

The Charivari

by Keith Pogue www.pogre.com

Introduction

This short adventure is a bit more roleplaying oriented than the first two adventures of pogre's Adventure Path. The action revolves around an ancient medieval tradition, the charivari. There are ample opportunities for Dungeon Masters to insert their own campaign threads as well. The only setting requirements for this adventure are a small farming village and a nearby wood.

Background

Bertrande Jopp thought he was the luckiest man alive when he married Sondra. Everyone in the village of Dastros admired the beauty of young Sondra and most rejoiced when she chose a nice boy from the village. There was one person who took exception to Sondra's choice, however, and his name is Bertrande as well. Bertrande Rebond seethed with jealousy towards Jopp. Rebonds were the richest family in the village and Bertrande Rebond had been wooing Sondra for nearly a year. Why Rebond had not even considered Jopp competition until the engagement was announced!

Rebond vowed to gain Sondra for himself. First, he hired an herbalist to make a concoction to make Jopp lose his virility. Planting the concoction in Jopp's morning grain, Rebond assumes the concoction has worked. The truth is Jopp has not been affected at all by the herbalist's mix. Sondra is not yet pregnant, but in part because the couple is trying to put off children for a while.

Rebond gathered other men in the village to perform a charivari to ridicule Jopp. Jopp was amused by the silliness, but Sondra screamed out in indignation. She tossed the morning chamber pots at the group and screamed obscenities at them. Rebond pointed to this as proof positive that Jopp was not fulfilling his manly duties and was cuckolded into impotence.

Rebond set about making Jopp's life miserable in other ways. Rebond sowed salt into Jopp's grain plot and poisoned his Ox. Jopp suspects

Rebond is behind these events, but has no proof. Sondra wants to leave the village and get a fresh start elsewhere, but Jopp is not ready to give up his family lands.

Rebond has a dirty little ally helping him wreak havoc in Jopp's life. Rebond has enlisted the help of a small demon, a Quasit, in his quest to gain Sondra. The demon is affecting Rebond in a number of ways, but especially in magnifying his thirst for vengeance. Rebond is over his head and sinking fast, he realizes he must make a move quickly if he is going to gain Sondra.

Events culminated when Rebond organized the villagers to drive out TawBear, the bad spirit of impotence, from Jopp's body. The charivari ceremony involves dressing the afflicted in a bearskin and then chasing them through the woods. When the afflicted is caught they are beaten with clubs to drive TawBear's spirit out of their body. Rebond plans to kill Jopp during this ceremony.

Adventure Synopsis

The PCs come upon Bertrande Jopp running in his bear suit with the villagers in pursuit. Jopp begs for their help and when the PCs defend him, he rewards them with a simple dinner at his home. The PCs learn from Sondra of Bertrande Rebond's jealousy and her desire to move elsewhere. As they finish their meal they spot the barn burning. Rushing outside they see a Goblin running off into the darkness. Catching the Goblin, the party finds sure signs of Rebond's involvement in the raid.

The PCs confront Rebond and a combat ensues pitting them against Rebond and his demon. The PCs then face the task of explaining events to the villagers.

For The Players

Ahead crashing through the undergrowth is a strange creature. A man covered in a bearskin stumbles down the road toward your position. The man is sweating heavily from the exertion of

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his running and the heavy fur he is wearing. He sees you and quickly runs toward your position in a shambling gait. As you prepare weapons he pleads loudly, "Please, help me!"

Bertrande Jopp will explain quickly that a group of villagers are trying to chase him down and kill him because they are jealous of his wife. He will plead with the adventurers to protect him. As the PCs are trying to decide what to do a group of peasants emerge from the forest armed

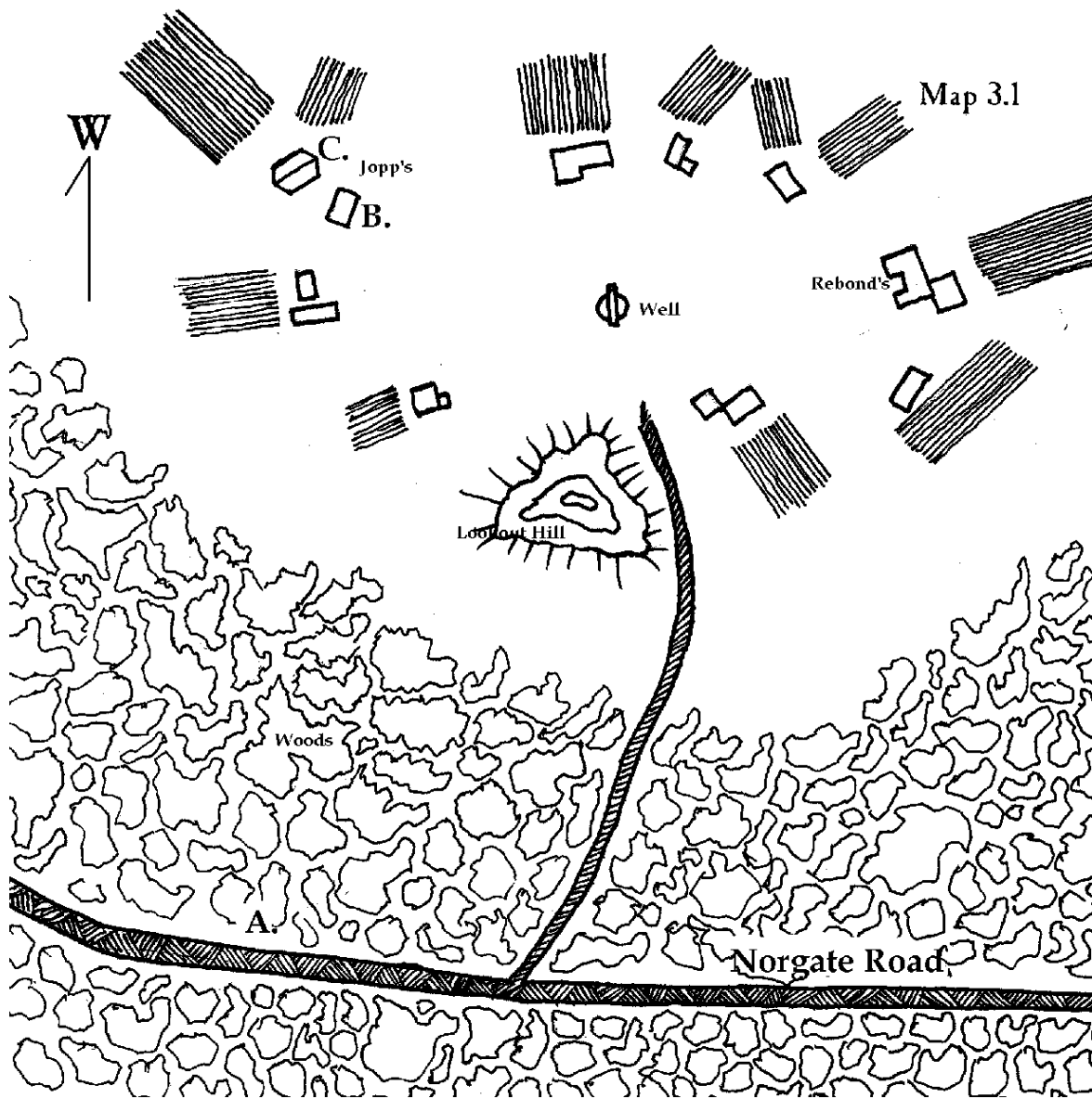
with spiked clubs.

Encounter Areas

(Refer to Map 3.1)

A. Confrontation on the Road (EL var.)

"Stand aside this is none of your concern!" one of the peasants barks at you.



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The peasant making a stand against the PCs is Rebond. He will quickly back down if the PCs show any signs of strength or resistance. If the PCs indicate they are looking into the matter Rebond will retort in a childish manner, "We were just trying to save his miserable marriage."

Jopp will angrily declare that Rebond is trying to kill him and take his wife. A charge the Rebond will dismiss with a haughty laugh. Rebond will quickly head back to the village, making fun of the PCs and Jopp all the way.

Jopp will thank the PCs if they help him and ask them to come to his house for supper. During the travel time to his cottage he will explain many of the facts contained in the background. Naturally, he does not know of Rebond's Demon ally, but he does know that Rebond has become more blatant and persistent in his attempts to steal his wife.

Bertrande Rebond, Male Human Com3: CR 2; Size M (6 ft., 3 in. tall); HD 3d4-3; hp 9; Init +0; Spd 30 ft.; AC 12 (leather); Atk +2 melee (1d6, club) or +1 ranged; SV Fort +0, Ref +3, Will -1; AL NE; Str 12, Dex 11, Con 9, Int 13, Wis 7, Cha 11.

Skills: Concentration +0, Disguise +3, Handle animal +8, Hide +0, Listen -2, Move silently +0, Spot -2, Swim +5. *Feats:* Lightning reflexes, Toughness.

Possessions: 12 SP in a purse.

Villagers Male Human Com1 (8): CR ½; Size M (5 ft., 6 in. tall); HD 1d4-1; hp 3; Init -1 (-1 Dex); Spd 30 ft.; AC 9 (-1 Dex); Atk +0 melee (1d6, club), or -1 ranged; SV Fort -1, Ref +1, Will +1; AL NE; Str 10, Dex 8, Con 8, Int 9, Wis 12, Cha 7.

Skills: Hide -1, Handle Animal +1, Listen +1, Move silently -1, Spot +1, Wilderness lore +3. *Feats:* Lightning reflexes, skill focus (handle animal).

Bertrande Jopp, Male Human Com2: CR 1; Size M (5 ft., 6 in. tall); HD 2d4-2; hp 6; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 skins); Atk +2 melee (1d6, club) or +2 ranged; SV Fort -1, Ref +1, Will +5; AL NE; Str 13, Dex 12, Con 9, Int 11, Wis 16, Cha 12.

Skills: Hide +1, Jump +7, Listen +8, Move silently +1, Spot +8, Use rope +2. *Feats:* Iron will, Skill focus (animal care).

B. Supper at the Jopps'

Bertrande Jopp's cottage is a simple hut with a half story above. His wife, Sondra is waiting outside the cottage for his return.

Bertrande points at a nice little cottage on one side of the village that is his home. A beautiful young girl is hanging about the entrance apparently awaiting his return. As he comes towards the abode she walks out quickly to him and grasps his hand. She asks him in a quiet voice, "What happened? Who are these folks?"

Once Sondra is filled in on the current situation she will continue working on supper. She will explain to the PCs that Rebond will not accept that she rejected him in favor of Jopp. She thinks Rebond is going to try something desperate and pleads with the party to help them. Bertrande Jopp is obviously ill at ease with his wife's suggestion and tells her to be still and that the PCs have already done enough.

Sondra sets the table and serves the PCs a lovely dinner of stew, hearty bread, and greens. It should be obvious to the PCs that Sondra has gone all out on this meal. As they are finishing up the food the PCs may notice (*Spot DC 10*) smoke or fire coming from behind the cottage.

C. Fire! (EL 1)

Once the PCs make their spot check above (DC 10) read or paraphrase the following: *Looking through a small window out back you spy flames leaping in the dark night. Bertrande jumps up and says, "No! The barn's on fire!" He dashes out the back door towards the structure.*

If the PCs follow Jopp they may see a small

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figure running away from the structure (*Spot* DC10). The figure is a small goblin that has been injured in carrying out its task. The PCs should be able to catch the beast if they pursue him.

Inexperienced players may try to immediately kill the Goblin. Generous Dungeon Masters may allow the Goblin survive to permit interrogation. Experienced players have no such excuse, and if they make no attempt to capture the Goblin alive by all means allow him to expire.

The Goblin has been forced into his errand and will quickly tell the PCs that Rebond is behind all of the actions. He will mention Rebond's demonic ally and that he was told he would die if he did not carry out this errand. He will promise to testify against Rebond before a tribunal if necessary.

The barn is a total loss.

Goblin CR 1/4; Small Humanoid; HD 1d8; hp 3; Init +1; Spd 30 ft.; AC 12 (+1 size, +1 Dex); Atks +1 melee (1d8-1, morningstar); SQ darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide 6, Listen 3, Move Silently 4, Sense Motive 0, Spot 3. *Feats:* Alertness.

Languages: Common and Goblin.

Ad Hoc Experience Point Award: PCs who catch the Goblin alive and question him should receive 200 extra experience points.

D. Confronting Rebond (EL 4)

There are a number of ways the PCs might confront Rebond. By the time they do so, however, Rebond will be quite mad and blaming them for his failure to win over Sondra. Some of the possible routes towards this confrontation are:

1. The PCs bring the goblin forward before the village. Bertrand Rebond flees the village with his Demonic ally. Either the PCs catch up to him in a climactic battle or he ambushes them on the trail later.

2. The PCs stay with Jopp and Bertrande and his demonic ally try to sneak into the house to kill Jopp and steal his wife.

3. The PCs go straight to Rebond's abode to confront him with the evidence they have amassed and Rebond attacks them.

Rebond See Encounter A

Possessions: Give Players Handout 3.1.

Handout 3.1

Hello B –

Delighted to hear from you this past Sabbat. I have arranged for a little ally to aid you in your endeavor to get this wily tramp. I will call upon a favor from you in the near future in exchange.

Your new little friend may do the same...

It's all part of the price. Hope to see you at the tower in the near future.

F.H. (sign of Theta)

Hello B~

Delighted to hear from you this past Sabbat. I have arranged for a little ally to aid you in your endeavor to get this wily tramp. I will call upon a favor from you in the near future in exchange.

Your new little friend may do the same...

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F. H. Θ

The handout foreshadows the coming events in chapter four. DMs who choose not to run chapter four – Kleston Manor, may substitute a different adventure hook if they choose.

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Quasit CR 3; Tiny Outsider (2 ft. tall); HD 3d8; hp 13; Init +3 (dex); Spd 20 ft, fly 50'; AC 18 (+2 size, +3 Dex, +3 natural); Atks +8 claw 1d3-1 + poison / +8 claw 1d3-1 + poison / +3 bite 1d4-1; SQ Damage reduction 5/silver, SR 5, poison immunity, fire resistance 20, alternate form, regeneration 2.; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills: Hide +14, Listen +6, Move Silently +6, Search +4, Spellcraft +4, Spot +6

Feats: Weapon Finesse (Claws, Bite).

Spell-like Abilities: At will – *detect good*, *detect magic*, and *invisibility* (self only), 1/day *cause fear* (30' r.),. These abilities are cast as by a 6th level sorcerer (save DC 10 + spell level). Once per week can cast *commune* to ask six questions.

Poison Claw, Fortitude save (DC 13); initial damage 1d4 temporary Dex damage, secondary damage 2d4 Dex damage.

Alternate Form A Quasit can assume other forms at will as a standard action. The ability functions as *polymorph self* cast as a 12th level sorcerer – will assume the form of a wolf.

Regeneration Quasit take normal damage from acid, and from holy or blessed weapons.

Tactics: The Quasit will try to gain a sneak attack against a PC if possible. However, the Quasit is no fool, if things are going badly he will flee. If the Quasit takes 5 or more points of damage or Rebond falls he turns invisible and flies away.

Conclusion

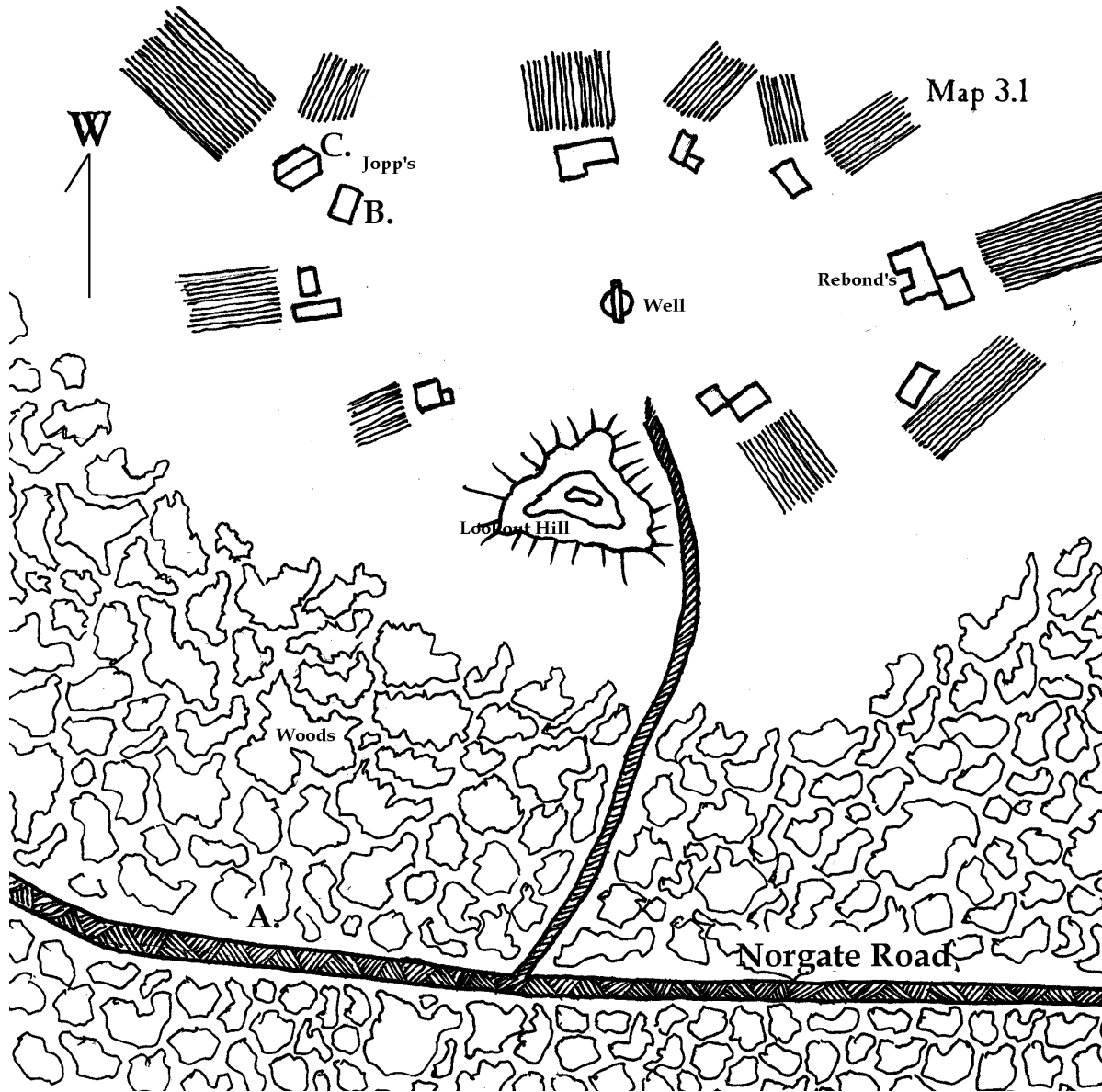
The PCs will need to present the evidence against Rebond to prove their innocence. The villagers are sick of Rebond's antics, so this should be a relatively easy task. The village will cede Rebond's lands to Jopp in compensation for the wrongs he put upon Jopp and his wife. The PCs have earned lifetime friends in Jopp and Sondra. They will be welcomed to the village for the remainder of their days.



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Map 3.1



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handout 3.1

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F. H. P.

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