

GEO6-04

# Delusions of Grandeur

A One-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>™</sup>

## Geoff Regional Adventure

Version 1.0

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Word comes from the Stark Mounds that all is not well. Strange happenings force the gnomes to accept help from the outside world. A few brave adventurers are chosen to solve the problems and perhaps find more than they bargained for. A Geoff regional adventure for APLs 2-8, and Part 1 of the *Stark Contrasts* series.

**Note:** This adventure will be of particular interest to members of the Ambassador's Step Children and the Evro Llygadi.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at [smh.lvg@gmail.com](mailto:smh.lvg@gmail.com). For LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

## RPGA SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

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## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

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

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

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

## LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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

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

## TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Geoff. Characters native to Geoff pay one

Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

## ADVENTURE BACKGROUND

During the war against the giants, the gnomes were as helpful as they could be. During the Battle of Bloody Ridge, the gnomish wolf riders were able to hold the line long enough for the human troops to come take the ridge. However, because they lost so many men during that battle, the gnomes were very reluctant to provide further numbers of troops for the war.

Using their talent for illusions to their favor, the gnomes were able to hide in their cities in the Stark Mounds. Until recently, they were not heard from. Now, rumors abound about the mysterious gnomes.

"The Golden Gnome" is a mysterious persona first identified by a group of Quikbucon Gnomes when they were freed from their lives as slaves to the giants. They referred to this "Golden Gnome" as their betrayer and one who had sold them out to the giants to be used as slaves. This legend was furthered several years later, when during an incident in Hochoch, a portal was created to the lower levels of the Abyss. A creature from beyond

the portal spoke of one “Golden Gnome” who had conspired with the former High Mage Abinar to forge a deal with an outer planar entity.

ArchMage Ingommar “Ingot” Quikbucon is a supreme master of the arcane arts. While his focus is mainly in divinations and the study of earth, his arcane talents widely vary.

Ingot, as he is known to his friends, is a Gyri patriot, and very liberal in his actions. He is strongly against any sort of political outside influence coming into Geoff and threatening to warp its identity. He greatly dislikes the Gran March and the Knights of the Watch for the extent of Geoff that has come under their control or occupation. Ingot and his elemental familiar often spend their time traveling through the earth, exploring caverns, or traveling through the planes.

During CY595, the “traitor” Ingot went looking for the High Mage of Geoff, Abinar who went missing.

## ADVENTURE SUMMARY

**Introduction:** While in Aberglain, the PCs are directed to approach the Stark Mounds and make contact with Field-Marshal Cobblemill, head of the Gnomish Army. They are given warning to use diplomacy and watch out for the gnomish wolf riders.

**Encounter One:** On the way to the Stark Mounds, the PCs run into a traveling gnome merchant. They also find some odd creatures that they have to get around one way or another.

**Encounter Two:** The PCs are intercepted by the gnomish wolf riders.

**Encounter Three:** The PCs finally meet Field-Marshal Cobblemill. She provides much needed information about the odd events that are happening. Specifically, she sends them to the Illusionary College.

**Encounter Four:** The PCs arrive at the College and make their way to the Dean’s Office.

**Encounter Five:** Once in the reception area of the Dean’s Office, the PCs are greeted by the not so friendly guardians.

**Encounter Six:** Once inside the Dean’s Office, the PCs meet Garl Glittergold himself. Or is he?

**Encounter Seven:**

Here the PCs find and deactivate the Gnome Battle Simulator, and end the “incursion” of giantkin.

## PREPARATION FOR PLAY

Prior to beginning play, have each player provide the following on an index card:

- Character Name
- Initiative modifier
- Saves
- Any and all meta-orgs that the PC belongs to (including rank and level within that org)
- 4 random D20 rolls

## INTRODUCTION

The adventure begins in Aberglain, the new Gyric seat of power.

**Judge’s Note:** Take note of the meta-orgs that each PC belongs to, and use the appropriate handout. Please do NOT read any of this aloud, and, if necessary, pull players aside, based on the information you collected about the meta-orgs they belong to, and provide them the appropriate handout. The handout(s) have been detailed below in the following groupings

### Geoff-based military PCs:

Give the player(s) **Player Handout 2**. Do not allow players to read these out loud. Instead, they should be passed around the table to others in the same group.

### Military PCs from other regions:

Give the player(s) **Player Handout 3**. Do not allow players to read these out loud. Instead, they should be passed around the table to others in the same group.

### Ambassador’s Stepchildren :

Give the player(s) **Player Handout 4**. Do not allow players to read these out loud. Instead, they should be passed around the table to others in the same group.

### Evro Llygadi :

Give the player(s) **Player Handout 5**. Do not allow players to read these out loud. Instead, they should be passed around the table to others in the same group.

## **A MEETING OF THE MINDS**

***Summer in Aberglain is hot - hot and humid. Although the occasional breeze blows off the river, a cold mug of seidr would hit the spot and the Wild Hunt is the perfect place to go for such a treat.***

***Inside, the tables are nearly full with both locals and a few travelers that are here to stop along the Javan. The serving wenches are all quite attractive and wearing outfits that leave little to the imagination.***

***The short skirts and tight bodices are probably uncomfortable, but the male patrons seem to enjoy the view, especially when the wenches bend over to place the mugs of seidr on tables. A few well-placed pinches get the response of a giggle and a gentle slap on the hand.***

The PCs can wiggle their way to a table in a corner. The six seats at the table are the only ones left in the place. This is a good time for introductions to be made and descriptions given. They can get one order for food or drink in before the following:

***Suddenly, a woman climbs on top of the main bar. "May I have your attention!" All around, mugs are pounded onto the tables as the wenches all gather around the bar. "I see our regulars know what time it is!" Clapping and laughter erupt all around***

***In unison, all the women dance on and around the bar. The music is provided by two rather handsome gentlemen next to the bar. Their bright smiles and muscled chests belie their gentle nature. One lightly beats out a rhythm on a set of drums. The other plays a recorder.***

***The dance is lively and the women seem to enjoy it almost as much as the patrons. When the song is done, the serving wenches hop down from the bar. Each cheerfully kisses one of the musicians on the cheek before returning to their work among the tables.***

This is a relatively new inn in a new town. Clearly, the business is booming and in no small part to the attractive staff.

Jasper plays the recorder and Topaz plays the drums. They refuse talk with anyone wielding any sort of cold iron.

If anyone wants to talk with the wenches, Jasper or Topaz, use the points from the Gather Information section below.

Those that are members of the groups listed in the introduction should have a reason to investigate already. However, for those that are not members of those groups and as an additional incentive, read the following:

***While sitting in the Wild Hunt in Aberglain, you spot a gnome clad in earth-toned clothes that cover his thin frame. He seems to have an interest in your group, but he hasn't moved towards you or spoken to you. For a moment, your eyes meet before he turns away, and absentmindedly rubs his eye.***

If the PCs go over to his table, or ask him over to theirs, continue with the following:

***"Hello, I am Lumkor Zookwick. I couldn't help but notice you carry the look of adventurers about you. Do I have that right?"***

Adapt the following as necessary.

***Q: Why do you ask?***

A. "There are strange goings on in the Stark Mounds. I thought if you were looking to gain some gold or bolster a reputation you might seek your fortune there."

***Q: Explain 'strange goings on'...***

A. "Well, even though, as you are no doubt aware, the war with the giants is over, many giant kin and other abhorrent creatures have been sighted in the Stark Mounds, near the city of Tallbare."

***Q: Tallbare? Never heard of it. Do you have directions?***

A. "So, you're saying you'll go?"

***Q: Why us?***

A. "I'm just a single gnome, of limited resources."

***Q: Sounds fishy. How do we know you aren't setting us up?***

A. "Truthfully, you don't. The best assurance I can give to you is this. If something isn't done to disrupt the gathering forces, the Duchy will find itself again at war, and this time, our former allies may have neither the resources nor the inclination to provide us with aid."

***Q: Eh, I'm still not convinced.***

A. "Very well then. It shall be on your head when the Gran March annexes more of the Duchy under the 'right of conquest'. Thankfully, at least the Stark Mounds will be safe. I know the Wolf Riders will defend them. Oh well, I \*tried\* to do something."

**Q: Wolf Riders? Who are they?**

A. "They are among the fiercest mounted warriors in all of the Sheldomar. Without the Wolf Riders, the Gyri would have lost the Battle of Bloody Ridge. They are not to be trifled with, and if you ever encounter them, be sure to be respectful."

**Q: And, if we're not respectful to the Wolf Riders?**

A. "Then you'll have a unique opportunity to familiarize yourself with the inner workings of Wolf digestion."

**Q: O.K. We'll go to the Stark Mounds. Is there anything else we should know?**

A. "Yes. Seek out Field-Marshal Cobblemill, She may be able to provide you with additional information about the incursions."

With a successful Sense Motive (DC APL + 5), the PCs realize that this is the gnome's way of encouraging them to explore the Stark Mounds.

The PCs are now faced with the option of continuing on with the adventure, or not going at all.

Should they ask around, the distance from Aberglain to the Stark mounds (just south of Gorna) is approximately 150 miles.

In game terms, the travel times are as follows;

Walking= 7 days

Riding = 5 days

Phantom Steed = 3 hours

Note that players can fly or take other forms of transportation, but they may miss the first encounter and the XP that goes with it.

**GATHERING INFORMATION:**

Should the PCs decide to gather information prior to leaving, here is what they will find, based on DC of their Gather Information check;

DC 10:

- The Gnomish ruler, King Garnet isn't a gnome at all. He's some sort of wizard with an elemental twist to him.
- Garnet is also de facto Dean of the Illusory College
- The gnomish Riders and Tunnel fighters nearly lost us the Battle of Bloody Ridge.

DC 15

- Garnet is a practical joker of great talent. He favors jokes that get people to make silly noises.
  - Garnet rules with an iron fist, and keeps his subjects in line with "dark magics"
  - The Stark Mounds are home to the famed Wolf Riders and Tunnel Fighters who saved the assembled forces from complete disaster at Bloody Ridge.
- DC 20+
- Garnet favors practical jokes that get people to run head first into things.
  - Garnet personally saw to the training and course work of the Brennin.
  - Garnet is a kind and benevolent ruler, beloved by all within the Stark Mounds.
  - Garnet is a wizard of great distinction. Few can hold a candle to him.

**KNOWLEDGE CHECKS:**

Those wishing to prepare themselves by familiarizing themselves with gnomes and gnomish culture will determine the following based on the DC of their Knowledge (Local - Sheldomar) check:

DC 10:

- The gnomes are ruled by a King
- The gnomes run the Gnomish College of Illusions and the Performing Arts
- The Dean of the College is NOT the King

DC 15:

- Gnomes believe in individual responsibility and a Gnome's word is his bond.
- The clan is considered more important than the kingdom. Yet, a clan's honor is partially bound up in how well they serve their community and their kingdom.
- There were 13 clans in the Stark Mounds.

DC 20 and above:

- A new clan has formed around the dynamic war-leader Kemp Consum. Any of his followers who wanted to, and were accepted, could be "adopted" into his clan.
- King Garnet won the position of heir in one of the most hard-fought joke wars of all time.

## ENCOUNTER 1: SMOKE GETS IN YOUR EYES

**Judge's Note:** Adjust the travel days as necessary, depending on the mode of travel used by the PCs.

### TRAVEL DAY ONE:

*The heat of the summer makes for dusty traveling. Any small copse of trees provides much needed shade from the hot sun. The first day of travel passes uneventfully. You pass many travelers, some heading your way, others going where you've been.*

*Looking for a place to make camp, you come upon a gnome who is burdened with several boxes and parcels. Spying you, he approaches.*

*"Good evening fair travelers! My name is Fallenon Toymaker. Might I interest you in some finely crafted merchandise?"*

**Q: Why are you out here?**

A. "I'm merely a humble merchant trying to make my own way in these dark times. Can I interest you in my wares?"

**Q: Have you seen anything unusual?**

A. "Unusual? I couldn't say really. I've been somewhat focused on moving this merchandise. I haven't paid much mind to anything else since leaving from Richmond a few days ago."

**Q: So you haven't been attacked?**

A. "Goodness no! Is that a concern? Should I have employed some sort of guard? I haven't the coin for such an endeavor... Unless you'd like to see some of the fine wares I offer for sale?"

**Q: What wares are you selling?**

A. "I'm selling the finest in souvenir merchandise of the Legendary Ashwood Avengers! I have necklaces, nightshirts, armbands, hats and tabards. All sized for medium beings. Actually, I'm running a bit of a sale, two for one. How many of each would you like? Every item a gold, 2 for 1!"

**Q: Tell us about these 'Ashwood Avengers'.**

A. "The Ashwood Avengers are the Gnome's greatest heroes. They constantly fight the good

fight against the goblin hordes that threaten not only gnomish existence but our very way of life!"

*Allow the players to make sense motive checks (DC 15), if they perceive that Fallenon is not being truthful, AND if they challenge him on his truthfulness, he will break down and continue with the following;*

A. "Actually, the Ashwood Avengers are something of a prank that got out of hand. We were trying to teach some over-zealous tallfolk a lesson, and before we knew it, everyone and their cousin (well except for any self respecting gnome) was claiming to be an Ashwood Avenger. I'm simply trying to move some merchandise and make a little coin before anyone discovers the truth."

**Q: Do you know anything about Tallbare?**

A. "Tallbare? Yes, yes I do know a thing or two about Tallbare. The main campus of the College of Illusions and Performing Arts is in Tallbare."

**Q: Is there anything else you can tell us?**

A. "No. Not really, I'm afraid"

After the conversation ends, Fallenon Toymaker moves on toward Aberglain. If anyone has purchased and is wearing any Ashwood Avenger souvenirs, ALL gnomes they encounter in this adventure will snicker quietly when dealing with that PC.

*You find an area suitable for making camp, just as the sun goes to its resting place beyond the mountains.*

### TRAVEL DAY TWO:

*During the second day, there are fewer and fewer travelers, and more and more animals than yesterday. The roads are mostly empty, but it's not uncommon to have to push your way through a herd of sheep or goats as they cross your path.*

*The further you go, the more stark the contrast becomes between Aberglain and the road you travel. Trees have become few and far between. The lush greenery you had been used to has given way to hills and mounds where vegetation is sparse.*

*The weather, never a traveler's friend, has decided that a light mist shall be the order of the day.*

*At the end of the day, the mist gives way to clear night. The ground may be damp, but the stars are bright.*

### **TRAVEL DAY THREE:**

*Day three of your travel sees the landscape change even further. Even the occasional tree has given way to hills and mounds covered with short stubby weeds and grasses. Rocks, once large enough to hide behind have disappeared altogether.*

*The morning has passed in to midday, and midday in to twilight.*

On the 3<sup>rd</sup> travel day (or 3<sup>rd</sup> travel hour if riding a Phantom Steed), have the party make Spot checks (DC 10) to determine if they see the creatures.

Once seen, use the first D20 roll, collected on the cards noted in the section "Preparation for Play" earlier in this document for their Will save.

If the PC makes his/her Spot check, read the following;

***Not too far in the distance, you see some creatures. They don't seem out of place - or they wouldn't if you were still at war.***

Inform the PC/Party that they have a single round to prepare before they enter melee range.

Should the PCs fail to make the Spot check, read the following;

***As you crest a small rise nearby you see the creatures, and they see you.***

These encounters are illusory. Judges are strongly encouraged to familiarize themselves with page 173 of the PHB for information on saves against illusions. The Will Save DC's are 14 + APL. If alerted by others who have made their saves, the PC will get a +4 on their save for the next round against the illusion. The PCs do NOT get a save until they physically interact with the illusions.

#### **APL 2 (EL 3)**

**Troll skeleton:** hp 39; see *Monster Manual*, page 227.

#### **APL 4 (EL 5)**

**Bugbear (3):** hp 16; see *Monster Manual*, page 29.

#### **APL 6 (EL 7)**

**Ebeta, vampire; Gnome Sor7** hp 52; see *Appendix 3*.

#### **APL 8 (EL 9)**

**Ebeta, vampire; Gnome Sor7:** hp 52; see *Appendix 4*

**Zombie, Minotaur (3)** : hp 81; see *Monster Manual*, page 267.

#### **Tactics:**

APL 2 or 4 – As mindless creatures, the skeleton or bugbears (depending on APL) attack(s) whoever is closest.

APL 6 - If she wins initiative, Ebeta casts Haste. Next round, she tries to dominate the nearest PC and have the PC defend her. Then she casts fly. After that, she continues dominating and creating children of the night.

APL 8 – Same as APL 6, but she uses the Zombie Minotaurs to keep a buffer between her and the PCs who have not been dominated.

#### **Environment:**

The PCs crest a rise as they spot the creatures. If they made the spot check, the PCs have one round to make any preparations or movements they wish.

The monsters are walking between two hills when the PCs encounter/spot them. The PCs can use the hills to hide behind or they can charge down the hills to the monsters. The small "valley" between the hills is 30 feet wide and the hills top out at about 20 feet above the flat area between them. The PCs cannot charge up either hill because of the slope.

Because this is the stark mounds, there really isn't much vegetation. Small scrub bushes and desert grasses comprise the majority of the plants in this area. There are no trees or large plants of any size in the area.

As soon as the PCs have either dispatched or successfully disbelieved the illusions proceed to **Encounter 2**.

## **ENCOUNTER 2: SMALL PEOPLE GOT BIG REASONS**

***A detachment Gnome Riders crests the rise opposite you. They move swiftly, upon wolves and dire wolves heading towards you. Their expressions are alert, focused and serious.***



***The Riders consider you for a moment or two before the captain dismounts his dire wolf and speaks.***

***“Who are you? What brings you here? This is a dangerous time to be traveling the Stark Mounds. State your business.”***

***It almost seems as if you’ve encountered a humorless gnome.***

***Slowly, the phalanx of mounted wolves and dire wolves seems to get closer, and with a swift hand motion from the captain, all the wolves go quiet and lay down, as if silently scolded by the gnome before you.***

This encounter is a diplomatic encounter. The Riders are generally friendly, but have also grown suspicious in recent times. The diplomatic encounter begins as unfriendly (they won’t attack unless attacked), and needs to be moved to friendly so that they will render aid.

Each successful Diplomacy check (DC12 + APL) moves their reaction one step closer to friendly. Each failed check moves them one step away from friendly.

Three special circumstances moves the Riders reaction **two** steps closer to friendly.

- a mention of The Ambassador’s Step Children, or if one of the PCs is a member,
- a positive mention of Gnomish battle prowess
- mentioning Field-Marshal Cobblemill

Conversely, only one special circumstance will move the Riders reaction **two** steps away from friendly.

- Mentioning in a negative context, Gnomish Battle Prowess. This penalty is cumulative with each such negative mention.

If the PCs choose not to answer the questions asked, all of their queries are met with the following:

***“You are treading on dangerous ground, stranger. You’d be well advised to watch your step.”***

After the initial questions (“Who are you? What brings you here? And State your business.”) are answered, the PCs likely have questions of their own. Use or adapt the following:

**Q: Who are you?**

A. “I am Seeger Consum. Captain of the Gnome Riders.”

**Q: Consum? Any relation to Kemp Consum?**

A. “Patriarch Consum is my Clan Chief, clansman and friend. When presented with the opportunity to join his clan, I did so at my first opportunity. I’m glad he thought me worthy.”

**Q: Who are the Gnome Riders?**

A. “Don’t they teach you anything anymore? You know nothing of the Gnome Riders? We were at the Battle of Bloody Ridge. Ask someone who was there.”

**Q. Why are you so dour (serious, humorless, etc.)?**

A. “We have our moments of humor. In dangerous situations, we rely on military prowess to defeat our foes. That and a well-placed Tasha’s.”

**Q: What was that back there?**

A. “The illusions? They started maybe a month ago. I hadn’t realized they had moved this far out.”

**Q: You seem to know something about them. What can you tell us?**

A. “It seems almost like one of the battle simulations, but the simulators aren’t portable, and don’t have the power to create the ‘simulations’ more than a fixed distance from their location.”

**Q: Well it seems that whoever told you that was mistaken.**

A. “Doubtful, but it does suggest that something more is going on than the norm.”

**Q. Will you take us to Field-Marshal Cobblemill?**

A. (If they have moved the encounter to friendly, then yes. If not, then no)

**Q. We have questions about King Garnet...**

A. “You must be new. Wait, let me get my book of Duchy secrets and read it aloud right here in the open.” He frowns and peers at you.

**Q. Are we close to Tallbare?**

A. “Yes, very close to Tallbare. What business have you in Tallbare?”

Once the PCs have asked their questions, and succeeded at their Diplomacy check(s), read the following:

*The Gnome Wolf Riders remount and wait somewhat impatiently for you to get your things together. "Let's get you to Field-Marshall Cobblemill. Hurry up. Haven't got all day."*

If the PCs are not mounted, they are allowed to ride with the Wolf Riders, but it is done out of necessity, not out of fondness.

Proceed to **Encounter 3**.

## **ENCOUNTER 3: TOO MUCH INFORMATION**

The entrance to the underhalls of Tallbare are expertly hidden and would require a successful Spot check (DC 25 + APL) to notice and a successful Search check (DC 30 + APL) to find, unaided. If you are being assisted by someone who knows that the tunnels are there, they seem easy to see/spot.

The Gnome Riders escort the PCs to the Office of the Field-Marshall. Field Marshall Cobblemill is a fine female gnome. She is smart, articulate, a military genius and has the luxury of a sense of humor. Read or adapt the following;

*As the Gnome Riders charge through the Stark Mounds, they take a sharp left just past the next hillock. While a turn of this severity seems as though it will drive you and/or your mount right into the hillside, the hillside opens up to you and you ride inside.*

*The tunnel into the Stark Mounds is lit by sconces. You are barely inside the hill, maybe 20 yards, when you stop - quickly. Ahead of you, the Gnome Riders dismount and lead their mounts to the stables, a large side tunnel off to the left. They invite you to do the same.*

*"Follow me," says Seeger Consum.*

*As you follow down the passage, you see subtle hand movements from your guide, but cannot see what or who they are directed at.*

*Then, from the very walls comes a voice, high and squeaky, "What's the password?"*

*"Cyril. I can't tell you the password. We have guests, that's why I gave the hand gesture," says Seeger.*

*"Give the password!" insists the petulant voice.*

*Consternation drips from every pore as the response comes back, "FINE! I am the lowly Rider, without my mount I am useless. I bow before the combat prowess and military acumen of the Tunnel Fighter. You are more than I will ever hope to be."*

*By the end of the recitation, it is obvious that it has taken a lot out of the gnome. Mostly pride.*

*"Thank you," says the voice of Cyril. "You have moved me with your words and sincerity. But that was last week's password..."*

*"CYRIL!!!"*

*"O.K. O.K. Just kidding, Dad."*

If asked about the Wolf Riders, Seeger's pride is in need of inflating, so he'll happily talk.

*"The true Wolf Rider is born into it. He or she is paired with a wolf cub or dire wolf cub just after learning to talk. Together they bond.*

*They sleep together, they eat together, they hunt together.*

*In this way, the wolf knows his rider, and the rider, his wolf.*

*When the rider becomes a young adult, they take up arms and begin training in earnest.*

*While it can happen, it is rare that a rider will join us as an adult. That gnome is always of exceptional ability.*

*I wish I could explain to you, the joy of riding the wolf in battle, the bond between the mount and me. Words fail me."*

In all cases, continue with the following;

*In short order, he gestures for you to sit on a set of overstuffed chairs in a waiting room just outside a door.*

*After a brief moment, the door opens, and what can only be a female gnome pops her head out of the room.*

*"Come in, won't you?"*

*The room is well lit, almost as if the sun was out and you were above ground. The woman is attractive, and her hat is festooned with all manner of what seems to be military decorations.*

*"Well, you have traveled far. I am Field-Marshall Cobblemill. What can I do for you?"*

***Q: I was in Aberglain and some gnome came up and told us to come seek you out. What's going on?***

A. "It sounds like Lumkor. Poor fellow, lost his mount in one of the last giant attacks. His mind hasn't been the same since. In fact, he left the Stark Mounds to seek his happiness above ground. I hope he's well. If you see him again, give him my regards."

***Q. What can you tell us about the disturbances/attacks?***

A. "The attacks began a month ago with an incursion from within, near the Dean's office. Since then, they've grown in strength and size. I fear the remnants of the giant forces are becoming more emboldened. This is a bad time for us. First the King goes on sabbatical, then the Dean of the College goes missing and then the attacks..."

***Q: The giants/giantkin attacks are illusions. Don't you gnomes have something to do with that?***

A. "That makes no sense to me. Why would we fake attacks against our own people? I can see no reason for it."

***Q: Seegur Consum mentioned something about the 'Simulator'. What did that mean?***

A. "Seegur mentioned the simulator? That too makes little sense to me. None of our simulators are close enough to where you say you encountered the illusions to have been behind it. They simply have neither the power nor the range to have produced simulations that far out."

***Q. Where \*is\* the nearest simulator?***

A. "The nearest one that I know of would be in the Administration Building of the College. They use it for exams."

***Q. From within the Dean's office? Has no one investigated?***

A. "No one who has investigated has been able to breach the Dean's defenses. Quite frankly, the thought that someone could get in means one of three things. Either they were known and invited by the Dean, or they broke through the defenses and set up defenses of their own (in which case they are very powerful indeed). Or, lastly, they did not come from outside, but rather had lain in wait for a very, very long time."

***Q. What of King Garnet?***

A. She looks around, to see if any unwelcome ears may be listening and says, "We've not heard anything of the King since shortly before the attacks began. We can't seem to contact him, and it has many of us on edge."

***Q. How long ago was Garnet last heard from?***

A. "One month ago was the last time I heard from the King."

***Q. What did he say at that time?***

A. "Congratulations on your promotion, well deserved. That sort of thing."

***Q. What's with the Riders? I thought Gnomes had a sense of humor?***

A. "They have a sense of humor when it's appropriate. It's just that in times like these the opportunity for humor doesn't come up that often."

I try to share my men's sensibilities. That's why I had the whoopee cushions removed from the chairs in the waiting room last week."

***Just then, a young gnome with far fewer decorations atop his hat, bursts in and bows. He reaches up to keep his hat from slipping off his head. "Begging your pardon, Field-Marshal, but the Chancellor needs to speak with you."***

***"Gentlefolk, excuse me. I will return shortly. Please do not go anywhere." With that she rises and leaves the room, closing the door behind her.***

Have the PCs make Sense Motive checks (DC12 + APL) and Knowledge (Local – Sheldomar Valley) checks (DC12 + APL) at this point.

Successful Sense Motive checks reveal that the Field Marshall tensed at the mention of the Chancellor.

Successful Knowledge checks reveal that there is no position of Chancellor within either Gnomish government or Gnomish military hierarchy. Anyone within any of the gnome meta organizations would automatically know this information.

***True to her word, moments later, she returns. "It appears that if you are to further your investigation, you will need to go to place the disturbances started. You will need to go to the Dean's office."***

Allow the PCs to ask follow up questions at this point.

**Q. Why did you tense when “the Chancellor” was mentioned?**

A. “I have no idea what you mean.”

**Q. The gnomes haven’t got a Chancellor. What Chancellor needed to speak with you?**

A. “I have no idea what you are talking about. I’m terribly busy. Is there anything else?”

**Q. Why don’t you handle this yourself? What do you need us for?**

A. “Politically speaking, my hands are tied. Even though my Riders and Tunnel fighters have a history of taking our direction from the King himself, absent his direction, we are bound by the directives of the assistant dean, and of the Master Visionaries. You have been authorized. Me and mine have not.”

**Q. Why not? What did you do?**

A. “Nothing that I know of. I can only imagine that I’ve not been asked because I’m not needed, or, I’m needed elsewhere.”

**Q. Is there anything you can do to help us?**

A. “Officially, no. But in my desk, third drawer down, towards the back, you’ll find a map. I’ve disabled the traps on the drawer. That should help you.”

Hand the PCs **Player Handout #1**.

## ENCOUNTER 4: CHEAP TRICK

*The journey towards the Dean’s Office takes you through the heart of the Stark Mounds. Although the complex is underground, it is well lit. As you pass through, you are greeted by all in generally happy tones.*

*As you move through the gnomish homelands, at least in this region, you pass ladders, and slides that seem to be used for moving between levels and areas of the complex.*

*Following the map you received, you find yourself at the edge of a large slide that seems as though it can accommodate a medium sized creature. As you look down the slide, there does not appear to be an end to it, it seems to simply disappear into the blackness.*

The map does not indicate any other way to get to the Administration Building or the Dean’s Office. In

fact, there is no other way to get there. The PCs will have to take the slide.

**Judge’s Note:** Animals as large as a horse won’t be able to go down this slide. Also, some larger animal companions may not be able to be persuaded down the slide. Use your discretion.

*As you begin your descent down the slide, you move swiftly to the point where it disappeared in to the blackness. Then you move beyond that.*

*Accelerating, you slow briefly as you begin a slight ascent, and then there is the feeling of weightlessness, followed briefly by a sharp pain, as you land on the slide again. Then the process repeats.*

*Dizzying colored lights pass by, slowly at first, and then more rapidly. Almost as swiftly as your acceleration began, your deceleration begins. You land on your feet, none the worse for wear, and a few moments later, your stomach arrives.*

*Taking another look at the map, you wind your way to the next marker.*

*Strangely, where the marker indicates, there is only a ladder. It’s time to climb!*

Take a moment to let the PCs figure out what order they’re going to go up the ladder. Also, allow them to take any precautions they want as far as hoisting themselves up.

*After 2 more slides and 1 more climb, you finally reach the gates to the Gnomish College of Illusions and the Performing Arts. Large wrought iron gates, finely crafted to include the name of the institution separate the corridors with shops and housing, and the campus.*

*Beyond the gates you can see a paved road leading to one of the largest structures within the campus.*

The gates are locked, but will open for any of the PCs as they have been given clearance. The road ahead of the PCs leads directly to the Administration Building, home of the Dean’s Office. The PCs must stay on the paved road. Attempts to step off of the main road will result in their gentle placement back on the road. Only current students, faculty and alumnus may stray off the path. They are identified by their rings, and thus “recognized” by the campus. In fact, all accesses for students and alumni are magically

keyed to their “class rings”. Different rings allow different access to different areas.

If they try to stray from the path, read the following;

***As your footfalls on to the well kept grounds, forces unseen firmly but gently deposit you back on to the paved road.***

It is 100 yards to the entrance of the Administration Building.

***The Administration building, although underground, is an ivy-covered stately building of brick and marble. The large double banded ironwood doors stand open before you.***

The ivy is real ivy, and it really grows. It appears as though there has been some sort of magically created weather system.

Another part of the artificial ecosystem includes the sunlight and rain that feed and nourish the plants on the grounds.

If the PCs go inside, the central corridor leads to the rear of the building and down deeper in to the Stark Mounds. Although doors are situated on either side of the hallway, they do not open at this time. The doors bear such labels as “Registrar’s Office”, “Records office”, “Office of Alumni Affairs” and “Exam Rooms 1 through 4”, for example. They are Arcane Locked (by a 20<sup>th</sup> level caster) doors with door knobs of Counterspell:Knock.

Should a PC find a way to get around this, while they should be congratulated for their ingenuity, they also find their “clearance” revoked.

The passage way to the Dean’s Office contains a trap, marked on the map by the symbol TT.

#### **APL 2 (EL 1)**

**Scything Blade Trap:** CR1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8 x3); Search DC 21;Disable Device DC20. Cost 1,700gp

#### **APL 4 (EL 2)**

**Tripping Chain:** CR 2; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2 spiked chain); Search DC 15; Disable Device DC 18. Cost 3,800gp

#### **APL 6 (EL 3)**

**Stone Blocks from Ceiling:** CR 3; mechanical; location trigger; automatic reset;

Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20. Cost 5,400gp.

#### **APL 8 (EL 6)**

**Spiked Stone Blocks from Ceiling:** CR 6; mechanical; location trigger; automatic reset; Atk +20 melee (6d6, stone blocks); multiple targets (all targets in a 10’ x 10’ area); Search DC 24; Disable Device DC 20. Cost 21,600gp.

***Just beyond is a door. On the door in shimmering gold is a plaque which reads “Office of the Dean”.***

## **ENCOUNTER 5: MEET THE NEW BOSS**

The Dean’s reception area is the buffer zone between the Dean and the rest of the faculty and staff.

***The reception area is richly appointed, containing many overstuffed chairs, none of which seem to go together stylistically.***

***A large (for gnome-sized creatures) desk faces you as you enter, there is a stately door to the left of the desk. To either side of the door stands a suit of armor, dressed in a school boy uniform.***

Once one or more of the party enters, the creature(s) attack(s).

#### **APL 2 (EL 3)**

**Boggle :** hp 18 see *Appendix 1*.

Note: Hiding in the upper corner of the room near the ceiling.

#### **APL 4 (EL 5)**

**Boggles (2) :** hp 18 see *Appendix 2*.

Note: Hiding in the upper corners of the room near the ceiling.

#### **APL 6 (EL 7)**

**Nimblewright:** hp 75; see *Appendix 3*.

Note: One of the two full suits of armor by the door.

#### **APL 8 (EL 9)**

**Nimblewrights (2):** hp 75; see *Appendix 4*.

Note: The two full suits of armor by the door.

A Search check (DC 6 + APL) reveals that the whoopee cushions have not been removed from these chairs.

Once the PCs have defeated the guardians and are ready to go through the door, read the following:

***You open the door to see a small antechamber with a spiral staircase going up. Nothing else is in the room and there are no other visible exits.***

A DC 12 + APL Will Save or DC 12 + APL Search Check reveals that the staircase instead goes down. However, they do not get a save unless they explicitly study it, or physically interact with it. Anyone stepping onto it falls ten feet down the stairs for 1d6 Subdual Damage. The noise alerts the golden gnome.

***The stairs go a good forty feet before ending at a solid oak door. On one side a sign appears that says "The Dean is In". The sign is made of some kind of glass and is lit from the backside. Beneath it is a sign that reads "The Dean is Out." It is not backlit. The door appears to stick a bit if you try and open it.***

The door is made of stout oak and requires a Strength Check of DC 20 to force open.

Once the PCs have the door open, go to Encounter 6.

## ENCOUNTER 6: OLD SCHOOL

***The Dean's office is in disarray. In the room, seated on the large chair is a golden-skinned gnome. It seems he was expecting you.***

Judge's Note: This is NOT Garl Glittergold, although he fervently believes he is. He is not surprised, as he has heard the commotion outside. It should be noted that he is completely insane.

He speaks with the party for as long as they'd like, but the moment he discerns that a spell is being cast (without his permission), or the moment someone says, out loud, that he is NOT Garl Glittergold, then he will start the offensive.

He is, in fact, red herring of sorts. It should become apparent after the fight that there is just no way possible that this creature could have overpowered King Garnet.

**Q. Who are you?**

A. "Obviously you have been too long from the temples. I'm Garl Glittergold."

**Q. How did you get here?**

A. "I go where I will. I am a god! Kneel before me and worship my might!"

**Q. If you are a god why don't you prove it?**

A. "You are an unbeliever! I need prove nothing to you, but you must prove fealty to me! Prove it! Prove it now!"

**Q. Where is the Battle Simulator?**

A. "I know where it is. I am omnipotent! I am Garl Glittergold, father of the gnomish pantheon. Kneel! Kneel before me!"

**Q. What happened to King Garnet?**

A. "The unbeliever has been dealt with. I am here to lead my people from the Seat of Power in the Stark Mounds! Kneel! Kneel before me!"

**APL 2 (EL 3)**

**Golden Gnome; Gnome Sor3:** hp 12; see *Appendix 1*.

**Tactics:** Begin melee with magic missiles, and keep distance, focusing on taking down the fighters first, then spell casters.

**APL 4 (EL 5)**

**Golden Gnome; Gnome Sor5:** hp 20; see *Appendix 2*.

**Tactics:** Pre-cast Mirror Image. Begin melee webbing (from the wand) the obvious fighters, then focus on the spell casters with magic missiles and scorching rays.

**APL 6 (EL 7)**

**Golden Gnome; Gnome Sor7:** hp 28; see *Appendix 3*.

**Tactics:** Pre-cast Mirror Image to provide extra targets, Bear's Endurance for extra HP. (None of the encounter's stat blocks take into account the buff spells, since it is not guaranteed that he will have time to cast them.) First round cast displacement for the miss chance, second round target the obvious spell caster for a Blindness/Deafness. Then let loose with the fireballs, scorching rays and/or magic missiles.

**APL 8 (EL 9)**

**Golden Gnome; Gnome Sor9:** hp 36; see *Appendix 4*.

**Tactics:** Pre-cast Mirror Image to provide extra targets, Bear's Endurance for extra HP, Displacement for the concealment and Stoneskin for the protection. (None of the encounter's stat blocks take into account the buff spells, since it is not guaranteed that he will have time to cast them.) First round, target the obvious spell caster with Blindness/Deafness. Second round, cast Fireshield. After that, let loose with the Ice Storm, Fireballs and Scorching Rays.

## ENCOUNTER 7: THE GRAND ILLUSION

The PCs have handled the Golden Gnome, but still haven't discovered the cause of the illusionary incursions. However, they hadn't had time to search the room yet either.

If the PCs have searched the body of the "Golden Gnome", they recover a Wand of Secret Door Detection.

Either by searching the room (DC 15 + APL) or by using the wand, they discover the secret closet that houses the Gnome Battle Simulator. Once found, they need to open the door. The door is not trapped, but it has an odd means of opening.

Once found, read the following;

***You have located a secret door. Oddly there is no discernable lock or opening mechanism, although there is an indentation approximately 2 and a half feet up the door, and the indentation looks about the size of a small melon.***

The door may only be opened by having one person run head first into it. This is representative of King Garnet's sense of humor.

Once opened, read the following;

***The open door reveals a complex amalgamation of gears, wires, levers and pulleys, all operating like clockwork, but all perfectly silent.***

***Seated in the center of the closet, perhaps 3 feet up from the floor, on a velvet cushion sits a large gem. Surrounding the gem in constant motion are 4 scythe like blades. At random times, miniature giants, seemingly incorporeal, float outward from the gem in all directions, disappearing from view when they reach the boundaries of the closet.***

***Above the mechanism is a metal plaque which reads "Gnomish Battle Simulator, Wizards Offense Probability Reactor (WOPR)".***

For those with the Appraise (DC12) (or other reasonable Knowledge or Profession skill), the gem can be identified as an Imperial Garnet. It's also a very large specimen weighing approximately 6 pounds.

All attempts to push the gem, or knock it from its resting place with an object fail, the keen adamantite scythes slicing through wooden hafted items like sausage. Metal objects used in this fashion run the risk of being sundered by being caught in the mechanism (using the same effect as a shatterspike).

Those wishing to retrieve the gem need to make a Dexterity check or escape artist check of DC 12 to retrieve the gem without getting cut by the scythes.

If they retrieve the gem, read the following;

***The gem pulses faintly with a pinkish glow as it is lifted from its velvet bed, and instantly, the machine housing it stops. Silently. Abruptly. The miniature scythes cease their movement, and the incorporeal creatures fade to nothingness.***

Read the following to the first PC that touches the gem with bare skin.

***A spark arcs from the gem to your skin. The pain lasts only seconds, but the mark made by it looks to last longer. The gem is warm to the touch, and there is a sensation of power radiating softly from it.***

The first character that physically touches the gem with bare skin receives a shock of electrical damage (1d4). Note which character has done so. They will receive the "Garnet Mark" on their AR.

If the PCs have disabled the Gnomish Battle Simulator, go to Conclusion A

If the PCs have not disabled the Gnomish Battle Simulator, go to Conclusion B

If the PCs have all died, go to Conclusion C

## CONCLUSION A

At this point, the Golden Gnome, if he had been subdued begins shaking and foaming at the mouth, going into convulsions. His mind snaps, rendering him incapable of speech or rational thought. Read the following;

***Your captive begins to go into convulsions, foaming from the mouth. His head lolls to one side in an oddly disturbing way.***

The captive's mind has snapped, and he is no longer capable of rational thought. For all practical intents, he is feeble-minded, but he is not curable at this time.

***There is a minor rumbling from below. Earthwalking up from the floor comes Ingomarr "Ingot" Quikbucon with his elemental cohort.***

***"Hello? King Garnet? Where are you? No time for Hide and Go Seek..."***

***He takes notice of you and asks, "What has happened? Where's King Garnet?"***

***His eyes move to the gem and widen noticeably. He looks to the closet and back at you, with a slight tinge of sadness in his voice he asks, "What's happened?"***

Allow the players to tell their story, offer their theories and speculations. During the telling he will ask to see the gem, and will take it in his hand. If it is not given freely, or without reservation, adjust the text below to fit;

***"It sounds as if someone had the King in a very bad position."***

***Holding the gem up appraisingly, he adds, "Only a few know how to channel their life energy in to an object, and the King was one of them. He must have been desperate to sacrifice himself in such a manner."***

***He looks back at you, and you can see the traces of a tear rolling down his cheek. Looking back to the gem, he raises his face to the ceiling and says,***

***"You have called, and I have come. I accept the honor and duty of succession! I take the title of King and Protector of Our People until such time as you may be restored to your rightful place!"***

***Looking back to the party, he asks, "What?!? Did you expect me to pull a sword out of a rock?"***

***Q: What did you mean when you said 'you have called'? Called how?***

A. "Clearly, he channeled his life energy into the gem, the power source of the simulator, in order to cause others to come to investigate. He called, and I came. I just did not know how dire the situation is. "

***Q. What gives you the right to claim the throne?***

A. "First, I am not claiming the throne, I'm merely assuming the duties of monarch until such time as King Garnet returns. Second, who better? I am a gnome, I am both wise and intelligent. I am also a master of things arcane and I am therefore the best suited to take this position."

***Q. Doesn't that violate the rules of succession? Shouldn't there be a contest?***

A. "Ha ha ha! Surely if anyone feels that they \*could\* defeat me in a contest, they would be welcome to try. That would be foolish, but I'll respond to any challenge should one arise."

## CONCLUSION B

At this point, the Golden Gnome, if he had been subdued begins shaking and foaming at the mouth, going into convulsions. His mind snaps, rendering him incapable of speech or rational thought. Read the following;

***Your captive begins to go into convulsions, foaming from the mouth. His head lolls to one side in an oddly disturbing way.***

The captive's mind has snapped, and he is no longer capable of rational thought. For all practical intents, he is feeble-minded, but he is not curable at this time.

***There is a minor rumbling from below. Earthwalking up from the floor comes Ingomarr "Ingot" Quikbucon with his elemental cohort.***

***"Hello? King Garnet? Where are you? No time for Hide and Go Seek..."***

***He takes notice of you and asks, "What has happened? Where's King Garnet?"***

Allow the players to tell their story, offer their theories and speculations.



***"It sounds as if the King has deserted his post. For the good of the citizens of the Stark Mounds, there's only one thing to do."***

***He looks back at you, and you can see the traces of a tear rolling down his cheek.***

***"I have come. I accept the honor and duty of succession! I take the title of King and Protector of Our People!"***

***Looking back to the party, he asks, "What?!? Did you expect me to pull a sword out of a rock?"***

***Q: What did you mean when you said 'you have called'? Called how?***

A. "Clearly, he channeled his life energy into the gem, the power source of the simulator, in order to cause others to come to investigate. He called, and I came. I just did not know how dire the situation is."

***Q. What gives you the right to claim the throne?***

A. First, I am not claiming the throne, I'm merely assuming the duties of monarch until such time as King Garnet returns. Second, who better? I am a gnome, I am both wise and intelligent. I am also a master of things arcane and I am therefore the best suited to take this position."

***Q. Doesn't that violate the rules of succession? Shouldn't there be a contest?***

A. "Ha ha ha! Surely if anyone feels that they \*could\* defeat me in a contest, they would be welcome to try. That would be foolish, but I'll respond to any challenge should one arise."

## **CONCLUSION C**

Read the following;

***Your remains are found by the students assembling for class the next day. After asking around, your next of kin are located and advised of your demise.***

***In honorarium, your names will be inscribed on plaques that will be hung in the Administration Building. Additionally, a series of whoopee cushions will bear your names, honoring you and your families forever.***

## **CONCLUSIONS A AND B WRAP UP**

The disposition of the Imperial Garnet must be decided.

If the PCs report back to Field-Marshall Cobblemill and return the Imperial Garnet read the following;

***You wend your way back up ladders and down slides (or was that down ladders and up slides?) to the office of Field-Marshall Cobblemill.***

***The Field Marshall listens intently while you recount the days adventure. She seems visibly less stressed than she did when you spoke earlier today.***

***"Ingomarr Quickbucon you say? That is interesting. To some he was a traitor, to others a patriot. Now, for the time being anyway, he is King."***

***"And this 'Golden Gnome' claiming to be Garl Glittergold. Is he still alive? Is he with you?"***

If the PCs deliver the captive, read the following. If the 'Golden Gnome' was killed, adapt the following;

***"Hedrik?!? What has happened to you?"***

***<drol>***

***"I will look after him and see to his healing. I apologize for my outburst. Hedrik is the custodian of the College. If you say he thought he was Garl Glittergold, something must have gone wrong in his head."***

***"But back to your adventure... You say this gem contains the essence of King Garnet? I shall contact some friends I have who are arcanists of exceptional skill. I will have them look into how we might see to the return of King Garnet."***

***"Thank you. Thank you all!"***

If the PCs report back to Field-Marshall Cobblemill and do not return the Imperial Garnet read the following;

***You wend your way back up ladders and down slides (or was that down ladders and up slides?) to the office of Field-Marshall Cobblemill.***

***The Field Marshall listens intently while you recount the days adventure. She seems visibly***

*less stressed than she did when you spoke earlier today.*

*“Ingomarr Quickbucon you say? That is interesting. To some he was a traitor, to others a patriot. Now, for the time being anyway, he is King.”*

*“And this ‘Golden Gnome’ claiming to be Garl Glittergold. Is he still alive? Is he with you?”*

If the PCs deliver the captive, read the following. If the ‘Golden Gnome’ was killed, adapt the following;

*“Hedrik?!? What has happened to you?”*

<drol>

*“I will look after him and see to his healing. I apologize for my outburst. Hedrik is the custodian of the College. If you say he thought he was Garl Glittergold, something must have gone wrong in his head.”*

*“Thank you. Thank you all for helping to restore stability!”*

## The End

POC Contacts:

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## EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

### Encounter 1

Objective. Defeat the illusory giant kin.

APL 2: 90 xp.  
APL 4: 150 xp.  
APL 6: 210 xp.  
APL 8: 270 xp.

### Encounter 5

Objective. Defeat the welcoming committee

APL 2: 90 xp.  
APL 4: 150 xp.  
APL 6: 210 xp.  
APL 8: 270 xp.

### Encounter 6

Objective. The Golden Gnome

APL 2: 90 xp.  
APL 4: 150 xp.  
APL 6: 210 xp.  
APL 8: 270 xp.

### Story Award

Story Objective. Find and disable the Battle Simulator

APL 2: 90 xp.  
APL 4: 105 xp.  
APL 6: 120 xp.  
APL 8: 150 xp.

### Discretionary Roleplaying Award

APL 2: 90 xp.  
APL 4: 120 xp.  
APL 6: 120 xp.  
APL 8: 165 xp.

### Total possible experience

APL 2: 450 xp.  
APL 4: 675 xp.  
APL 6: 900 xp.  
APL 8: 1,125 xp.

## TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted

off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

#### Encounter 1:

APL 4: L: 2 gp, C: 0 gp, M: 0 gp.

APL 8: L: 2 gp, C: 0 gp, M: 0 gp.

#### Encounter 6:

APL 2: L: 0 gp, C: 0 gp, M: *Wand of Magic Missiles* (3<sup>rd</sup>) (188 gp), *Ring of Protection* +2 (667 gp), *Wand of Detect Secret Doors* (63 gp).

APL 4: L: 0 gp, C: 0 gp, M: *Wand of Magic Missiles* (3<sup>rd</sup>) (188 gp), *Ring of Protection* +3 (1,500 gp), *Wand of Detect Secret Doors* (63 gp).

APL 6: L: 0 gp, C: 0 gp, M: *Wand of Magic Missiles* (5<sup>th</sup>) (313 gp), *Ring of Protection* +4 (2,667 gp), *Wand of Detect Secret Doors* (63 gp).

APL 8: L: 0 gp, C: 0 gp, M: *Bracers of Armor* +5 (2,083 gp), *Ring of Evasion* (2,083 gp), *Ring of Protection* +4 (2,667 gp), *Wand of Detect Secret Doors* (63 gp).

#### Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 0 gp, C: 0 gp, M: 917 gp – Total: 917 gp (450 gp).

APL 4: L: 2 gp, C: 0 gp, M: 2,215 gp – Total: 2,217 gp (650 gp).

APL 6: L: 0 gp, C: 0 gp, M: 3,042 gp – Total: 3,042 gp (900 gp).

APL 8: L: 2 gp, C: 0 gp, M: 6,896 gp – Total: 6,898 gp (1,300 gp).

## ITEMS FOR THE ADVENTURE RECORD

### Special

**Garnet's Mark:** This character has received the Mark of the Garnet, a small scar in the shape of a round cut gem. You have answered the call of King Garnet. In return for your selfless sacrifice on behalf of King Garnet and the Gnomes of the Stark Mounds, you are hereby granted a scholarship to the Gnomish College of Illusions and the Performing Arts as either a full time student or part time student. The scholarship puts you on the "fast track", effectively reducing the TU cost in half. Only one character per table may receive this award.

**Favor of Ingomarr Quickbucon:** For assisting the Grand Duchy in uncovering the source of the new incursion of Giants and Giantkin, the Gyrlic patriot, Ingomarr Quickbucon will provide you access to any TWO of the following spells:

*Earth Hammer, Earthen Grasp, Eye of Stone, Fist of Stone, Metal Melt, Hail of Stones*

(circle the two taken and cross off the rest from the list)

**Invitation to join the Ambassador's Stepchildren:** Although King Garnet is lost, you have distinguished yourself. Due to your exceptional service, you have been contacted by members of the Ambassador's Stepchildren. Provided you meet the other pre-requisites, you will be accepted to the Ambassador's Stepchildren Meta-Org.

**Favor of Field Marshall Cobblemill:** For helping the Field Marshall to overcome certain “political restrictions” and get to the heart of the matter, she will reward you with a single small-sized masterwork weapon made from ONE of following special materials:

Ironwood: \_\_\_\_\_

Adamantine: \_\_\_\_\_

Write in the name of the weapon in the space above. Cross out the special material not used.

**Contact with the Evro Llygadi:** You have made contact with a member of the Evro Llygadi. This may be used later to facilitate membership. (Cross this off UNLESS Conclusion A was reached)

**Special to all APL's:** Ashwood Avenger Souvenir merchandise (.5 gp each, fill in quantity); (*Adventure*)

Necklace: \_\_\_\_\_

Nightshirt: \_\_\_\_\_

Armband: \_\_\_\_\_

Hat: \_\_\_\_\_

Tabard: \_\_\_\_\_

### Item Access

APL 2:

- Wand of magic missile (3rd) – 2,250 gp, (*Adventure; DMG*)
- Ring of Climbing – 2,500 gp., (*Adventure; DMG*)
- Wand of Detect Secret Doors 750 gp (*Adventure; DMG*)
- Wand of Cure Light Wounds 750 gp (*Adventure; DMG*)
- Pearl of Power 1<sup>st</sup> level - 1,000 gp (*Adventure; DMG*)

APL 4 (all of APL 2 plus the following):

- Wand of web – 4,500 gp, (*Adventure; DMG*)
- Ring of protection +2 – 8,000 gp (*Regional; DMG*)
- Pearl of Power 2<sup>nd</sup> level - 4,000 gp (*Adventure; DMG*)

APL 6 (all of APLs 2, 4 plus the following):

- Wand of magic missile (5th) – 3750 gp (*Adventure; DMG*)
- Ring of protection +3 – 18,000, gp (*Regional; DMG*)
- Glove of Storing – 10,000gp (*Adventure; DMG*)

APL 8 (all of APLs 2, 4, 6 plus the following):

- Ring of protection +4 – 32,000 gp, (*Adventure; DMG*)
- Ring of evasion – 25,000 gp (*Adventure; DMG*)
- Pearl of Power 4<sup>th</sup> level - 16,000 gp (*Adventure; DMG*)

**Evro Llygadi** (Must have access to this through a meta organization)

- Mask of Lies – 17,000 gp (*Regional; Arms and Equipment Guide*)
- Nightsong Infiltrator Prestige Class (Complete Adventurer)

**Ambassador's Stepchildren** (Must have access to this through a meta organization)

- Ring of Xray Vision – 25000gp (*Regional; DMG*)
- Nightsong Infiltrator Prestige Class (Complete Adventurer)

## APPENDIX 1 – APL 2

### ENCOUNTER 1

EL 3 – Monster (illusion, Will save DC 16 to disbelieve)

**Skeleton, Troll; Troll skeleton:** CR 3; Size L; HD 6d12; hp 39; Init +7; Spd 30 ft; AC 14 (+3 Dex, -1 size, +2 Natural), touch 12, FF 9; BAB +3; Grapple +13; Melee claws +8/+8 (1d6 + 6), bite +3 (1d6 + 3); SA -; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +2, Ref +5, Will +5; Str 23, Dex 16, Con 0, Int 0, Wis 10, Cha 1.

**Skills and Feats:** ; Improved Initiative.

### ENCOUNTER 5

**Boggle:** CR 3; Size S; HD 4d8; hp 18; Init +9; Spd 40 ft. ; climb 30 ft.; AC 18, touch 16 (+1 size, +5 Dex, +2 natural), FF 13; BAB +4; Grapple +5; Melee claws +5/+5 (1d4), bite +0 (1d4); SA Improved grab, rend 2d4; SQ Darkvision 60 ft., dimension door, fire resistance 5, DR5/magic, grease, scent; AL CN; SV Fort +3, Ref +1, Will -1; Str 10, Dex 21, Con 11, Int 5, Wis 8, Cha 6.

**Skills and Feats:** Climb +8, Escape Artist +16, Hide +13, Sleight of Hand +7, Move Silently +8; Improved Initiative, Stealthy.

**Special Abilities:** Darkvision, Scent.

**Racial Spells Known:** 0--*Dimension door*, *Grease*.

**Improved Grab (Ex):** If it hits an opponent up to one size category larger than itself with a claw attack, it deals normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. If it hits with both claws it can also rend in the same round. Once it has a hold, it has the option of conducting a grapple normally or taking a -20 penalty and not being considered grappled. In either case, it automatically deals claw damage with each successful grapple check.

**Dimension Door (Sp):** As the spell. It can be used up to 6 times per day at the 7th level of ability.

**Grease (Su):** At will, it can secrete an oily fluid from its skin. This is like the spell grease, except the range is touch, the duration is 1 round per HD of the creature (typically 4 rounds), and the REF save DC is 12. This makes a boggle harder to

hold onto (see below). Other boggles are immune to it.

**Rend (Ex):** If it hits with both claws, it rends for an additional 2d4.

**Scent (Ex):** It can detect enemies, sniff out foes, and track by scent.

**Skills:** It gains a +10 bonus to escape artist checks.

*Languages:* Boggle.

*Description:* Boggles are a cowardly lot. They taunt in their gibbering language from a distance. When forced to fight, it prefers to climb a wall and jump down from above in order to use its rear claws for rending. Boggles are clever, gibbering scavengers that behave much like a species of monkey. They do not value treasure but collect bright objects. They are 3-foot tall, hairless humanoids with large, bulbous, bald heads, huge ears, and disproportionate body parts. A boggle can stretch and compress its limbs to an impressive degree, accounting for its impressive reach.

### ENCOUNTER 6

**Golden Gnome; Gnome Sor3:** CR 3; Size S; HD 3d4+3; hp 12; Init +0; Spd 20 ft; AC 13 (+1 size, +2 deflection), touch 13, FF 13; BAB +1; Grapple +2; Atk: +1 melee (1d2, Unarmed); SA +1 to attacks vs kobolds and goblinoids; SQ Low-light vision, +4 dodge vs giants, Speak with Animals, +2 saves vs illusion, spell-like abilities; AL NG; SV Fort +2, Ref +1, Will +4; Str 10, Dex 10, Con 12, Int 14, Wis 12, Cha 16.

Languages spoken: Common and Gnome  
Skills and Feats: Concentration +7, Knowledge (Arcana) +8, Profession (Herbalist) +7, Spellcraft +10; Eschew Materials, Simple Weapon Proficiency, Spell Focus (Evocation).

Special Abilities: Familiar, Low-light Vision.

*Sor Spells Known (5/5/ DC is 13 + spell level, unless spell has \*, then it's 14 + spell level):* 0--Acid splash, Daze, \*Flare, \*Ray of frost, Touch of fatigue, 1--\*Burning hands, \*Magic missile (x2), \*Shocking grasp.

*Possessions:* Wand of magic missile (3rd), Ring of protection +2, Wand of Detect Secret Doors

*Description:* A Golden Skinned Gnome

## APPENDIX 2 – APL 4

### ENCOUNTER 1

EL 5 – Monsters (3) (illusion, Will save DC 18 to disbelieve)

**Bugbear (3):** CR 2; Size M; HD 3d8+3; hp 16; Init +1; Spd 30 ft; AC 17 (+1 Dex, +3 natural, +2 armor, +1 shield), touch 11, FF 10; BAB +2; Grapple +4; Melee Morningstar +5 (1d8 + 2); Ranged or javelin +3 (1d6 + 4); SA -; SQ Darkvision 60 ft., scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

**Skills and Feats:** Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Weapon Focus.

**Equipment:** Leather armor, Light wooden shield, Morningstar, Javelin.

### ENCOUNTER 5

**Boggle (2):** CR 3; Size S; HD 4d8; hp 18; Init +9; Spd 40 ft. ; climb 30 ft.; AC 18 (+1 size, +5 Dex, +2 natural), touch 16, FF 13; BAB +4; Grapple +5; Melee claws +5/+5 (1d4), bite +0 (1d4); SA Improved grab, rend 2d4; SQ Darkvision 60 ft., dimension door, fire resistance 5, DR5/magic, grease, scent; AL CN; SV Fort +3, Ref +1, Will -1; Str 10, Dex 21, Con 11, Int 5, Wis 8, Cha 6.

**Skills and Feats:** Climb +8, Escape Artist +16, Hide +13, Sleight of Hand +7, Move Silently +8; Improved Initiative, Stealthy.

**Special Abilities:** Darkvision, Scent.

**Racial Spells Known:** 0--*Dimension door*, *Grease*.

**Improved Grab (Ex):** If it hits an opponent up to one size category larger than itself with a claw attack, it deals normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. If it hits with both claws it can also rend in the same round. Once it has a hold, it has the option of conducting a grapple normally or taking a -20 penalty and not being considered grappled. In either case, it automatically deals claw damage with each successful grapple check.

**Dimension Door (Sp):** As the spell. It can be used up to 6 times per day at the 7th level of ability.

**Grease (Su):** At will, it can secrete an oily fluid from its skin. This is like the spell grease, except

the range is touch, the duration is 1 round per HD of the creature (typically 4 rounds), and the REF save DC is 12. This makes a boggle harder to hold onto (see below). Other boggles are immune to it.

**Rend (Ex):** If it hits with both claws, it rends for an additional 2d4.

**Scent (Ex):** It can detect enemies, sniff out foes, and track by scent.

**Skills:** It gains a +10 bonus to escape artist checks.

*Languages:* Boggle.

*Description:* Boggles are a cowardly lot. They taunt in their gibbering language from a distance. When forced to fight, it prefers to climb a wall and jump down from above in order to use its rear claws for rending. Boggles are clever, gibbering scavengers that behave much like a species of monkey. They do not value treasure but collect bright objects. They are 3-foot tall, hairless humanoids with large, bulbous, bald heads, huge ears, and disproportionate body parts. A boggle can stretch and compress its limbs to an impressive degree, accounting for its impressive reach.

### ENCOUNTER 6

**Golden Gnome; Gnome Sor5:** CR 5; Size S; HD 5d4+5; hp 20; Init +0; Spd 20 ft; AC 14 (+1 size, +3 deflection), touch 14, FF 14; BAB +2; Grapple +3; Atk: +2 melee (1d2, Unarmed); SA +1 to attacks vs kobolds and goblinoids; SQ Low-light vision, +4 dodge vs giants, Speak with Animals, +2 saves vs illusion, spell-like abilities; AL NG; SV Fort +2, Ref +1, Will +5; Str 10, Dex 10, Con 12, Int 14, Wis 12, Cha 17.

*Languages spoken:* Common and Gnome

*Skills and Feats:* Concentration +9, Knowledge (Arcana) +10, Profession (Herbalist) +9, Spellcraft +12; Eschew Materials, Simple Weapon Proficiency, Spell Focus (Evocation).

*Special Abilities:* Familiar, Low-light Vision.

*Sor Spells Known (5/6/4/ DC is 13 + spell level, unless spell has \*, then it's 14 +spell level):* 0-- Acid splash, Daze, \*Flare, \*Ray of frost, Touch of fatigue, 1--\*Burning hands, Cause fear, \*Magic missile (x2), Reduce person, \*Shocking grasp 2— Mirror Image, \*Scorching ray (x2), \*Shatter.

*Possessions:* Wand of magic missile (3rd) – Wand of web, Ring of protection +3, Wand of

Detect Secret Doors - 750 gp

*Description:* A Golden Skinned Gnome

## APPENDIX 3 – APL 6

### ENCOUNTER 1

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EL 7 –(illusion, Will save DC 20 to disbelieve)

**Ebeta, vampire; Gnome Sor7:** CR 7; Size S; HD 5d12 + 2d4; hp 52; Init +11; Spd 20 ft; AC 24 (+1 size, +7 Dex, +6 natural), touch 18, FF 17; BAB +3; Grapple +6; Melee Unarmed +5 (1d2 + 2), Slam +6 (1d4 + 2); SA +1 to attacks vs kobolds and goblinoids, blood drain, children of the night, dominate, create spawn, Energy Drain; SQ Low-light vision, +4 dodge vs giants, Speak with Animals, +2 saves vs illusion, spell-like abilities, alternate form, damage reduction 10/silver and magic, fast healing 5hp/round, resistance to cold 10 and electricity 10, spider climb, +4 turn resistance; AL CE; SV Fort +4, Ref +11, Will +8; Str 14, Dex 24, Con 0, Int 16, Wis 16, Cha 25.

**Skills and Feats:** Bluff +25, Concentration +10, Knowledge (Arcana) +13, Profession (Herbalist) +5, Spellcraft +15; Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Simple Weapon Proficiency.

**Sor Spells Known (6/8/8/6):** 0--*Detect magic, Disrupt undead, Ghost sound, Mending, Ray of frost, Read magic, Resistance*, 1--*Mage armor, Magic missile, Magic weapon, Ray of enfeeblement, Shield*, 2--*Cat's grace, Glitterdust, Invisibility*, 3--*Fireball, Fly, Haste*.

### ENCOUNTER 5

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**Nimblewright:** CR 7; Size M; HD 10d10; hp 75; Init +7; Spd 40 ft; AC 24 (+7 Dex, +7 natural), touch 17, FF 17; BAB +7/+2; Grapple +11; Melee rapier-hands +11/+11 (2d6 + 4); SA Spell-like abilities, tripping thrust; SQ augmented critical, construct traits, vulnerabilities; SR 27; AL CN; SV Fort +3, Ref +10, Will +6; Str 19, Dex 24, Con 0, Int 10, Wis 17, Cha 19.

**Skills and Feats:** Balance +9, Jump +19, Tumble +22; Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Mobility, Spring Attack.

**Special Abilities:** Spell Resistance.

**Racial Spells Known:** 0--*Alter self, Cat's grace, Entropic shield, Feather fall, Haste*.

**Equipment:** Rapier-hands,

**Spell-Like Abilities:** At will--*alter self, cat's grace, entropic shield, feather fall, haste*. Caster level 10th; save DC 14 + spell level.

**Tripping Thrust (Ex):** A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a Reflex save (DC 19) or be knocked prone as if tripped.

**Augmented Critical (Ex):** A nimblewright threatens a critical hit on a natural attack roll of 15-20. On a successful critical hit, its foe is subject to a tripping thrust attack (see above).

**Construct Traits:** A nimblewright is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A nimblewright has darkvision (60-foot range).

**Vulnerabilities:** A cold effect slows a nimblewright for 3 rounds, and a fire effect stuns it for 1 round..

**Languages:** Common, Elven, and Dwarven.

**Description:** Nimblewrights are rapier-wielding constructs that disguise themselves as living humanoids. They often serve as hired bodyguards, but many are employed to infiltrate organizations and secret societies or spy on individuals. Unlike most constructs, a nimblewright is created with intelligence and a distinct personality that combines awesome magic with elemental forces. Its animating force is a spirit from the Elemental Plane of Water. The process of creating a nimblewright binds the unwilling spirit to the artificial body and subjects it to the will of the creator.

An undisguised nimblewright appears as a nondescript, steel-colored, mechanical human. When disguised, it wears clothes and uses spells to hide its true nature. In this way, it can appear as almost any Medium humanoid it wishes to become.

### ENCOUNTER 6

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**Golden Gnome; Gnome Sor7:** CR 7; Size S; HD 7d4+7; hp 28; Init +0; Spd 20 ft; AC 15 (+1 size, +4 deflection), touch 15, FF 15; BAB +3; Grapple +4; Atk: +3 melee (1d2, Unarmed); SA +1 to attacks vs kobolds and goblinoids; SQ Low-light



vision, +4 dodge vs giants, Speak with Animals, +2 saves vs illusion, spell-like abilities; AL NG; SV Fort +3, Ref +2, Will +6; Str 10, Dex 10, Con 12, Int 14, Wis 12, Cha 17.

*Skills & Feats:* Concentration +11, Knowledge (Arcana) +12, Profession (Herbalist) +11, Spellcraft +14; Eschew Materials, Greater Spell Focus (Evocation), Simple Weapon Proficiency, Spell Focus (Evocation).

*Languages:* Common and Gnome.

*Special Abilities:* Familiar - rat, Low-light Vision.

*Sor Spells Known (5/6/6/4 DC is 13 + spell level, unless spell has \*, then it's 15 +spell level):*  
0--Acid splash, Daze, \*Flare, \*Ray of frost, Touch of fatigue, 1--\*Burning hands, Cause fear, \*Magic missile (x2), Reduce person, \*Shocking grasp, 2--Bear's endurance, Blindness/deafness, Mirror Image, \*Scorching ray (x2), \*Shatter, 3--Displacement, \*Fireball (x3).

*Possessions:* Wand of magic missile (5th), Ring of protection +4, gp Wand of Detect Secret Doors.

*Description:* A Golden Skinned Gnome.

## APPENDIX 4 – APL 8

### ENCOUNTER 1

EL 9 –(illusion, Will save DC 22 to disbelieve)

**Ebeta, vampire; Gnome Sor7:** CR 7; Size S; HD 5d12 + 2d4; hp 52; Init +11; Spd 20 ft; AC 24 (+1 size, +7 Dex, +6 natural), touch 18, FF 17; BAB +3; Grapple +6; Melee Unarmed +5 (1d2 + 2), Slam +6 (1d4 + 2); SA +1 to attacks vs kobolds and goblinoids, blood drain, children of the night, dominate, create spawn, Energy Drain; SQ Low-light vision, +4 dodge vs giants, Speak with Animals, +2 saves vs illusion, spell-like abilities, alternate form, damage reduction 10/silver and magic, fast healing 5hp/round, resistance to cold 10 and electricity 10, spider climb, +4 turn resistance; AL CE; SV Fort +4, Ref +11, Will +8; Str 14, Dex 24, Con 0, Int 16, Wis 16, Cha 25.  
**Skills and Feats:** Bluff +25, Concentration +10, Knowledge (Arcana) +13, Profession (Herbalist) +5, Spellcraft +15; Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Simple Weapon Proficiency.  
**Sor Spells Known (6/8/8/6):** 0--*Detect magic, Disrupt undead, Ghost sound, Mending, Ray of frost, Read magic, Resistance*, 1--*Mage armor, Magic missile, Magic weapon, Ray of enfeeblement, Shield*, 2--*Cat's grace, Glitterdust, Invisibility*, 3--*Fireball, Fly, Haste*.

**Zombie, Minotaur (3):** CR 4; Size L; HD 12d8; hp 81; Init -1; Spd 30 ft; AC 16 (-1 size, -1 Dex, +8 natural), touch 8, FF 16; BAB +6/+1; Grapple +15; Melee Greataxe +10/+5 (3d6 + 7/crit x3), or gore +10 (1d8 + 5), or slam +10 (1d8 + 5); SA -; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +4, Ref +3, Will +8; Str 21, Dex 8, Con 0, Int 0, Wis 10, Cha 1.

**Skills and Feats:** ; Toughness.

**Equipment:** Greataxe, .

### ENCOUNTER 5

**Nimblewrights (2):** CR 7; Size M; HD 10d10; hp 75; Init +7; Spd 40 ft; AC 24 (+7 Dex, +7 natural), touch 17, FF 17; BAB +7/+2; Grapple +11; Melee rapier-hands +11/+11 (2d6 + 4); SA Spell-like abilities, tripping thrust; SQ augmented critical, construct traits, vulnerabilities; SR 27; AL CN; SV

Fort +3, Ref +10, Will +6; Str 19, Dex 24, Con 0, Int 10, Wis 17, Cha 19.

**Skills and Feats:** Balance +9, Jump +19, Tumble +22; Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Mobility, Spring Attack.

**Special Abilities:** Spell Resistance.

**Racial Spells Known:** 0--Alter self, Cat's grace, Entropic shield, Feather fall, Haste.

**Equipment:** Rapier-hands,

**Spell-Like Abilities:** At will-alter self, cat's grace, entropic shield, feather fall, haste. Caster level 10th; save DC 14 + spell level.

**Tripping Thrust (Ex):** A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a Reflex save (DC 19) or be knocked prone as if tripped.

**Augmented Critical (Ex):** A nimblewright threatens a critical hit on a natural attack roll of 15-20. On a successful critical hit, its foe is subject to a tripping thrust attack (see above).

**Construct Traits:** A nimblewright is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A nimblewright has darkvision (60-foot range).

**Vulnerabilities:** A cold effect slows a nimblewright for 3 rounds, and a fire effect stuns it for 1 round..

**Languages:** Common, Elven, and Dwarven.

**Description:** Nimblewrights are rapier-wielding constructs that disguise themselves as living humanoid. They often serve as hired bodyguards, but many are employed to infiltrate organizations and secret societies or spy on individuals. Unlike most constructs, a nimblewright is created with intelligence and a distinct personality that combines awesome magic with elemental forces. Its animating force is a spirit

from the Elemental Plane of Water. The process of creating a nimblewright binds the unwilling spirit to the artificial body and subjects it to the will of the creator.

An undisguised nimblewright appears as a nondescript, steel-colored, mechanical human. When disguised, it wears clothes and uses spells to hide its true nature. In this way, it can appear as almost any Medium humanoid it wishes to become.

## **ENCOUNTER 6**

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**Golden Gnome; Gnome Sor9:** Size S; CR 9; HD 9d4+9; hp 36; Init +0; Spd 20 ft; AC 20 (+1 size, +4 deflection, +5 armor), touch 15, FF 20; BAB +4; Grapple +5; Atk: +4 melee (1d2, Unarmed); SA +1 to attacks vs kobolds and goblinoids; SQ Low-light vision, +4 dodge vs giants, Speak with Animals, +2 saves vs illusion, spell-like abilities; AL NG; SV Fort +4, Ref +3, Will +7; Str 10, Dex 10, Con 12, Int 14, Wis 12, Cha 18.

*Skills & Feats:* Concentration +13, Knowledge (Arcana) +14, Profession (Herbalist) +13, Spellcraft +16; Combat Casting, Eschew Materials, Greater Spell Focus (Evocation), Simple Weapon Proficiency, Spell Focus (Evocation).

*Special Abilities:* Familiar - rat, Low-light Vision.

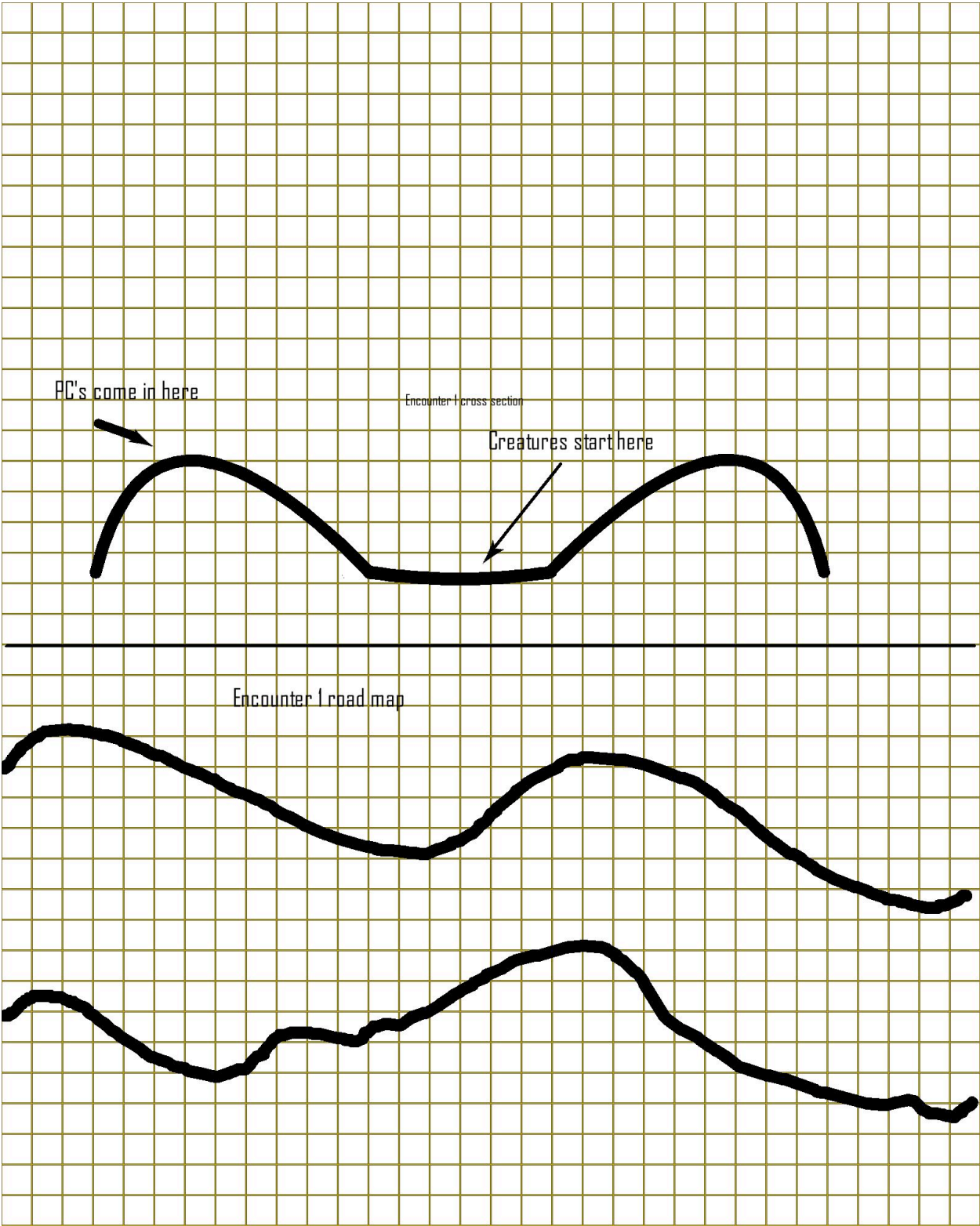
*Languages:* Common and Gnome.

*Sor Spells Known (6/6/6/6/4 DC is 13 + spell level, unless spell has \*, then it's 15 + spell level):* 0--Acid splash, Daze, \*Flare, \*Light, \*Ray of frost, Touch of fatigue, 1--\*Burning hands, Cause fear, \*Magic missile (x2), Reduce person, \*Shocking grasp, 2--Bear's endurance, Blindness/deafness, Mirror Image, \*Scorching ray (x2), \*Shatter, 3--Blink, Displacement, \*Fireball (x3), 4--\*Fire shield (x2), \*Ice storm (x2).

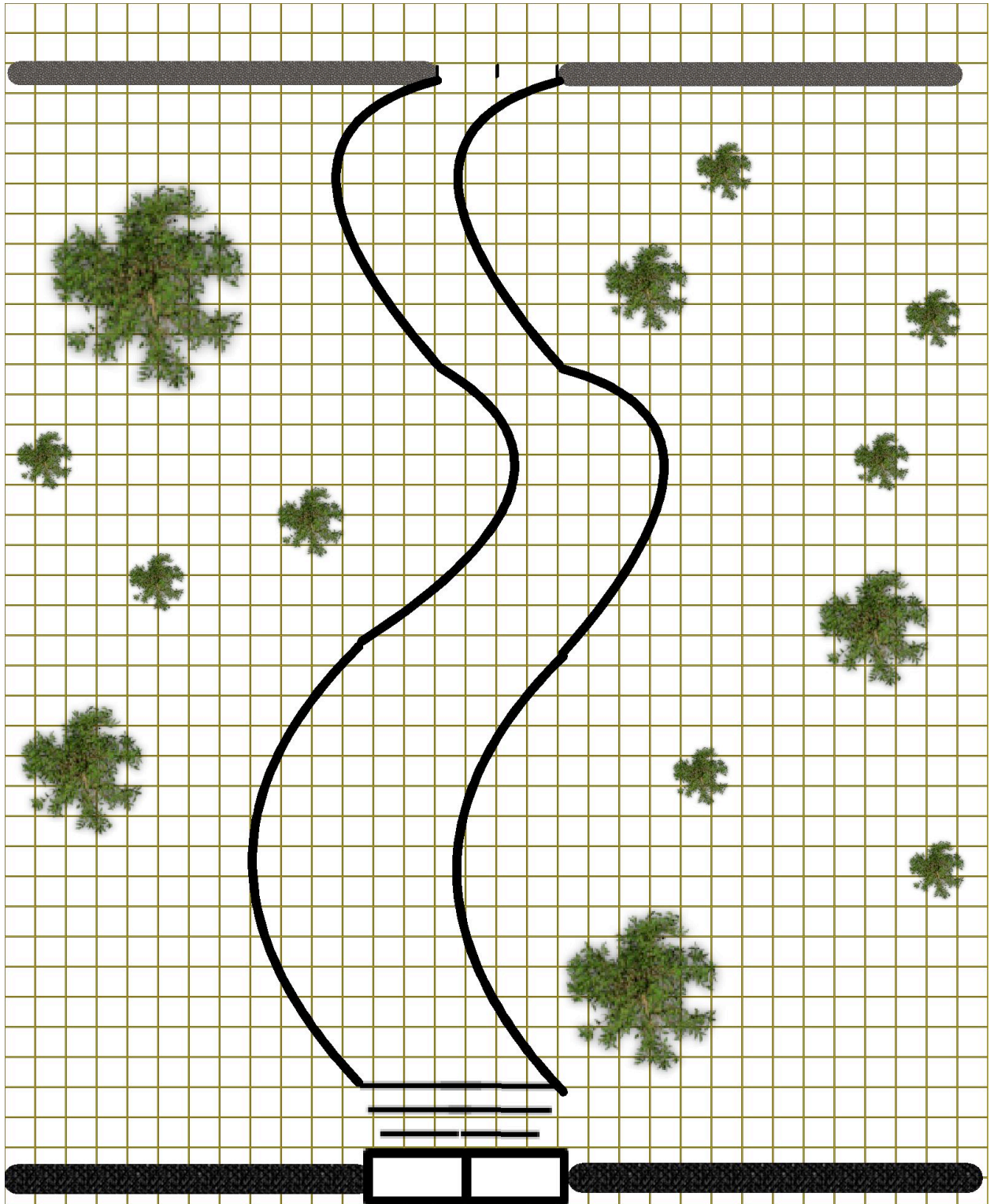
*Possessions:* Bracers of armor +5, Ring of protection +4, Ring of evasion, Wand of Detect Secret Doors.

*Description:* A Golden Skinned Gnome

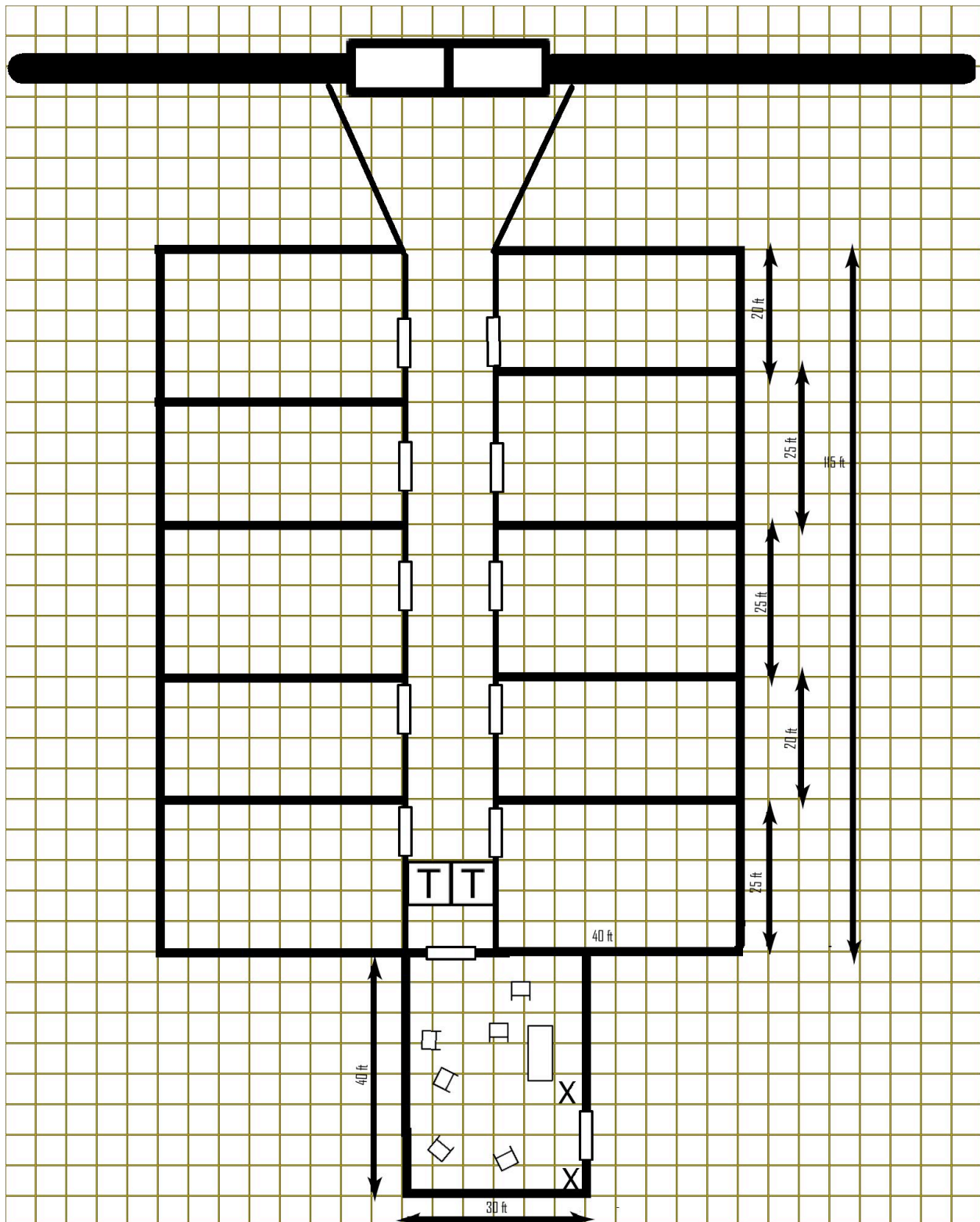
**DM AID: MAP #1 – ENCOUNTER 1 – ON THE ROAD**



## DM AID: MAP #2 – COLLEGE CAMPUS – PATH TO BUILDING

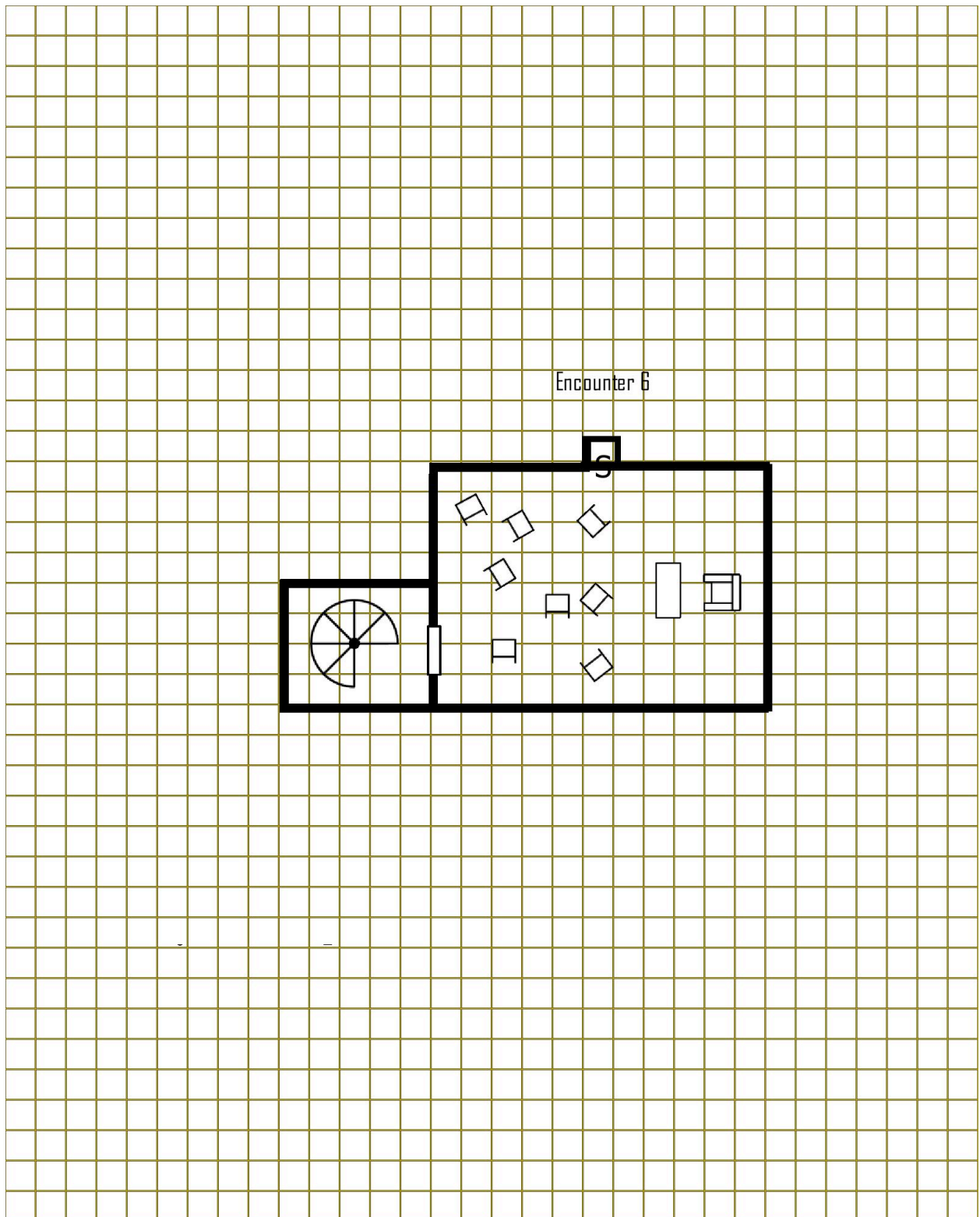


## DM AID: MAP #3 – THE ADMINISTRATION BUILDING



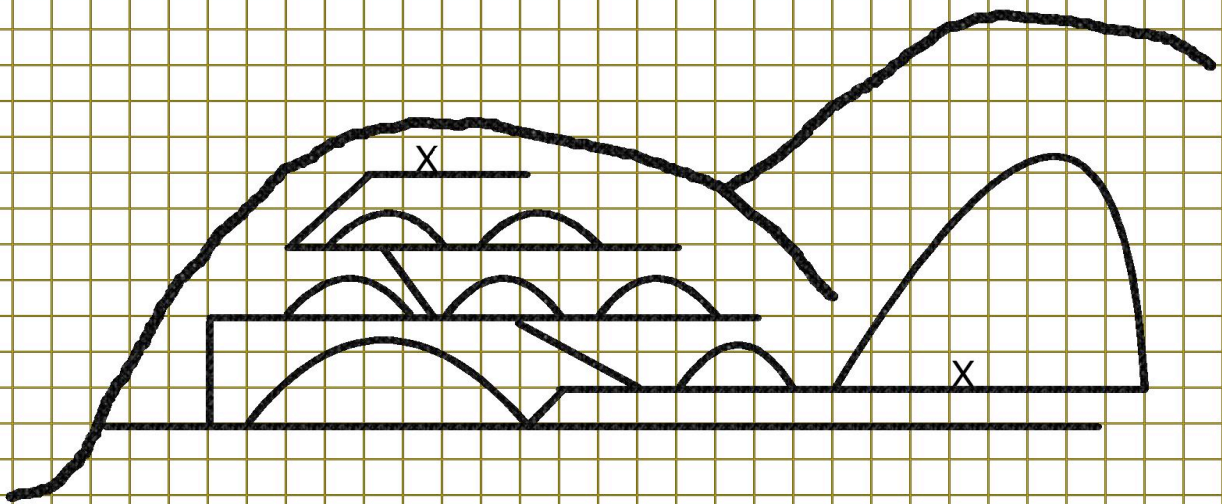


## DM AID: MAP #4 – THE DEAN’S OFFICE



## PLAYER HANDOUT #1 – MAP

### Map to The Office of The Dean





## PLAYER HANDOUT #2 – GEOFF MILITARY INTRO

*You are summoned to the tent of your superior officer. A cursory glance around the tent and its table shows it strewn with leaves of parchment, some clean, some spattered with blood still others soaked.*

*“Be at your ease. I have a mission for you.”*

*“As you are aware, the main forces of the Sakhut have been routed. Yet even at this late date, it appears that certain elements of that old regime seek to regroup. We’re not sure if they represent just isolated pockets of resistance, or if we are seeing the beginnings of a new offensive”.*

*“Make contact with Field-Marshal Cobblemill, of the gnomish army. She may be able to provide you some assistance. But be warned, if you encounter the Gnome Riders, best to use diplomacy.”*

*“We need you to investigate and report back.”*

## PLAYER HANDOUT #3 – NON - GEOFF MILITARY INTRO

*You are summoned to the tent of your superior officer.*

*“I’m getting reports from Geoff. Nothing official mind you, but reports none the less that the Giants are marshalling their forces again.”*

*“As you know, we don’t have a ‘presence’ in Geoff at the moment that can confirm or deny these reports. I need to send someone in to find out if Geoff is under siege...again, and report back.”*

*“We have few resources left with which to help the Gyri, and I won’t be sending a contingent out on a long expensive deployment for nothing!”*

## PLAYER HANDOUT #4 – AMBASSADOR’S STEP-CHILDREN

*A fellow member of the Step-Children approaches you during the evening meal and asks to join you.*

*Before you can respond yea or nay, he leans in and whispers, “Have you had *\*any\** contact? I’ve been trying to get information to his Highness for days now and it feels like shouting down a well.”*

*Now that you take the time to think about it, you cannot recall the last time you made successful contact with the ‘Home Office’*

*Remember, your best chances are to contact someone high up in the Army. But treat the Riders with care, you don’t want them upset with you.*

*This bears investigating. This has NEVER happened before.*

## PLAYER HANDOUT #5 – VIGILANT EYES

*You receive instructions from your cell to investigate the situation with King Garnet and report back about the political landscape within the Stark Mounds.*

*Remember, your best chances are to contact someone high up in the Army. But treat the Riders with care, you don't want them upset with you.*

*Be Ever Vigilant*

## CRITICAL EVENT SUMMARY: GEO6-04 DELUSIONS OF GRANDEUR

For use only at EVENT or before DATE.

1. Did the PCs find and disable the Battle Simulator?

Yes

No

If so, list player names/PC names here:

2. Did the PCs kill "the Golden Gnome"?

Yes

No

3. Did the party have any unrecoverable deaths?

Yes

No

Who?

4. Did the PCs give up the Imperial Garnet?

Yes

No

To whom?

**Notes:** (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):