

GRMN3-02

# The gnome who cried mole

**A one-Round D&D LIVING GREYHAWK<sup>®</sup>**

**Introductory Gran March Regional Adventure**

Version 1

**Round 1**

**by Brandon A. Mann**

The son of a wealthy gnomish family has played one too many practical jokes on the good people of Holly Hill. Now the citizens of this mountain hamlet pay very little attention to what the youngster says. When the day comes that he actually needs someone's help he may be hard pressed to find volunteers. This is an introductory Living Greyhawk module set in the Gran March and is intended for 1<sup>st</sup> level PCs only.

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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## Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

## Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

## Scoring

*After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:*

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

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

### Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 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.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1<sup>st</sup>-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If

your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are

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	

considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

### Time Units and Upkeep

This is a standard one-round Regional adventure, set in the [Gran March](#). Characters native to [Gran March](#) pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

## Adventure Background

In the Barony Cavintus many travelers visit the gnomish hamlet of Holly Hill about 35 miles outside of Red Arbor just off the road leading to Cragmoor. Holly Hill survives on commerce brought by the travelers on this road. Due to its reliance on trade, its inhabitants are very friendly and certainly glad to see travelers with heavy coin purses. Gnome, halfling, and dwarf merchants can all be found selling their wares and services in Holly Hill. The community is built at the base of a medium sized hillock that shares its name with the hamlet. There are small cottages and cabins around the base of the hill as well as a few caves and burrows leading into the hill itself. Living quarters and businesses can be found on the outside and inside of the hillock. There is one main community center outside the hill called The Plaza and one center inside the hill called The Den. The majority of the trade shops are found in The Plaza. The soil in this area is primarily red clay. It is the reddish-orange color of the clay that is the predominant color of the community marking everyone's feet and boots year round. Surrounding the settlement are short needle pine trees with dark brown bark and verdant green foliage in sharp contrast to the red soil. Holly Hill is just small enough and far enough away from Red Arbor to not be bothered by their politics, but close enough to benefit from the trade that comes their way. Holly Hill does support the Baron and expects help from his men-at-arms on the rare occasion that they need it. The community, although diverse, has a strong sense of unity and the citizens take pride in their self-reliance.

**Who Rules:** Three officials run Holly Hill. The main office is that of the mayor elected to a five-year term. The mayor is the official spokesman of the community. He functions as arbiter and judge as well. The Sheriff, also elected to a five-year term handles arrests and prosecutions of criminals. The Trade Commission President is the third prominent position in the community and her opinion holds a lot of weight, but the office has little official power. The president is the voice of the commission and speaks with the mayor on official commission matters. The Trade Commission is an 'economic interests group' run by the hamlet's merchants and decides business matters and sets prices for items under their control. All prices are subject to review by the mayor.

**Mayor:** His Honorable Mayor of Holly Hill, Jasper Layperzite [NG gnome male Exp7]

**Sheriff:** Sheriff Beryl Durdanberyl [LN gnome male War8]

**TCP:** Commissioner Miter Qumendre [LG gnome female Exp5]

There is one mage of note that lives in Holly Hill named Marble Merryweather (gnome) who is a sorceress and is regarded as the prettiest lady in the area.

**Population:** 290 gnomes (74%), 60 halflings (15%), 30 dwarves (7.5%), 12 of other races. There are 20 to 60 visitors in Holly Hill at any given time.

**Major Products:** wool, finely woven ornamental fabrics, ponies, mules, mountaineering equipment, weapons, some gems (III)

**Armed Forces:** None. The Sheriff has four deputies and 20 reserve deputies. Most citizens know how to defend themselves. A cavalry patrol from Red Arbor passes through the hamlet every other day or so.

**Religious center:** There is one shrine to Obad-Hai called The Freedom of the Shalm. The priestess in charge of the shrine is Coral Wallindir [N gnome female Clr4/Drd1]

**History:** Holly Hill is said to have been founded when a halfling trader's cart broke down where Holly Hill stands today. While the trader, whose name has become lost in the passing of time, waited for help to arrive his horses ran off and could not be retrieved. The trader decided to raise money to buy new horses and started to trade with passing travelers. His new 'roadside trading post' soon thrived beyond his wildest dreams. After a few years he tired of the location and sold the store that he had built to Furdle Frännzer, a gnome trader. Soon more gnomes moved to the location to open their own stores. Eventually the gnomes and dwarves living here began to excavate some of the hillside and the town took on its distinctive look with The Plaza open to the elements and the companion area, The Den, cut into the mountain. The rest they say is history

**Rumors:** Gossip pervades the nightly goings-on. Recently, the juiciest piece of gossip is the supposed relationship that the Mayor and the Commission President are carrying on. This has some people worried that prices of certain goods may increase.

## Adventure Summary

This adventure starts in the trading village of Holly Hill. Darby Durdanberyl is a young gnome who excels in pranksterism and general mischief. Although he is not malicious he has yet to reach a level of maturity which enables him to determine which pranks and jokes are appropriate and which are not. He is the nephew of the sheriff, Beryl Durdanberyl and his

mother is a member of the Frännzer clan, who are known as the founders of Holly Hill. When Darby does something he shouldn't, his family usually gets him out of most punishments. A few months back one of Darby's jokes caused a group of young girl-gnomes to knock over an oil lamp which caused a minor fire in the market. His uncle, the sheriff, was very angry as were his parents. Darby has been acting on his best behavior since...and it's eating him up inside! He has taken to exploring the mountains between Holly Hill and Mt. Munninen, the gnome metropolis of Gran March. During his explorations the patrolling Mt. Munninen Legionnaires have become targets for his recent pranks. After all he promised not to bother anyone *in town*, he didn't say anything about anyone *outside of town*. The Legionnaires are in fact looking to have a little talk with Darby.

Earlier today, Darby and his sister Barristle were exploring a cavern which contained an underground creek when she slipped down a slope and fell into a well-like hole, which erosion had created in the cavern over the years. Darby could not get her out. He couldn't ask the nearby Legionnaires, so he rushed back to Holly Hill where no one wants to take him seriously about his needing help to rescue his sister. Here is where Darby meets up with the PCs. The adventure begins after the heroes (PCs) agree to go up into the mountains and save the boy's sister.

The first encounter outside of town is with a Legionnaire Patrol. Darby hides from the patrol, leaving the PCs to talk with them. These gnomes do not like outsiders traveling on these roads because it has proven dangerous to many non-gnomes in the past creating rescue operations that the gnomes deem unnecessary. (If the outsiders weren't so foolish then they wouldn't need rescuing.) Later on in the journey the PCs, joined once again by Darby, come across a dire weasel and must fend off its attack. Eventually the party reaches the cavern where Barristle is trapped, but not before a few orcs have the opportunity to spot them coming down the opposite side of the valley. The cavern has a few areas to explore if the PCs wish. Darby may lead them to believe there could be treasure in some areas of the cavern. The area where Darby's sister is trapped has a small creek which the PCs must cross to proceed. On the far side of the creek is a slippery slope that goes downward at a steep angle for about 70 feet. On this slope are several erosion holes, whose walls have become too smooth to climb. Barristle has injured her left leg and can't climb up by herself even with the help of a rope. This slope has been eroded by the creek when it swells during the spring after the winter snows melt. The spring flood waters wash down this slope and slowly filter out at the

bottom. It will not be an easy task in getting Barristle out. Hopefully, the heroes will be gone and out of the cavern by the time the orcs arrive!

## Introduction

In the Barony Cavintus lies the small hamlet, Holly Hill between Red Arbor and the mountain settlement of Cragmoor. This hamlet's population is predominantly gnomish, although there are several halflings and dwarves found living here as well. Holly Hill is an important trading outpost on this well-traveled road. The settlement is divided into two main areas; The Plaza and The Den (See Players Handout). The town has three acclaimed taverns; Redwall Lodge, PagDag's, and Holly Hill Mill.

As well-known as this area is to adventurers, and even common merchants and travelers, the hills north of this hamlet are rarely visited by outsiders. For every thousand non-gnome Gran March citizens that have been to Holly Hill there is only one that has actually been to any part of the largest gnomish settlement to the northeast. This secluded gnomish settlement is called Mt. Munninen and is the main gnomish settlement in Gran March. Where the traders of Holly Hill are gregarious and enjoy seeing new faces, the gnomes of Mt. Munninen are very reclusive but not hostile to visitors in anyway. There are many rumors of invisible ledges and illusory bridges known to gnomes but not to outsiders that can leave a traveler stepping out into thin air if they were to be foolish enough to wander this area on their own. Even the best mountain guides will pass on employment to venture into the hills surrounding Mt. Munninen. Most people leave the gnomes of Mt. Munninen to themselves, and these gnomes like it that way.

## Encounter One

It is late summer, and the heat of the day that slows the citizens of Hookhill does not have such a strong effect in the higher altitudes found in the Lorridges. The Plaza of Holly Hill is shaded by the tall pines on the western edge of town and the mountain itself on the northeastern side. The day is drawing to a close, and many tired travelers are coming off the road and finding lodging for the night. A few have waited for the sun to set and are now making their way onto the road to begin their day's journey.

There are several tables set up in The Plaza in front of five small beverage stands for those with coppers and silvers to spend. Nicer faire can be found at Redwall Lodge, also with outdoor seating, for those with more money to spend on their evening's meal and

relaxation. Indeed, a lazy summer day has come to a close for a half-dozen or so inexperienced adventurers. They are free to have their own reasons for traveling this stretch of road. The fact that they are in Holly Hill is not out of the ordinary considering that it is an area frequented by many travelers.

DM NOTE: Try and arrange the PCs to sit in the same area. The beverage stands are listed in the Appendix for flavor, but if each PC goes to a different stand it will be a long roleplaying encounter.

[Here is a good time for PC descriptions and introductions]

At some point during the evening the PCs may spot (Spot DC12) a young gnome boy (equivalent human age 16) going from one adult gnome to another talking and gesturing frantically. Eventually he comes closer to the PCs so that they can possibly hear him (Listen DC12) pleading with adult gnomes to come with him to save his sister who is stuck in a cavern. He is speaking gnomish, thus the PCs may hear him but not understand him unless they too speak gnomish. The gnomes all shake their head at him and say various things in Gnomish (Gn) or Common (C) such as:

- (Gn & C) You have fooled me (us) too many times, Darby!
- (Gn) Sure! the day your uncle is away to Red Arbor and your father is up on the Mount (Mt. Munninen) now you go back to your mischief.
- (C) Darby, go away! I will not be your evenings' entertainment!
- (Gn) Darby! Oh, so it's *your sister* this time, not the Baron or maybe the Commandant that is "just over that ridge fallen from their horse"- pffft, leave me be!
- (Gn) By Ironhand this boy needs to be taught a lesson!
- (Gn) Urdlen's whiskers! He is a nuisance...hey, where's my drink!

After several minutes of being rebuked, Darby lets out a short yell of exasperation. If the PCs have not already involved themselves, Darby will at this point seek them out. His preference in addressing an individual would be in this order: gnomes, dwarves, halflings, mages, any females not among the previous groups, Gran March military personnel, and then anyone else. He speaks gnomish, dwarven, common, and draconic. He would use dwarven when initially addressing a dwarf and draconic for arcane casters/members of Syrloch. He

is covered in sweat and is recovering his breath from running for quite a while.

**"Excuse me, good citizen(s). I assume you are having a better day than I am. [pause] You see my sister and I were exploring a cave up in the mountains and she fell in some...odd sort of hole with smooth walls, and I can't get her to safety by myself. [short pause] Could I be so bold as to ask you and your stout companions to come with me to help save her."**

Any of the gnomes that passed on the opportunity to help Darby and that are spoken to by the PCs will talk to them about Darby's history of playing practical jokes, pulling pranks and being a general nuisance. Some will admit to the pranks to being very funny, until someone else reminds them of the time they were made to be the fool by Darby. Upon this recollection their attitude falls in line with the congregation of nay-sayers.

The facts that the PCs can gather from the gnomes that do not believe Darby's story are:

- Darby's parents are attending a marriage of a business acquaintance in Mt. Munninen.
- The sheriff, his uncle, is in Red Arbor for a few days tending to a legal matter.
- Barristle, his sister, has rarely *voluntarily* involved herself in her brother's hi-jinks.
- No one is at Darby's house this evening. His sister is indeed not to be found anywhere in the town – if they search for her.
- Darby has been behaving himself since the small fire he caused a few months back. (see Adventure Background)

What Darby will tell them:

- He and his sister were exploring a cave. They jumped across a creek and she slipped down a slick slope where she fell into a weird hole. She could not climb out and he could not find a way to get her out.
- It took him four hours to come down the mountain from the cave where she is.
- Holly Hill is the closest settlement to where his sister is trapped.
- His two best friends would have been who he asked for help first but they are still sore at him for something he did (meaning he pulled a prank on them a week ago, but he is reluctant to mention that).

- His parents will mostly likely give the PCs a reward if they help, but he can't promise anything specific.
- He left his sister with water, some food and his cloak. She should be fine for the evening, but he would want to head out before first light in the morning to retrieve her.
- Darby thinks it would be dangerous to head up the mountain paths at night, but he will not hesitate to leave a bit before first light to get back to his sister as soon as he can.
- He is certain he can find his way back up to where she is, but it will take five or six hours to get there.

If the PCs agree to help, and try to recruit any other villagers, they will either not trust Darby's story or be mad at him for a past transgression and refuse to help the PCs. The deputies would want to wait until the sheriff gets back into town the next evening to see what he thinks. Darby would not wait until then because he doesn't want to leave his sister up in the cavern another day.

The PCs may be able to buy some equipment for the trip if they have not already done so *and* if one of the three stores selling equipment is still open. A diplomacy check (DC15) or a nice tip should do the trick. Darby will ask the PCs if anyone has a **rope and pitons** because they will need it during the rescue. These encounters can be expanded or abbreviated as the DM sees fit, depending on the amount of roleplaying that has taken place up to this point.

**DM NOTE:** This encounter introduces the players to the hamlet of Holly Hill. It also introduces the NPC Darby Durdanberyl and allows the PCs to gather information to why this young gnome is forced to ask the PCs for help in this emergency instead of his fellow gnomes and neighbors.

## Encounter Two

The plan is to leave an hour before first light. After about two hours on the path the PCs come across a Mt. Munninen Legionnaire patrol in an area of heavy undergrowth and thick foliage. The mountain path is twenty feet wide in this encounter. The leader of the patrol will announce his presence (20 feet up on the hillside and 25 feet ahead of the PCs) standing with his hands on the hilts of his shortswords. **"HALT. I am Falconer Glitterhaus, I politely ask you to identify yourselves and your reason for traveling this road."**

**DM NOTE:** Falconer is a title in the Mt. Munninen Legionnaires. It is equivalent to "lieutenant." Some Gran March military PCs or natives to Barony Cavintus may know this.

The PCs can make a Spot check DC23 to see two gnomes hidden in heavy bushes 15 feet up on the hillside, one right next to them and another behind them by 20 feet. The PCs cannot tell what they are holding just that there are gnomes watching them. Spot DC18 will allow them to see what Darby does at this point. Darby ducks into the bush because he knows that Glitterhaus is mad at him. A successful Spot check lets the PC notice Darby jumping down the hillside a few feet to hide behind a tree. As a side note, even though there are only three NPCs listed Darby knows the patrol normally has five members.

If there are gnomes besides Darby in the party Glitterhaus will address them, **"Do you feel confident that no one in your party is going to get hurt wandering these hills?"** If there are no other gnomes but there is a ranger, Glitterhaus will address them instead. If there are no gnomes or rangers in the party he will address the party as a whole or whoever answers his first question. He will quiz the party with one or two Knowledge (nature), Wilderness Lore (Survival) type questions dealing with mountains. Ask the players to make the pertinent rolls. If they roll high the gnome ranger will be relieved when they are on their way, whereas if they roll poorly, he will be disturbed and caution them. Even if he cautions them he will not try to physically prevent them from traveling the mountain road.

- If no one Spots Darby and the PCs do not look for him while talking to Falc. Glitterhaus, then he remains hidden and shows up 15 minutes after the patrol leaves.
- If the party brings Darby into the conversation Glitterhaus will groan at the mention of his name and warn them that he is trouble.
- If the party sees Darby and drags him up to talk with Glitterhaus he will listen to the PCs and then tell Darby that he will let him go to save his sister, but if he continues to bother his patrol Darby will answer to an authority outside of Holly Hill.
- The Legionnaires will give the PCs friendly advice, tell them to be careful but will not be condescending. They will ask if they have the right equipment such as ropes, pitons, and such.

- If the party is coy and refuses to tell them what they are doing, the ranger will mention that he will keep an eye on them and tell them “to be careful and go on your way” and then move back into the trees.
- The patrol will protect themselves if fired upon or otherwise attacked or bespelled and knock the PCs on their butt, but not kill them. These individuals are the local police attacking them could land a PC in prison.
- Glitterhaus will not give away the positions of the two archers. If there is only conversation he may refer to his patrol but will not point them out. If the party spots them and makes it known that they see the other gnomes he acknowledges their presence.
- Glitterhaus knows of that cavern, but it is outside of his patrolling region. He knows the gnome in charge of patrolling that area. He may help out if they can find him.

Falconer Glitterhaus (Ranger 5) gnome male HD 5d8+5; hp 33; Init +3; Spd 20 ft., AC 20 (touch 15, flat-footed 17) [+3 Dex, +1 size, +5 “+1Mithral chain shirt”, +1 ring of protection]; Atk +11 melee (1d6 masterwork shortsword) +8 range (darts 1d4+1) AL NG; SV Fort +7, Ref +8, Will +5; Str 12, Dex 16, Con 12, Int 12, Wis 14, Cha 10. Height 3 ft. 8 in. Speaks Gnomish, Common, Goblinoid.

*Skills and Feats:* Animal Empathy/Diplomacy +3, Heal +5, Hide +16, Knowledge (nature) +5, Listen +13, Move Silently +12, Ride +5, Search +5, Spot +11, Wilderness Lore/Survival +1; Track, Weapon focus (shortsword), Two-weapon fighting, Endurance, Two Weapon defense (or Dodge).

Special Qualities Favored enemy 1<sup>st</sup> Goblinoid, 2<sup>nd</sup> Orc. animal companion falcon (same stats as hawk).

Ranger spells: (1) *entangle*

Syddar and Nillane (twins) (Fighter 2) gnome male HD 2d10+4; hp 20; Init +2; Spd 20ft. AC18 (touch 13, flat-footed 16) [+2 Dex, +1 size, +4 masterwork chain shirt, +1 masterwork buckler]; Atk +3 melee (dagger 1d4+1) +5(6) (masterwork shortbow 1d6(+1)) AL NG; SV Fort +5, Ref +2, Will +1; Str 12, Dex 14, Con 14, Int 12, Wis14, Cha 10. Height 3 ft. 4 in. Speaks Gnomish, Common, Giant.

*Skills and Feats:* Climb +6, Hide +3, Jump +2, Ride +5, Wilderness Lore/Survival +4; Point Blank Shot, Rapid Shot, Track.

## Encounter Three

Over an hour after the party passes by the patrol they are attacked by a hungry dire weasel. jumps from The animal is trying to hide (Spot DC19). There are no tracks on the path because the weasel climbed down the mountainside to get to his position up about 15 ft. on the hillside. There is a large amount of undergrowth, trees, and shrubs on the hillside. He will attack a person in the lead when she comes within its base movement. The mountain path is fifteen feet wide.

Dire weasel (1). *Monster Manual* page 56.

## Encounter Four

This description assumes the party has reached this point during daylight hours.

The party rounds a bend on the mountain path and comes out of the shade of the mountain into the sunlit valley.

**You see before you a picturesque valley of tall green pines and a small foot bridge crossing the valley. The sun shines in your face, causing you to squint. As you look to the left and to the right you notice this is the narrowest part of the valley and the perfect place for a bridge. You can see almost the entire valley from this prominent natural ledge. The bridge itself seems to have seen better days. It is a simple rope bridge with wooden slats used as the walking surface. There seems to be several missing slats.**

The prominent ledge also can be seen from almost the entire valley which is important considering how much noise the PCs make while crossing the bridge. There is very little vegetation on either side of the bridge making hiding near the bridge difficult and casting the spell *entangle* difficult as well.

There are two rope handrails connected to the slats with a zig-zag pattern of rope running the length of the bridge. The bridge is 60 feet long, while the gap appears about 45 feet wide. There are strong illusions set on this area. The gap is actually 55 feet wide and in fact there also are **no** missing slats. The bridge is actually a lot more structurally sound than it appears. Also, the chasm appears to be 75 feet deep but is actually only 30 feet deep. There is a small creek at the bottom both in the illusion and in reality. A successful Listen check (DC 18) will give a PC a +2 on their Will save (DC24) to see through the illusions due to the sound of the creek. Darby has made his save and will go first if the PCs ask/tell him to. Darby will move at

his full speed. But this will not cause the PCs to automatically succeed at their Will save.

Before Darby or any PC can get close to the bridge a large mountain goat jumps down onto the path and trots to the mouth of the bridge for no apparent reason. The DM can call for a Reflex save from the lead PC for dramatic effect. The goat does not want to move, and acts aggressively towards anyone coming within 12 feet of it. If the party hits with a ranged attack or closes in and hits with a melee attack for real or subdual damage the animal bleats loudly, which echoes throughout the valley, and runs further down the mountain path. Offering it food, or using Animal Empathy (3.0E) or Wild Empathy (3.5E) will get it out of the way. Any other similar strategy will also work.

If the animal cries out, the orc party down in the valley will look up at the bridge and notice the party. This will have consequences in the last encounter. If a party member falls OFF the bridge the orcs will notice them, but the orcs are a few miles away and won't get there until Encounter Six. If neither the goat nor the party make a loud noise the orcs never notice them and can be surprised by the PCs in the last encounter.

Crossing the bridge. With the missing slats no mule or horse-like mount will want to cross this bridge (Handle Animal DC30). If the mount is blindfolded then it is a Handle Animal DC15 or Ride DC20 to move at half speed. For a riding dog a PC needs to make a Handle Animal check DC18 (if blindfolded DC12) or Ride check DC17. If the party has mounts, leaving the animals in the sun will allow them to be spotted by the orcs sooner than if the animals are left in the shade further up the path.

The PCs need to make a Balance check DC 14 to walk across the bridge. Holding on with both hands to the rope handrails gives a +2 bonus on the balance checks to both small and medium PCs as it is small humanoid bridge and is 3 ft. wide. They can take ten to cross, but they will move at half speed when doing this. If they fail their balance check then they need to make a Reflex save DC 10 or fall down on their face. If they are in light or no armor they stay on the bridge. If they are in medium or heavy armor they begin to slip off the edge of the bridge. If they are steadied that same round by another PC or NPC or rope they can stand back up as a move equivalent action. If the PCs tie a rope to their waist before crossing, this gives them a +2 on their Reflex save and will steady anyone who has fallen down on their face. If no one steadies them before it is their turn again, the PC needs to make a Str or Dex check DC 12 or they fall over the edge down to the ten foot deep creek 30 feet below (2d6 falling damage). It is ten feet deep where they fall in but has enough

branches hanging over it so anyone that survives the fall will not drown and can climb out – no check required. It is a DC 18 climb check to climb up the valley wall to get back up to the other PCs at the bridge. When looking up, the bridge appears only 30 feet above the viewer.

**DM NOTE:** This encounter can go very quickly. If it takes too long give the players some hints and get them moving. The players should realize that when they want to cross back over the bridge it will still take some time. Darby has been told to never tell outsiders about the illusions in the Mt. Munninen area and will not tell the PCs any information other than vague bits of wisdom, such as, “things are not always as they seem.” Any player whose PC is a gnome from the Gran March should be told about these secrets.

## Encounter Five

The mouth of the cavern is a short distance on the right from the end of the bridge. The path is a dead end to the left. There are flowering vines hanging down above the entrance making the cavern look unused by gnomes or other humanoids. However it is used by gnomish travelers since it is a known water source. But Area B is avoided and no one goes past the creek. A map of the cavern is found in the DM Appendix.

**Area A** The entrance to the cavern is about five feet high and ten feet wide and ten feet deep until it opens up into Area A. This is a natural cavern roughly 30 feet in diameter. Directly above the entrance is an overhanging ledge without any means to get to other than climbing the walls, Climb DC14. The ledge is five feet deep and runs one-quarter around the circumference of this chamber.

If the PCs investigate this area they can find the following information. There are several hewn alcoves in the wall where the remains of candles can be found (Spot DC18 or Search DC15). In one alcove there are some empty gourds (used to hold water from the creek). There is a depression in the surface that has been used for campfires. Nearby, there are some areas where beds made from leaves and straw were made. Any ranger in the party can note what the gourds are used for and that the beds were made by someone of small stature with wilderness survival skills (namely, gnomish rangers). At the top of the cavern against this front wall is a small opening where smoke from a fire can escape.

The lower portion of this chamber appears unused by humanoids. The chamber has a four foot tall opening deeper into the cavern to the right leading to Area C. There is a small opening about eight feet above the

ground near the back of the chamber that leads to Area B. Overall, there is nothing of value in this chamber.

**Area B** Darby mentions that he believes there is treasure up in this area. He and his sister were going to search this section of the cave next, before she fell. There is treasure and experience to be had in this area, but if the PCs do not want to go here then don't make them. If the PCs do want to venture into the small opening that leads to Area B, they need to make a Climb check DC12 to reach the opening and then crawl down a fifteen foot long tunnel moving at half their base speed. If there are two or more PCs in this space they cannot move through friendly space if one of them is a medium sized creature. Two small humanoids can move past each other. In fact, halflings can walk down this tunnel and gnomes can walk hunched over but because of the outcroppings and jagged rocks they still move at half their speed. The crawl space snakes down and around back towards the front of the cavern so that very little light makes its way here. There is a gnomish ranger symbol carved into the rock so that a Spot check DC 12 sees it, although it is DC22 to "feel" it, if there is no light source. The symbol is that for "Venom" and is a danger sign. Gnomes that do not have a level in ranger need to make an Intelligence check DC19 or a Wilderness Lore/Survival check DC16 to know what it means. Non-gnome rangers can make these checks as well. The latter group receives a +2 bonus on their check if they speak gnomish. A **gnome ranger** will automatically know what it means. This chamber is dome-shaped and is five feet high at its center. The floor is covered with sharp stones that look like small stalagmites, which make PCs move at half speed. It is 15 feet in diameter.

If a PC makes it to the mouth of the chamber, they hear a deep croaking sound. To identify the creature that made the croaking sound gnomes and dwarves can make Intelligence checks DC20 or Wilderness Lore/Survival checks DC15. All rangers can make the same Wilderness Lore/Survival check. Any PC with Knowledge (nature) can also make a check DC 16. For any PC that makes one of these checks they know "that could be a poisonous cave toad." These venomous amphibians are grayish-brown with bright yellow eyes, and are about a foot in diameter. They can spit an acidic venom into the eyes of a creature they perceive as a threat. Dwarves really are apprehensive about dealing with these toads because they can rob them of their darkvision for a time. These toads use their venom to kill small lizards for food.

Just as the first croak sounds, have the PC entering the chamber make a Spot check DC15 (+8 if there is no light source). If the Spot check is made they see the

glimmer of a greataxe next to what looks like skeletal remains of medium-sized humanoid right in the middle of the chamber. The axe handle is destroyed but there are two scrolls of cure light wounds and 36gp in an old worn sack with the orc skeleton. If a PC leaves the tunnel and enters the chamber the two toads will sense them with tremorsense. It is a Spot DC27 to see the toads. (Depending on what armor the PC is wearing and her size the DM could determine she is flat-footed if she is not in the middle portion of the dome because it is a cramped area.) The toads are a mated pair. The male will spit first then hop into a crevice where the dome ceiling meets the floor. If the male did not hit the PC or if there are multiple threats the next round the female on the other side of the chamber will spit as well and retreat into a similar crevice. The crevice gives the toads 90% cover but it is a tight fit and they are flat-footed. However they can spit from the crevice. It takes 2d4+1 rounds for the toads to be able to spit again. If a PC is hit with the acidic venom they take damage and must make a Fortitude save DC14 or suffer visual impairment. The venom is sticky and physically blinds the PC as it sticks to their face. It takes a standard action to remove it and burns a bare hand for 1 point of damage. The visual impairment takes effect immediately. For PCs with darkvision this ability is suppressed for 3TU after this adventure. For PCs that do not have darkvision, they vision is "cloudy" and they suffer -1 to hit in any condition but daylight for 3TU. Anyone hit with the venom also has a +4 to subsequent Fortitude saves against poisonous cave toad venom for the PC's life (even after being raised). Also, anyone hit with the venom cannot see where the toad went thus Spotting the toad is DC30.

**(2) Poisonous cave toad:** CR 1; animal; HD 1d4+1; hp 3; Init +3; Spd 20 ft., AC 15 (touch 15, flat-footed 12) [[+3 Dex, +2 size]; Atk +5 range (1d4-1 spits acid range 10ft.) SQ poisonous venom Fort DC 14. Darkvision is gone for 3TU after this adventure. Or if no darkvision, -2 to hit in any condition but daylight for 3TU. Tremorsense AL N; SV Fort +4, Ref +4, Will -1; Str 3, Dex 16, Con 12, Int 1, Wis 8, Cha 4.

*Skills and Feats:* Hide +13 (+17 in a background of stone), Listen +4, Spot +8, Weapon Focus (spit).

Because the toads aim for a creature's face and eyes this attack is a ranged attack and not just a ranged touch attack.

**Area C1.** There is a four foot tall opening that leads to a five by five foot square that widens to a winding ten foot cavern that is twenty feet long then turns at a 45 degree angle. The sound of the creek is louder once the

PCs leave Area A. It is damper the closer you get to the creek. Once past the turn it is another twenty feet to the creek which is five feet across. There is very little light past this turn, thus a light source is needed for those without darkvision. The creek issues forth from one side of the cavern from a small opening and leaves the other side out another small opening. On the far side of the creek is a five foot wide bank which then quickly turns into a slope that angles downward away from the creek. A five foot wide area on both sides of the creek are very wet and slippery. All Jump checks in these areas are at a -4 circumstance penalty. Also any PC jumping, landing after a jump, or fighting in these areas must make a Reflex save DC15 or fall forward – on the near bank falls into the creek and on the far bank down the slippery slope. The creek is four feet deep and can easily be waded through by a PC five feet tall or taller. PCs can easily climb (Climb DC14) the walls to cross the creek as well. Although the creek is somewhat swift and creates too much noise to hear Barristle, it is not swift enough to knock down a PC. Torches and other small items held by a PC that fall into the creek will be swept away.

DM NOTE: The walls of the cavern can easily hold a piton. Darby will warn the PCs that the banks are slippery and that is how Barristle fell down the slope.

**Area C2** The slope goes downward at a 30 degree angle. The slope is 15 feet wide at the point the creek intersects it. Ten feet down it widens to 25 ft. There are three eroded well-shaped holes on the slope (see DM Appendix). If a PC slips on the slope they can try to stay next to a wall with a successful Tumble check (DC8) and avoid the holes but then slide all the way to the bottom of the slope (Area C3). Half way down the slope allow the PC to make one Reflex save (DC15) to grab onto the wall of the cavern. Any PC sliding down the middle 15 feet of the slope will cross over one hole.

They can make a Jump check DC16 or a Tumble check DC14 to avoid falling in it, but they must pick right or left if successful. If successful they may still cross over one of the other holes and will need to make another Jump/Tumble check or fall down that hole. If they avoid all of the holes they end up on the bottom of the slope. The slope cannot be climbed without the use of a rope because it is so slippery and slimy. Spider climb also does not work on the slope but will work on the walls and ceiling of the sloping chamber. PCs can climb (Climb DC13) the slope near the walls, by using the walls to pull themselves up while resting their weight on the slope itself. However when using this tactic if they fail a Climb check they fall 10ft. then can make a Reflex save DC10 to try and stop themselves from falling further. They can make one more save after 10ft., which if they fail they slide the rest of the

way to the bottom. If they slide below the mid point of the slope they only take 1d4 damage (see below).

Falling down a well. For DM's convenience all wells are the same 15 feet deep, although the angle of the hole is such that falling damage is equal to a 10 foot fall (1d6). The walls of the hole are extremely smooth and slick. PCs will need to use a rope or other prop to help themselves climb out. Barristle is stuck in the hole marked with an X on the DM Appendix. The top of this hole is 25 feet from the edge of the creek, thus the bottom of the well is 40 feet away. It is another 45 feet to the bottom of the slope from this point.

**Area C3** The slope ends in three compartments that are six feet deep and full of stones covered in slime. Each also contains one foot of dank smelly water. There are crags and crevices beneath the piles of rocks and stones where the flood waters seep out of this chamber. If a PC has slide all the way to the bottom they take 2d4 damage when they hit the bottom, but they can make a Tumble check DC15 to half the damage. One chamber has the skeleton of a small deer, one has a rusty shortsword, and one has the remains of a goblin with three rusty darts and a gem worth 60 gp. The first PC to fall into this area goes into the compartment with the rotting goblin.

If all PCs end up in a hole or at the bottom of the slope and cannot get out a patrol will eventually show up with Sheriff Durdanberyl. They will not receive a reward for the rescue of Barristle. If the orcs spotted the PCs they go to the cavern, don't find them and leave.

**DM NOTE:** This encounter can be difficult but not necessarily impossible. Six fighters in half-plate and no ranks in climb and no rope will find it near impossible, but other than that a rope and some planning and skill points in balance, climb, and jump (if necessary) should make an easy time of it to save the girl.

## Encounter Six

There are six orcs that have become lost in this valley. The illusions of the area have befuddled them for over a month and they are suffering from lack of food. One is injured and has no weapon. Another one has only a club as a weapon and is taking care of the injured one. There are four with their full equipment as described in the Monster Manual. If the PCs did nothing to alert the orcs to their presence in Encounter Four then luck has it that there are four orcs standing on the far side of the bridge waiting for the injured orc and the orc assisting him to come up the path to join them. They are deciding whether to cross the bridge or not. Have the PCs make a Listen check DC 17 to hear the orcs before the PCs exit the cavern. The four are

talking about the bridge. If someone is guarding the cave entrance or specifically looking for anything that may ambush them outside then no checks are needed and the four orcs are spotted. (The other two will take some time to get into view.) If the PCs do not hear the orcs have them make a Spot check DC10 to see the orcs on the opposite side of the bridge. Count this as round one. On round five the two other orcs come into view 45 feet down the mountain path. If the PCs do nothing the orcs will talk for 20 minutes, decide not to cross the bridge and then continue up the path going the direction the PCs will need to go to return to Holly Hill. The PCs will easily overtake them if they want, if they wait a while longer they will never see them again. The two late arriving orcs will hide if they see the lead orcs killed before they come on the scene. The one with the club will join a melee if it is still going on.

If the orcs spotted the PCs in Encounter Four, then timing will have five orcs (not counting the injured one who never crossed the bridge and is hiding in the brush down the mountain path) enter the cave just as the first PC crosses back over the small creek inside the cavern. The orcs will hear them and wait in Cavern Area A to ambush them. It is dark enough in the cavern that the orcs do not suffer ill effects from the sunlight. During a fight with the orcs Darby will stand protecting his sister for two (2) rounds before casting any spells or singing without direction from the PCs. This allows the PCs to be the heroes. The orcs are looking for food and a way out of the valley. They will spare the lives of Darby and his sister believing they can be forced to lead them out of the "hills of madness." One speaks gnomish in addition to orcish.

Orcs (5) one has a club as a weapon, but otherwise use stats from the Monster Manual. The injured orc cannot fight, thus no XP is gained from defeating him.

## Conclusion

- If the PCs return without Barristle then they receive no reward.
- If they return with Barristle but somehow lose Darby they will receive 30gp and nothing else. (The DM should **not** try to make this the outcome).
- If the party returns with Darby and Barristle safely they will be rewarded by Darby's family. They each receive 70gp. Darby's parents have returned from Mt. Munninen, but their uncle, Sheriff Durdanberyl has not. His parents (Hoendar and Elistia) will supply the reward and

thank the heroes for "their bravery and their risking their own skins for the sake of a young gnome-girl that they didn't even know!" They will invite them for some Lortmil Tea, wine or ale. The next day in front the Trade Commission building in The Den they present the PCs with a linen pouch of potpourri tied with a silk sky blue ribbon that reads in gnomish and common, "Friend of the Durdanberyl Family." This counts as a Minor Favor reward - use to be determined at a later date.

**The End**

## 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 Two

Avoid melee with the Legionnaire patrol. Roleplaying xp award.

### Encounter Three

Defeat the dire weasel (EL2 60xp)

### Encounter Four

Cross the bridge without any deaths from falling. (Trap EL2 60xp)

### Encounter Five

B- Retrieve scroll and treasure. (EL3 90xp)

C- Get Barristle out of the natural well. (Trap EL1 30xp)

### Encounter Six

Defeat the orcs. (EL3 90xp)

### Story Award

Objective(s) met: Safely return Barristle (20xp) and Darby (20xp) to Holly Hill.

### Discretionary roleplaying award

Avoid melee with the Legionnaire patrol in Encounter two. (40xp)

### Total possible experience:

**APL2 410 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 scenario, 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

### Encounter Five:

APL 2: L: 0 gp; C: 96 gp; M: 25 gp

### Encounter Six:

APL 2: L: 109 gp; C: 10 gp; M: 0 gp

Four greataxes and five javelins, five sets of scale mail.

### Conclusion:

APL2 70gp each for possible reward

### Total Possible Treasure

APL 2: L: 109 gp; C: 106 gp; M: 25 gp - Total:  
 $240\text{gp} / 6 = 40 + 70$  (reward) = **110 each.**

### Special

“Friend of the Durdanberyl Family” – minor favor.

# Appendix or DM Aid

## Important NPCs

**Darby Durdanberyl** (Bard 1/Illusionist1) gnome male HD 1d6+1d4+6; hp 15; Init +1; Spd 20 ft., AC 16 (touch 12, flat-footed 15) [+1 Dex, +1 size, +3 “+1 silent leather” +1 mithral buckler]; Atk –1 melee (1d4-1 masterwork dagger) +3 range (1d6 masterwork composite darkwood shortbow) AL CN; SV Fort +3, Ref +5, Will +4; Str 9, Dex 12, Con 16, Int 14, Wis 11, Cha 14. Height 3 ft. 3 in. Speaks Gnomish, Common, Elven, Draconic, Sylvan, Dwarven, and Goblinoid.

*Skills and Feats:* Alchemy +5, Bluff +6, Diplomacy +6, Disguise +6, Hide +6, Knowledge(arcana) +5, Knowledge (nobility) +3, Listen +3, Move Silently +12, Perform +4, Pick Pocket +2, Sense Motive +4, Tumble +4; Spell focus (illusion), Scribe scroll, Alertness(fam.). Special Qualities Bardic Knowledge, Bardic music. Familiar: weasel, Caspar.

Equipment: light hammer, masterwork dagger, masterwork composite darkwood shortbow, masterwork arrows, mithral buckler, +1 silent leather armor, disguise kit. scroll of *Shield*, scroll of *Grease*.

Gnomish spells: *Ghost Sound*, *Dancing Lights*, *Prestidigitation*, *Speak with burrowing animals*

Bard spells: (base DC = 12 + spell level) Spells Known 0<sup>th</sup> [*Flare*, *Light*, *Open/Close*, *Prestidigitation*]

Illusionist spells (base DC = 12 + spell level + Spell focus(illusion))

Spellbook: 1<sup>st</sup>[*Change Self*, *Charm Person*, *Grease*, *Silent Image*, *Ventriloquism*, *Shield*]

*Spells prepared:* 0—[*Ray of Frost*, *Mage Hand*2x, *Ghost Sound*]; 1<sup>st</sup>—[*Silent Image*, *Grease*, *Ventriloquism*]

**Barristle Durdanberyl** (Aristocrat 2) gnome female HD 2d8+6; hp19, Init +2, Spd 10ft. injured leg, AC 15 (touch 14, flat-footed 13) [+2 Dex, +1 size, +1 padded armor, +1 ring of protection]; Atk +0 (masterwork dagger) +3 (sling 1d4-2) AL NG; SV Fort +3, Ref +2, Will +4; Str 8, Dex 14, Con 16, Int 14, Wis 12, Cha 12. Height 3 ft. 2 in. Speaks Gnomish, Common, Dwarven, Draconic, Elven, Celestial, Terran.

*Skills and Feats:* Diplomacy +7, Gather Information +3, Knowledge (arcane) +5, Knowledge (geography)+5, Knowledge(religion) +5, Listen +7, Sense Motive + 7, Spot +5, Negotiator.

**Falconer Glitterhaus** (Ranger 5) gnome male HD 5d8+5; hp 33; Init +3; Spd 20 ft., AC 20 (touch 15, flat-footed 17) [+3 Dex, +1 size, +5 “+1Mithral chain shirt”, +1 ring of protection]; Atk +11 melee (1d6 masterwork shortsword) +8 range (darts 1d4+1) AL NG; SV Fort +7, Ref +8, Will +5; Str 12, Dex 16, Con 12, Int 12, Wis 14, Cha 10. Height 3 ft. 8 in. Speaks Gnomish, Common, Goblinoid.

*Skills and Feats:* Animal Empathy/Diplomacy +3, Heal +5, Hide +16, Knowledge (nature) +5, Listen +13, Move Silently +12, Ride +5, Search +5, Spot +11, Wilderness Lore/Survival +1;. Track, Weapon focus (shortsword), Two-weapon fighting, Endurance, Two Weapon defense (or Dodge).

Special Qualities Favored enemy 1<sup>st</sup> Goblinoid, 2<sup>nd</sup> Orc. animal companion-falcon (same statistics as hawk).

Ranger spells: (1) *entangle*

**Syddar and Nillane (twins)** (Fighter 2) gnome male HD 2d10+4; hp 20; Init +2; Spd 20ft. AC18 (touch 13, flat-footed 16) [+2 Dex, +1 size, +4 masterwork chain shirt, +1 masterwork buckler]; Atk +3 melee (dagger 1d4+1) +5(6) (masterwork shortbow 1d6(+1)) AL NG; SV Fort +5, Ref +2, Will +1; Str 12, Dex 14, Con 14, Int 12, Wis14, Cha 10. Height 3 ft. 4 in. Speaks Gnomish, Common, Giant.

Skills and Feats: Climb +6, Hide +7, Jump +2, Ride +5, Wilderness Lore/Survival +4; Point Blank Shot, Rapid Shot, Track.

## **Places in Holly Hill**

Mobile Beverage Stands and salespeople tending them. All Beverage Stands are members of the Trade Commission.

\$\$ “Pradly Punch” tended by Andilly (female gnome 45yo Com1 Ch15) sells fruit juices and some fermented fruit juices.

\$”Fast Cat’s” tended by Sherbert (female gnome 42 yo Com1 Ch16) sells meads, ales, and beers.

\$\$\$ “The Connoisseur” tended by Danali (female gnome 60 Exp2 Ch14) sells wine and hard crust bread.

\$\$ “Finest Tea Stand” tended by Samaddi (male gnome 55 Exp4 Ch12) sells “Amethystal’s Lortmil Tea”- both hot and cold.

\$ “Beer Heer!” [sic] tended by Braffy (male gnome 79 Com6 Ch10) sells beer.

### Taverns

\$\$ Redwall Lodge also has outdoor seating. The bartender is Cruldurt (male gnome 56 Com7 Ch10), who is not very talkative. The barmaid is LuLallia (female gnome 77 Com 5 Ch14), she doesn’t stay to make conversation but is pleasant and calls everyone, “shug” or “toots.” One can order food from Redwall as well as beer, wines, and AL-Tea.

PagDag’s does not have outdoor seating. It is located in The Den.

Holly Hill Mill does not have outdoor seating. It is located in The Den.

Equipment shops and their respective shopkeepers. These shops close around dinnertime. All shops are members of the Trade Commission

\$\$ “Hovane’s” kept by Harlly Hovane.

\$\$ “Holly Hill Equipmenteers” kept by Yewdle Yellowmetal

\$ “All the Gear” kept by Hipa Varshitz.

There are also four merchants that rent and sell mules, ponies, and light riding horses. Two are members of the Tanzanite clan.

[Appendices, DM Aids, and Maps all go in this section. A section break is inserted before this section begins. Please use page breaks in this section unless you are changing the column widths and know what you are doing in your word processing programs. Extra section breaks make editing more difficult. If you don’t have any of these items, remove from the title to the end of the section. Remove this paragraph.]

## **Player Handout #X**

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