

Small Souvenirs

A One-Round Dungeons & Dragons® Living Greyhawk™ Verbobonc Regional Introductory Adventure

Version 1

by **Chris Bergstresser**

Triad Reviewers: Vernon L. Vincent

Playtesters: John Danner, Gregg Homerding, Julie Murphy, Lorcan Murphy

An earnest plea from a small homesteader leads deep into the Gnarley Forest to reclaim a treasured memento. A one-round introductory adventure for 1st level characters set in the Viscounty of Verbobonc.

Based on the original DUNGEONS & DRAGONS® 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, visit the Verbobonc website at www.verbobonc.net and e-mail your triad point of contact (POC). For LIVING GREYHAWK campaign questions email 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 rule 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 Appendix 1. For your convenience, that appendix is split by APL

Along with this adventure you'll find a RPGA Session 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.

	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	

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up 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.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-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 1-round adventure, set in Verbobonc. All PCs native to Verbobonc pay 1 Time Units per round; all others pay 2 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 that 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 DC 20 Survival check, 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

Recent events in and around the Gnarley Forest have seriously upset the balance of power in the Viscounty of Verbobonc. In late 595, the Elven Clans of the Gnarley Forest expressed their severe displeasure with the population growth of several towns within the forest. The Viscount agreed and set restrictions on development, but this was not sufficient for many of the elves.

In 566, many of the clans moved against the homesteaders of the Gnarley. As detailed in Reclamation (VER6-05), the elves defeated and evicted the residents of Terre Verte, and completely destroyed the town by warping the buildings into trees. There is little trace of Terre Verte left.

Around the same time as these events, Magister Obble Har of the Wrinkle Academy arranged the discovery and activation of three stone pylons of powerful magical energy, creating magical "skyroads" which provide a quick and efficient trade route between the Gnarley Forest, the Kron Hills, and the Iron Wood. Lord Haxx, whose holdings depend on the trade routes up and down the Velverdyva River, rightly sees these skyroads as a threat.

The Gnomish merchant Mulrood Spittamshant has been inadvertently been caught up in these events. A former resident of Terre Verte, he was forced to relocate when the elves reclaimed the city. He has settled in Sheernobb, but the haste with which he left Terre Verte resulted in his leaving items of sentimental value behind – items he wishes the PCs to retrieve for him. This should be a straightforward request, but the current state of Terre Verte makes locating landmarks, and thus the package, near impossible. Accordingly, Mulrood has been in contact with Magister Har, who has agreed to make a minor magical artifact to guide the PCs to the buried items once they reach Terre Verte.

ADVENTURE SUMMARY

ENCOUNTER 1: SMALL REQUESTS

The PCs meet Mulrood Spittamshant in Sheernobb, and he requests they help him recover some items of sentimental value from Terre Verte, where he left them when the elves attacked.

ENCOUNTER 2: WHERE BOAR? THERE BOAR

Travelling up to Verbobonc City, the party is attacked by a foraging boar.

ENCOUNTER 3: FUNERAL ARRANGEMENTS

Arriving at the Wrinkle Academy, the PCs spot a small gargoyle wearing opera glasses perched high on the eaves. The gargoyle turns out to be Threnodee, the dust mephit familiar of Magister Har. Although Magister Har is unavailable, Threnodee can be talked into fetching the divining rod.

ENCOUNTER 4: SMALL IMPOSITIONS

Just as the PCs enter the Gnarley, the sister of Mulrood Spittamshant stops them. She is in the employ of House Haxx, and attempts to get them to reveal what business they have with her brother and Magister Har.

ENCOUNTER 5: TREADING LIGHTLY

Traveling through the Gnarley, the PCs must elude, negotiate with, or fight an elven patrol.

ENCOUNTER 6: THE HUNDRED ACRE WOOD

Arriving at Terre Verte, the adventurers must use the divining rod and locate the hidden package.

ENCOUNTER 7: HAXX AND SLASH

The PCs are attacked by Mulrood's sister, who wants the package for herself.

ENCOUNTER 8: SMALL RECOMPENSE

The PCs return to Sheernobb, where Mulrood thanks them for their help.

INTRODUCTION

The adventure begins with the PCs arriving in Sheernobb. Sheernobb is a small gnomish village located just inside the Gnarley Forest near the Kron Hills. Most of the village was destroyed by Giants during the Battle of Sheernobb, and only recently have gnomes begun to rebuild under the charismatic leadership of Meldreeb.

Read the following to the PCs:

You have been traveling for a couple days, and finally reach Sheernobb, a small gnomish village. Many gnomes rush busily through the streets, one carrying mallets and nails, another carrying a disassembled block and tackle, yet another with buckets and paint. Most glance at you and smile or nod, but they give you a wide berth.

The houses are all gnome-sized. The free-standing buildings are no more than 6' tall, while more are built into the sides of hills. There are many signs of fresh construction throughout the town. You are drawn to a newly installed monument – easily the largest structure in the center of town, stretching almost 15' tall.

It's standing opposite a large excavation site. Almost the first third of the hill has been cut away, and gnome workers are busy clearing away rubble and debris from the

inside, and shoring up some of the internal support beams. From inside the hill, one of the gnomes pulls a large, elaborately carved wood panel, cracked down the center, and sets it over by a pile of similar pieces.

There is a sign just outside and to the right of the construction site.

The monument was recently erected to celebrate those who gave their lives defending Sheernobb from the giant attacks; there is an inscription to that effect along the bottom.

The sign proudly proclaims, in Gnomish, "The once and future site of Moot Hall, the jewel of Sheernobb". Underneath, it repeats this in Common, in much smaller lettering.

Give the party a few moments to look around, then continue:

"Welcome to the rebuilding of Sheernobb!" a voice pipes out from behind you. "You should have been here for the dedication of the monument. That was something."

The voice comes from a gnome in a brightly colored shirt with a paisley pattern, worn under an embroidered sheepskin vest. He has a rapier at his side. "But better late than never. That's Moot Hall across from it, and we'll have the druids in soon to tie back the roots of the trees above it. You've not seen the likes of Sheernobb, I suppose, and when we're done with her you never will. The pride of the Gnarley, the Kron Hills, and all of Verbobonc, when we're finished!"

The gnome shepherds you down one of the side-streets. "You'll want to see a few of our fine gem shops before you leave. But where are my manners? I'm Meldreeb, headgnome of Sheernobb."

He pauses, then squints his eye at you. "You're no doubt looking for work. You've got that look." He winks, and slips a purse into your hands. "Just to get you started. Pay me back when you're able. No rush. But here we are!"

Somehow, you find yourself gently shoved into one of the many small stores lining the street. Meldreeb pokes his head through the door. "Spittamshant! I told you I'd find someone." He grins at you, then swings the door shut, leaving you alone in the store.

The purse contains 10 gp.

Treasure:

APL 2: Coin – 10 gp

ENCOUNTER 1: SMALL REQUESTS

The PCs have been deposited in the shop of Mulrood Spittamshant. Mulrood is looking for adventurers to head to Terre Verte and recover a chest of his. The chest contains an assortment of gems and jewelry – Mulrood can't quite remember how much or what kinds – but all he's interested in is the music box in the chest.

The shop is generously sized for a gnome building, with a floor plan over 25' square and a ceiling almost 5' high. It is filled with assorted mining gear: lamps, picks, hammers, wedges, and wheelbarrows fill every nook and cranny of the shop. There is an ornamental symbol on a plaque between the shelves, and an open door in the far wall, but no obvious inhabitants.

The symbol is of a belt of stones with a star carved in the center. It is the symbol of Callarduran Smoothhands, an Intermediate gnomish deity of svirfneblin, secrecy, and digging (DC 20 Knowledge [Religion]; DC 10 for gnomes).

Let the PCs poke around for a moment, then continue:

"Hello! Who's there?" a gnome pops out of the back room, wearing a flat cap and a red, pinstriped shirt. "I am looking for adventurers for an errand, if our headgnome spoke the truth. I'm Mulrood Spittamshant. And you might be?"

Allow the PCs to introduce themselves.

"If you're looking for work, I've got just the thing. I left some supplies back in Terre Verte, and I need someone to fetch them. Are you interested?"

Use the following conversation notes to guide your role-play. Mulrood was forced to evacuate Terre Verte suddenly when the elves attacked. He wants his chest recovered from the spot, and he's arranged to have a small magical artifact enchanted by Magister Har of the Wrinkle Academy that will lead the adventurers to the exact spot in Terre Verte.

Mulrood Spittamshant: male gnome expert 5 (Bluff +11, Diplomacy +11, Sense Motive +11).

- **What do you need done?** I am a former merchant of Terre Verte, forced to (*ahem*) relocate unexpectedly. In my haste, I left a small chest buried in my backyard. I'd like it returned to me.

- **Why did you relocate?** Surely you heard? The elves decided they didn't want us sharing the Gnarley with them. They forced us out, then "reclaimed" the whole town. Quite creepy if you ask me. Anyway, I heard Sheernobb was rebuilding and I figured, hey, new markets, right?
- **What happened to Terre Verte?** The elves attacked, drove out the inhabitants, and then – *changed* the town. I don't know how exactly, but they say you can't tell it from the forest anymore.
- **How will we find the chest?** I thought of that. It's likely to be difficult, but I've been writing the head of the Wrinkle Academy. His name's Magister Har. He's agreed to provide an artifact – a divining rod – that will lead you right to the spot once you reach Terre Verte.
- **What can you pay us?** The truth is, setting up another business is expensive. I can't spare any cash on hand to pay you up front. I've got some gems and jewelry buried in the chest and you're welcome to them. That should cover traveling expenses and any hazard pay.
- **What's in the chest?** There's some gems and jewels – which you're welcome to – all I'm interested in is the music box. It's of sentimental value.
- **Is the job dangerous?** Shouldn't be, if you avoid the elves. No telling how they'd react to anyone poking around there. Of course, if it were completely safe, I'd be going. You *are* adventurers, right?
- **What's with the symbol on the wall?** That's Callarduran Smoothhands, god of digging. I'm not the most religious of gnomes, but I figure, hey – what can it hurt?

If the adventurers agree to the job, read the following:

"Splendid! You'll want to first head to Verbobonc City and see Magister Har of the Wrinkle Academy – I've been writing him and he's prepared the divining rod that'll let you locate the chest in Terre Verte. Then I'd continue up the River Road to Taymouth, and then head directly east into the Gnarley. That'll cut down on the amount of time you spend in the forest. Once you get the chest, use this key and get the music box inside. That's all I'm interested in. Any questions?"

Mulrood will answer any questions, hand them the key to the chest, and graciously show them out the door.

ENCOUNTER 2: WHERE BOAR? THERE BOAR

Humanoid activity is not the only danger that lurks in the Gnarley. The party encounters one after about an hour on the road.

The forest road out of Sheernobb leads northwest through the Gnarley Forest. Although once overgrown, the road shows evidence of being recently cleared, and there are the fresh marks of wagon wheels along the path. You can clearly hear the sounds of birds and other wildlife in the forest, which makes it more difficult to listen for danger.

The road is 15' wide, and the forest comes up directly to the edge of the road. The forest counts as difficult terrain.

There is an ill-tempered boar foraging just 5' off the path, 150' ahead of the party. It is not making any effort to be stealthy, but the forest hampers visibility, preventing Spot checks from more than 60' away. You can set up the map and have the PCs place themselves on the road, in traveling formation.

Listen checks begin at 150' (DC 30). For every 10' closer the party moves, reduce the DC by 2.

Creatures: When the boar notices the party depends on the party's tactics. If the PCs are not trying to be quiet the boar will notice when someone moves within 60'. If the party is trying to be quiet, they won't be noticed until 40'. Adjudicate particularly stealthy PCs as appropriate: the boar has a Listen of +7 and a Spot of +5, but is distracted (which raises the DC by 5). The boar has Scent, so it will automatically notice PCs within 30'.

If the boar notices the party on the road, it will spend one round trotting out onto the road and getting its bearings. Otherwise, it will approach the party and begin attacking.

The road is clear. The forest is medium forest, which means the ground is difficult terrain (double movement, 20% concealment, and +2 DC on tumble checks). The forest canopy also provides 20% concealment.

APL 1 (EL 2)

Boar: hp 25; *Monster Manual* 270.

Tactics: The boar is aggressive, but should not be deadly. If it is out of range it will approach (or charge) the nearest PC. In range, it attacks obvious threats, choosing between them almost at random. It does not attack unconscious PCs, and if it defeats the PCs or they find a safe hiding

place (by scampering up trees, for example) it will snort and paw the ground for a while then wander off.

Although it has the Ferocity feat, if reduced to 0 it has the fight knocked out of it, and will retreat.

ENCOUNTER 3: FUNERAL ARRANGEMENTS

The rest of the journey is uneventful. It takes 3 days on foot to travel from Sheernobb to Verbobonc City.

After several days travel, you finally see the elvish spires of Verbobonc City rising on the horizon. You enter the city through the East Gate, and experience an odd feeling of déjà vu. You find yourselves in the middle of the Gnomish District.

The Wrinkle Academy is located almost directly north of the east gate, along the wall of the city. It is easy to locate – anyone who grew up in and around Verbobonc knows where it is, as well as anyone who can make a DC 10 Knowledge [Local – VTF]. Additionally, anyone on the street can direct them. If the PCs feel the need to roll Gather Information checks, indulge them; they auto-succeed.

The Wrinkle Academy is unmistakable as you get closer. Always a mishmash of spires, it has sprouted what appears to be dozens of silver rods, jutting out at all angles from the eaves.

Characters making a successful DC 20 Spot check see what appears to be a small gargoyle perched on the one of the uppermost towers – unusual, because it seems to be holding a small pair of opera glasses to its eyes. As the PCs look, the gargoyle will notice them, startle for a moment, then fly down to their level.

If the PCs fail the spot check, the gargoyle will notice them and intercept them before they enter the Academy.

The “gargoyle” is Threnodee – Magister Har's dust mephit familiar (DC 13 Knowledge [The Planes] to identify him as a mephit). He has an unhealthy fascination with dying and death; play him as a gloomy mortician and you won't be far off.

The small creature flies down to get a better look at you. “Greetings! You look like adventurers. Have you come to Verbobonc to make funeral arrangements? Very prudent. Adventuring life is invariably fatal. If

you like, I can recommend some morticians in the area.”

Threnodee doesn't know anything about the favor Magister Har promised to Mulrood, nor is he particularly interested in helping. He *will* help, however, if he thinks there's a good chance one or more of the PCs will be killed while looking for the item. To this end, he will constantly ask the PCs what their chance of survival is. Eventually, the party should realize what he's looking for; even if they don't Threnodee will eventually convince himself of the likely fatalities and help.

Use the following questions to help with the interaction.

- **Who are you?** My name's Threnodee. I help Magister Har with various errands. Odds and ends, mostly. Fetch this, flip that lever, hold this while I wield unimaginable arcane power. The usual.
- **What's with the opera glasses?** Oh, there was a horrible boating accident a couple days ago. Lots of fatalities. I missed it.
- **A boating accident?** They're much more common than you might think. Sadly, most of those involved can swim. It seems to cut down on the number of drowning deaths. I intend to complain to the dockmaster's guild.
- **Why does the Wrinkle Academy have all the rods attached?** It's all very exciting, isn't it? I don't know what they're for, but I've watched many of them get attached. One slip, and you're likely to smash your head open on the cobblestones. No one's slipped yet, but hope springs eternal.
- **We're here to collect a divining rod.** That's too bad. Magister Har's far too busy to meet with anyone these days. You could try back in a couple months.
- **Could you fetch it for us?** I really don't like to pick through the Magister's things. What do you need it for?
- **It's for a very good cause.** It certainly sounds like a good cause. That usually means it's dangerous. Is it likely to be dangerous?
- **We're likely to meet horrific deaths if you give us the divining rod.** You're not just saying that to cheer me up, are you? Wait right here, I'll see what I can do.

Once the party has impressed upon Threnodee their likely deaths, he flaps up to one of the upper stories and returns a few minutes later with a small copper rod.

When he returns, read the following:

Threnodee hands over a small copper rod. “If it's like any of the other divining rods, it won't work until you almost reach the thing it's attuned to. Just hold it outstretched between your fingers and it'll guide you. Assuming you're not eaten by a Treant before you find it.”

With that, Threnodee flaps back up to the eaves of the Wrinkle Academy and resumes his vigil.

Treasure:

APL 2: Magic – divining rod (no sale value)

Detect Magic Results: divining rod (faint divination; DC 17 Spellcraft).

ENCOUNTER 4: SMALL IMPOSITIONS

As the party moves out of Verbobonc and prepares to enter the Gnarley, Mulrood's sister will approach them and make a counter-offer.

The fastest route to Terre Verte involves heading north along the Velverdya River to Taymouth, then heading east into the Gnarley. It takes about 2 days on foot to reach Taymouth.

Mulrood's sister, Drollum Spittamshant, was waiting in the gnomish district of Verbobonc City and keeping an eye on the Wrinkle Academy. It doesn't take long for word to get to her about the PCs, and she'll get a pony and head up the road to catch up with them. She'll easily overtake parties traveling on foot.

If parties decide to head directly into the Gnarley, are disguised or unrecognizable, or are traveling faster for some reason, Drollum will miss them. Skip to the next encounter. Otherwise, read the following.

The River Road to Taymouth is well-maintained and well-traveled, and you pass a fair number of small wagons heading both to and from Verbobonc City. It seems most of the trade travels on the river; most of those on the road are smaller merchants.

You estimate you have about 20 miles left before reaching Taymouth when a female gnome on a pony approaches you

from the south, along the road, wearing the livery of a noble house.

A DC 10 Knowledge [Nobility and Royalty] check recognizes the livery as House Haxx. Drollum is not very highly ranked in the House and is hoping there are valuable business documents hidden in the music box that will prove her worth to House Haxx. She hopes to convince the PCs to fetch it for her.

Allow the PCs to react to her approach, then read the following, adjusting for any actions the PCs might have taken.

The gnome pulls her mount to a stop about 20' away from you, and clumsily dismounts, cursing under her breath. She straightens her tunic and turns to you.

"I assume you're the adventurers my thieving brother hired to fetch his things from Terre Verte?" she announces, in a weary tone. "I've got a counteroffer, if you'd like to hear it."

Use the following questions to help with the interaction.

- **What's your name?** I'm Drollum Spittamshant. I've the misfortune of being the sister of the cheating wretch that hired you.
- **What's your offer?** Knowing my brother, he just begged you to help without payment. He offer you some trinkets in that chest? I'll pay you 200 gold *each* to get me the music box he's got buried, and you can even keep whatever trinkets are in there.
- **Why do you hate your brother?** He cheated me out of my inheritance, he did. He rewrote our parents' will so he got the lion's share of everything they owned.
- **What's in the chest that you're so interested in?** Business documents. Proof he cheated me, I hope, and notes of credit or evidence he's been withholding his proper share of taxes or embarrassing poetry. Whatever's in there, I'm going to use it to start restoring my life.
- **What House do you work for?** You're looking at the newest steward of House Haxx.
- **How did you find us?** Are you kidding? I was waiting for that worthless louse of a sibling to send someone to Verbobonc for that divining rod for weeks. I soon as I heard someone picked it up, I've been tracking you down. You're not exactly incognito.

- **If we say yes, how will we get in contact with you?** Don't worry about that. I've spent a lot of time in the forest. I'll track you down.
- **We want money upfront.** Hah! That's clearly not a hard and fast rule, since my good-for-nothing brother didn't pay you up front, did he?

Drollum doesn't actually have the money she's promising; her bluff skill is -1 if the PCs Sense Motive. Otherwise she's being completely forthright. She's wrong – Mulrood didn't cheat her out of anything, and there's nothing in the chest of any value – but she's been nursing a grudge for so long she's utterly convinced it must be true.

If the PCs don't agree to help her, she'll grumble a bit. If the PCs *do* agree, she'll smirk, thank them, and assure them she'll catch up with them later.

If the PCs agree, but are lying, they'll need to roll a Bluff check. Drollum's Sense Motive is a +6 (this includes a +5 bonus as she is naturally untrusting and this means a lot to her). If the PCs fail, she'll mutter something noncommittal.

In any event, she'll clumsily climb back up on her pony and ride off to Taymouth, her business concluded.

ENCOUNTER 5: TREADING LIGHTLY

As the party moves deeper into the Gnarley Woods, they risk crossing paths with some elvish patrols. The best way of dealing with this is to avoid the patrols entirely, but most parties will (no doubt) not be scouting or moving stealthily enough to succeed at this.

Should the party attract the attention of a patrol, there is the opportunity to negotiate with them and gain access to Terre Verde that way. Should negotiations break down, violence is always an option.

Find out how the party is arranged, and find out what special accommodations they are making (such as placing someone on point). Then read the following:

You have been traveling through the Gnarley forest for almost a full day. The weather is excellent, with dappled light filtering through the forest canopy above. You can hear the calls of birds echoing through the woods, but there has been any noticeable humanoid activity. Although you are moving through lands claimed by the elves, you have so

far managed to avoid any patrols. You are not sure how much longer your luck can hold out.

The party (or the character on point) gets a chance to see the elvish patrol (comprised of the fighter Selvistyr and the wizard Tyretty) at 150' away (DC 15 Spot, DC 30 Listen). They get another chance at 100' (DC 10 Spot, DC 20 Listen) and a final chance at 50' (DC 5 Spot, DC 10 Listen). If the party isn't making any special effort to be stealthy the patrol will notice them at 150'. If the party is being stealthy, adjudicate as necessary.

Once the patrol notices the party Tyretty will cast *mage armor* from her scroll, then they will approach as close as possible to the party, Selvistyr with his rapier drawn and Tyretty with her longbow out. If they haven't been spotted earlier, they will make themselves known at 30'.

Selvistyr will position himself between the party and Tyretty. The elves are Unfriendly toward the party, and will verbally harangue the group and demand they leave the Gnarley. If the PCs are respectful and explain to the elves why the party is there (award up to +4 or -4 on this check, depending on how well the party calms tensions, or how aggressively the party reacts to the elves), then a DC 25 Diplomacy check will bring the patrol to Friendly. This allows the PCs to continue unmolested.

If the elves become Indifferent or remain Unfriendly, they will prevent the PCs from continuing on to Terre Verte. Instead, the patrol will insist on escorting the party out of the Gnarley Forest. If the PCs refuse they are attacked, and if they agree but try to sneak back in they will be attacked on sight.

Failing the Diplomacy check by more than 20 (DC 5 Diplomacy) also causes violence to break out.

This is medium forest, which means the ground is difficult terrain (double movement, 20% concealment, and +2 DC on tumble checks).

APL 2 (EL 2)

☛ **Selvistyr:** male elven fighter 1; hp 11; Appendix 1.

☛ **Tyretty:** female elven conjurer 1; hp 5; Appendix 1.

Tactics: Tyretty will cast Ray of Enfeeblement on front-line fighters, or Grease on their weapons. She tries to stay in the back. Selvistyr will try and keep people away from Tyretty. If either one goes down, the other will run off.

Treasure:

APL 2: Loot – 180 gp, Coin – 50 gp, Magic – *potion of cure light wounds* x 2 (25 gp each), *scroll of magic missile* (12 gp), *scroll of mage armor* (12 gp)

Detect Magic Results: *potion of cure light wounds* (faint conjuration; DC 16 Spellcraft), *scroll of magic missile* (faint evocation; DC 16 Spellcraft), *scroll of mage armor* (faint conjuration; DC 16 Spellcraft).

Development: If the PCs kill either one or both of the elves, and word gets back to the Elven Clans (either because the other elf escaped, or because the PCs did not bother to hide the bodies) they earn the **Marked for Death** AR reward. The PCs do *not* earn this reward if they stabilized the elves, or only used non-lethal damage in the first place.

If the PCs are defeated, the elves will stabilize any survivors and dump them outside the borders of the Gnarley. Their adventure is over.

ENCOUNTER 6: THE HUNDRED ACRE WOOD

Eventually, the party arrives at Terre Verte.

As you travel through the Gnarley, there is a marked change in the air. Looming head of you, you see an eerie sight – dozens of massive oaks and elms, in some cases 30' across, stretch towards the sky, their roots tangled through scattered foundation stones. The forests is darker here, with the thick canopy above choking out all but a few random glints of light. It is as if a deeper, more primeval forest was transplanted here.

This is all that remains of Terre Verte.

Ask the party to make spot checks (DC 25). Those that do see catch a small shape 100' away in the treetops which quickly disappears into the canopy. This is Drollum, shadowing the party.

Through powerful magic, Terre Verte has been reclaimed by the forest. There are no buildings left; it is as if giant trees took root underneath every manmade structure and obliterated it. As the party walks into the former city, read the following:

Walking into the boundaries of what was once a city, there are few signs of the former inhabitants. Some piles of irregular stone might have once been walls, and a collapsed mound of rotting wood reveals itself to have once been a wagon. But the village looks as though it was abandoned generations ago, not recently.

In the center of town you see a strange landmark. Over 60' in diameter, it is a stone disk almost 5' high, with a hollow center almost 20' in diameter.

A DC 15 Knowledge: local (VTF), Knowledge: history, or Knowledge: geography check will reveal this is Stone Well Clearing. It predates the original founding of Terre Verte, and was used for navigation in the area. No one knows who created it or what its purpose is.

It was used by the residents of Terre Verte for water. It is slightly warm to the touch. The center bore descends 40' into the earth before ending in a pool of water. The well does not radiate magic.

The party needs to locate Mulrood's house. This would be impossible in the current state of Terre Verte; even a long-term resident of the town would be hard-pressed to identify any of the former buildings. With the divining rod, however, it is easy. The rod leads them to a small clearing near a large oak tree.

If the party decides to dig there, they will discover a small chest buried about 2' down. It is locked (DC 20 Open Lock; Mulrood's key will also open it) but it is not trapped.

Contained within the chest is a few pieces of jewelry, a small sack with some gems, a purse with a selection a leaf and wheatsheaf coins, and a music box.

The music box is roughly 1' by 6" by 6". There is a key on the back; when wound it plays a small tune. Any gnomes or bards in the party can automatically recognize this as a popular local gnomish lullaby; others need to succeed on a DC 15 Knowledge: local (VTF) check.

If the box is searched, a DC 27 Search check locates a secret compartment in the base. It contains several dozen letters addressed to Mulrood from his parents. They are written in Gnomish. They are of sentimental value, nothing more.

APL 2: Loot – 300 gp, Coin – 400 gp.

ENCOUNTER 7: HAXX AND SLASH

As the party leaves Terre Verte, they are ambushed by Drollum Spittamshant, who wants the music box for herself.

With a sigh of relief, you leave the ominous vines and trees of Terre Verte behind you, and begin the journey back to civilization. You spend no more than 15 minutes hiking through the moderate undergrowth when a flash of movement catches your eye from the trees ahead.

Drollum is perched on a branch 20' up in the trees.

The party gets a spot check at 60' (DC 27) and another spot check at 30' (DC 24), and a final spot check at 5' (DC 21). If anyone in the party makes their check the encounter starts there, otherwise the encounter starts when they are directly underneath Drollum. Those that made their spot check can act in the surprise round.

If the party earlier negotiated with Drollum, and she believed they would turn over the music box, she will ask them to place it on a tree stump, and then move 100' away. She'll drop a bag of coins in the opposite direction, then move to the music box, drop down, pick it up, climb back up to the tree canopy, and head off. The bag of coins turns out to be filled with copper and silver, only worth about 20 gold pieces. If at any point she thinks the party is being deceitful (Sense Motive +7), she'll attack.

This is medium forest, which means the ground is difficult terrain (double movement, 20% concealment, and +2 DC on tumble checks). The forest canopy also provides 20% concealment.

APL 2 (EL 3)

☛ Drollum Spittamshant: female gnome scout 3; hp 27; Appendix 1.

Tactics: Drollum begins the surprise round by shooting an arrow at the nearest PC. In following rounds she use Brachiation to move through the forest canopy, moving at least 10' and staying within 30' of her target to get skirmish damage and Point Blank Shot. If she's knocked below 10 hit points, she runs off.

Treasure:

APL 2: Loot – 27 gp, Coin – 20 gp, Magic – boots of elvenkind – (1,250 gp)

Detect Magic Results: boots of elvenkind (faint transmutation; DC 17 spellcraft).

ENCOUNTER 8: SMALL RECOMPENSE

This encounter occurs when they return to Sheernobb. If they chose not to, the adventure is over, and they do not earn **Favor of Sheernobb** on their AR.

Otherwise, read the following:

The return to Sheernobb is uneventful. You reenter the village, and notice the frame for Moot Hall has been completed, and gnomes are starting to rebury the structure.

You crowd into Mulrood's shop, and he pops out of the backroom as soon as he hears you enter. "What's the news?" he says, expectantly.

Mulrood is only interested in the music box; he doesn't even ask about the gems and gold from the chest. He was unaware that his sister was looking for it. Use the following reactions to help with the interaction:

They return the music box, unmolested:

Mulrood Spittamshant smiles wildly, and gently takes the music box from your hands. He deftly flips it over, turns the winding key back and forth while pressing on the back corner, and a secret door on the side pops open. He removes the sheaf of papers inside and sighs as he glances over them. "You have my gratitude. Thank you, so very much!"

They return the music box, but removed the papers:

Mulrood Spittamshant smiles wildly, and gently takes the music box from your hands. He deftly flips it over, turns the winding key back and forth while pressing on the back corner, and a secret door on the side pops open. His face falls to see there the compartment is empty. He sadly turns to you. "I'm sorry to have caused you all the trouble for nothing. The letters from my parents are missing."

They mention his sister attacked them:

Mulrood looks genuinely surprised. Drollum? I haven't talked to her in years, since our parents died. She's always blamed me for how her life turned out.

They arrested his sister, or let her go:

"Ah," he brightens. "That's good, I suppose. I keep hoping she'll mend her ways."

They killed his sister:

"You killed her?" The gnome falls silent, then nods. "She was bound for a bad fate. I'm sorry you were the ones to deliver it."

When they are finished talking with Mulrood, proceed to the **Conclusion**.

CONCLUSION

Read the following:

Mulrood shakes each of your hands, and promises "You've helped a gnome in need, and I and Sheernobb never forget our friends. If you ever return this way, I'll see if I can't do you a good turn in exchange."

As you leave Sheernobb you spot the headgnome, Meldreeb, sitting on a stump, trimming his fingernails with a pocketknife and watching the road. Noticing your attention, he nods at you, then calls out: "Interesting times for Verbobonc, I think. Not the best time to live, but a fine time to seek a fortune. You folks be careful." With that he tips his hat, and slips off into the forest almost before you notice he's gone.

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 2

Defeat the boar
APL 2 60 XP

Encounter 3

Convince Threnodee
APL 2 60 XP

Encounter 5

Defeat or bypass the elves
APL 2 60 XP

Encounter 7

Defeat Drollum Spittamshant
APL 2 90 XP

Story Award

Objective(s) met:
APL 2 90 XP

Discretionary roleplaying award

APL 2 90 XP

Total possible experience:

APL 2 450 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.

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

Introduction:

APL 2: Coin – 10 gp

Encounter 5:

APL 2: Loot – 180 gp, Coin – 50 gp, Magic – *potion of cure light wounds* x 2 (25 gp x 2), *scroll of magic missile* (12 gp), *scroll of mage armor* (12 gp)

Encounter 6:

APL 2: Loot – 300 gp, Coin – 400 gp

Encounter 7:

APL 2: Loot – 37 gp, Coin – 20 gp, Magic – *boots of elvenkind* – (1,250 gp)

Total Possible Treasure

APL 2: Loot: 517 gp; Coin: 470 gp; Magic: 1,850 gp; Total: 2,747 gp

SPECIAL

Infamy of the Elven Clans: For killing one of their own, the Elvish Clans of the Gnarley have marked you with great disfavor. You receive 10 Infamy Points with the Elven Clans of the Gnarley Forest. Furthermore, you receive a -10 circumstance penalty to all Charisma-based skill checks with members of the Elven Clans, and you tend to be targeted preferentially during any combat with members of the Elven Clans. Such preferential treatment does not cause the attacking elves to behave in a reckless or self-destructive manner. You may avoid initially being recognized (and thus avoid the circumstance penalty and preferential targeting) by making a Disguise check (DC 15 + your character level). If you gain the Leadership feat, the Disguise Check DC changes to 15 + your Leadership score). This preferential targeting does not prevent the elves from using other methods to determine your identify should you give them reason.

Favor of Sheernobb: Your assistance has gotten you friends amongst the gnomes of Sheernobb. You gain free Adventure Lifestyle [Standard] during any adventure that takes place in the Kron Hills or Sheernobb. You also receive 5 influence points with Clan Keeleene.

Favor of Threnodee: You made a good effort to die on the adventure, and Threnodee is grateful. You receive one (1) influence point with the Wrinkle Academy during any adventure where Threnodee is present. Additionally, you receive 3 Affiliation Points with the Wrinkle Academy if you are a member of that metaorganization.

Reward Notes

Infamy of the Elven Clans: PCs who killed at least one elf in Treading Lightly, and allowed word to get back to the clans (either by letting one escape, or not bothering to hide the bodies) receive this AR reward.

Influence of the Elven Clans: PCs that are respectful toward the agents of the Elven Clans and do not behave in a belligerent, discourteous, or otherwise confrontational manner and do not attack the elves receive this AR Reward. NOTE: This reward is party-based. If any character is disqualified from receiving this reward, then all characters are disqualified. Characters that receive **Infamy of the Elven Clans** cannot receive this reward.

Favor of Sheernobb: PCs who return to Sheernobb after retrieving the chest receive this AR reward.

Favor of Threnodee: Any character that is reduced to negative hit points (or actually dies and is somehow restored) during this adventure receives this AR reward.

APPENDIX 1: APL 2

ENCOUNTER 5: TREADING LIGHTLY

SELVISTYR

CR 1

Male elvish fighter 1

N Medium humanoid (elf)

Init +3; **Senses** low-light vision; Listen +6, Spot +6

Languages Common, Draconic, Elven, Gnome, Sylvan

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 armor)

hp 11 (1 HD)

Immune sleep effects

Fort +3, **Ref** +3, **Will** -1; +2 vs. enchantment

Speed 20 ft. in splint mail (4 squares), base movement 30 ft.

Melee rapier +5 (1d6+1/18-20) or dagger +4 (1d4+1/19-20)

Base Atk +1; **Grp** +2

Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 17, Con 12, Int 12, Wis 8, Cha 10

SQ elf traits

Feats Weapon Finesse, Weapon Focus (rapier)^B

Skills Climb +1, Jump -5, Ride +7

Possessions combat gear plus banded mail, rapier, dagger

TYRETTY

CR 1

Female elvish conjurer 1

N Medium humanoid (elf)

Init +2; **Senses** low-light vision; Listen +6, Spot +6

Languages Common, Elven, Sylvan

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

hp 5 (1 HD)

Immune sleep effects

Fort +1, **Ref** +2, **Will** +3; +2 vs. enchantment

Speed 30 ft.

Melee longsword -1 (1d8-1/19-20) or dagger -1 (1d4-1/19-20)

Ranged longbow +2 (1d8-1/x3)

Base Atk +0; **Grp** -1

Combat Gear *potion of cure light wounds, scroll of mage armor, scroll of magic missile*

Wizard Spells Prepared (CL 1st):

1st—*grease* (2; DC 13), *ray of enfeeblement* (+2 ranged touch)

0th—*acid splash* (2; +2 ranged touch), *daze* (DC 12), *message*

Abilities Str 8, Dex 15, Con 12, Int 15, Wis 12, Cha 10

SQ elf traits, owl familiar, share spells

Feats Alertness^B (if familiar within 5 ft.), Combat Casting, Scribe Scroll

Skills Concentration +5 (+9 to cast defensively), Knowledge (arcana) +6, Listen +6, Spellcraft +6, Spot +6

Possessions combat gear plus longsword, longbow, dagger

ENCOUNTER 7: HAXX AND SLASH

DROLLUM SPITTAMSHANT

CR 3

Female gnome scout 3

NE Small humanoid (gnome)

Init +3; **Senses** low-light vision; Listen +9, Spot +7

Languages Common, Gnome, Elven

AC 16, touch 13, flat-footed 16; +1 skirmish, +4 against giant type opponents

(+1 size, +2 Dex, +3 armor)

hp 27 (3 HD)

Fort +5, **Ref** +5, **Will** +2; +2 vs. illusions

Speed 30 ft. (6 squares); Brachiation

Melee dagger +2 (1d3-1/19-20) or

Ranged shortbow +5 (1d6-1/x3)

Base Atk +2; **Grp** -3

Atk Options Point Blank Shot, skirmish

Spell-Like Abilities 1/day—*dancing lights, ghost sound* (DC 11), *prestidigitation, speak with animals*

Abilities Str 8, Dex 15, Con 16, Int 13, Wis 12, Cha 8

SA +1 on attack rolls against kobolds and goblinoids

SQ gnome traits

Feats Brachiation, Point Blank Shot

Skills Balance +9, Climb +4, Hide +11, Jump +6, Listen +6, Move Silently +11, Sense Motive +7, Spot +7, Tumble +6

Possessions studded leather armor, shortbow, dagger, *boots of elvenkind*

Brachiation (Ex) When Drollum is at least 20' above the ground in medium or dense forest, she can move at her full land speed, ignoring any effects due to terrain

Skirmish (Ex) When Drollum moves at least 10' in a round, she gains +1 AC and +1d6 damage

APPENDIX 2: NEW RULES

NEW FEATS

Brachiation

You can swing through trees like a monkey.

Prerequisites: Climb 4 ranks, Jump 4 ranks

Benefit: You can move through wooded areas at your base land speed, ignoring any effects on movement due to terrain. You must be at least 20 feet from the ground to use this ability. This ability works only in medium and dense forests (see page 87 of the *Dungeon Master's Guide*).

APPENDIX 3: MAP OF VERBOBONC

