

GRMI-11

THE FESTIVAL OF BATHILDA

A One-Round D&D LIVING GREYHAWK[®]
Gran March Regional Adventure

Version 1

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You are visiting a small village in Barony of Cavintus. You arrive just in time for the local festival of Bathilda. During the reenactment of the bravery of Bathilda the person pretending to be the Paynim Chieftain is supposedly smothered. Unfortunately someone seems to have gotten carried away, and now someone will have to investigate a murder. Guess who's going to get stuck with the job? An adventure for characters levels 1-6.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the 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 chits, or as elaborate as resin dungeon walls and miniatures.

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core 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 gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. 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 sheet, 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's a good idea to have the players vote while you determine 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 your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

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 PC participating in the adventure.
- 2) If PCs bring animals that have been trained for combat (most likely 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 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

- 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 an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is 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 dog to attack they 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.

- 3) A group of APL 1 adventurers who desire an extra hand can “enlist an iconic.” The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

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

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 every day, 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 a 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.

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

ADVENTURE SUMMARY AND BACKGROUND

About one hundred and twenty-five years ago, Paynim raiders from beyond the border of Gran March took over the village of Driwasser. They pretty much killed, pillaged, and raped. One young woman who was raped was Bathilda. She realized that if she could get rid of the commander of the Paynim raiders, then her people who had fled to the hills might be able to rout the enemy men. She seduced the enemy commander and afterwards, while he was sleeping, she smothered him. The Paynim raiders killed her in revenge but Paynim they were left in disarray and the villagers were able to drive them out of town long enough for the Baron of Cavintus' men to show up and destroy them. (See Appendix One for the whole history.)

Every year the villagers have a festival just before the date of Bathilda's death. Three days before the "death," all the men of the village leave to live in the hills. The women reenact the attack on the village by destroying and burning small symbolic huts and items. A young girl aged seven to eleven is chosen to take the "message" from Bathilda to the men. On the day of Bathilda's death, some men play Paynim raiders. One maiden is chosen to play Bathilda and one man the Paynim raiders' chief. Bathilda and the Paynim chief have a little play seduction scene in the village and then go off into a tent set up for the occasion. Then there is a wild party held in town by the Paynim raiders (which the priest and the village wisewoman make sure is filed with lots of chasing and no actual raping). After a little while, a Paynim raider goes into the tent and starts yelling that the commander is dead. A straw doll dressed in Bathilda's red dress is brought out of the tent and tied to a stake, then burned in a bonfire to remind the villagers of Bathilda's sacrifice. The men come back into the village and "drive out the enemy" then the village has a huge feast. Most people

bring gifts to Bathilda, which they throw onto the bonfire.

The women of Driwasser consider Bathilda an example of what a brave woman can do to protect her people. Maidens leave gifts on her tomb in the hopes that her strength of character will fill them in time of need. Every so often, a child who seems particularly brave with be renamed Bathilda on her coming of age, in the great heroine's honor. No parents name a baby girl Bathilda because it is considered unlucky to have that name until you have proven your worth.

Bathilda is not quite revered as a local saint by the villagers of Driwasser, but very close. Highmeadow, the other small village belonging to Baroness Valency von Cavintus, often sends people to the festival and sometimes people come from the town of Barrich as well. Occasionally outsiders will travel a long way to see the festival but this is not very common. People outside the village who know the story of Bathilda either think of it as a nice myth or say that the girl came from their village (although Driwasser is where her tomb is and the only place to celebrate the Festival of Bathilda).

The PCs come to the village (Appendix Three) during the Festival of Bathilda (See Appendix One) and reenactment. They will be asked if they wish to observe or participate in the reenactment. Everything appears to be going smoothly. However, it is discovered during the big party that the man playing the Paynim chief (Karln) is actually dead. The men who brought him out of the tent swear that he was alive when they left him laid out on the table before "burning" Bathilda. He was apparently killed by smothering, like the original Paynim chief. Naturally there are many people who wanted to kill Karln.

The Baroness of Cavintus (Valency Von Cavintus) asks the PCs to investigate it for her because she thinks that someone local killed him and she wants outsiders to investigate it. Especially since both her Magistrate and Undermagistrate are on the suspects list. The Baroness can not look into the murder herself because during the festival a messenger arrived telling her that her brother (a Knight of Gran March) was killed on the way to Geoff to help fight the giants. The Baroness has been called to a court of inquiry by the military to help them investigate her brother's death.

To make matters worse, Karln brought home some trouble-making army buddies. They want to find whoever is responsible for Karln's death and kill them.

Eventually, the PCs will discover that his own sister (Faraline) killed Karln, because before he went off to the military he used to abuse and molest her. In fact her younger sister Sura Granger is actually Faraline and Karln's child. Faraline told her parents she was raped, because she knew they'd never believe Karln did it. Her mother (Minka) took Faraline away and then pretended Sura was her and Allard's newest child. Faraline was terrified that Karln would start raping her again or, worse yet, start on her younger sister Eriss. Faraline could not bear for that to happen, so she killed him in a way she felt was fitting.

She put a pillow under her costume while she was being a village woman in the reenactment. After "Bathilda" left the tent, Faraline snuck in with a mug filled with ale and drass nectar. She flirted with her brother (because she knew that's what he wanted) and gave him to ale, which he drank quickly. Before the "chief" was to be found dead she snuck out of the tent. When he was being carried to be laid out the drass nectar took effect and Karl'n was knocked out cold and all his muscles relaxed. During the feast, Faraline smothered him with the pillow then left the pillow under his head. She took a huge risk doing this in front of everyone, but she was only thinking about getting rid of him before he started abusing her or Erris. She also did not want him hurting Sura, which she knew he would, especially if he figured out Sura was his child.

The subject matter in this scenario is strong and you should be sensitive to the way that your players react to your presentation. Avoid giving too much detail in situations where it appears that your players are taking offense or are overly uncomfortable with the situations presented. This scenario may be a bit too close to real life for some players and you should be sure to make any adjustments necessary to ensure that everyone has fun. If you are unsure of how strong a presentation to give to your players, it can't hurt to offer a warning of the possible adult nature of this scenario and ask them to give you feedback during play so that you can adjust accordingly.

Introduction: This will be the chance for the PCs to find out about the festival and get involved. They can learn things about the festival itself and why it is important to Driwasser.

Murder: The beginning of this scene will be when the murder is discovered. After a bit of confusion (during which the PCs may investigate the body and the scene of the crime if they like – skipping to the Scene of the Crime section) the Magistrate will ask the PCs to talk to the Baroness. She will then ask them to investigate the crime.

Scene of the Crime: This will give the PCs a chance to look at the physical evidence of the crime including the body.

Paynim Raiders: This will give the PCs a chance to question the men who moved the "body" and the girl playing Bathilda. They will discover that the girl left the tent for a moment because Karl'n was taking his part a little too seriously. She fled to her fiancée, the Magistrate. The men will all swear the Karl'n was alive when they moved his "body" to the table to be laid out for the "burning" scene.

Village: This is when the PCs will find out about the dead young man and the people who had good reason to want him dead. 1) Dera Miller, the girl playing Bathilda, felt that Karl'n was getting a little too carried away with his

"playacting" of the Paynim chief. 2) Gaston Berenger, the Magistrate of Cavintus is engaged to Dera. 3) Yves Grazier, Undermagistrate, dislikes Karl'n because he broke Yves leg (while they were both serving in the military) by "accident" during a training exercise. 4) Karl'n taunted Bathilda Smith, before the reenactment began. 5) Faraline Granger, Karl'n's sister was sexually abused by Karl'n before he left for the military and she doesn't want to see it starting all over again now that he's back. There will also be rumors of the herbalist's apprentice being a witch.

Endgame: Once the PCs figure out that the sister killed Karl'n and why, they will have to decide what to do. Do they simply hand her over? Do they plead for her case? It will be up to them how the Magistrate handles her case. The punishment for murder is enforced servitude. So the PCs have to decide if they are just going to let her get killed by Karl'n's friends, be sentenced to enforced servitude on a work detail (a punishment that is as good as death since most people work themselves to death before they finish their time), or they are going to try to ask for clemency.

INTRODUCTION

You see many people on the road headed towards Driwasser. They tell you they are going for the yearly Festival of Bathilda. When you get to the village you see that there are many village men dressed up as Paynim raiders. They are wearing sheepskin "armor" and carrying weapons made of pot tin. As you get near the center of the village, a priest of St. Cuthbert greets you.

"Hello gentle folk, are you here for the Festival of Bathilda?" the short, strongly built priest asks.

Asvald of St. Cuthbert: He is fascinated with this local festival and always helps out. He figures that the original Bathilda must have been a devotee of St. Cuthbert herself. He wants the PCs to enjoy the festival especially if he discovers it is their first time here.

- You can either watch the festivities or join in.
- You've already missed the first three days of the festival, but this is the best day for action. Three days of village men fasting in the hills and village women building small huts during the day and burning them at night is not very exciting to watch. Today is the burning of Bathilda, much more exciting I promise.
- There is a hillside over there that will have the best view of the reenactment if you wish to watch.
- If you wish to participate, I'm sure the villagers would not mind the men playing a few more Paynim raiders and the women additional village women.
- Do you know the story of Bathilda? (When they say no, tell them the story from **Appendix One**)
- The village men have already left of course, but we can always use Paynim raiders, as long as you remember that the Paynim raiders are supposed to lose. Or I suppose you could pretend to be the

Baron's army. As far as I know no one bothers to recreate them often.

- If you wish to be Paynim raiders, go see the magistrate, Gaston Berenger. He's the tall blond man talking to the pretty girl dressed in the red dress. (Dera Miller is the only girl dressed all in red because she is playing Bathilda.)
- If you wish to be the Baron's army I would be delighted to assist you in any way I can. I can tell you that after the Paynim raiders were driven from the village, they were trapped between the villagers, Kleinsee Lake, and the Baron's army.

If the PCs want a better description of the village itself go to Appendix Three: Village of Driwasser. The first section there is a description of the village.

As people are getting ready for the reenactment, a young man dressed as a Paynim shouts across the village green, "Hey Alissa, cousin Emerr asked me to bring you a message."

A girl pauses for a moment and looks across the green as if she's not sure she's being spoken to.

He sighs and plays with the bronze circlet he is carrying in his hands. "You're Alissa Smith right? Emerr's betrothed?"

She crosses to him eagerly. As she passes you can see burn scars on her face and hands. They talk for a few minutes. Their voices get louder and more animated. Then the girl slaps him hard across the mouth.

"You monster! I'm engaged to your cousin but that gives you no right . . ." the girl begins loud enough to be heard over all across the village.

"Yeah," the man yells back, "well when he left to do his military duty he was engaged to a pretty young thing named Alissa not some scared old hag named Bathilda. Since you changed your name he can legally say he's not engaged to you and your ugly face."

With tears pouring down her face the girl growls back at him, "At least I EARNED my name!"

The man pales as the insult bites home. He stammers a moment, then he storms off down the street yelling, "Where are you Dera! Let's get this stupid thing over with."

Several young men in military outfits hoot and holler and call Bathilda nasty names. They also tease the man about letting a girl get the better of him.

Another young girl of about fourteen comes over and puts her arm around Bathilda. "Ignore Karl. My brother would never desert you simply because you did what was right." The two girls walk off together.

If the PCs ask around they will discover:

- The guy is Karl Granger and he has just returned from doing his military duties.
- Karl is going to play the Paynim chief in the reenactment tonight.
- The girl he was yelling at is Bathilda Smith.
- She got her scars when she rescued Amaline and Claria (then a small baby) Westbenter from a fire two years ago.

- The town offered her the name Bathilda on her coming of age at fifteen as an honor for her bravery.
- Bathilda is well liked in village and Karl is not.
- Karl is known to be a bully and many villagers wish he had stayed in the military rather than coming back here to cause trouble.
- Karl is the only young man of betrothal age who was not engaged when he left for military service because no girl in town would have him.

The remainder of this encounter is split into three sections outlining what the PCs experience based on whether they choose to watch the presentation, participate as Paynims/village women, or participate as the Baron's army.

IF THEY CHOOSE TO WATCH

Everyone who is not participating is settling in on a hillside. Most people have brought blankets to sit on. Whole families gather on the hillside waiting for the show to begin. From the conversations that you overhear, you gather that most of the on-lookers are from Highmeadow, the other small village in Barony Cavintus, but a few are from the town of Barrich and from further away.

As dusk falls, the action begins. The village women gather near the center of the village. They appear to be whispering about something. Several of the Paynim raiders swagger over towards the women. They scatter the women by using the flats of their blades to chase them away. Left standing by herself is a young woman in a red dress. (You hear several of the people around you whisper, "That's Bathilda," to their children.)

Bathilda smiles charmingly at the Paynim. She then saunters past all of them towards a Paynim wearing a circlet of bronze on his head. All the men watch her avidly as she passes. When she reaches the man in the circlet she runs a hand down his face.

"I can not believe a man like you is wasting his time chasing hares (she indicates the cowering village women) when you should be hunting foxes." Bathilda smiles lazily at him.

"I see no foxes here, only hares. And hares have only one use and that is slaughter." The man replies haughtily. He raises a knife to Bathilda's throat.

Bathilda stands her ground and stares directly at the chief. "Are you so afraid of an unarmed woman then? I thought you had other weapons to use on women." The crowd chortles at this witticism.

He smiles wickedly at her, drops the knife, and pulls her close in a passionate kiss. Then he throws her over a shoulder and carries her into the tent. The crowd is split between whistling encouragement and hissing and complaining. (i.e. "She didn't get to do her speech." "I think he's a little too involved in his character.")

Some of the Paynim stand guard around the town while the rest begin chasing women and taking them off towards various huts. After about fifteen minutes of confusion (in which one young man gets reprimanded by the priest, much to the crowd's amusement), a man goes into the tent.

He comes running out of the tent a minute later crying, "Murder! The woman has killed our chief by magic!"

More Paynim go into the tent. A few minutes later they come out carrying the chief (who seems to struggle with them a moment before remembering to act dead). They lay him on a wooden table.

"Bring out the witch!"

A straw dummy dressed in the red dress Bathilda was wearing is brought out and tied to a stake. Then the bonfire is lit around it. All the Paynim stand around the bonfire shouting, "Burn, witch!" While the Paynim watch the fire, the village men rush into town and after a brief fight, they drive the Paynim away.

Everyone cheers and rushes down to the bonfire. Many people throw things into the bonfire: hair ribbons, letters, small straw dolls, and other trinkets. The villagers set up two big tables and begin to load them with food. Visitors add food they have brought as well. Once everything is ready, people begin to get trencher bread and load it with food.

Let the PCs make Spot checks after you tell them this story. Be sure to (include lower information (i.e. if they get DC 30 they know all the information from DC 15 to DC 30).

- DC 15 - you see "Bathilda" sneak out of the back of tent about three minutes after she enters it with the chief.
- DC 20 - As she sneaks out, you notice Bathilda's dress is ripped open in the front and she's holding it together.
- DC 25 - You notice a pregnant village woman sneak in the back of the tent with a mug about 5 minutes before the man goes into the chief's tent to check on the chief.
- DC 30 - Magistrate Gaston sneaks in the tent carrying a red dress just after the men carry out the chief's "body."
- DC 35 - Just before the Paynim goes in to check on the chief, the woman sneaks back out of the tent carrying the mug.
- DC 40 - During the feast you notice several people go up to the "dead" chief: the magistrate and "Bathilda", a village man, and two village women.
- DC 50 - You notice that of the two village women who go visit the "dead chief one has a scarred face and the other is the pregnant women who slipped into the tent with the mug.

Go to Murder.

IF THEY CHOOSE TO BE PAYNIM RAIDERS/VILLAGE WOMEN

Gaston Berenger takes the men in the party to the area where the "Paynim" are gathering, and Dera Miller takes the women.

Gaston Berenger: He's the Magistrate of Cavintus Barony and he is organizing the Paynim for the reenactment. He will give the information below to the PCs in a matter-of-fact manner, but stresses that this is all in good fun and no

one is to get hurt. He doesn't have to give this information all at once. Give the PCs time to ask questions. Refer to Appendix One as needed for additional information.

- OK you have to dress in these sheepskin outfits and carry these pot-metal swords. Only use the flat of your blade. No one is actually supposed to get hurt.
- You will be assigned to guard the village. I know many of you were hoping to chase women but they get nervous enough having the local men chase them. I don't want any "accidents" with outsiders, no offense intended.
- When the reenactment begins, you will help chase the village women away from the center of the village with the flat of your blades. Do Not touch the woman in the red dress, she is playing Bathilda. After Bathilda and the chief go into the tent you will go to the outskirts of the center of the village and "guard" the village.
- When the shout of "Murder" starts up, come back to the center of the village. You should start shouting, "Burn the witch," when everyone else does. As Bathilda burns in effigy, you should stand and watch.
- When the village men appear, let them drive you out of town. Then everyone will come back and enjoy the feast.

Dera Miller: She is about seventeen years old, dark haired and brown eyed. She is wearing a red dress. She is playing Bathilda in the reenactment. She is honored to have outside women who are willing to play village women and will be in awe of any female PC. She tries to explain their jobs to them politely.

- Umm... well the village women part is pretty easy. I did it for two years before they chose me to play Bathilda.
- In the beginning, we all gather in the center of the village whispering. I stand in the middle of the women so that no one can see me.
- Then the Paynim raiders chase the other women away with the flat of their blades.
- They you can either cower near a hut or flirt with one of the Paynim as the mood strikes you. Just remember not to distract from the scene Karl and I will be playing out as the Paynim chief and Bathilda.
- After Karl and I go into the tent you will may chased around the village by the Paynim. If any of them get out of hand please report them to the wisewoman, Emmeranne of Merrika, or the priest, Asvald of St. Cuthbert, rather than breaking their arms. This will last about fifteen minutes. (She will point out Emmeranne and Asvald.)
- Next one of the Paynim will discover the chief "dead" in the tent. You pretty much just hang out and look shocked for the rest of the event until the village men chase the bandits off. If you want to join in the chasing off feel free.

Note: The whole event is included below. Please stop reading boxed text and let the PCs interact at any point.

As dusk falls, the action begins. The village women gather near the center of the village. They appear to be whispering about something. Several of the Paynim raiders swagger over towards the women. They scatter the women by using the flats of their blades to chase them away. Left standing by herself is a young woman in a red dress. (You hear several of the people around you whisper, "That's Bathilda," to their children.)

Bathilda smiles charmingly at the Paynim. She then saunters past all of them towards a Paynim wearing a circlet of bronze on his head. All the men watch her avidly as she passes. When she reaches the man in the circlet, she runs a hand down his face.

"I cannot believe a man like you is wasting his time chasing hares (she indicates the cowering village women) when you should be hunting foxes." Bathilda smiles lazily at him.

"I see no foxes here, only hares. And hares have only one use and that is slaughter." The man replies haughtily. He raises a knife to Bathilda's throat.

Bathilda stands her ground and stares directly at the chief. "Are you so afraid of an unarmed woman then? I thought you had other weapons to use on women." The crowd chortles at this witticism.

He smiles wickedly at her, drops the knife, and pulls her close in a passionate kiss. Then he throws her over a shoulder and carries her into the tent. (You hear some of the village women whispering things like "Jerk." "She didn't get to do her speech." "I think he's a little to involved in his character.")

Some of the Paynim stand guard around the town while the rest begin chasing women and taking them off towards various huts.

Let the PCs make Spot checks and give them any information for which their check is at or above the target DC (Add +10 DC for the men playing Paynim because they are supposedly guarding the village, not watching the chasing scene - except for Bathilda going to Gaston, they have DC 15 for that too).

- DC 10 - You see "Bathilda" sneak out of the back of tent about three minutes after she enters it with the chief.
- DC 15 - You see "Bathilda" go over to where Gaston is guarding the village, and begin to talk to him.
- DC 20 - As she sneaks out of the tent, you notice Bathilda's dress is ripped open in the front and she's holding it together.
- DC 25 - You notice a pregnant village woman sneak in the back of the tent with a mug about five minutes before the man goes into the chief's tent to check on the chief.
- DC 30 - Magistrate Gaston sneaks in the tent carrying a red dress just after the men carry out the chief's "body."
- DC 35 - Just before the Paynim goes in to check on the chief, the pregnant woman sneaks back out of the tent carrying the mug.

If anyone goes over to Bathilda or Gaston to find out what's the matter, Gaston will tell them grimly that he will handle the problem after the reenactment is over.

After about fifteen minutes of confusion (in which one young man gets reprimanded by the priest, much to the crowd's amusement), a man goes into the tent. He comes running out of the tent a minute later crying, "Murder! The woman has killed our chief by magic!"

More Paynim go into the tent. A few minutes later they come out carrying the chief (who seems to struggle with them a moment before remembering to act dead). They lay him on a wooden table.

"Bring out the witch!"

A straw dummy dressed in the red dress Bathilda was wearing is brought out and tied to a stake. Then the bonfire is lit around it. All the Paynim stand around the bonfire shouting, "Burn, witch!" While the Paynim watch the fire, the village men rush into town.

This is where the village men chase the Paynim (including the male PCs) out of town. Remember this is not really a battle. Only do subdual damage.

➤ **Village Men, Human male War1** (8): CR 1/2; Medium humanoid; HD 1d8; hp 6; Init +4; Spd 30 ft.; AC 11 (touch 10, flat-footed 11) [padded armor]; Atk +2 melee (1d6+1, short sword); AL LN; SV Fort +2, Ref +0, Will +0; Str 13, Dex 10, Con 10, Int 9, Wis 10, Cha 9. Height 5 to 6 ft.

Skills and Feats: Climb +3, Swim +3, Spot +2; Improved Initiative, Power Attack, Quick Draw.

➤ **Paynim "Raiders," Human Rgr1** (4): CR 1; Medium humanoid; HD 1d6; hp 4; Init +1; Spd 30 ft.; AC 12 (touch 11, flat-footed 11) [Dex, padded armor]; Atk +0 melee (1d6, short sword); SQ Sneak attack (+1d6); AL LN; SV Fort +0, Ref +3, Will +0; Str 10, Dex 12, Con 9, Int 9, Wis 10, Cha 10. Height 5 to 6 ft.

Skills and Feats: Bluff +4, Climb +4, Craft +3, Listen +4, Profession +4, Search +3, Spot +4, Swim +4; Alertness, Quick Draw.

➤ **Paynim "Raider," Delwin Forester, Human Ftr1**: CR 1; Medium humanoid; HD 1d10; hp 8; Init +4; Spd 30 ft.; AC 11 (touch 10, flat-footed 11) [padded armor]; Atk +2 melee (1d6+1, short sword); AL LN; SV Fort +2, Ref +0, Will +0; Str 13, Dex 10, Con 10, Int 9, Wis 10, Cha 9. Height 5 ft. 8 in.

Skills and Feats: Climb +3, Swim +3, Spot +2; Improved Initiative, Power Attack, Quick Draw.

➤ **Paynim "Raiders," Gaston Berenger and Yves Grazier, Human War2** (2): CR 1; Medium humanoid; HD 2d10; hp 19, 15; Init +5; Spd 30 ft.; AC 12 (touch 11, flat-footed 11) [Dex, padded armor]; Atk +2 melee (1d8+1, longsword); AL LG; SV Fort +3, Ref +1, Will +0; Str 13, Dex 12, Con 10, Int 12, Wis 10, Cha 10. Height 5 to 6 ft.

Skills and Feats: Climb +4, Listen +1, Ride +4, Search +2, Spot +1, Swim +4; Improved Initiative, Power Attack, Toughness.

Also if a PC really tries to hurt a villager, then he will be hit with a *hold person* spell by the priest and will be severely reprimanded by Gaston later.

Note: If you deem the infraction bad enough, then drop the PC from the rest of the game (i.e., if the player becomes abusive to you or other players).

Everyone cheers and rushes down to the bonfire. Many people throw things into the bonfire: hair ribbons, letters, small straw dolls, and other trinkets. The villagers set up two big tables and begin to load them with food. Visitors add food they have brought as well. Once everything is ready people begin to get trencher bread and load it with food.

Let the PCs make Spot checks at the feast too. The DCs are so high because of the number of people milling about; if any PCs say that they are particularly watching Karl, lower their DC by 20.

- DC 20 - Gaston and Dera go up to Karl right after the burning of the effigy.
- DC 40 - During the feast, you notice several people go up to the “dead” chief: a village man, and two village women
- DC 50 You notice that of the two village women who visit the “dead” chief, one has a scarred face and the other is a pregnant woman (if they ask, it is the same pregnant woman who slipped into the tent with the mug).

Go to Murder

IF THEY CHOOSE TO BE THE BARON'S ARMY

Asvald of St. Cuthbert shows you where the Baron's army encountered the Paynim. He finds six more people to join you as the Baron's army and tells you to choose a “Baron” to lead. He points out where the Paynim will come from the village.

“If you want to watch, just remember to leave to get into position when Bathilda and the chief go into the tent. You'll have about fifteen minutes before the bonfire is lit. I'll go tell the village men that you are here. I won't warn the Paynim though; after all, they are supposed to be ambushed. Have fun, but remember not to actually hurt anyone.” He smiles and returns to the village.

The other six people are a varied group. Three are from the garrison at Barrich (Eroiser, Randew, and Cardnex). They are all male and around 17 to 20 years old. They are on leave to see the festival. Two (one male - Ivorn and one female - Elenias) are from Highmeadow village. They are eager to try something new. The last young woman is from the village. She has burn scars on her face and hands (the PCs should remember this is Bathilda from the scene they saw with her and Karl).

Note: You can roleplay the choosing of the “Baron” or skip on to the next part of the scene. Elenias and Ivorn think

Bathilda should be the “Baron”. Bathilda and Eroiser think one of the PCs should do it. Randew and Cardnex think someone with military experience should do it (either them or a PC who is currently on military duty).

When the PCs climb the hill to watch the beginning of the reenactment they see the following.

As dusk falls, the action begins. The village women gather near the center of the village. They appear to be whispering about something. Several of the Paynim raiders swagger over towards the women. They scatter the women by using the flats of their blades to chase them away. Left standing by herself is a young woman in a red dress. (You hear several of the people around you whisper, “That's Bathilda,” to their children.)

Bathilda smiles charmingly at the Paynim. She then saunters past all of them towards a Paynim wearing a circlet of bronze on his head. All the men watch her avidly as she passes. When she reaches the man in the circlet, she runs a hand down his face.

“I cannot believe a man like you is wasting his time chasing hares (she indicates the cowering village women) when you should be hunting foxes.” Bathilda smiles lazily at him.

“I see no foxes here, only hares. And hares have only one use and that is slaughter.” The man replies haughtily. He raises a knife to Bathilda's throat.

Bathilda stands her ground and stares directly at the chief. “Are you so afraid of an unarmed woman then? I thought you had other weapons to use on women.” The crowd chortles at this witticism.

He smiles wickedly at her, drops the knife, and pulls her close in a passionate kiss. Then he throws her over a shoulder and carries her into the tent. The crowd is split between whistling encouragement and hissing and complaining (i.e., “She didn't get to do her speech.” “I think he's a little to involved in his character.”)

Some of the Paynim stand guard around the town while the rest begin chasing women and taking them off towards various huts. At this point, you must hurry off to get to the spot where you are to ambush the Paynim when the village men drive them out of town.

Shortly after you get into position, you see a bonfire lit. Then you hear yelling as the Paynim are driven out of the town towards you. You see the Paynim hurrying in your direction, looking a little confused, and the village men behind them.

Let the PCs ambush the Paynim. The village men know about the “Baron's army” but the Paynim don't. Have the Paynim be comically surprised and worried that this is an actual attack. Remember this is not really a battle. The PCs should only be doing subdual damage. All the Paynim Raiders are only doing subdual damage. Use the stats in the above version.

As you finally capture all the Paynim with the help of the village men, everyone cheers and rushes back to the village. Once there, many people throw things into the bonfire: hair ribbons, letters, small straw dolls, and other trinkets. You notice the Paynim chief lying on a smaller table. You assume he was put there as part of the reenactment. The villagers set up two big tables and begin to load them with food. Visitors add food they have

brought as well. Once everything is ready, people begin to get trencher bread and load it with food.

Continue to Murder

MURDER

Note: Once the murder is discovered, Karl's army buddies (Appendix Two) that he brought home to see the "silly village festival" will start talking about hanging someone for his murder. Have them show up from time to time if the PCs are stuck or seem unmotivated. They will also show up at the end to try to kill Faraline.

The feast is running into a rollicking party and everyone seems to be having a good time when suddenly a woman starts screaming. She is standing next to Karl where he is laid out on the table. A mug of beer and a plate of food have been dropped on the ground. She is shaking Karl and screaming hysterically.

Gaston goes over and talks to her for a moment. She stops screaming and points to Karl. Gaston leans forward and puts his head on Karl's chest. After a moment he turns to the crowd.

"I need Yves, Emmeranne of Merrika, and Asvald of St. Cuthbert brought to me immediately!" He says over the noise and confusion of the crowd. Several people in the crowd run off to look for the people the Magistrate requested.

Gaston takes the woman aside and an older man approaches. The three talk softly for a moment and the other man leads the woman away. As she is leaving the priest, an older woman and a young man approach the Magistrate.

If the PCs saw a village man go up to the "dead" chief during the feast, then they will recognize this young man as that village man.

The young men in military outfits start calling out questions and trying to come over to the table. Gaston and the younger man chase them away. They retire to the ale table muttering angrily. Gaston keeps a watch on them out of the corner of his eye as he converses with those he called.

If the PCs want to investigate the scene of the crime, this is the time to do it while Gaston is busy talking to the people he asked for (and watching the troublemakers). If they do, jump to Scene of the Crime. If not, continue.

After a few moments of consultation, the four go over to Karl. Both the priest and the woman examine the body. Gaston writes something on a piece of paper and hands it to the younger man. The younger man runs off into the crowd.

Gaston turns to the crowd again. "Everyone please continue with the feast. Just stay away from this area until I can deal with this . . . situation. Everyone please have a good time." He seems a little strained as he says the last of his speech.

If the PCs want to go talk to Gaston, they may. He will tell them the following:

- There has been an incident. I am investigating it now.
- I sent Yves to inform the Baroness of the problem. She always comes to this event.
- (If the PCs give him any information about what they saw.) I see. Yes that is very useful. It may also mean matters are more complicated than I thought. Well we must do this correctly. Thank you for your help.
- Please stay away from this area. Thank you.

After a little while, Yves will come back to Gaston and talk to him. Then Gaston will go to the PCs.

"Excuse me for interrupting your fun but the Baroness would like to see you." He smiles and indicates for you to follow him.

If the PCs do not follow him, he will sigh and look at them.

"The Baroness really needs to see you to ask you a favor. If you are not interested I will find someone else."

This time if the PCs do not follow, it is the end of the adventure because Gaston will look for someone else. Try to stress to the PCs that this is the adventure hook.

TALK WITH THE BARONESS

You are brought into one of the little huts set up around the center of the village. Inside is a woman of about thirty years old. She is well dressed but not wearing silks. She has long black hair held back from her face by a silver circlet. With her is a young man dressed in a military uniform. He looks dusty and tired. He is sitting on the only chair in the room.

The woman looks up as you enter. "Hello, I am Baroness Valency von Cavintus. I seem to have two problems at once and wonder if you could assist me with one of them." She smiles at you but you can tell she is fighting to hold back tears.

Valency von Cavintus: Lady Valency always comes to the festival. She was enjoying herself when a messenger appeared to tell her that her older brother Sir Helmar von Cavintus had been killed on his way to Geoff to fight the giants. She was just about to head home to deal with this loss when Gaston came and told her that Karl had been murdered at the festival. He also said that by rights both he and Yves should be counted as suspects. She desperately wants to get home so she's looking for some outsiders to deputize to deal with the murder. She knows she should care more about Karl's death but her brother's death does not have her thinking at her best.

- I need some volunteers to be deputies for me in a certain matter. Don't worry, the deputies will get paid. I'll even give you a whole year's deputy salary of 50 gp each for simply doing one job.
- As you may have figured out Karl, the man playing the chief Paynim, was murdered.
- Unfortunately, my Magistrate says that both he and my Undermagistrate Yves should be considered

suspects so that he does not feel comfortable with either of them investigating the murder.

- My other Undermagistrate is in Highmeadow on another case at the moment.
- I really must go home and deal with this other incident that just came up (she indicates the young man sitting in the chair).
- I want you to investigate the murder and discover who the killer is. If you can bring the killer in alive I will give you each an additional bounty of 25 gp.
- (When the PCs agree to help, she will give them each a small bronze coin.) This shows that you are temporary deputies in Cavintus. Please investigate this crime.
- My Magistrate, Gaston, will assist you if you wish. I do not think he committed this crime, but I do recognize his honor in wishing not to investigate something he could be implicated in. He will find anyone in the village you want if you wish.
- When you find the murderer, please send someone to me and I will see that you are paid. If the murderer is not Magistrate Gaston, then take the murderer to him, otherwise hold him until I come.
- Thank you for your help in advance.
- (If the PCs ask why she is upset or what the other business is, she replies with the following.) My brother, a Knight of Gran March, was just killed mysteriously on the way to join the fight in Geoff. I have been asked to testify about any information I might have that would help find his murderer (she chokes back a sob).
- I believe that Gaston has pulled the men who carried the body to the table aside. The four of them (of which Yves is one), Gaston, and Dera are waiting in one of the huts for you. Gaston has asked for one of my personal bodyguard to sit with them to make sure they do not discuss the crime until you go question them. (If the PCs follow up on this, go to the Paynim Raiders scene.)
- The body has been left on the table for your examination. (If the PCs follow up on this, go to the Scene of the Crime scene.)
- Everyone else at the village is also at your disposal to talk to. Feel free to roam about and question them. (If the PCs follow up on this, go to the Village scene.)
- You are free to investigate this crime as you will. I only ask that you do not torture people for information. These are good people and do not deserve to be treated so even if you think they are the murderer.

The PCs may go to the **Scene of the Crime**, **Paynim Raiders**, or the **Village** scenes.

SCENE OF THE CRIME

If the PC's come to this scene directly from the feast, only give them a little time to look at things before Gaston chases them away (time to make only one Spot or Search check each). If they come to it after talking with the Baroness, give them all the time they want (each PC may make two Spot checks and two Search checks and allow anyone who requests that they be allowed to Take 20 to do so).

You see Karl'n lying on the table the Paynim brought him to during the reenactment. You notice that he is very still...his pretend death has turned into a real one. He has been laid out as if for a wake. He is lying on his back, arms crossed over his chest, fists closed, and legs straight out. He has a small feather pillow tucked under his head. He is slightly blue in the face but does not seem to have any wounds on him. He has a half-filled mug of ale by his head and he reeks of ale and urine. He seems to have wet himself at some point either before or after the murder.

Spot checks

- DC 5 Pillows are not usually used when laying someone out for a wake
- DC 15 The pillow has a few goose down feathers coming out of it
- DC 25 Light glimmers on something in Karl'n's left fist.
- DC 40 There are faint bruises on Karl'n's face, especially around the mouth area.

Search checks

- DC 10 Karl'n has faint bruises on his face.
- DC 15 In Karl'n's hand is a small silver locket with a lock of black hair in it.
- DC 25 Karl'n has a goose down feather caught in his mouth, as if he breathed it in.
- DC 40 There is something else on Karl'n's breath than ale. A person with Alchemy or Profession: Herbalist skill can make a check (DC 20) to recognize the smell as drass flower nectar, which is a strong muscle relaxant and can make someone unconscious if enough is used, especially when mixed with alcohol.

Note: The pillow came from Faraline Granger, she used it to suffocate Karl'n. The locket came from Dera Miller. Karl'n ripped it off her neck when he was trying to take advantage of her in the tent.

If they have the ability to speak with dead this is the information they can get. Make Karl'n very difficult to get information from (remember he's a jerk even after he's dead) and make him very literal-minded to their questions.

- What do you mean I'm dead? I'm just taking a little nap here.
- Killed me? I'm really dead? All I know is I went to sleep and now you say I'm dead.

- Ale? It was good. I like ale. Somebody brought me some. Who was that pretty girl? There are so many of them that like me you know. Oh yeah, it was my sweet sister Faraline.
- Faraline is a good girl. She'd better be or I'll teach her, her place again. I thought she'd have to relearn as I've been gone for seven years, but she was good. She didn't get engaged or married off and she remembered what I like.
- Good thing Faraline remembered or I might have had to teach Erris a thing or two.
- Yeah I noticed the little bastard pretending to be my baby sister, (laughs) wouldn't surprise me any of she were mine.
- All the guys hated me because I was so good. I was the best fighter, the toughest guy, and all the girls thought I was wonderful. They would have done anything, and I mean anything, for me.

PAYNIM RAIDERS

All of these people are waiting in a hut near to the one the PCs talk to the baroness in. They will continue to wait there until the PCs question them and tell them they can go. Yves is listed under his own name rather than with the Paynim raiders.

Paynim Raiders that carried the chief's body (Played by Boyce Berenger, Meryll Westbenter, Rance Westbenter): All of them are very nervous about this situation. They are all refugees from Bissel (which is why they were stuck playing Paynim in the first place) and they know that the locals have not accepted them yet. For them to have supposedly been the last people to touch the dead man (a local boy just come home from the military) looks bad. The PCs may take their nervousness to be a sign of guilt or not.

- He was alive when we carried him out!
- Yeah he wiggled a lot then went limp. We thought he was just playacting you know.
- We didn't do a thing to harm the boy.
- Why should we want to hurt him? We didn't even know him. When we moved here from Bissel, he was already away doing that military thing.
- We really don't know anything about Karl'n. You'd have to ask the locals. He only just got home in time for the Festival so we only just met him. He seemed OK. A bit of a braggart but other than that (shrug).
- Look we didn't see anything unusual...well...
- The girl playing Bathilda, Dera Miller, she wasn't in the tent like she was supposed to be. We were worried we wouldn't find her in time to get her dress for the straw dummy. Fortunately Gaston showed up with the dummy dressed in the dress.
- (Only if the PCs really push questioning about Dera - then Boyce will add the following.) Well I did notice one thing. The dress was kinda torn. Across the

(Boyce will indicate his chest and blush) you know? I just thought maybe Dera and Gaston were well making out while they waited. They're engaged and all. I figure that's where Dera went rather than sitting around talking to Karl'n.

- Also when we went to carry him out, he acted all drunk. I thought the boy was going to start singing love songs or something.
- We shook him a little when we went outside and reminded him to play dead and not sing but that was about it.
- Yeah, Karl'n was hitting Yves's head as we walked out of the tent. We gave him a bit of a shake and told him to behave and eventually he quit.
- Oh yeah, right after we put him down on the table, he wet himself. That was very embarrassing for all involved.
- We didn't see a mug of drink in the tent.
- The military troublemakers? They came with Karl'n when he came home. I don't know if they're on leave or just mustered out.

Yves Grazier (played a Paynim raider that carried the chief's body): He is very defensive. On one hand he is upset that a murder has been done in his home village and that he as an Undermagistrate could not prevent it. On the other hand he thinks that Karl'n was just asking to get killed and he's surprised that it didn't happen sooner. He had good reason to dislike Karl'n personally because Karl'n broke Yves's leg while they were both in military service together. Karl'n said it was a practice accident but Yves always thought he did it on purpose simply because Yves said he was sorry he never made an offer for Karl'n's sister Faraline. Karl'n told him to stay away from Faraline and then the next day the "accident" happened.

- Yeah, I helped carry Karl'n out of the tent.
- I was the one that went in first then said "Murder" and stuff like that.
- He was fine when I raised the alarm.
- Well, when I stepped in I saw him sitting on a chair all mussed like someone had been sitting on his lap. I knew it couldn't be Dera so I figure he must have a local girlfriend who slipped in.
- I don't know when Dera left. I know she was with Gaston later.
- Makes sense they both wanted to visit with their lovers during the 15-minute wait.
- Karl'n did seem a little...drunk.
- When I stepped into the tent, the first thing he did was lurch to his feet and say in a slur, "You remember to stay away from my sister, or I'll break that other leg." I figured he was three or four sheets to the wind. Maybe the girlfriend brought him something.
- I didn't see a mug of drink in the tent.
- Oh yeah, right after we put him down on the table, he wet himself. That was very embarrassing for all involved.

- Karl and I had a bit of an accident while we were in the military together you know.
- During a training exercise he broke my left leg. The military priests are great though, fixed it back as good as new.
- His sister? Well I was thinking about proposing to Faraline when I got back from military duty. I mean she's a great girl and no one else asked her before we left. I wasn't sure if one of the later boys would though. Apparently not. I hear she is still unengaged. That's really rare around here for someone of her age. Karl didn't think a mere Grazier was good enough for a Granger girl.
- I hope you find who did this but I have to say he probably got what he deserved. (He will not say why he feels this way.)
- You just ask around the village and find out what everyone says about Karl.
- Yeah, Karl was hitting my head as we walked out of the tent. We gave him a bit of a shake and told him to behave and eventually he quit.
- What do you mean I went over to Karl when he was laid out? I didn't!
- (If they press him) OK maybe I did but I didn't kill him. I just told him that I was important now; certainly important enough to be courting Faraline if I wanted and there wasn't anything he could do to stop me.
- He didn't answer that.
- I didn't check to see if he was dead, I just assumed he was in a drunken stupor.
- The military troublemakers? They came with Karl when he came home. I don't know if they're on leave or just mustered out.
- I knew some of them. It constantly amazed me that they didn't end up in work details. They always kept close to the edge of trouble.

Gaston Berenger (played a Paynim raider): He is solemn and serious about this. He will answer questions truthfully but he will try to shield Dera as much as possible. If he thinks the PCs suspect her of the murder, he will answer their questions in such a way to throw more suspicion on himself (i.e., instead of saying, "I was going to have words with Karl about his behavior towards Dera." He will say, "I was going to take care of Karl for what he did to Dera.")

- I didn't know Karl before the Festival. He just got home from military service.
- Karl volunteered to take the chief's role. I heard some people say it was type casting but they certainly were not going to tell me why. I'm a new person and Karl is from an old and respected village family.
- Dera came to me during the fifteen minutes in which Bathilda is supposedly seducing then killing the chief of the Paynim. She was really upset.

- Her dress was all ripped in the front and she said that Karl had tried to...rape her.
- Fortunately, I taught Dera how to escape from situations like that. She apparently kned him in the groin and ran (he laughs).
- I kept her with me for the rest of the recreation. We went to her house and she changed clothes so that she could give me the dress. The only time I wasn't with her what when I snuck into the tent and dressed the dummy in the red dress.
- Karl was being carried out as I snuck in. He was singing something about his fair ladylove and beating on Yves to keep the rhythm. I figured he was just being a jerk.
- I told Dera not to worry about Karl. I figured after all this was over I'd just have him into my office for a talk. Gotta do me some good to be the Magistrate.
- Yeah I went up to him while he was laying on the table.
- I told him to leave Dera alone and not go around taking advantage of any other village women either.
- He smelled like he was drunk and he had wet himself.
- He didn't answer me but he was breathing really heavy. I figured he was asleep and I'd have to yell at him later when he was awake.
- The military troublemakers? They came with Karl when he came home. I don't know if they're on leave or just mustered out.
- If they keep causing trouble, though, they're going to end up spending some time in my jail while I find out if I need to turn them over to the military or I can deal with them myself.

Dera Miller (played Bathilda): She is both angry and upset. She's still fuming over the way Karl tried to rape her once they were in the tent alone and she feels that he got what he deserved by being killed. However, she's also afraid of the PCs, who she is in awe of. If Gaston was questioning her, she would not worry but she's sure she'll say something wrong in front of the strangers. She should alternate between being shy and being furious.

- Well I'll tell you one thing, that bastard was alive in that tent when I left and I never saw him alone after that.
- He actually tried to force himself on me. Said it would be more realistic that way. More realistic...I'd have given him realism if he had really done it. I figure the dress or the dummy would have done nicely to smother him after. (Dera doesn't actually know how Karl was killed but this may make it sound like she does.)
- I kned him in the groin and ran. I knew he wouldn't have the guts to chase me outside the tent.
- I went to Gaston and stayed with him the rest of the night.

- Oh yeah, he did go put the dress on the straw dummy. I staid at home and waited for him to come escort me to the feast.
- No one else was in the house with me.
- (If asked about ale) No I didn't see any in the tent or smell any on him when he grabbed me.
- I did see someone at the ale table when I ran by to find Gaston. I didn't see her face but she was pregnant. I think she had dark hair. I wasn't looking at her you understand, I just saw her as I ran by. I was too upset to notice much.
- Gaston said he'd handle Karl'n and I'm sure he would have. Gaston isn't the kind of man that likes to be threatened.
- I don't believe for a moment Gaston killed Karl'n. Challenged him to a duel maybe, but not this sneaking around stuff, that's not like Gaston.
- The thing I'm most upset about is I lost my locket somewhere during everything. It was a silver heart that Gaston gave me with a lock of his hair. I never take it off.
- Saw me talking to Karl'n at the feast? You must have been mistaken.
- No I don't think I did see him again after I ran away from him in the tent.
- I did go over to where he was with Gaston later but I hung back so that Gaston could have a talk with Karl'n. Also I didn't want Karl'n touching me again.
- I didn't check to see if Karl'n was alive. I figured it didn't matter if he was sleeping or just playing possum, at least he was quiet.
- I saw Yves whispering something angrily at Karl'n during the feast.
- The military troublemakers? They came with Karl'n when he came home. I don't know if they're on leave or just mustered out.

VILLAGE

If the PCs want to investigate any of the rest of the village, both the ale table where Dera saw the pregnant woman and the tent in which Karl'n and Dera stayed are written up below.

If someone tries to Track, point out that there is a feast going on and people have walked all over any potential tracks. No one could make anything out in this muddle of tracks.

ALE TABLE

This is a table made of simple wooden planks across some boxes. It had several types of alcoholic drink on it. Most noticeable is a large barrel of ale that many people at the feast have been enjoying. Everyone seems to be serving themselves.

If the PCs look around carefully, give them two Search rolls (DC 25). If they are successful, the PC's find a small vial that is lying between the ale barrel and a smaller hogshead of mead. It is hard to see. It is made of clay and it has a drop of liquid in it. If someone has Alchemy or Profession: Herbalism skill, allow them to make a check. If they smell it, have them make a check at DC 20 to recognize the smell as drass flower nectar, which is a strong muscle relaxant and can make someone unconscious if enough is used, especially when mixed with alcohol. If they taste it, make a check at DC 15 to recognize the drass flower nectar (but tell them that they feel very relaxed afterwards).

CHIEFTAIN'S TENT (FOR REENACTMENT)

Inside the tent are two chairs. The rest of it is empty. You can see a place on the ground where the straw dummy once stood.

If the PCs want to search the tent, they find the following if they make the check at the indicated DC.

- DC 15 - You find a small stain on the ground near one of the chairs. It looks like some liquid was spilled and absorbed by the dust.
- DC 25 - You find a small scrap of red dress on the ground.

There is no other evidence in the tent.

PEOPLE IN THE VILLAGE

Emmeranne of Merrika (village wisewoman): She is very calm about this whole affair. She is happy to answer any questions the PCs might have, but will try to prevent them from leaping to conclusions. She will try to be a force for calm and logic.

- Karl'n was always trouble. I used to tell his mother Minka that she wasn't doing him any favors by spoiling him and giving him ideas above his station, but she never listened (sighs).
- What that boy needed was a firm hand from the time he was three and he flipped Faraline's cradle over on top of her because he was jealous.
- I don't think people are born bad, but I'll admit sometimes Karl'n mad me wonder.
- Well you shouldn't rush into any decision about who the killer is. You should sift all the evidence and make sure you are right.
- I think for someone to kill him in this way (i.e. suffocation) there had to be a reason. I mean if most people were going to kill him in a fit of passion or rage, they would fight him in the hills, not suffocate him during a party.
- Perhaps the suffocation and the timing are symbolic; after all, this is the feast of Bathilda.
- I just don't see Gaston and Yves as the kind of men who would suffocate someone, challenge them to a

duel to the death yes, perhaps even strike them first in anger, but not suffocation.

- Dera is a possibility. If Karl'n did attack her in the tent, she might have thought it fitting. She could have brought something from home when she went there to change.
- Dera isn't really the kind of girl to take action. She'd be more likely to run to Gaston I think, but you never know.
- If Bathilda killed him like this, then I suggest you find out if he ever actually raped her. She's too cool-headed to kill him for a few insults, even if they were in front of the whole town. However, she's very much into symbolism, especially since she earned her name.
- Pregnant women in the village? Well, both Hilda Grazier and Amaline Westbenter are pregnant. They are still early yet but since it's not their first child they are both showing some.
- Faraline? I would have said that Faraline was too scared to even go near Karl'n in private. I don't know what he did to her when she was ten, but she has been obviously terrified ever since. Every time her parents asked Karl'n to watch Faraline and Erris after that, Faraline would beg them to let the girls go visit a neighbor instead.
- Well...Faraline has had a child. Sura is really Faraline's child, not Minka's. They just went away for a year and let the village think that Sura was Minka's child. She got pregnant soon after Karl'n went away for his military service. Her father Allard told me Faraline was ravished in the woods by a bandit.
- It was a challenge to me to ask our then Magistrate to hunt for bandits without telling him a local girl had been ravished.
- Allard and Minka wanted Faraline to have a chance at a good marriage still.
- The military troublemakers? They came with Karl'n when he came home. I don't know if they're on leave or just mustered out.

Asvald of St. Cuthbert (visiting priest): He is very upset that someone ruined the festival with murder. He wants the perpetrator found and hung (typical punishment for murder). He will do what ever he can for the PCs, but is not a local. He will suggest PCs talk to Emmeranne.

- I want you to find this murderer immediately! How dare they ruin the festival?!
- The murderer ought to be found and hung for the good of the village. Who knows who they might strike next.
- They must have poisoned Karl'n first because I do not believe he could have been smothered without a struggle otherwise.
- Well yes he could have just been very drunk. He certainly smelled drunk, and he has wet himself.
- I really don't know much of the current local gossip I'm afraid.

- I remember Karl'n used to be a bully and a brat but he'd been gone for seven years, surely people around here wouldn't hold a grudge that long.
- I don't know about Yves and Karl'n's quarrel.
- I think it was one of the visitors myself. I cannot imagine any of my little flock here killing Karl'n in such a way.
- You ought to talk to Emmeranne, the village wisewoman and herbalist. She'll know more than I about the locals.
- The military troublemakers? They came with Karl'n when he came home. I don't know if they're on leave or just mustered out. Perhaps they are the killers and just putting on a show about their grief.

Bathilda Smith: She is surprised that Karl'n is dead. He was a jerk and a bully but anyone with guts enough could stand up to him and scare him off. She's surprised someone was desperate enough to actually kill him. She wants to help the PCs, but even more she wants to know why someone would actually kill Karl'n rather than just smacking the tar out of him.

- No I didn't kill Karl'n.
- Oh I was mad enough all right. I was furious when he dared to paw at me and then say he would be the only man who'd ever want to lie with a face like mine.
- I know that Emerr isn't marrying me for love. I mean he likes me well enough, I guess, but he's really marrying me because I will be the smith some day. His mother wants him to make a good marriage. I hope to prove to him that we can have a loving marriage too.
- It hurt me when Karl'n said that Emmer would desert me simply because I wasn't pretty.
- If I were going to kill Karl'n, I would have challenged him to fight me sword to hammer. For all his bragging about how good he is with a sword, I heard Delwin say that in general he's lousy with it and keeps hitting people with the flat of the blade. I figure I would have had a 60% change of knocking him cold before he could hurt me.
- Symbolism? Hum yes (thinks about this a moment), it is very symbolic that he was smothered just like the Paynim chief. I wonder if that was done simply because he was playing the Paynim chief or because he had metaphorically speaking destroyed some village. I mean if he broke up some family or was going to break it up somehow, then that would be good symbolism for destroying a village.
- Karl'n probably had lots of enemies. I'd say he made them wherever he went. I'm only surprised that he was killed here and not while he was in the military.
- Unlike the others, I'd say that made a villager the most likely murderer. If it was some foreigner why not kill him while he was on duty, it would be easier to cover up.

- To be honest, I'd say whoever killed him that way was really scared of him. Anyone with an ounce of guts would realize that you could face him down. The whole village would have supported someone if they wanted to have it out with Karl.
- Anything unusual...well Faraline was playing dress up at the reenactment. I guess we all were, but she took it further. She was pretending to be pregnant.
- The military troublemakers? They came with Karl when he came home. I don't know if they're on leave or just mustered out.

Minka Granger (Karl's mother): She knew Karl was trouble in the village, but Minka thought he'd grow out of it. Minka doted on Karl and is stricken that her precious son is dead. She even tried to get him an exemption from the military because she was afraid he would be killed in battle. Faraline told her that Karl raped her, but Minka believes that Faraline seduced her brother. She made up the story about the bandit, which both her husband and Emmeranne believe. She has spent the last seven years "salvaging" Faraline from her "evil." Minka will do most of the talking. The PCs will have to talk to Allard specifically if they want him to answer questions. Even then, Minka will try to answer for him.

- Karl was a good boy. Everyone lies about him so because they were so jealous of how gifted he was (Minka will sniff, Allard will roll his eyes at this but agree with her when she asks him to.)
- We were so terrified when Karl went off to military service. When he came home, it was wonderful. All of us were delighted to see him. (Faraline, Erris, and Sura will look unhappy if they are nearby.)
- Poor Faraline, she missed Karl so. She and Karl were inseparable before he left.
- I'm sure if Karl had been here he would have kept poor Faraline from being raped by that evil bandit. (Only give this info the PCs indicate they know Sura is Faraline's child.)
- Faraline was too young to have a baby. It almost killed her. (Only give this info the PCs indicate they know Sura is Faraline's child.)
- I cannot imagine why anyone would kill him. Whoever it was must have been terribly jealous of my boy.
- Of course there's always that little witch Thesa. I think she's Emmeranne's one mistake. I always used to wonder if she wasn't Emmeranne's *natural* child by some Paynim raider. But Emmeranne and her husband - now dead rest his soul - could never have children no matter how much they tried so I figure Thesa must just be a random child after all.
- Well if Gaston killed him, I bet that the Baroness won't do anything about it. I was shocked simply shocked when she put him up for Magistrate after our old one retired. I didn't vote for him, but others must have. I bet those foreigners have money they aren't telling about and they bought everyone else

off. I think that the Baroness must have other uses for such a handsome Magistrate, that engagement to Dera is just a ruse.

- Speaking of which, what was Addula Miller thinking of when she let Dera get engaged to him. I mean, can you imagine all the half foreign brats they will have to run our village mill. Dera should have gotten engaged to a good village lad like my son Karl.
- The military boys came with Karl when he came home. He said he wanted them to see our little festival. I thought that was sweet but of course I couldn't let them stay with us. Not with the girls in the house.

Allard Granger (Karl's father): Allard was relieved when Karl went off for his military service. He figured that seven years in the military would knock some of that bullying out of Karl since Minka would never let Allard do it. He doesn't know that Karl raped Faraline or that Sura is Faraline and Karl's child. In fact he won't believe it if the PCs do tell him (but Allard can be convinced). Minka will do most of the talking. The PCs will have to talk to Allard specifically if they want him to answer questions. Even then, Minka will try to answer for him.

- Karl was...a bit rough around the edges. I was hoping that the military would smooth him off a bit.
- Well I know that he enjoyed being in control. I think that's why his sisters didn't like him to baby-sit them. He'd probably make them play army with their dolls rather than house or something like that.
- Well I did see Karl strike Faraline once. That was the only time I ever smacked him. (Minka will be shocked - "Allard you struck my boy!") But he swore he'd never do it again.
- I heard a lot of complaints from the other parents about Karl. Blendal Jointer swore if she ever saw Karl near her Oda again, she'd smack him into tomorrow. She said she was surprised I dared to let Karl baby-sit Faraline and Erris but would not explain what she meant by that.
- I didn't know anything was the matter at the Festival until Minka started shrieking.
- The military people? They came with Karl when he came home. We didn't permit them to stay with us because of Faraline and Erris.

Faraline Granger (Karl's sister): She is both terrified and exultant that she killed Karl. She is glad that he will never hurt Erris or Sura. She is very afraid of the PCs and not sure what exactly they want from her. Remember, this is a girl who was physically abused by her brother for years and has spent the last seven years being mentally abused by a mother who blames Faraline rather than Karl for Sura.

- Karl is dead. What do you want from me?
- Karl was always causing trouble. I'm not surprised that he's managing to do so even after his death.

- Yes, I was afraid of him. He was always hitting me and things. I always got blamed for anything that went wrong.
- Mother (said bitterly) would not believe Karl'n could do any wrong and Father never stood up to her for me.
- Pregnant? No I'm not pregnant. How could I be? I have no husband.
- I was raped by a bandit in the woods while I was gathering worms for mother. I don't remember what he looked like. Mother took me off and when we came back she said Sura was her baby.
- Oh, pregnant for the reenactment. Yes I guess I was pretending to be. It was just fitting somehow. (shrugs)
- How did I do it? I used a bag of dried fishmeal from home.
- I can't believe that Dera would kill Karl'n. She'd be more likely to run to Gaston.
- I can't see Gaston/Yves/Bathilda smothering someone. They are too straight forward for that kind of thing.
- Mug of ale? Oh, oh yes I did. He said to me before the reenactment began that I was to bring one to the tent while he was waiting with Dera. I figured if he got drunk he'd be nicer; besides, it wouldn't hurt the reenactment if he was in a drunken stupor. I think I brought the mug out with me.
- Go over to him at the feast? Yes, I brought him more ale. He seemed to be thirsty. He was certainly angry that I was slow about it. (rubs her arm - if the PCs look she has fresh bruises on her arm)
- A pillow (looks startled)? What pillow?
- The military troublemakers? (shudders) They came with Karl'n when he came home. Fortunately, Mother made them stay elsewhere.

Use this only if the PCs have figured it out and start pushing her about the truth or if they threatened to claim someone else did it and will hang.

- Yes, all right, I did it (breaks down in tears).
- You don't, can't know what it was like. What I had to put up with for two whole years. I was so glad when he left. I thought it was over. I used to pray someone somewhere would kill him while he was on duty.
- I couldn't, just couldn't go through that again.
- And it was worse, much worse he threatened to do to Erris what he did to me. He said she was so much younger and prettier than me now.
- Why didn't I tell anyone? I DID! I told Mother (said with disgust). She said that I had seduced him! That it was all my fault! She told me to tell Emmeranne it was a bandit.
- She's spent the last seven years reminding me what an evil child I was and how I had to be a good girl to make up for it.

- Karl'n also said he'd tell the whole village Sura was our child if I didn't do what he wanted. Do you know what that would have done? If Mother didn't even believe me how would anyone else? I would be painted as the evil seductress at the age of twelve. No man in the village would ever have me. Sura and I would be run out of town and then how would I care for her? And then he's have Erris all to himself because no one would believe that HE could have RAPED ME! (She gets more and more hysterical and louder throughout this speech. She really believes what she is saying even though the villagers would have most likely believed her and not Karl'n.)

Erris Granger (Karl'n's sister - younger than Faraline): She is a very quiet girl. She comes across as sweet and shy. However, she knows that Sura is Faraline and Karl'n's daughter because she asked Faraline and was told the agonizing truth. She was terrified of her brother and thinks whoever killed him should be sainted, not hung.

- My brother was born bad and he got worse.
- He was evil.
- Whoever killed him did us a favor. I would love to help them.
- I heard Faraline and Karl'n arguing just before he went off with the men for the three days of fasting in the mountains.
- I don't know what they were saying, but Karl'n kept waving towards me and Sura and Faraline was crying and begging him.
- Back before he left, whenever Karl'n babysat Faraline and me, he used to tell me to go to Faraline and my room and stay there. Then I'd hear Faraline begging him to stop and crying. I heard him hit her a few times. Mostly all I heard was him grunting and then telling her how good it was and she ought to be pleased with him for teaching her such things.
- Faraline was so happy after he left. Until she found out she was...(her eyes will widen and she will shut her mouth).
- (If the PCs already know that Faraline had a baby and tell Erris so, then Erris will look agonized and whisper) Sura's Karl'n's child.
- The military troublemakers? They came with Karl'n when he came home.

Delwin Forester (played a Paynim Raider): Delwin was a Sheeren but he discovered that he was good at hunting while he was in the military. Since the village hunter position was open, he and his wife jumped at the chance to start their own family name and business. He disliked Karl'n because he knew he was a bully and a brute. He doesn't really care if anyone ever figures out who killed Karl'n.

- We were chasing girls during the 15-minute interlude. It was our assigned job and it was fun.
- Filipe Westbenter got into a bit of trouble with the priest. He pinched one of the girls on her bottom by

sticking his hand up her skirt (I think it was Elita Berenger) and she got upset. I think that 15 is a little young to be encouraged to chase girls. I'm not surprised he got a bit carried away. At any rate, the priest gave him a time out and lectured him on correct behavior.

- I didn't notice anything going on during that 15 minutes except for various women's skirts as they ran around. The chief's tent could have been on fire for all I noticed.
- I didn't bother to watch Karlín during the festival. I figured as long as he wasn't bothering my wife, he was someone else's problem.
- Karlín has always been a bit of a problem.
- Karlín likes to chase women but doesn't always take no for an answer. We all used to keep an eye on him.
- I was surprised to see him back here. No one really likes him. I figured he'd settle elsewhere after his service.
- I was still at the Baroness's garrison when Karlín came in for basic training. Yves was there too.
- Karlín broke Yves' leg one day during weapons practice when Yves was helping teach Karlín some moves.
- Karlín said it was an accident and so did the garrison commander. The commander just figured Karlín wasn't practiced enough and that he'd hit Yves' leg with the flat of the blade by accident.
- I think Karlín did it on purpose, but I don't think he was originally aiming to break Yves' leg (raises an eyebrow). I think Yves was lucky and turned into the blade at the right time, otherwise he might be singing in a higher key now.

Filipe Westbenter (played a Paynim Raider): Filipe is 15 and just old enough for military service. In fact he was supposed to go with the baroness to Barrich after the festival to be taken into the local garrison for basic training. He's afraid because of the murder he will miss his chance or be late and get into trouble with the military. He wants this whole thing wrapped up quickly.

- We were chasing girls during the 15-minute interlude. It was our assigned job and it was fun.
- I noticed Delwin looked at Faraline Granger, who wouldn't.
- Faraline was having a good time at the reenactment. She was playing a bit of dress up.
- Faraline was pretending to be pregnant.
- I got into a little trouble.
- I pinched Elita Berenger's bottom. To be fair, I didn't intend to pinch her. I just wanted to know if she was wearing underthings (he blushes). My sister said that some of the girls don't.
- Priest Asvald really laid into me. You would have thought I was caught in the bushes with my pants down.

- I didn't really notice anything about Karlín except the way he flopped around when they first brought him out. He was like a fish on a line, but he calmed down soon enough.

Village Men (Played by Ulrich Fleece, Allard Granger (see above), Mirka Granger, Gilen Grazier, Walden Jointer, Rambert Miller, Brant Sheeren, Werner Smith): All of these men grew up in the village and, with the exception of their military service, have spent their whole lives here. None of them really liked Karlín Granger; they thought he was a wild hotheaded bully. They had hoped the military would have knocked some sense into him but apparently not, considering how he was squabbling with people once he came back. They are sorry that he is dead and while most are surprised at the way he died (they would have bet on a hanging or a duel), none are really amazed that he was killed.

- Karlín was always a troublemaker. He bullied the little children, fought with the bigger ones, and was far "friendlier" than the girls wanted. We were relieved when he went off for his military service.
- Most of us were sorry when he came home.
- We were shocked he volunteered to be part of the festival; usually, he said it was stupid and refused to participate.
- We heard Delwin say Yves had trouble with Karlín while they were in service.
- Apparently when Karlín was going through basic training, he broke Yves' leg while they were in the practice ring.
- Karlín and Ingram Miller used to fight like cats and dogs. Ingram is still finishing his military service though.
- Gaston is OK. We were nervous at first to have a foreigner as Magistrate. At least he had the good sense to pick Yves as Undermagistrate.
- You know those foreign types; they're hotheaded, especially about their women. Wouldn't surprise me if Gaston killed him to protect Dera's honor (they seem to be torn about whether to be pleased that Gaston would protect Dera or upset that the foreigner killed a local boy).
- Bathilda? Now there is a real hero. She all but ran naked through a fire to save that little Westbenter girl. She's a credit to the village.
- If Bathilda had killed him, she would have fought him openly. Karlín may have military practice, but Bathilda has worked as a smith since she was old enough to pump the bellows at her mother's smithy. The girl might not know swords, but she'd be deadly with a smith's hammer.
- Dera is a sweet girl.
- Dera kill Karlín? (They would laugh at this thought.)
- Faraline's a good girl and has had to put up with a lot from her good-for-nothing brother.
- Personally, I think Faraline's too scared of Karlín to lift a finger to him.

- Wouldn't surprise me if that little witch Thesa put some sort of spell on him.
- Everyone knows that she made the sheep go lame just so she could help Emmeranne cure them and look good.

Village Women (Played by Elita Berenger, Solange Berenger, Verena Fleece, Faraline Granger (see above), Minka Granger (see above), Mirka Granger, Hilda Grazier, Blendal Jointer, Garda Jointer, Addula Miller, Helga Sheeren, Minna Sheeren, Aloysia Smith, Bathilda Smith, Jolie Westbenter, and Mignon Westbenter): Almost every woman between the ages of 19 and 25 had to deal with Karl'n from the time before he went off to the military. They remember him as a bad boy who couldn't keep his hands to himself and seemed to think he was a gift to all women. No one would get engaged to him before he left and most of them refused to date him when he was here before. All of them wish he'd stayed away. They are surprised that Karl'n was killed (they think by poison) but many of them see it as a form of appropriate justice. Few of them really want to know who the murder is. Much of the information below is said only if Faraline and Minka Granger are not there. If the PCs ask questions that would lead to some of these answers, the women will glance in their direction meaningfully and hem and haw rather than answer directly.

- Personally, I think Thesa Waif killed him with magic.
- If she did, then that would be the first good thing she did for the village (someone would mutter).
- No, certainly she would be too young for him. (I wouldn't be to sure about that - Blendal Jointer would mutter).
- He probably started back in on someone's wife or betrothed and either the woman or her man killed him.
- Karl'n was too much a ladies man and to be honest, none of us ladies liked his attentions. He seemed to find anything a come-on.
- I figure who ever did it ought to be thanked, not hung.
- He caused trouble for everyone, even his kid sister, Faraline.
- When they were little, Faraline adored him, and somehow Karl'n made sure she always took the blame for everything he did wrong.
- Minka always was a fool over that boy. If she could have him inherit rather than Faraline, she would have disinherited the girl in a heartbeat. In her eyes, that boy could do no wrong. "He's all boy," she would say, as if that was an excuse. Her father Emery wanted to tan that boy's hide a time or two but Minka would never let him and Allard does whatever Minka wants (sighs all around).
- I noticed that when Faraline turned about ten, she stopped following Karl'n around everywhere like a

lost puppy. I figured he'd just hit her one to many times and she finally wised up and left him.

- Faraline was really upset when she heard her brother would be back in time for the festival. She seemed to think he'd find some way to spoil it, and he did.
- I heard what Karl'n said to Bathilda about Emerr and it's not true. My son has more sense than to dump her because of a few scars and a name change. She's the village heroine, with that and inheriting the smithy eventually she will be one of the highest status women in the village. My boy's not such a fool as he couldn't see advantages to a wife like that no matter what her face looks like.
- You should ask Delwin about Yves. They served together in the military.
- Fleda is Faraline's best friend.
- Unusual things? Well Faraline decided to pretend to be pregnant for the reenactment for some reason. She said it was fitting.

Child that took message to Village men (played by Farcia Grazier, age 8): Farcia was out of town with the village men until they all ran in for the attack. She was pleased to be the only girl/woman getting to attack the Paynim raiders. She did look at Karl'n from time to time during the feast because she thought it was funny he didn't get up and join it like the chiefs in previous years. She is eager to prove herself helpful.

- I missed the part with Bathilda and the chief, I was taking the message to the village men (said proudly).
- Karl'n was funny during the feast.
- All the other boys who played the chief got up and joined the feast, but Karl'n never did.
- Lots of people went over to him, though.
- I thought he was in trouble because the Magistrate and Undermagistrate went over to talk to him.
- Three girls did, too: Bathilda, Dera, and some pregnant girl. I didn't see the pregnant girl's face. Maybe she was a visitor.
- Dera didn't get too close, like she was afraid.
- Bathilda went right over and thumped him on the ribs and told him to stop slacking and get his butt up. Then she smelled his mouth and wrinkled her nose. Then she went away
- The other girl brought him a pillow.
- I saw her walk over to him, and then later I saw her put the pillow under his head.
- She wasn't carrying a pillow though (looks confused).

Adults watching and not involved in the reenactment (Fleda Forester, Emery Granger, Amaline Westbenter): Emery and Amaline are grandparents and Fleda has a baby, so they were assigned to child watching. Most of the children sat and watched the reenactment, so it wasn't too hard for three adults to keep track of eight kids.

Fleda Forester (watching children during the reenactment): Fleda has a low opinion of Karl. She is young Faraline's best friend and suspects that Sura is Karl's child, but she's never gotten Faraline to admit it.

- Karl Granger...now I could tell you stories, but one should not speak ill of the dead.
- Karl couldn't keep his hands off the girls...any girls if you get my drift.
- I won't say my suspicions for certain because I have no proof, she never admitted to anything, but let's just say there is one child in this town I think could call Karl daddy and not be a liar.
- You'll have to figure it out yourself. I won't cast aspersions on one of the sweetest girls that ever lived just because he might have...raped her. Oh, she's never admitted it. She told me it was a bandit or some such when I knew she was pregnant, but I have eyes.
- Let's just say I think Karl got what he deserved and I'm only sorry whoever killed him didn't make him suffer more.
- Bathilda? She has the guts for it but I just don't see poison as her style. If she hated him that much she would have shot an arrow in him or stabbed him.
- Gaston Berenger? He would have found some law to hang Karl for, not a secret death like this.
- Yves? I can see him challenging Karl to a duel, but sneaking around to kill someone.
- Yves likes Faraline? How wonderful! Faraline really deserves a little happiness in her life. She certainly hasn't had much so far.
- I'm afraid I didn't see anything unusual at the reenactment or feast.
- I just assumed Karl had got himself drunk somehow and was sleeping it off.

Amaline Westbenter (watching children during the reenactment): Amaline is a refugee and has never met Karl before. She wants to help but is just too harried worrying about Claria.

- I didn't ever know Karl.
- I was a bit busy paying attention to Claria and the other children to pay much attention to the reenactment or the feast I'm afraid.
- Bathilda? The girl or the character?
- Bathilda the girl is wonderful; she saved Claria's and my lives. I was too scared to try and get Claria out of her cradle because of the fire but could not leave her. Bathilda ran right in through the flames and scooped Claria up into her wet tunic and wrapped me in her wet cloak. She ran bare backed through the fire, leading me and carrying Claria. She really deserves to be called Bathilda.
- I've known Gaston since I was a child. He helped us to escape from Bissel. He's a wonderful magistrate.

Emery Granger (watching children during the reenactment): Emery just remembers Karl as a bad seed. He is sorry Karl's dead, but he wishes Karl had never come back. He sees no point in washing the village's dirty linen in public (i.e., he won't help the PCs much.)

- I watched the reenactment, but I was also watching children so most of what I remember could come from other years we've done this.
- I noticed that Karl didn't let Dera do Bathilda's speech before he took her into the tent. He had to upstage her I suppose.
- Karl was always a bad child. I used to wonder if he was a changeling, since the rest of the children are as sweet as they can be, perhaps Minka just didn't know how to handle a boy.
- I'm sorry he's dead, but I don't know who would want to kill him. You don't usually kill people just because they are brats.
- I suppose I should have offered my help with him more when he was a boy, a few good strappings might have straightened him out, but he was always Minka's pet and she'd hear no wrong.
- He should have stayed in the military. That was the place for him. Nothing for him to come back here for.

Children watching (Brant Forester - baby, Claria Westbenter - 2 ½, Ivo Grazier - 5, Rupen Fleece - 6, Sura Granger - 6, Rodner Joiner - 8, Konral Fleece - 9, Oda Joiner - 11): Brant spent the whole time nursing. Claria kept wanting to wander out into the reenactment and her mother had to keep pulling her back. The rest sat together and watched the reenactment. Oda is the only one who ever remembers Karl from before he left. The rest of them just know their parents warned them away from him. Sura knows that Faraline is terrified of Karl and she told Sura to never be alone with him.

- Everyone said to stay away from Karl.
- Bathilda is nice she tells us stories when she has time.
- Who is Gaston Berenger? The Magistrate? The big blond guy? We don't see him much.
- (Oda) He used to pull my hair when I was little and try to reach up my skirts (she would shrug at this). Mommy wouldn't let him near me after the skirt thing.
- (Sura) Faraline said never ever be alone with Karl. (The others would nod because they were told this too.)
- (Sura) Faraline was scared of Karl.
- Lots of big people were scared of him.

Adults doing final prep work on feast (Fara Granger, Helga Sheeren, Villard Sheeren): They didn't see any of the reenactment. They remember Karl as a troublemaker and think his parents were too gentle with him. In their opinion, it wouldn't have hurt the boy to feel the strap more. They are sorry he was murdered but

were far too busy to notice much. Again, like Emery, they don't like the PCs poking into village problems.

- We were finishing up fixing the food during the reenactment so we didn't see any of it.
- We were too busy serving at the feast to notice Karl.
- I guess we assumed his mother or someone would bring him some food.
- Karl was a bad boy.
- We were all happy when his term of military service came up.
- Too bad someone didn't shoot him then.
- Sorry, we really can't tell you anything about the murder.
- I'm sure we don't know who would want to kill him, maybe one of the visitors.
- Normally I'd wonder if Thesa was involved but we kept a really close eye on her while she was helping prepare the feast. Wouldn't do for everyone to get poisoned or bespelled.
- Everyone knows Thesa's really a witch or a fairy or something. All those Paynim are no good. Don't know why Emmeranne bothered to save her. Should have left her to freeze to death when she was six.

Children assisting with the feast (Helmar Miller - 12, Magan Sheeren - 12, Thesa Waif - 12, Ellard Granger - 13, Blendal Miller - 13, Emmalis Granger - 14, Eriss Granger - 14, Rambert Joiner - 14, Marwin Sheeren - 14, Audric Westbenter - 14): Most of the children remember Karl as a bully who used to knock them down and steal their things. They were glad when he left. They were sorry to see him come back, but they figured he couldn't hurt them if they all stuck together. They figure that it must be OK to kill mean people like Karl. Thesa Waif will not speak to the PCs unless she is particularly spoken to. She does not remember Karl because she was found and brought into the village after he left.

- We were busy helping with the feast during the reenactment and the feast itself.
- Karl was bad.
- He beat us up.
- He stole our things.
- We were glad when he left.
- We were sorry he was back.
- He must have hurt someone that could fight back for once and they did.

ENDGAME

Once the PCs figure out that the sister killed Karl and why, they will have to decide what to do. Do they simply hand her over? Do they plead for her case? It will be up to them how the Magistrate handles her case. The punishment for murder is a sentence to the work gangs (often for life). Most people do not survive even a short sentence (10 years). They work themselves to death. So

the PCs have to decide if they are just going to turn her in or try to ask for clemency.

If the PCs accuse someone other than Faraline, she will admit her guilt before the other person is convicted.

Note: Karl's Army Buddies will try to kill Faraline, once she is revealed as the murderer, unless there is a clear reason that it would be stupid for them to do so. See **Appendix Two** for their stats. They need not be killed, just stopped from killing Faraline and perhaps imprisoned or banished.

IF THE PCS JUST HAND FARALINE OVER TO THE MAGISTRATE

"Thank you for all your hard work. Here are the 75 gp each of you was promised. This must have been easy money for you, but it will be hard on me." Gaston shakes his head and goes off to prepare to imprison Faraline.

IF THE PCS ASK FOR CLEMENCY AND EXPLAIN THE SITUATION TO THE MAGISTRATE

"OK, why don't you think she should be sent off to the work gangs? She did kill him didn't she? And it was premeditated too. I mean, nobody just wanders around with a pillow.

The PCs need to be really convincing and explain why Faraline killed Karl. However, you should give them a fair shot to do this. Have Gaston keep asking questions about the information. If the PCs say that Karl and Faraline were Sura's parents, then have Gaston say, "I'll have to ask our priest and wisewoman if there is a spell to prove whether this is true or not. If it is...well, it would certainly give her good reason to fear and hate him."

Once the PCs have convinced Gaston:

"Well, a murder conviction would mean a sentence to the work gangs, although Faraline could confess to the Baroness and accept her judgement. She is allowed to set whatever punishment she wishes. I suppose I shall just have to hold her prisoner until the Baroness can hear the case after all. Do you have any suggestions for punishment that I could pass to the Baroness for you?"

Gaston will pay the PCs the 75 gp each that they were promised. The villagers will be torn between being pleased to find the murderer and being upset that such a nice girl like Faraline could do such a thing. They will be helpful to the PCs when they leave, but will be glad to see them get out of the village.

The End

EXPERIENCE POINT SUMMARY

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

Award the total value (objectives plus roleplaying) to each character.

Introduction

If the PCs participate in the reenactment 50 xp

Paynim Raiders and Village

Figuring out who the murderer is (correct solution) 100 xp

Endgame

Defeating Karlyn's buddies 100 xp

Total experience for objectives 250 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 300 xp

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 it later finds unreasonable but which were allowed at the time.

Endgame

- 50 gp from Magistrate for investigating
- 25 gp from Magistrate for a live murderer

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 certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items worth more than 250 gp 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. For other stolen items which meet the criteria in #1 above, use your judgment and the

APPENDIX ONE: THE HEROINE OF DRIWASSER

One hundred and twenty-five years ago, when the village of Driwasser was only twenty-five years old, there was a raid on the village. A group of Paynim rode their horses into the little village of Driwasser and pretty much killed, pillaged, and raped. The young men who were not killed immediately were able to escape to the hills, while the women distracted the Paynim. The women knew what they would have to sacrifice but did not want to see their husbands and brothers all slaughtered. Several of the men went to the Baron (Sir Werner von Cavintus) to seek military help.

Bathilda (one of the young women) realized that if she could get rid of the commander of the raiders, her people who had fled to the hills might be able to rout the enemy. She sent one of the younger girls out to the hills to tell the men hiding there to prepare for the signal to attack the village. In her message she simply said that the men could not miss the signal. She seduced the raider chief and got him very drunk. Afterwards while he was sleeping very deeply she smothered him with a pillow.

Because the chief was dead with no marks on his body, the Paynim thought Bathilda had killed their chief through witchcraft so they burned her at the stake. While they were burning Bathilda, all of the Paynim were in the village watching the witch's death rather than guarding the village. The village men, seeing the huge fire, assumed it to be the signal and attacked while the Paynim were unprepared. The villagers drove the Paynim out of the village long enough for Sir Werner von Cavintus' men to show up and dispatch the raiders.

Every year the villagers have a festival just before the date of Bathilda's death. Three days before the "death" all the men of the village leave to live in the hills. The women reenact the attack on the village by destroying and burning small symbolic huts and items. A young girl aged 7 to 11 is chosen to take the "message" from Bathilda to the men.

On the day of Bathilda's death, some men are chosen to play Paynim raiders. A maiden is chosen to play Bathilda and a young man the Paynim chief. Bathilda wears a red dress (for the color of revenge) and is the only woman in the village that may do so during the festival. Bathilda and the chief enact a seduction scene and then go into a tent put up for this purpose. The Paynim have a wild party (however the local priest and village Wisewoman make sure that there is no actual raping going on during the party). After a little while, a Paynim goes in to the chief's hut and finds him "dead". The Paynim carry the chief out to a table to set it up for mourning. A straw doll dressed in Bathilda's red dress is burned in a bonfire to remind the villagers of her sacrifice. The men come back into the village and "drive out the enemy" then the village has a huge feast. Most people bring gifts to Bathilda, which they throw onto the bonfire.

APPENDIX TWO: KARLN'S ARMY BUDDIES

These are the buddies who have come home with Karl. In general, have Karl's army buddies stand around the ale table getting drunk (after they discover that Karl was murdered) and threatening villagers that they are going to "do in" who ever killed their good buddy Karl.

If the PCs seem to be confused and not figuring the plot out, have the buddies apparently find clues first (for example the fact that a pregnant woman was seen going to the tent with Karl during the 15 minutes he was alone) and have the PCs overhear them.

This fight can occur at the end as the buddies try to take revenge on Faraline. Also the fight can occur at any point during the adventure, not just at the end when the PCs figure out it is Faraline.

APL 2 (EL 3)

🗡️ **Fighter buddies, Human Ftr1 (3):** CR 1; Medium humanoid; HD 1d10+1; hp 9, 7, 7; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, leather armor +2, small wooden shield +1]; Atks +5 melee (1d8+3/19-20/x2, longsword); AL N; SV Fort +3, Ref +2, Will +0; Str 16, Dex 14, Con 12, Int 10, Wis 10, Cha 8. Height 5 to 6 ft.

Skills and Feats: Climb +7, Listen +2, Spot +2; Improved Initiative, Power Attack, Weapon Focus (longsword).

APL 4 (EL 7)

🗡️ **Fighter buddies, Human Ftr3 (2):** CR 3; Medium humanoid; HD 3d10+3; hp 27, 23; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, leather armor +2, small wooden shield +1]; Atk +7 melee (1d8+3/19-20/x2, longsword); AL N; SV Fort +4, Ref +3, Will +1; Str 16, Dex 14, Con 12, Int 10, Wis 10, Cha 8. Height 5 to 6 ft.

Skills and Feats: Climb +7, Listen +3, Spot +3; Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (longsword).

🧙 **Wizard buddies, Human Wiz3 (2):** CR 3; Medium humanoid; HD 3d4; hp 9, 7; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +1 melee (1d6, quarterstaff); AL N; SV Fort +1, Ref +3, Will +3; Str 10, Dex 14, Con 10, Int 16, Wis 10, Cha 8. Height about 5 ft.

Skills and Feats: Concentration +6 (+10 for casting on the defensive), Hide +4, Knowledge (arcana) +7, Move Silently +4, Search +5, Spellcraft +9, Spot 2; Combat Casting, Scribe Scroll, Skill Focus (spellcraft).

Spells Prepared (4/3/2; base DC = 13 + spell level): o—daze, light, ray of frost (2); 1st—burning hands, charm person, magic missile; 2nd—detect thoughts, Melf's acid arrow.

Spellbook: o—daze, detect magic, flare, light, ray of frost; 1st—burning hands, charm person, feather fall, magic missile; 2nd—detect thoughts, ghoul touch, Melf's acid arrow.

APL 6 (EL 9)

🗡️ **Fighter buddies, Human Ftr5 (2):** CR 5; Medium humanoid; HD 5d10+5; hp 34, 25; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, leather armor +2, small wooden shield +1]; Atk +9 melee (1d8+3/19-20/x2, longsword); AL N; SV Fort +5, Ref +3, Will +1; Str 17, Dex 14, Con 12, Int 10, Wis 10, Cha 8. Height 5 to 6 ft.

Skills and Feats: Climb +7, Listen +3, Spot +3, Search +2; Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword).

🧙 **Wizard buddy, Human Wiz5:** CR 5; Medium humanoid; HD 5d4; hp 14; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +2 melee (1d6, quarterstaff); AL N; SV Fort +1, Ref +3, Will +4; Str 10, Dex 14, Con 10, Int 17, Wis 10, Cha 8. Height about 5 ft.

Skills and Feats: Alchemy +8, Concentration +6 (+10 while casting on the defensive), Knowledge (arcana) +7, Hide +4, Move Silently +4, Scry +8, Search +5, Spellcraft +9, Spot +2; Combat Casting, Scribe Scroll, Skill Focus (spellcraft), Spell Mastery (feather fall, ghoul touch, dispel magic)

Spells Prepared (4/4/3/2; base DC = 13 + spell level): o—daze, light, ray of frost (2); 1st—burning hands, charm person, magic missile (2); 2nd—detect thoughts, hypnotic pattern, Melf's acid arrow; 3rd—haste, hold person.

Spellbook: o—daze, detect magic, flare, light, ray of frost, read magic; 1st—burning hands, charm person, feather fall, magic missile, shocking grasp; 2nd—detect thoughts, ghoul touch, hypnotic pattern, Melf's acid arrow; 3rd—dispel magic, haste, hold person.

🧙 **Cleric buddy, Human Clr5 of Wee Jas:** CR 5; Medium humanoid; HD 5d8+5; hp 25; Init +6; Spd 30 ft.; AC 18 (touch 12, flat-footed 16) [+2 Dex, chain mail +5, small steel shield +1]; Atk +3 melee (1d6, quarterstaff); AL N; SV Fort +5, Ref +3, Will +7; Str 10, Dex 14, Con 12, Int 10, Wis 17, Cha 12. Height about 6 ft.

Skills and Feats: Concentration +9, Listen +5, Spellcraft +8, Spot +5; Combat Casting, Improved Initiative, Weapon Focus (touch).

Spells Prepared (5, 4+1, 3+1, 2+1; base DC = 13 + spell level): o—cure minor wounds (2), guidance, light, resistance; 1st—cause fear*, bless, command, cure light wounds (2); 2nd—identify*, bull's strength, cure moderate wounds, hold person; 3rd—dispel magic*, cure serious wounds, speak with dead.

*Domain spell. Cleric of Wee Jas Domains: Death (death touch once per day, requires melee touch attack, roll 5d6 and if total equals creature's current hp, it dies); Magic (use scrolls, wands, and other devices as a 2nd level wizard).

APPENDIX THREE: VILLAGE OF DRIWASSER

Driwasser is up in the Lorridges (think of the Appalachian Mountains). Driwasser is named after the three "bodies" of water that surround it. There are two streams (both coming out of the higher hills and running towards the west) that "surround" the village: the Kaltfluss that runs to the north of the village, and the Wenigfluss that runs to the south of the village. To the west of the village is a small lake called the Kleinsee. Both the Kaltfluss and the Wenigfluss empty into the Kleinsee at the east. The Kleinsee empties into a river called the Veilfluss on the west. The Kaltfluss comes down from higher mountains in a small but strong waterfall.

The main village is between the two streams up on a hill. The little good farming land they have is to the south of the village near the Wenigfluss. When the streams overflow, they may damage the crops but rarely damage the houses in the village.

The village itself has a main square. In most villages, this is where the village well would be, but with three sources of water nearby, this village never dug a well. The older village houses are set up around the square so that the men could protect them more easily (there is no outside wall for this village but you can tell that there was one in the past).

On the north side of the square stands a large two-story house (6 or 7 rooms) with a large oven attached to the left side. This is the Miller family home. They also own the mill. To the right of this large house is a medium sized house (three or four rooms) with a smithy separate from the house on the right side. (The villagers put all their major burning hazards in one place.) The Smith family owns the smithy and house.

On the east side of town is Minka Granger's medium-sized house. It has nets hung out to dry and a small dory turned upside down behind it. Next to it is Blendal Jointer's medium-sized house. Beside this house are stacks of wood. Some stacks are logs and others are rectangular wooden timbers.

On the south side of town stands a small two-room cottage, belonging to Emmeranne of Merrika. Behind it is an extensive herb garden. To the right of the cottage is a large one-story house belonging to Fara Granger, but run by her daughter Mirka Granger. To the right of the large house stands another two-room cottage. This one belongs to Fleda Forester. Behind it is a stretching rack for curing animal hides.

On the west side of town stand one large single-story house with a cottage to either side. The large house belongs to Helga Sheeren, but it is run by her daughter Minna. The cottage on the left belongs to Hilda Grazie and the cottage on the right to Verena Fleece. The Fleece

cottage has a small room added on in back. Behind all three houses is a huge sheep pen with all of the village sheep corralled together.

Outside the village proper stand five buildings. To the north of town at the waterfall stands the mill. Closer to town than the mill stands the cottage of Amaline Westbenter. It looks like the newest cottage in the village. Outside the cottage is a large loom covered by a small shed. To the south of town (almost one the edge of the Wenigfluss) is the cottage of Solange Berenger.

To the east of town close to the Kleinsee is the cottage of Mignon Westbenter. It is easy to see why this cottage is away from town. The dye pots in the yard smell to high heaven. They almost overpower the fish yard next to the lake where many different kinds of fish are being dried.

To the west of town (almost in the mountains proper) stands one large barn with a fence around it. All of the village cows, horses, pigs, and goats seem to be kept here. The chickens are kept in pens near the house of their owner.

VILLAGE FAMILIES

<u>Job</u>	<u># in family</u>	<u>Family Members</u>	<u>Relationship</u>	<u>Age</u>
Miller/Baker	6	Addula Miller	mother	40
		Rambert Miller	father	43
(Engaged to Helga Crofter)		Ingram (Away)	son	21
(Engaged to Gaston Berenger)		Dera	daughter	17
		Blendal	daughter	13
		Helmar	son	12
Wise Woman/Midwife	2	Emmeranne of Merrika	Wisewoman	38
		Thesa Waif	Apprentice	12
Blacksmith	4	Aloysia Smith	mother	39
		Werner Smith	father	41
		Konral (Away)	son	19
(Engaged to Emerr Granger)		Bathilda	daughter	16
Carpenter	6	Blendal Jointer	mother	32
		Walden Jointer	father	38
(Engaged to Francis Crofter)		Garda	daughter	16
		Rambert	son	14
		Oda	daughter	11
		Rodner	son	8
Farmer	7	Fara Granger	grandmother	56
		Emery Granger	grandfather	60
		Mirka Granger	mother	38
		Medwin Granger	father	41
(Engaged to Bathilda Smith)		Emerr (Away)	son	19
(Secretly Engaged to Eloï Westbenter)		Theodmund (Away)	son	17
		Emmalis	daughter	14
		Ellard	son	13
Fisher	6	Minka Granger	mother	38
		Allard Granger	father	45
		Karl (returning)	son	22
		Faraline	daughter	19
		Eriss	daughter	14
		Sura	daughter	6
Sheep Herder	9	Helga Sheeren	grandmother	60
		Villard Sheeren	grandfather	65
		Minna Sheeren	mother	41
		Brant Sheeren	father	47
(Engaged to Garda Jointer)		Francer (Away)	son	20
		Paxon (Away)	son	20
(Engaged to Ingram Miller)		Helga	daughter	17
		Marwin	son	14
		Magan	son	12
Sheep Herder	4	Hilda Grazier	mother	26
		Gilen Grazier	father	30
		Farcia	daughter	8
		Ivo	son	5
		Unborn baby	unknown	3 months along
Hunter	3	Fleda Forester	mother	17
		Delwin Forester	father	23
		Brant	Baby	>1

<u>Job</u>	<u># in family</u>	<u>Family Members</u>	<u>Relationship</u>	<u>Age</u>
Sheep Herder	6	Verena Fleece	mother	32
		Ulrich Fleece	father	39
		Thayer (Away)	son	15
		Emilie	daughter	12
		Konral	son	9
		Rupen	son	6
Refugee Families (from Bissel)				
<u>Job</u>	<u># in family</u>	<u>Family Members</u>	<u>Relationship</u>	<u>Age</u>
Weaver	3	Amaline Westbenter	mother	18
		Meryll Westbenter	father	23
		Claria	daughter	2 ½
		Unborn baby	unknown	2 months along
Farmer	4	Solange Berenger	mother	35
		Boyce Berenger	father	40
(Engaged to Troin Westbenter)		Elita	daughter	16
		Audric	son	14
Dyer	6	Mignon Westbenter	mother	40
		Rance Westbenter	father	42
(Engaged to Elita Berenger)		Troin (Away)	son	19
(Secretly Engaged to Theodmund Granger)		Eloi (Away: Volunteered)	daughter	17
		Jolie	daughter	15
		Filipe	son	15

Important Outside People

<u>Job</u>	<u>Name</u>	<u>Age</u>	<u>Visits village</u>
Traveling Priest	Asvald of St. Cuthbert	46	Once a week
Baroness's Agent	Kunel Bailiff	31	Four to five times/year
Undermagistrate	Yves Grazier	26	Three times a week
Magistrate	Gaston Berenger	38	When called
Baroness	Valency von Cavintus	30	Once or twice/year
Knight	Sir Helmar von Cavintus	34	Rarely

Village population 65 with 15-21 year old men, 55 with no 15-21 year old men (or the woman who volunteered)

- Theodmund Granger secretly engaged to Eloi Westbenter

Inter-relationships in the Village

- Rance Westbenter is the father of Meryll Westbenter
- Minna Sheeren is the mother of Delwin Forester
- Fara Granger is the mother of Mirka Granger and Minka Granger
- Yves Grazier is the twin brother of Hilda Grazier
- William Sheeren is the father of Minna Sheeren and Gilen Grazier
- Gaston Berenger is the brother of Boyce Berenger
- Mirka Granger is Fleda Forester's mother (Fleda got a new last name when she and Delwin chose to be the village hunters)
- The baroness is the younger sister of Sir Helmar von Cavintus

Engagements

- Ingram Miller engaged to Helga Sheeren
- Gaston Berenger engaged to Dera Miller
- Emerr Granger engaged to Bathilda Smith
- Francis Crofter engaged to Garda Jointer
- Troin Westbenter engaged to Elita Berenger

Rumors

- 1) Thesa Waif is a witch who the Paynim planted in Driwasser to destroy it.
- 2) Refugee families are simply spies from Bissel.
- 3) The Westbenters are good sorts for being refugees, especially Troin and Eloi.
- 4) Baroness Valency and Sir Helmar have a bastard brother somewhere.
- 5) The bastard brother is apparently almost the same age as Valency, proving that the old Baron couldn't stay away from women.
- 6) The bastard went to the Paynim/Kettites/evil necromancers/pick an evil group to get magic to destroy his half sister and brother so he could take over the Barony of Cavintus.
- 7) Eloi Westbenter only volunteered for the military so that she could be near Theodmund Granger.
- 8) The Magistrate is partial to the refugees because he is one himself (no foreigner should have been made Magistrate)
- 9) Minka Granger's so-called younger daughter Sura is really her bastard granddaughter, got on poor young Faraline by some Paynim raider or bandit on the woods.

- 10) Thesa is really a fairy who has ensorcelled the village into believing she is an orphan child.

General Village Information

The village of Driwasser originally had very strong Flan roots, but in the 150 years since it has been there, many Suel and Oeridians have moved in. Now the villagers mostly have mixed heritage from the three groups. The midwife (Emmeranne of Merrika) has obvious strong Flan ancestry but even she has some Suel and Oeridian mixed in.

The village council is made up of Addula and Rambert Miller, Aloysia and Werner Smith, and Emmeranne of Merrika. When she reaches 15, Thesa will be given the name Thesa of Merrika and be allowed to vote in the village council as well.

However, Thesa is a Paynim and not very well liked by most of the villagers. Emmeranne took her in when Thesa was found wandering nearby at the age of five. Emmeranne is training her as an apprentice wise woman. A few of the villagers think that Thesa is a witch and bespelled Emmeranne to take her in. Most people may distrust her but they do not believe she is a witch. They do not think that a child could fool both Emmeranne and Priest Asvald of St. Cuthbert.

Any villager 15 years or older can come to any elder to ask for a judgment or express their opinion about village topics. If a particular village elder does not want to deal with a problem, they call the other elders together to decide what to do.

If the village elders do not feel they can rightfully handle a situation, they report it either to the Undermagistrate (Yves Grazier), the Baroness's Agent (Kunel Bailiff), or the traveling priest (Asvald of St. Cuthbert), depending on the nature of the situation. In general, Addula deals with Kunel Bailiff when he comes into town for taxes or on the Baroness's business. Werner Smith deals with the Undermagistrate when he comes to town and reports problems to him. Emmeranne of Merrika take any religious problems she cannot handle to Asvald of St. Cuthbert when he comes to town.

Property (such as animals, farming tools, "heirlooms", and other property owned by the villagers) is always passed down through the female line. The only person who actually owns land in the village of Driwasser (other than Valency von Cavintus) is the miller. She owns the land that the mill and oven stand on and a little land to grow a small amount of crop on (about 5 acres total). A man always takes his wife's last name after marriage since the property passes through the female line.

Bathilda Smith was given the name Alissa Smith at birth. Two years ago, when Alissa was 14, there was a fire in the wheat fields caused by lightning. Before the villagers could put it out, the cottage furthest out (Amaline and

Meryll Westbenter's) caught fire. Amaline Westbenter and her new baby were trapped in their cottage. Before anyone else could go and help, Alissa threw herself in the nearby Kaltfluss and then flung herself into the cottage. She wrapped the baby in her wet tunic. Alissa suffered scarring from the fire on her face, hands, and back but got both Amaline and baby Claria out safely. When she turned 15, many people in the village suggested that Alissa should rightfully wear the name of the heroine Bathilda. The villagers called a council of the elders (Addula Miller, Aloysia Smith, Emmeranne of Merrika, Rambert Miller, and Werner Smith) to petition them to change Alissa's name. Aloysia and Werner refused to vote or comment because it was their daughter. However, the other three all agreed that Alissa had earned the name Bathilda and it was hers to take if she wished it.

While the refugees are not openly despised, they definitely do not fit into the village as well as the other families. The village families who have been here for 150 years are still somewhat uncomfortable with the newcomers. The refugees have only been living in the village for the last four years. The villagers were impressed that the Westbenters sent their eldest son off for the draft when he turned 15. Eloise Westbenter's volunteering for the army a year later, when she turned 15, also impressed them favorably. Eloise said that she wished to help protect others from the Kettite Golden Horde, and other troublemakers - a sentiment that the locals firmly approved of.

This feeling of solidarity among the older families also affects the way they look at the new Magistrate (Gaston Berenger) who started three years ago. Baroness Valency von Cavintus chose several of the refugees to put forward as Magistrate. While the villagers did (for the most part) vote the current Magistrate into office, they are uncomfortable dealing with an outsider.

With remarkable perspicacity, Magistrate Berenger appointed two Undermagistrates, one from each of the smaller villages Lady Valency holds. He appointed Yves Grazier responsible for the village of Driwasser. Yves does not live in Driwasser because the magistrate needs him to do many tasks, but he is there three times a week to see if the villagers need anything. Also if there is a problem in the village, Yves is sent first to see what it is before the magistrate is called in.

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.