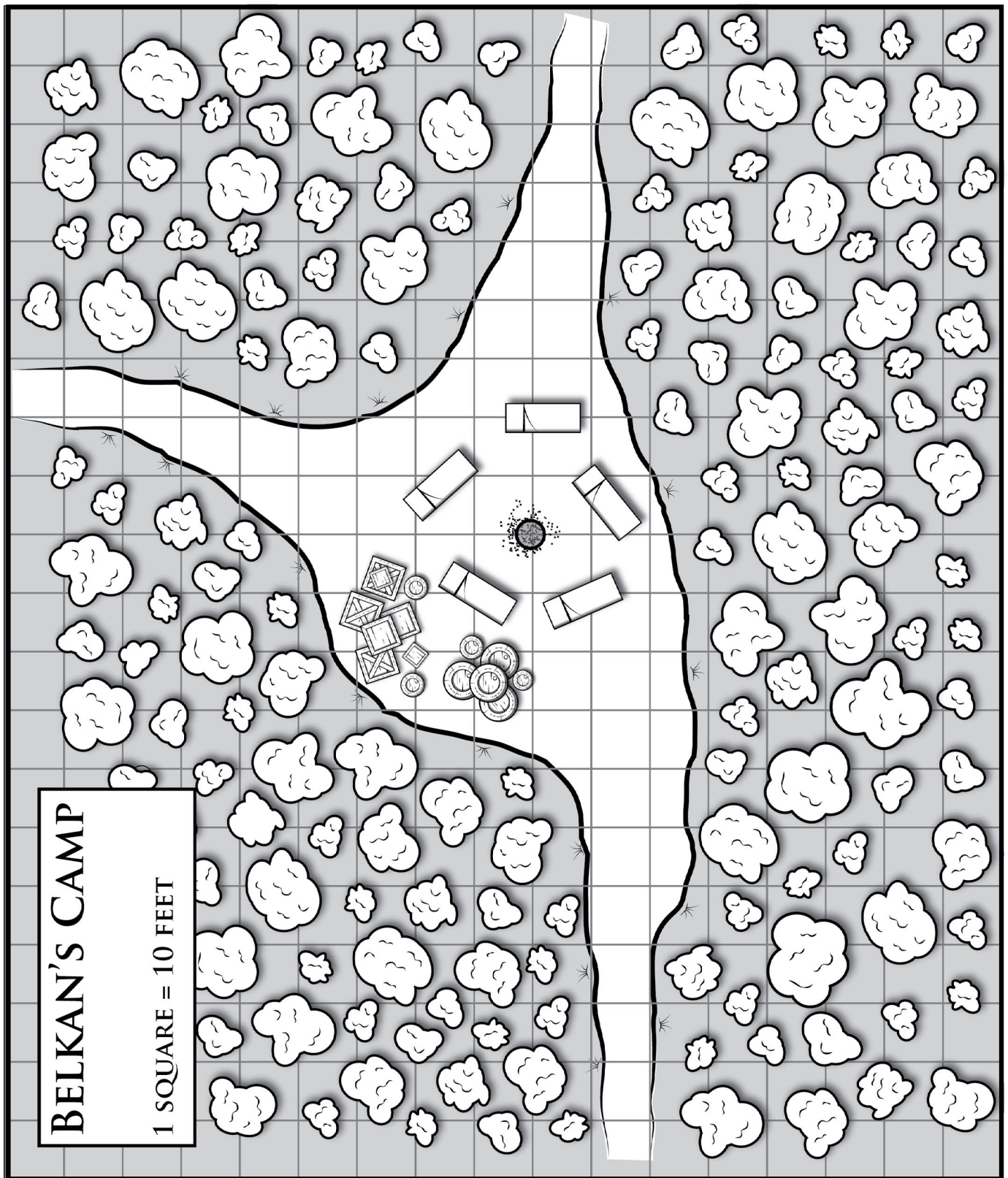


## THE TWO SISTERS COMPOUND

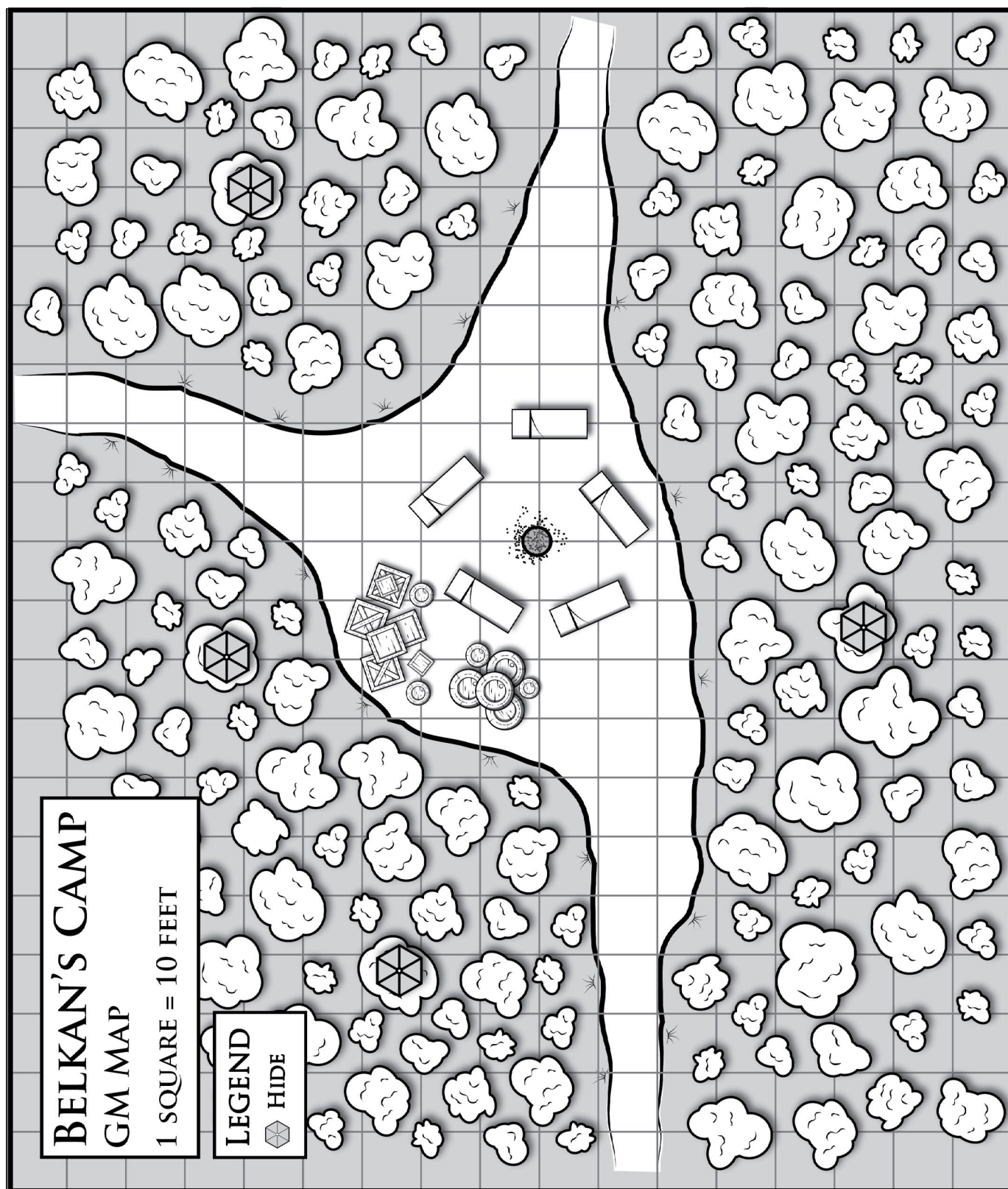








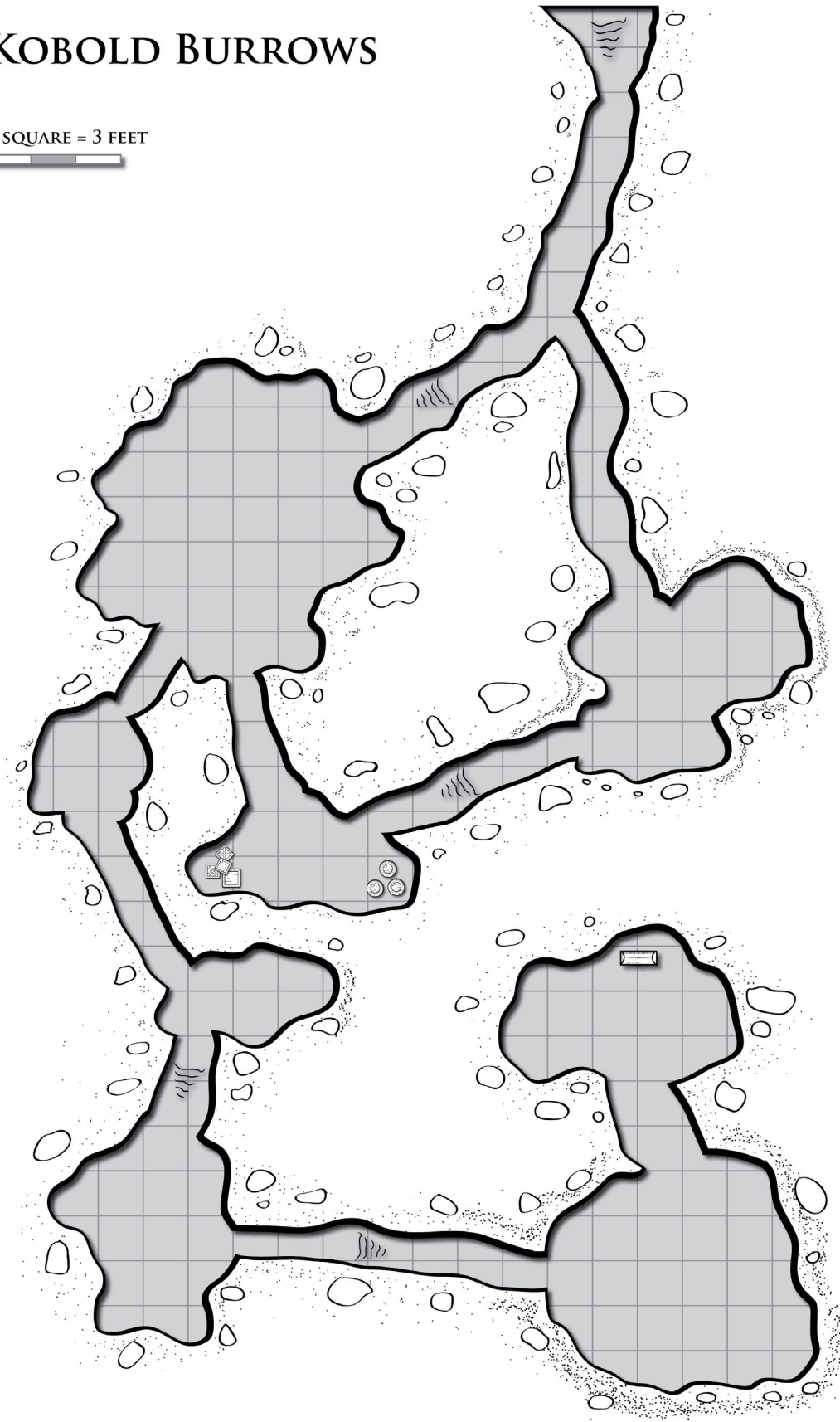






## KOBOLD BURROWS

1 SQUARE = 3 FEET

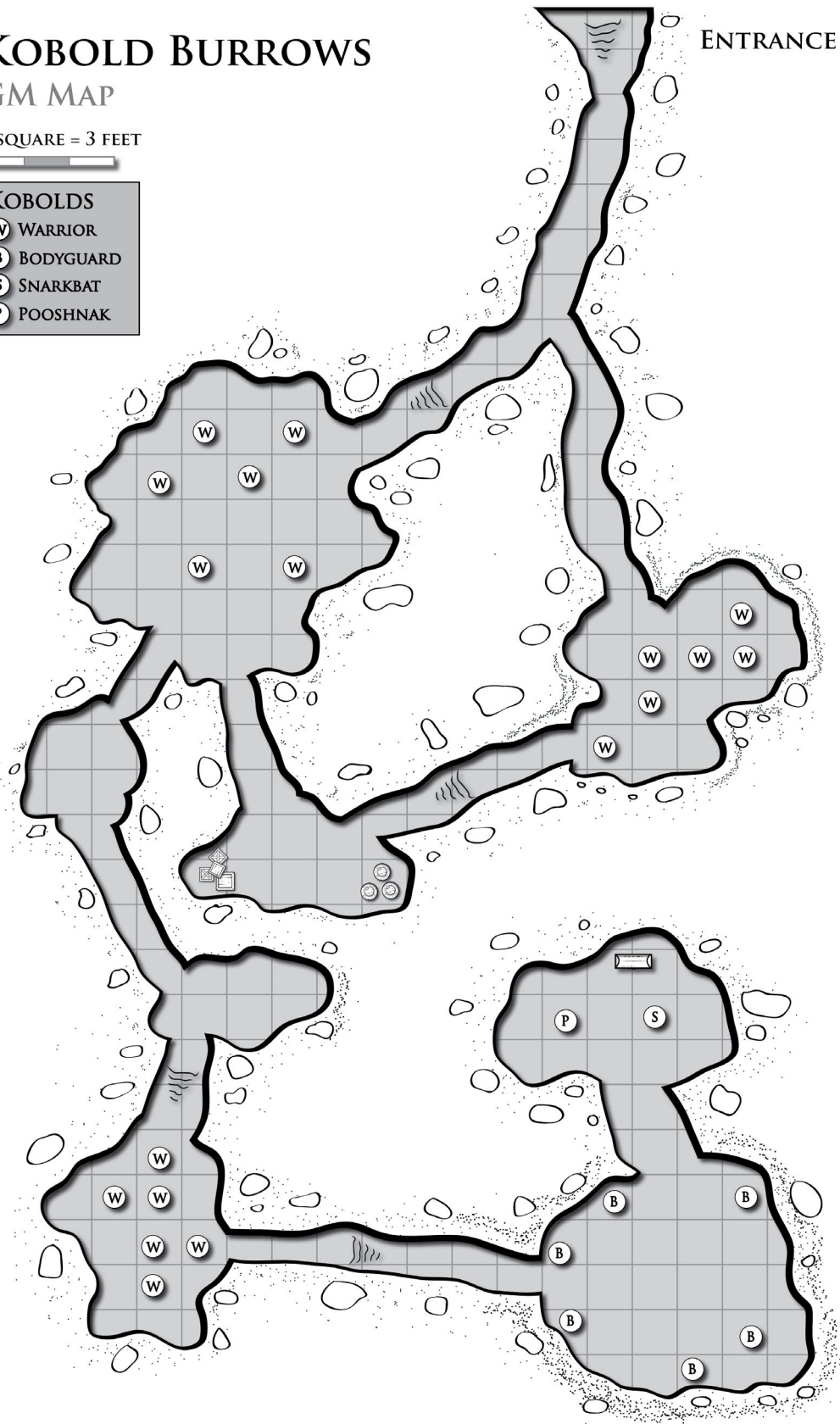


# KOBOLD BURROWS GM MAP

1 SQUARE = 3 FEET

## KOBOLDS

- W** WARRIOR
- B** BODYGUARD
- S** SNARKBAT
- P** POOSHNAK



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