

KEO7-IS1

# A NEW BREW

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

### Keoland Regional Introductory Adventure

Version 1.0

**by Dave Guerrieri, based on the creations of Kevin Lawson**

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It is early spring, and it's Growfest. You've heard that brewmaster Pemlo Penchant (of Pemlo's Lambic fame, the Draught of Kings) is looking for some help collecting some ingredients of a secret new brew he is planning on concocting this very season. Maybe you can aid Pemlo in his preparation this time, like the other famous heroes did in 592 C.Y. A Keoland three-round regional introductory adventure for level one characters only.

Resources for this adventure [and the authors of those works] include *Libris Mortis* [Andy Collins and Bruce R. Cordell], and KEO2-08, Pemlo's Lambic [Kevin Lawson].

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

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

## RPGA SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) points.

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## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

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

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

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

## LIVING GREYHAWK LEVELS OF PLAY

Because this adventure is an introductory adventure, only level one player characters may participate. No character of level two or higher may play this adventure. Therefore, no Average Party Level (APL) calculations are needed.

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

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

## TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Keoland. Characters native to Keoland pay one Time Unit per round, all others pay two Time Units per round.

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

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check

(DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

## ADVENTURE BACKGROUND

### The Good Hills:

The Goods Hills form the western border of Keoland, running from the March of Mandismoor in the north, southeast to the Barony of Sayre. Halflings and gnomes have been here for a long time, and have made the Good Hills their own. They tend their farms and orchards, work their mines, and have prospered for many years. They govern themselves without much of the political intrigue that fills the rest of Keoland, and are allowed to do so, as long as the mineral and ores continue to flow out from the Good Hills.

### Crook Hollow:

The greyfeet of Crookhollow reckon the town's founding to CY 427 when Benson Brindlebuck established an outpost on the site. The halfling adventurer, tales say, wheedled the folk of town and country to build a fort (called Buckshold) to ward against the return of the banished blight and was granted stewardship of the surrounding lands. Enterprising halflings flocked to Buckshold for protection and wound up homesteading in the rolling hills that the little people love. This section of the Good Hills between Flen and Cryllor is a moor of rolling hills and scattered woods. Patches of land in the valley are very fertile. Here and there one finds rugged, barren hills and bogs of peat. Everywhere there are grasses, brambles, and clouds dappling the bright sky and scurried along by the ever-present winds.

Vigilance against the evils of the past waned and a sleepy kind of prosperity settled over the community. Just over eighty years ago the peace was broken when young (he was in his thirties at the time) Pemlo Penchant returned to town. He'd left as a boy, made a name for himself in "the Big City" and returned, ostensibly, "to settle down." Or so he called it. The town elders thought differently. On jaunts through the countryside, Pemlo poked his nose into holes where he didn't belong. He

caroused. When the town couldn't feed his taste for drink, he built a distillery. He had no respect for his elders. And scandal of scandals, this halfling of ill-repute welcomed a thieving priest of Brandobaris to town. Word spread to the other settlements that cutthroats and cutpurses roamed the streets. Almost overnight, Buckshold became Crookhollow. The name stuck.

### Pemlo's Brews

Gossip, rumor and new industry fomented over the subsequent years in Crookhollow, and slowly but gradually Pemlo earned the respect, if not the trust, of the townsfolk. His distillery and brewery, A Penchant for Drink, won great praise abroad. Nowadays, the greyfeet natter on about the "gold medal batch of '68," "that stinker in '76" taking great pride in the highlands that produce such a fine lambic (ale made with an infusion of herbs) that none other than King Kimbertos Skotti calls it "the elixir of the wee gods." This special brew is made but once every quartyear (four years), with the last batch being made in 596 C.Y., just last fall. If the stories are true, Pemlo has been inspired to create a new brew, one based on the promise and optimism of spring.

### Recent Events:

Common Year 592 (four years ago) brought a Quartyear Brewfest like no one has seen in decades. For several months before the 'Fest, missing livestock were reported around the area, and mothers warned their "young-uns" to stay away from Spinster's Wood, where a halfling boy went missing. During the 'Fest, the brewmaster himself, Pemlo Penchant, took up to boxing some of the visiting "adventurin' types" and ended up with a broken leg. Using the guilt caused by the injury, Pemlo convinced the adventurers to collect his ingredients for him. The adventurer's were able to collect the ingredients, while ridding Crookhollow of some other unwanted denizens.

A year later, forces massing under the command of a mysterious Suel mage razed the town of Kilm while threatening the County of Cryllor, and the farmlands of the Good Hills Union were raided by savages. Adventurers are again brought in to help, and discover that the enigmatic Green Mage is actually Gwier Dreng, an errant Suel lord from Cryllor, thought dead for many years.

In late 594 C.Y. Gwier Dreng is apprehended by another group of heroes, and is found to have been under the "guidance" of a minion of Roykyn, a gnome hero-god of cruelty. He was tried and

sentenced for his crimes, but before serving his sentence, Dreng challenged Count Ignaz Manz to a duel to the death, which Gwier lost.

Pemlo has recently had some “issues” with a woman and a young ‘un from his past, and seems inspired and refreshed by the recent turn of events. He has put word out that he is hunting for heroes to help him with the ingredients of his new brew. Anyone interested should report to A Penchant for drink in Crookhollow.

### Growfest Festival in Crookhollow

Growfest in Crookhollow is not as big of an event as Brewfest, but there is certainly a small celebration. Growfest is much more nature oriented, with ceremonies and small sacrifices to Yondalla (fertility, protection), Sheela Peryroyl (nature, agriculture, weather), and Cyrrollalee (friendship, home). It is a time of family and friends, of nature and planting.

## **ADVENTURE SUMMARY**

The PCs arrive in Crookhollow, just in time for Growfest, and are approached by Pemlo himself to investigate. They are tasked with finding a number of items, some mundane, some extraordinary, and some in between. Pemlo provides them with a map of the area, a list of ingredients, and instructions as to the best locations to find the ingredients. He also instructs the heroes that the materials must be collected fresh and are luckily all available this time of year. Also, before the final ingredient is collected (which is the quickest to wilt and lose its potency), a ceremony must be performed. Pemlo suggests the heroes start early tomorrow morning, at first light, and be quick about the gathering; the fresher the ingredients, the better the brew, and the greater its value.

Unbeknownst to the heroes, Pemlo has added to the list of ingredients some items he really does not need, but will lead the adventurers to places that he wishes to know more about, or to locations with residents he would like to see removed from the area for the good of residents of Crookhollow.

The PCs may use any of the resources available to them in Crookhollow. This is primarily an herbalist by the name of Wil Brayman, who has consulted with Pemlo in the past and is knowledgeable about the local flora and fauna.

The PCs have several choices in how to go about gathering the ingredients. There are over two dozen ingredients to be found in various places on the moors. The heroes may choose

which to seek first. Most of the ingredients can be found in the following places:

- **Tumbledown Delve:** Gnomes once worked a mine that the halflings call Tumbledown Delve. It was abandoned many years ago and has fallen into disrepair. Recently, a group of unusual kobolds have taken up residence in the Delve. The kobold leader, Brechtzor, happened upon Tajlo, a kobold paladin (featured in the Windows to a Serpent’s Soul series), and after traveling with him for a few weeks, has reformed and found a new path, one based upon the good and lawful ways as described and modeled by Tajlo. Brechtzor has found a few other kobolds and has “recruited” them into his “cult” of lawful good kobolds. The heroes may either combat the kobolds, or try to interact with them in a meaningful way to gather the ingredients found at the bottom of Tumbledown Delve. The heroes may even attempt to use diplomacy to allow these kobolds to begin friendly interactions with the inhabitants of the Moors and the Good Hills.
- **Spinster’s Nob Moors;** Many of the ingredients can be found growing wild in the wide rolling hills of the Moors. Wolves and other wild animals roam the hills outside of town. They will harass individuals or vulnerable parties.
- **Spinster’s Wood:** One of the ingredients is Pixie Dust, which can be found in the possession of the fey in Spinster’s Wood. The fey, being mischievous, will make the heroes the butt of a prank. They will send the party from one fey to another, with each asking a favor that can only be granted by the next fey to which they are sent, who will then send them to the next fey in the prank, much like a scavenger hunt.
- **The Big Mound:** One component can be found in what the locals simply refer to as “The Big Mound”. In actuality, it is an ancient burial cairn that now houses an undead that must be overcome to find the ingredient.

When all of the ingredients have been collected, two tasks remain. First, a ceremony to Brandobaris must be performed at the source of a stream near the Splitrock. This allows the final ingredient to be retrieved; the blooms of Knothead, a treant and sometimes adversary of Pemlo. The treant considers this a great indignity and will make collection of his blossoms difficult.

Should they retrieve all the ingredients, the hero’s quest is finished. They may return to Crookhollow to reap their reward and sample the first keg of the “newstuff”, Good Hills Imperial Stout, the brew of ‘97.

## PREPARATION FOR PLAY

Find out where the PCs call home. If it is Keoland, ask them which province is their home region. If it is the Good Hills, they can gain some bonuses throughout the adventure.

### ENCOUNTER 1: INTRODUCTION

*You find yourself traveling in the Good Hills, heading towards Crookhollow, home of Pemlo Penchant, master brewer. It is time for the Growfest festival in Crookhollow, and though not as famous or rowdy as the Quartyear Brewfest, it certainly should be a good time. Rumor has it that Pemlo Penchant, the legend himself, is looking for heroes to help collect the ingredients for a secret “new brew” he is developing for the spring.*

*As you have journeyed towards Crookhollow, you have joined with a handful of like-minded individuals, banding together along the road for companionship and protection.*

Ask the players to make character introductions at this time.

#### ***Roll Initiative!***

Refer to DM's Aide 1: Encounter 1 Map, allowing the party to arrange themselves in a marching order before the encounter.

#### **Bandits (EL 3)**

**Drozz:** male halforc, leader, fighter 1: hp 12, Appendix 1.

**Grink, Thrank and Thork:** male orc, warrior 1, (3): hp 7, 7, 7; Appendix 1.

**Tactics:** Drozz and Grink will be in the middle of the road, while Thrank and Thork will conceal themselves as best they can behind trees (see encounter map for locations). They prefer to use ranged first, entering into melee when advantageous or necessary. They will also consider parley, and are willing to allow the heroes to pass for as little as 10 gold, though they will initially try for 25 gold. The bandits will not fight to the death; instead trying to escape when reduced to fewer than 3 hit point each. They will also consider surrender as well, use your DM judgment.

**Treasure:** The PCs can gain the following treasure here:

**APL 2:** Loot 184 gp; Coin 16 gp; Total 200 gp.

The heroes may continue to Crookhollow after this encounter is resolved. They should arrive in Crookhollow several days later.

### ENCOUNTER 2: ARRIVAL IN CROOKHOLLOW

*The Crookhollow Growfest Festival is much more subdued than the Quartyear Brewfests of which you have heard. Growfest is more about spring and renewal, of family and friends, and of nature and planting. Small celebrations and ceremonies are held, and games and events for children are held that hold meanings of hard work, honesty, nature and the importance of family and friends.*

*In the midst of the revelry, Pemlo Penchant holds court for any and all who will listen. Brewmaster, businessman, former adventurer, scoundrel, rascal, hero.....these are all monikers Pemlo wears, depending upon to whom you talk. Surrounding Pemlo are about a dozen or so young children of Crookhollow, all completely captivated by Pemlo's yarns.*

If the heroes approach Pemlo, please read or paraphrase the following.

*“...and that's how I bested the Ysl, the Great Ettin. Fifteen feet tall was she, and I but a lil' one, but she fell in the bottom of that cave just as if she were but a weed I was pullin' from my garden. You see, ettins, and most other bigger folks to be honest, just aren't a match for the halfling's ingenious mind and prodigious dexterity. As I sat there, squeezing the ettin's noggin in my headlock, I squeezed and I squeezed until I heard her say “Uncle”. I barely believed it, as ettins are not known for their honesty, but with a few more squeezes, she promised on her mother's honor that she would leave us alone. Being an honorable Hobniz, I let her go, as she seemed to have suffered enough under my wrestlin' prowess, and she hasn't been seen since in the Good Hills. That was about five years ago now, right about the time of the Quartyear Brew.....”*

Pemlo notices the heroes standing nearby.

*You there, you look like able-bodied heroes, did you ever best an ettin before?*

Allow the PCs a chance to interact with Pemlo and the crowd. Pemlo will ask them questions about

where they are from, where have they been, why are they here in Crookhollow, have you ever tried any of my brew, and questions of the like. If he likes the answers he receives from the party (if they sound heroic or even just capable), read the following:

***“So, you folks seem to know what you’re doing, .....yes, I think you’ll do nicely. Why don’t you meet me at my brewery over yonder, say at about two bells? That’ll be about midday for you newcomers to the ‘Hollow.”***

The heroes have about an hour before the meeting, just enough time to procure rooms and settle in before heading over to A Penchant for Drink. You may distribute Player’s Handout 1: Crookhollow Map, to the players at this time. The heroes can arrange accommodations either the Roc’s Feather (for small-sized PCs) or Father Mack’s Inn (for medium-sized PCs). Proceed to Encounter 2.

## ENCOUNTER 3: MEETING THE MASTER

***You cross the Sliver Creek heading east, and see A Penchant for Drink just to the south, right on the creek. The brewery itself rises from a bank of the creek, with a waterwheel turning lazily in the current. A burrow is mounded uphill from the river, and a tunnel connects the burrow and the brewery. Lights are on in the brewery.***

***As you approach, the door into the brewery opens, and out steps Pemlo, with an everburning torch. “Welcome, heroes, to the most superb brewery and special distillery in all of Keoland, maybe all of the Flanaess. You big folks, watch your heads, as the ceiling is a bit low. Also, please don’t touch any of the equipment, some’s dangerous, some’s delicate, and I wouldn’t want either you or my equipment to be damaged.”***

***The building is clearly the largest structure in Crookhollow, though medium-sized creatures may feel a little cramped due to the low ceiling, as well as all of the apparatus being sized for a halfling. As you follow Pemlo through the brewery, you notice the incredible variety and number of pieces of brewing and distillation paraphernalia in the building. The light of Pemlo’s torch is reflected off of numerous glass and mirrored surfaces, and you see in various containers amber, clear, emerald and even ruby-colored liquids. You***

***hear pops, bubbling, steam, whistling and many more sounds as you continue towards the back of the brewery, and smell the earthy odors of the ingredients, as well as the intoxicating aromas of the spirits.***

Judges should feel free to use your own imagination to describe such as wondrous place as A Penchant for Drink (think Willy Wonka’s Chocolate Factory, but for those who like their brew).

***Pemlo leads you through the maze of equipment to a room with a large table and maybe a dozen chairs around it. ‘Please, sit and take a load off,” Pemlo says. “I have a business proposition for you.”***

***As you may have heard, I’m working on a new brew, and I need some folks to help gather some ingredients for the brew. You seem to be capable, so can I talk you into helpin’ me out?***

Pemlo waits for the hero’s answer. If prodded for the actual pay offered, read the following:

***“Well, right to the point, eh. Nothing wrong with that, I like straightforward folks. Your compensation depends upon the profits, and the profits will depend upon the freshness of the ingredients. The faster you folks are able to gather the components, the better the brew, and the better your pay.”***

Pemlo will offer each PC up to ten shares in A Penchant for Drink, as well as up to 250 gold lions per person. Please refer to the chart below.

Potential Profits		
Time Spent	Stout Quality	GP/Shares/XP
8+ days	Undrinkable	0/0/0
4-8 days	Poor	50/2/90
3-4 days	Fair	100/4/150
2-3 days	Good	150/6/210
1-2 days	Excellent	200/8/270
24 hours or less	Ambrosia	250/10/270

He will also put them up in the local inns as well (providing free adventurer’s standard lifestyle for this adventure).

If the heroes say no, the adventure is over for them.

If the heroes say yes, Pemlo produces several papers and hands them across the table to the party. Distribute Player Handout 2 – Shopping List at this time.

***“The first one here is a list of ingredients, and where you can find them. Collect the ingredients however you want, but its best to save the Crabapple flower for last. Before collecting that flower, you’ll need to mix the pixie dust and centipede droppings together, and pour the mixture into the Istinbrook on Buck’s Hill above the Rushes. It helps to say a few words of thanks to Brandobaris as well when you’re doing that. Then follow the Istinbrook downstream to where it meets the Sliver, then follow the Sliver downstream, and you’ll find the Crabapple, can’t miss it, really. It should be in full bloom. Collect the flowers, and hurry back.”***

Pemlo waits a moment here to allow the PCs to ask any questions they may have. Distribute Player Handout 3 – Crookhollow & Environ at this time

***“The second paper here is a map, showin’ you the area in and aroun’ Crookhollow. It should help you plan a bit. Oh, one more thing, you’ll find the fey in Spinster’s Woods, that’s where you’ll need to go to get the Pixie Dust. You’ll want to wait until nightfall for that, and then just follow the fireflies into the woods. You’ll either find them, or they’ll find you. Them fey tend to sleep during the day, making them hard to find.”***

Pemlo again pauses briefly, as if waiting for questions, and if none are asked, he continues.

***“Be quick, and disturb as little as you need to. Be careful, as there are bad creatures about nowadays; the Guardians just don’t seem to have enough men to keep proper patrols anymore. Trust your instincts, you’re heroes, you should have good instincts. Take no longer than eight days, or there won’t be a brew. The ingredients for the best batch ever, Ole ’68, were all collected in one day.”***

Pemlo stops, and waits for any questions the PCs may ask. The DM may answer questions as best as they can based upon the information in the adventure background and summary. When finished, please read or paraphrase the following.

***“Guess you be wantin’ to get your belongings together so you can get an early start. I suppose you’ll be wantin’ to start at the crack of dawn tomorrow.” Pemlo leads you back through the maze of the brewery. At the front door, Pemlo points to a bucket, an assortment of containers, a shovel, a pick, and 100’ of silk***

***rope. “You might be needin’ some of those things for your “adventure”, just bring them back the same way you found them.” He then bids you, “Good luck, gods bless and god speed.”***

It is about three in the afternoon now. The heroes have a few hours to look around town. You may distribute Player’s Handout 2: Crookhollow Environs and Player’s Handout 3: Shopping List to the players at this time. They may explore some of the following places, and hear the information listed on the appropriate Gather Information, Diplomacy or Intimidate Check.

**The Town Hall:** Several old local halflings can be found sitting on rocking chairs on the Town Hall porch, reminiscing about the “good ole days”. They take pride in Pemlo’s brews, and especially the famous Quartyear Lambic, though they do tend to look rather unfavorably upon his shameful lifestyle.

DC10: It’s unsafe to travel anywhere around here now, anytime.

DC12: Pemlo’s made a deal with the Old Scratch himself; it’s the only way he could be so immoral and still be so successful.

DC15: Don’t go into Spinster’s Wood, there’s evil afoot in there, I tell you!

DC18: The gnomes used to mine Tumbledown Delve. They abandoned it many years ago, can’t be anything good down in there now. No one in their right minds go into the mines.

**Buckshold:** You find the old fort at the edge of town abandoned. A note posted at the front gate say “Gone home, be back later.”

**The Roc’s Feather:** The heroes may arrange for lodging at the Roc’s Feather (for smaller heroes) or Father Mack’s (for medium sized heroes), and may use Gather Information, Diplomacy or Intimidate to find the following information in the inns:

DC12: Bandits have been operating on the roads in the Good Hills.

The gnomes are selling land south of the Bettledowns; evidently a great gem deposit they’ve thought was there didn’t pan out.

The town has been abuzz with the tales of Pemlo, his loves, and his children.

DC14: Pemlo has been recently sued by Primula, and old flame of Pemlo’s with whom he had a

child, named Pemson. Primula was back in town recently, along with Pemson, and had some sort of legal proceedings against Pemlo. Not sure how it all shook out, but and I hear Pemlo took in Pemson, and Primula appears to be settling in town as well.

DC16: About a month ago, Cobbin Windblossom, a farmer up north a bit, he says he saw a great big wyrm as he was doin' a little huntin' in the Moors by his farm. Said it was big, and kinda reddish, an' he saw it flying away further north. 'Course, Cobbin is known ta hit the bottle a bit now 'n' then, too!

DC18: Pemlo is a drunk, his health is failing, and Pasty and Pemson are arguing over the inheritance.

DC20: Pemlo has taken in Pemson, a son of his from a dalliance several decades ago. The woman involved, Primula Hustluggle, was in town for a few weeks, and was suing Pemlo for child support and Pemson's share of the inheritance. Pemlo and Primula worked out their issues out of court. From what I heard, neither wanted to air their dirty laundry in court.

DC22: The Guardians of the Highlands, a group of defenders of the Good Hills, are slowly losing numbers in their ranks. It is said that unless new members can be recruited, the Guardians may just be disbanded. I hope that doesn't happen, they do such a good job of keeping the 'Hill's safe.

**Father Mack's Inn:** The place in town for medium-sized people to stay.

DC12: The gnomes are selling land south of the Bettledowns; evidently a great gem deposit they've thought was there didn't pan out.

DC14: Tale of the Origin's of Spinster's Nob. They say old Meg Downwater, a halfling spinster used to sit out on the Nob. One day, not long after Midsummer, she found herself with child. No natural child was this; we don't even mention her name in these parts no more, but the say ol' Meg was Pemlo's great-great grandmother. Lots of strangeness out there. Children disappear, some stolen from their cribs. Best to hide 'em and ward 'em while they're little.

DC16: I've heard that the girlfriend of the Green Warlock is still out there somewhere, and is trying to rally up some forces to avenge his capture, and his death at the hands of Count Manz of Cryllor.

DC18: I heard Pemlo once dined with the King himself!

DC20: There is talk of a non-denominational temple being built in Niole Dra and in Gand. The local leaders in Blacktop and Plim's Delve are beside themselves that they didn't come up with the idea first, and are feverishly trying to raise money to have their nondenominational shrine built before others.

**The Herbalist Shop:** Wil Brayman is the local herbalist, and has a working relationship with Pemlo. He knows much about the local flora and fauna, and can provide information to the party, but for a price. Wil is, after all, a businessman. He bargains for a straight 20 gold lions, no negotiations, no haggling, for the loan of a copy of Vendraith's Field Guide to Herbs and Wildflowers (2<sup>nd</sup> edition). This book will give a +2 circumstance bonus for checks used in the collection of the ingredients. He also has three dried samples of each of the ingredients, which although not useful for the new brew, would certainly be useful in identification. The dried samples will cost 20 gold as a set (they cannot be purchased individually), and give a +2 bonus on checks used in the collection. The party may purchase up to three copies of the book, and up to three copies of the dried samples, so that later, if they separate into smaller groups, each group can have access to the bonuses the aids give.

Will also has the following information, to be gained on the appropriate Gather Information, Diplomacy or Intimidate check:

DC10: The Moors are dangerous, only foolhardy travelers venture from the road.

DC13: Be careful near Spinster's Wood, it is a foul, dark place.

DC15: The areas away from the towns in the Good Hills are become wilder, and more dangerous.

DC18: The Guardians are reduced in numbers from even just a few years ago, so patrols are reduced, and that's probably leading to the proliferation of the dangerous creatures in the Moors and beyond.

## **The Ingredients**

If the heroes are to help Pemlo create the best brew possible, time is of the essence. The players may decide to tackle the ingredients in any order they choose, or even may split the party, as they gather the components. However, it is incumbent upon the judge to keep an accurate track of the time. The heroes may start out at anytime they wish, though sunrise in the Good Hills this time of



year will be around 6:00 in the morning, and sunset will be around 8:00 in the evening. A Time Tracking Sheet for the judge has been provided in the appendix as DM's Aide 3.

Inform the players of the process for collecting ingredients as described in Encounter 4 below.

While Pemlo needs most of the ingredients for his brew, not all are necessary. Pemlo has learned to add ingredients to the list to foil any competitors. Others are listed just to get the heroes to investigate certain areas where Pemlo has heard of strange going ons.

The heroes have the option of starting in at any of the following locations: Encounter 4, The Bettledown Moors; Encounter 5, Spinster's Wood; Encounter 6, Tumbledown Delve; or Encounter 7, The Big Mound.

The heroes may return to Crookhollow to sleep each night as needed, or they may camp in the great outdoors if desired. Hunting for ingredients at night gives a -4 penalty to Search and other checks to find the ingredients.

## ENCOUNTER 4: THE BETTLEDOWN MOORS

***You find yourself on the Low Road, heading west toward the Bettledowns, a halfling village about nine miles distant. You only travel a short distance along the road before you notice the landscape changing. You are leaving behind rich, fertile farmland, grass covered hills, copses of trees, and passing into a rugged, hilly terrain with rocky soil. Tall grasses, brambles and shrubs are only broken by the occasional tree. As you continue, you notice the winds. What starts as a gentle breeze soon turns into a whistling roar that overwhelms any other sounds, though it occasionally carries a wild howl or yelp to your ears.***

The majority of the ingredients for the new brew can be found in the Bettledown Moors, growing wild. The party, however, must leave the road to find any of the components. The party may, of course, split up into smaller groups, which would certainly speed up their finding of the ingredients. Due to the rolling terrain, groups will lose sight of other groups if moving more than 100 feet away from each other. The heroes Listen checks are at a -2 penalty due to the winds.

### **Collecting the Ingredients:**

Once per hour, each distinct group of PCs may make either a Search, Spot or Survival check (only one skill) to find an ingredient. Each group may benefit from up to two separate assists (DC10) that must be an assist to either the chosen Search, Spot or Survival. Each successful assist adds a +2 to the primary Search, Spot or Survival. All rolls for the group must be the same, either Search or Spot, for each hour's check.

Class	Skill(s) Used for Ingredient Search and Modifiers
Druid	(Spot or Search) + Survival + 2 circumstance bonus
Ranger	(Spot or Search) + Survival
Others	Spot, Search or Survival

Remember to add any bonuses the party has gathered from other sources, such as the bonuses from the book, or the dried samples. If any PCs have the Good Hills as a home region, let them have a +2 familiarity bonus as well. **NOTE:** The heroes may not take ten on any of the rolls involved to find ingredients.

DC 17: one ingredient is found

DC 23: two ingredients are found

DC 30: three ingredients are found

A checklist of ingredients may be found in DM's Aid 2.

Please read or paraphrase the following after the heroes have gathered about half of the components. If the heroes have separated into smaller groups, please have the canines attack the strongest group.

***The pace is steady but solid, and you've seen little sign of habitation in the low rolling hills of the Bettledowns. You must be about halfway done with the collection of ingredients in the Moors, when a low growl arises from atop the next hill. A group of canines eye you warily for a moment, then howl hungrily as they sprint toward you.***

The creatures start 50 feet away from the PCs, and will move as a pack, so the wolves will move to keep pace with the dogs, as opposed to using their higher base speed.

### **Wild Canines (EL 2)**

**Wolf (1):** hp 16, *Monster Manual* 283.

**Dogs, Wild (3):** hp 8, 8, 8; *Monster Manual* 271.

**Tactics:** The animals are quite cunning, using hit and run tactics rather than fighting to the death. Any individual animal will turn tail and run when reduced to less than ¼ hit points, and the entire group will retreat when reduced to less than half of their number.

## ENCOUNTER 5: SPINSTER'S WOOD

*As dusk approaches, Spinster's Wood appears dark and foreboding under its canopy of leaves. Fireflies begin blinking as the sun sets. Just inside the treeline, you can hear high-pitched voices laughing. Approaching, you see two small creatures, elf-like, but with wings.*

### Pixies (EL 4)

**Pixies (2):** hp 4, 4; of the *Monster Manual* 236.

The pixies will regard the PCs cautiously at first, and if approached in a non-threatening manner, they will be happy to talk with the party. They will first speak in Sylvan, and then turn to common once they realize not everyone understands Sylvan. Play the pixies as humorous pranksters with some cautiousness when dealing with 'big un's'. Allow Diplomacy checks (PHB, page 72) by the PCs to improve the pixie's attitude, with their beginning attitude as indifferent. Use the table below for modifiers to the Diplomacy check. Judges should feel free to add other circumstance or situational bonuses or penalties to the situation as appropriate.

Modifier	Condition
+2	For every small PC in the party
+2	For every PC who mentioned the Good Hills as their home region (honestly)
-2	For every PC caught lying about anything
+2	For every PC who speaks Sylvan in front of the pixies

If the party brings up the Pixie Dust, please read or paraphrase the following:

*The pixies begin laughing hysterically, and after recovering their breath, explain their outburst. "We were just talking about that, we figured that ole' Pemlo would be sending folks up here again to gather some Pixie Dust. He sends folks like you around every now and then, so we're prepared this time. We'd like to help you out, but before we can give you some Pixie Dust, we need something back. See, there's these grigs nearby, and they're always keeping us awake with their fiddling. Think you folks could find a way to bring us a fiddle, and maybe get them to not play all the time, so that we can get some sleep?"*

The pixies would like a fiddle, as they like the sound, and are interested in learning how to play. The pixies will happily give directions to the grigs, who are a 10 minute walk away (or 15 minutes with a base move of 20 feet a round).

Upon approaching the grigs, please read or paraphrase the following:

*From ahead, you can hear fiddling. A small clearing in the forest holds three small creatures, with a humanoid upper body, the legs of a cricket, wings and antennae. Each is playing a small fiddle.*

### Grigs (EL 1)

**Grigs (3):** hp 2, 2, 2; *Monster Manual* 235

Unless the party is attempting to move forward stealthily, the grigs will note them at this time. If stealth is used, the grigs have a Listen +3 and a Spot +3. Remember the -2 penalty to Listen checks due to the howling wind. When noticed, please read or paraphrase the following:

*The grigs turn towards you, and welcome you into their home. "Welcome, we are very happy to see you, it's not often we get big 'uns visiting us. Please, pull up a stone and sit, we must hear of who you are, why you are here and other such things."*

The grigs are pranksters at heart, so feel free to have them steal some food and small items from the PCs, use their ventriloquism to make nearby objects talk, play their fiddles to make someone dance, or just leap about. The grigs will speak first in common, only using Sylvan when talking amongst themselves. The initial attitude of the grigs is friendly. If their fiddles are brought up, please read or paraphrase the following:

***The grigs look at each other knowingly, and seem a bit more formal. “So you’re interested in our fiddles, are you? For what purpose?”***

Allow the PCs to explain their question and their motives at this time. The grigs attitude at this time is indifferent. Feel free to have them make Bluff checks against the Sense Motive (+1) rolls of the grigs, if they are lying. If the party is caught lying to the grigs, their attitude moves to unfriendly.

Allow the PCs to interact with the grigs. The grigs attitude must be moved to helpful if the PCs are to get a fiddle and have the grigs agree to do a bit less fiddling. Allow Diplomacy checks by the PCs to improve their attitude, with their beginning attitude as indifferent. Use the table below for modifiers to the Diplomacy check. Judges should feel free to add other circumstance or situational modifiers or penalties to the situation as appropriate.

Modifier	Condition
+2	For every small PC in the party
+2	For every PC who mentioned the Good Hills as their home region (honestly)
-2	For every PC caught lying about anything
+2	For every PC who speaks Sylvan in front of the grigs

If the PCs are able to change the grig’s attitude to helpful, please read or paraphrase the following:

***“Sure, we’d be happy to give you guys a fiddle, we’ve got several extra anyway. We’d even be happy to do a little less fiddlin’, or just move a bit farther away from here if that’s what’s needed. But we’ve a favor to ask of you in return. There’s this beautiful nymph nearby, her name is Sarawenthe. Nice girl and all, but a bit stuck up, see, and well, we like to have a little fun. Do you think you can get her comb for us?”***

If the PCs agree, the grigs will give directions to the nymph’s area, which is about a 20 minute walk away (30 minutes with a base move of 20 feet a round).

On the way to the nymph’s lair, have the PCs make Listen and Spot checks. Remember the -2 penalty to Listen checks due to the howling wind. For anyone who makes a Spot DC 15 or a Listen DC 24, please read the following to those PCs:

***As you march toward the nymph’s lair, you notice a large white creature moving through the trees to your left, at a distance of about 30 feet. It pauses for a moment, and there is no mistaking the equine form, the golden eyes, the white coat, mane and beard, and most uniquely, the ivory horn emerging from the center of its forehead. It then gallops off away from you, through the forest.***

This is a male unicorn that lives in Spinster’s Wood, and is investigating what the PCs are up to. The party will not be able to follow the unicorn; this is simply a flavorful encounter.

When the PCs are approaching the nymph’s lair, please read or paraphrase the following.

***You faintly hear the sound of running water as you approach the area where the nymph lairs. After a score more steps, you glimpse a beautiful female creature washing off in a waterfall which spills into a small pond.***

If anyone can make a Knowledge: Nature DC 16, they can identify the female as a nymph. If there is obviously an elf, half-elf, druid, ranger, or other nature-type character in the party, please read or paraphrase the following;

***The female (or nymph, if identified) looks the group over carefully, and speaks, (first in Sylvan, and when she realizes not everyone can understand her, she speaks in common). “So, you must be here for a reason, so explain, and please do so quickly. I have a bath to finish.”***

If the party does not include an elf, half-elf, ranger, druid, or nature-type character, please read the following:

***The female takes one quick look at your group and dives gracefully into the pool, barely making a splash. You can see her swimming around the bottom of the pond.***

If the party included an elf, half-elf, druid, ranger or nature-type character, the nymph’s initial attitude is indifferent. If it does not include one of the above, her initial attitude is unfriendly. If unfriendly, the party must first be able to make a Diplomacy check to change the nymph’s attitude to at least indifferent to get her to surface and talk to the PCs.

Modifier	Condition
+2	For every nature-type PC in the party
+2	For every PC who mentioned the Good

	Hills as their home region (honestly)
-2	For every PC caught lying about anything
+2	For every PC who speaks Sylvan in front of the nymph

### **Nymph (EL 5)**

**Nymph:** hp 31, *Monster Manual* 197.

If the PCs begin to chat with the nymph, she will introduce herself as Sarawenthe, and she will want to know what brings the PCs to her home. If the party mentions the real reason they are here (to get her comb), her attitude must be changed to helpful for her to give up a comb. Play Sarawenthe as untamed and aloof; she embodies great beauty and great danger. She will not use her stunning glance ability unless the PCs are rude or harm nature.

If the PCs mention the comb and her attitude is helpful, please read or paraphrase the following.

***“Combs are not that meaningful to me, as I have many, and honestly, have very little need of them. But if you wish to have one of my combs, you must do me a deed. There is a nest of spiders nearby, ones that are upsetting the balance in this area of the wood; they are poisoning my friends. Please eliminate them, and come back with proof, and the comb shall be yours.”***

If the party agrees, she will point the PCs in the direction of the spiders, which is a 20 minute walk away (30 minutes with a base move of 20 feet a round).

Upon nearing the spider's lair, please read or paraphrase the following:

***You see webbing stretched across the animal path you have been following. Looking ahead, you can see spider webs strung from tree to tree.***

Allow the PCs to make Spot DC 21 and Listen DC 15 checks notice the spiders in their webs. Remember the -2 penalty to Listen checks due to the howling wind. Those making a check may act in the surprise round.

### **Spiders (EL 2)**

**Spiders, Monstrous, Small (4):** hp 6, 6, 6, 6; *Monster Manual* 288

These spiders are hunting spiders, and as such, cannot use their webs as weapons, but they do

have a base movement of 40 feet, with a climb move of 30 feet. These spiders will fight to the death.

The PCs must then take some sign of the death of the spiders back to Sarawenthe, who will then give the comb to the party. She may also heal the PCs any hit point or ability damage they may have taken. See page 198 of the *Monster Manual* for typical spells prepared.

They can then take the comb back to the grigs, trading it for a fiddle, and then they may take the fiddle to the pixies, and collect the Pixie Dust.

## **ENCOUNTER 6: TUMBLEDOWN DELVE**

Please read or paraphrase the following as the party approaches the mine.

***The rocky trail to Tumbledown Delve is narrow, and winds through rocky terrain, with brambles the only vegetation. The ruined and rusted remains of small-sized mining implements indicate you must be approaching the mine proper. The trail follows along a dry creek bed into a ravine.***

Allow the PCs to search, scout, set up a marching order, or others things as they wish. Once they enter the ravine, please read or paraphrase the following:

***A sign comes into view around a bend in the trail. “Beware! This property is EXTREMELY DANGEROUS!! Do Not Enter! Posted by order of the Buckshold Militia, Captain Artin Billows.” The sign is written in Common and driven into the ground on a wooden stake. Ahead, at the end of the ravine, you see the mine itself.***

***The mouth of the mine is about thrice the height of a gnome, and about 12 paces wide. A stone archway with symbols supports the entrance. A small trickle of water runs out of the opening, as do some rusted iron rails. The water runs into a small pond and stream on the left, the remains of what must have once been a waterwheel hanging askew on an axle in the creek. To the right are some collapsed wooden buildings; a small hitching post is all the remains standing.***

The local citizens call this old gnome mine Tumbledown Delve. It has been abandoned for many years, and the locals warn their children of

the dangers in the mine as bedtime and morality stories. The mine itself is in rather poor shape, with many tunnels collapsed. There are the rusted remnants of many pieces of mining tools and equipment in the mine, none of which is useable or worth anything.

Unless the heroes have been taking precautions, they will have been spotted by a lookout of the mine denizens, who will travel back to the mine to alert the cult of possible intruders. The humanoids will be cautious, but prepared for the party. Traps will have been set, and defensive positions will have been taken. You may refer to DM's Map 4 for the layout of Tumbledown Delve.

As the heroes approach the mine, they may read the following which is etched on the archway supporting the mine entrance, if they can read gnomish.

***The New Dig of Tamtoomroomtoom was begun in 535 by the Pinzool Trading Company under the Royal Charter of Keoland. Chief Engineer: Gandymalloon Trilltone Pufflepickle. May the Glittering Protector guard the way and reveal his secrets. Charter revoked by Royal Decree and sanction of the Council of Blacktop in 556.***

A dwarf or gnome will immediately notice that a different hand carved the final sentence at a later time.

If the heroes wish to search and look around the area outside of the mine proper, allow them. They will find nothing useful in the collapsed buildings or in the waterways. A search of the area will reveal tracks; a Track check DC 15 will reveal a few small fresh booted humanoid tracks, within the last week, leading both into and out of the mine.

The main tunnels of the mine are 15' tall. Side tunnels are 5' tall. The mines themselves are dark once past the entrance area, so players may need to provide for illumination.

Once the PCs enter the opening, determine how the PCs are handling various skill checks such as Search, Listen, Spot, Track, etc. This will be important as the heroes venture further into the Delve, especially the Search for finding the traps. As the heroes enter the mine itself, please read or paraphrase the following text.

***Once inside, it's obvious the gnomes expanded upon the natural caverns, which are buttressed with gnomish engineering, though the years of passage has not been kind to the reinforcing. The thin layer of silt on the floor indicates the area has flooded several times, and the smell of rotting timbers is apparent.***

***Dust and pebbles fall with each step you take, especially around the supporting structures. The tunnel slowly arcs around to the right and slopes downward, and several side tunnels branch off, each sealed off with a collapse.***

Another Search check DC 15 will identify tracks, and a Track check DC 15 will show several small-sized booted footprints leading in both directions.

Sections marked with rubble are signs of recent collapses, within the past several years. As the party approaches an already collapsed and blocked off section, please read or paraphrase the following.

***The tunnel ahead has collapsed. Large blocks of stone completely block off the passage.***

There is nothing important beyond the collapses, though the heroes may waste time digging them out if you wish. If they decide to try to dig through a collapse, have the party make some strength checks, and then please read or paraphrase the following text:

***You've made very little progress on the collapse. At this pace, it would take hours, if not days, to clear out this collapse.***

**Danger of Collapse (D):** Sections indicated with a "D" on the map are dangerous if PCs pass through the area and/or tamper with debris. If the PCs are just passing through the area, there is a chance it will collapse. The chance is 5% for every small-sized PC, 10% for every medium-sized PC, and 25% for every large-sized PC. Tampering with an area (searching, tapping the walls, ceiling, spells that cause damage, combat, etc.) will always cause an area to collapse. A 10' square section of the ceiling will collapse, affecting up to four PCs. A rogue may use a Search check DC 15 to identify a dangerous area, as can a dwarf using their Stonecunning ability, also DC 15. A Reflex Save (DC 12) will avoid the damage, and the PC (or PCs) may be randomly placed in an unthreatened adjacent square by the judge. A failed Reflex save indicates the player takes 1d6 damage, and is trapped in the collapse, requiring a Strength check DC 15 to break free. If the area is identified as dangerous, it may be intentionally triggered from five feet away with a long, pole-like object, by poking at the ceiling.

Passages blocked by the collapse require three DC 15 Strength checks to clear a 5' x 5' square. A DC 25 Strength check counts as two successful checks. A PC may use a single tool each to aid in the clearing, but as previously

noted, none of the equipment and tools in the mine are useful due to rusting.

**Note:** This could qualify a character for the Dungeon Delver prestige class from the Complete Warrior, by use of the second method of trials; survival of a cave-in or other collapse (see page 66 of the DMG). If you, as judge, feel the player character has met said qualification, please make sure to note it on the play section of the AR.

If the heroes are actively searching for traps, allow them an opportunity to find the following traps.

#### **Pit Trap A (EL 2):**

**Camouflage Pit Trap:** CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); multiple targets (first target in each of three adjacent 5-ft. squares); Search DC 24; Disable Device DC 20.

#### **Pit Trap B (EL 2)**

**Camouflage Pit Trap:** CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of three adjacent 5-ft. squares); Search DC 24; Disable Device DC 19.

As the heroes move beyond the traps on the map, please read or paraphrase the following.

***Ahead, the mining tunnel is opening up into a larger room. Several mine carts lie overturned about the room.***

Allow the heroes to make Listen DC 15 or a Spot Check DC 19 to see the creatures in the room. If anyone makes either check, please read or paraphrase the following:

***You notice several small humanoid shapes hiding behind and in the mine carts.***

A Knowledge Nature Check DC 15 will identify them as kobolds.

#### **Kobolds (EL 3)**

**Brechtzor**, Kobold Leader, Cleric 3, hp 23

**Kakatha**, Kobold, Paladin 1, hp 9

**Sneer**, Kobold, Rogue 1, hp 5

**Kobolds**, Warriors (4), hp 8, 8, 8, 8

The kobolds would rather not fight, but have taken up defensive positions as a precaution (see DM's Aid 5, Cult Hideout & Fungus Room map for positions). They are actually all good-aligned, as Brechtzor traveled with Tajlo, the kobold paladin from the Windows to a Serpent's Soul Core series

of adventures. If approached in a non-threatening manner and if they are treated with dignity and respect, the party may interact with them. They proudly refer to themselves as the Cult of the Wandering Paladin. Their initial attitude is indifferent but cautious. The Cult wishes to be left alone to find their way, as they are getting accustomed to their new morality, and understand that most humans and demi-humans would initiate combat upon sight. They are hoping to create a colony of good kobolds and humanoids here in his mine, and have cleared out one blocked passage, which leads them to a small vein of tin, which they are using to make lanterns that are altered to hold a sunrod instead of a candle or lantern oil, as well as other small iron items, and will hopefully finding something useful to mine in the blocked passages.

The heroes may use Diplomacy when interacting with the Cult of Tajlo in a non-threatening manner. The judge is encouraged to assign Diplomacy modifiers based upon the party's actions.

If dealt with diplomatically, the Cult will be willing to provide the party with some healing if needed, and will happily provide the PCs the directions to the Brushfire Moss and Frog Morel as required in the ingredient list. They will also warn the heroes of the "creepy crawly things with lots of legs" farther down in the mine. Brechtzor will also show the heroes his most prized possession if dealt with diplomatically and his attitude is changed to friendly: his Bronze Dragon scale, which he found nearby, lying on the ground outside the cave mine opening. He considers it his sign that this is where they should settle down. Please read or paraphrase the following if this happens.

**"We were wandering about this area, looking for a home, when we came across this," and he holds up what at first look appears to be a large rusted steel shield. "It was lying right outside the mine, and we took it as a sign that this is our new home." Upon a second look, this is not a shield, but a reddish colored dragon scale, with a metallic sheen to it."**

The Cult of Tajlo are willing to fight if needed, and will fight dealing non-lethal damage. If the party is overcome by the Cult, they will take the heroes, unconscious, at night, to an area near Crookhollow, where they will be easily found the next morning. None of their belongings will be taken.

After they are done interacting with the Cult of the Wandering Paladin, they heroes may continue

deeper into the mine after the Brushfire Moss and Frog Morel. After a 30 minutes of traveling (at 30' speed; 45 minutes at 20' speed), please read or paraphrase the following.

***The mine tunnel opens up ahead into a larger room. You hear the sound of running water. As you approach, the chamber is about 60 feet long and 50 feet across, with three other passages leading out of this chamber. A variety of mushroom and fungi fill the area, and on one side is a small unmoving pool. A dank, musty smell permeates the area.***

The room has two shriekers located as shown on DM's Aid 5: Cult Hideout and Fungus Room Map. As soon as a light source approaches within ten feet of a shrieker, it will begin to shriek. Please read or paraphrase the following.

***A loud, piercing wail suddenly fills the air of the chamber, echoing all around. It is quickly joined by another shriek of similar sound. The noise seems to be emanating from a couple of mushrooms!***

Roll for initiative now. The shriekers will draw the attention of the centipedes that lair down the right passageway. The centipedes will appear from the passageway 2d4 rounds after the shriekers begin shrieking.

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

**Shriekers (2):** hp 13, 13; *Monster Manual* 112.

#### **APL 2 (EL3)**

**Centipedes (3):** hp 18, 18, 18; *Monster Manual* 286.

**Tactics:** The centipedes will respond to the shrieking, and will attack any creatures. They will not fight to the death, and will try to escape when reduced to 3 or fewer hit points.

The heroes may then easily find the Brushfire Moss, Frog Morels and centipede droppings. No further trouble will be had as they make their way out of Tumbledown Delve. The kobolds, if now friendly, may heal the PCs of any damage they have incurred.

## **ENCOUNTER 7: THE BIG MOUND**

Please read or paraphrase the following as the PCs approach.

***At first glance, the low hill in front of you looks like the others that make up the Moors in and around Crookhollow. But upon closer inspection, you find a stone on the outside, covered in moss, that is the size and shape of a door.***

The door is a normal stone door, long disused over the years, and is now only capable of being opened by breaking it down.

**Door, Stone:** Thickness 4 in.; Hardness 5; Hit Points 40; Break DC 25.

Of course, touching the door will set off the trap, and breaking the door down will notify the Deathlock of visitors.

#### **Trap (EL 1)**

**Heavy Mace Trap;** CR 1; mechanical, touch trigger; manual reset; Atk +8 (1d8, heavy stone mace); Search DC 21; Disable Device DC 20 (EL 1)

After the door is opened, please read or paraphrase the following text.

***With the door dealt with, you peer beyond the doorway into a five foot wide by ten foot tall corridor leading into the hill as far as you can see.***

As soon as a PC enters the 5' space beyond doorway, the following trap is sprung.

#### **Trap (EL 2)**

**Ghoul Glyph Trap;** CR 2; magic device; proximity trigger; manual reset; spell effect (ghoul glyph, deathlock level, paralyzed 1d6+2 rounds, stench, DC 14 Fort save on stench); Search DC 27, Disable Device DC 27

As the PCs move down the hallway, please read or paraphrase the following text:

***Dust swirls around you as you move down the hallway. A deep, musty smells permeates the air as you pass.***

As the party moves into sight range for the alcoves, please read or paraphrase the following.

***The hallway opens up on both sides, as 10 foot wide archways face each other. The five foot wide main passage continues beyond.***

As soon as a PC gets between the archways, allow Listen checks DC 10 to notice the sounds coming from beyond. Anyone making the check may act during the surprise round. The skeletal wolves will charge the first PC they see. Please read or paraphrase the following.

***Canine forms charge you, from the left and right archways. They are skeletal, with red pinpoints of light where the eyes should be.***

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

**Wolf, Skeleton (3):** hp 18, 18, 18; *Monster Manual* 226.

**Tactics:** The skeletal wolves are guardians, and will attack to the death. They will pursue only to the entrance, and will not leave the barrow.

As the heroes approach the main room, please read or paraphrase the following text.

***The corridor is straight for 80 feet before it opens up into a 60 foot diameter round chamber, with the ceiling arching up to a height of twenty feet in the middle. Stone altars are set at the cardinal compass points, and a sarcophagus waits in the middle of the room.***

As soon as the party has the visibility to see the far side of the room, please read or paraphrase the following.

***At the far end of the room stands a thin, skeletal cloaked figure, obviously preparing to cast a spell.***

Roll for initiative at this time.

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

**Deathlock:** hp 27, see Appendix 1.

**Tactics:** Please use common sense based on the party's entry tactics. The Deathlock will usually first use it's *summon monster I* ability to draw attention away from itself, then use *cause fear* to reduce enemy combatants.

**Treasure:** In the coffin are assorted gems worth 1,200 gp per person, as well as the Tomb Morel on the list of ingredients.

## **ENCOUNTER 8: THE CEREMONY**

Once the heroes have all the ingredients, they must perform the ceremony as instructed by Pemlo. The Pixie Dust and centipede droppings must be mixed and dumped into the Istinbrook while reciting a prayer to Brandobaris. The prayer is just a tradition of Pemlo's and is not really necessary for the ceremony. They are then to travel downstream to an old fruit tree and gather its blooms. The fruit tree is actually a treant, whose name is unpronounceable by any save a druid. Pemlo calls him "Knothead." Both Pemlo and Knothead have been protectors of the region for many years, though on occasion they do find themselves at odds with one another.

Before Pemlo's first lambic was brewed, he discovered the effect of the fertilizer on the treant as he roots to his favorite stream bank. He never laughed harder, before or since, than when he first saw the wizened old tree coiffed in a showy bonnet of pink. Over the years Pemlo learned to mix in Pixie Dust to add potency to his infusion. The old tree finds this a great humiliation and never willingly yields his flower.

Continue to Encounter 8.

## **ENCOUNTER 9: THE OLD CRABAPPLE**

If the heroes have not completed the ceremony in Encounter 8, Knothead is not blooming and cannot be influenced to bloom. Adjust the description and encounter accordingly.

If the heroes have completed the ceremony, please read or paraphrase the following.

***Just as described by Pemlo, at a bend in the creek stands a crabapple tree in full bloom. Pink and white blossoms adorn the tree in an outburst of color. Petals drift on the breeze, and the air is thick with a honey-scented perfume. So heavy are the flowers on the limbs that the trunk of the tree can barely be seen.***

The tree's name is actually Huyuduturuwupu, a treant that has been a guardian of the area for years. The locals call him Knothead, or at least Pemlo does. For nearly a century he has been the butt of Pemlo's practical jokes, and his bloom has been a necessary ingredient in the concoctions over the years. He has never taken well to his unwilling participation in Pemlo's business. Knothead sees himself as a robust guardian of the



lands in and around Crookhollow, and considers the bouquet of blossoms “downright undignified.”

Getting the blossoms from Knothead will require some interaction with him. The heroes may use Diplomacy, Intimidate, or other “people” skills to change Knothead’s attitude to helpful. Feel free to award ad hoc bonuses and/or penalties based on the heroes actions and words, both while interacting with Knothead and from previous acts of the party. If the heroes have treated the area and denizens well regarding the natural aspect of things, then Knothead will know this, and he will start off friendly towards the party.

If the heroes have despoiled nature while collecting the ingredients (hurt the fey, started fire in the forest, etc.), then they will have a hard time with Knothead. He will then start out as hostile towards the party.

The party may also come up with other ways to get the blooms; thievery, trickery, etc. Feel free to allow the heroes to be creative. They will receive half experience points in this case. The PCs can simply snatch some blossoms with a touch attack against AC 10 and run; Knothead will not pursue, but you don’t need to tell them this.

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

**Knothead the Treant:** hp 66, *Monster Manual* 244.

## **CONCLUSION: RETURN TO CROOKHOLLOW**

Once they have all of the ingredients and completed the ceremony, the heroes may return to Crookhollow and hand the components over to Pemlo. He will thanks them, and then hurry to A Penchant for Drink to start work on the new brew. He tells the heroes to stick around for a few days, and he’ll get back to them then.

After two days of waiting, Pemlo comes to the heroes and tells them of the level of success he expects for the Good Hills Imperial Stout. Based on the chart in Encounter 1, he will offer them the reward they have earned. He will also gift each hero with shares in A Penchant for Drink, and also gift any hero that wants one with a Cap of Urogalan, which may have uses in the future.

## **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 1**

Defeat the bandits.

APL 2: 90 xp.

### **Encounter 4**

Defeat the predators

APL 2: 60 xp.

### **Encounter 5**

Negotiate with the pixies and get the pixie dust

APL 2: 120 xp.

Negotiate with the grigs and get the fiddle

APL 2: 30 xp.

Negotiate with nymph and get the comb

APL 2: 150 xp.

Defeat the spiders and bring proof to Sarawenthe

APL 2: 60 xp.

### **Encounter 6**

Bypass or trigger camouflage pit trap A

APL 2: 60 xp.

Bypass or trigger camouflage pit trap B

APL 2: 60 xp.

Make friends with or defeat the kobolds

APL 2: 90 xp.

Defeat or bypass the shriekers

APL 2: 60 xp.

Defeat or bypass the centipede

APL 2: 90 xp.

### **Encounter 7**

Bypass or trigger heavy mace trap

APL 2: 30 xp.

Bypass or trigger ghoul glyph trap

APL 2: 60 xp.

Defeat the wolf skeletons

APL 2: 90 xp.

Defeat the deathlock

APL 2: 90 xp.

### Encounter 8

Get Knotheads blooms without attacking

APL 2: 120 xp.

### Discretionary Roleplaying Award

APL 2: 0-270, based on how long it took to gather ingredients.

### Total possible experience

APL 2: 1,350 xp.

## TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they

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

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

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

### Encounter 1:

APL 2: L: 184 gp, C: 16 gp. Total 200 gp

### Encounter 7:

APL 2: C: 1,200 gp, Total 1,200 gp.

### Conclusion:

APL 2: L: 0 to 250 gp, Total 0 to 250 gp.

### Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 1,384 gp, C: 216 to 466 gp, – Total: 1,850 gp (1,350 gp).

## ITEMS FOR THE ADVENTURE RECORD

### Special

**Favor of the Good Hills Union:** In thanks for collecting Pemlo’s ingredients, and therefore being a great friend to the Good Hills, the Mayor of Crookhollow declares you a “Friend o’ the ‘Hollow”, and gives you a small pin in the shape of the wagon wheel. Open display of this symbol grants the wearer a +2 circumstance bonus to Diplomacy and Gather Information checks within the Good Hills.

**Stock in a Penchant for Drink:** Pemlo has gifted you with \_\_\_\_\_ shares in A Penchant for Drink. These shares may be able to be sold during future adventures, but, for now, you must merely hold onto them.

**Cap of Urogalan:** In thanks for participating in Pemlo's undertaking, the halflings of the Good Hills gift you with the Cap of Urogalan. It is a stylized black skullcap lined with silver runes and decorated with the holy symbol of Urogalan, a dark grey silhouette of a dog's head. It is rumored that there may be upgrades that may be purchased for this cap by worthy adventurers.

**Favor of the Cult of the Wandering Paladin:** You have made peaceful contact with the Cult of the Wandering Paladin. Though of no value now, it may have value in the future.

### **Item Access**

As this is an introductory adventure, there is no item access.

## APPENDIX 1 – APL 2

### 1: INTRODUCTION

#### DROZZ

CR 1

Male halforc fighter 1

CN Medium humanoid (orc)

**Init** +1; **Senses** Listen -1, Spot -1

**Languages** Common, Orc

**AC** 19, touch 11, flat-footed 18

(+1 Dex, +6 armor, +2)

**hp** 12 (1d10 HD)

**Fort** +4, **Ref** +1, **Will** -1

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

**Melee** MW long sword +5 (1d8+3/19-20)

**Ranged** mighty (str +2) composite long bow (1d8+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +1; **Grp** +4

**Combat Gear** banded mail, heavy steel shield, MW long sword, composite long bow, 20 arrows, 1 potion of cure light wounds.

**Abilities** Str 16, Dex 12, Con 14, Int 12, Wis 8, Cha 10

**Feats** Weapon Focus (long sword), Toughness

**Skills** Climb +7, Jump +7, Intimidate +4

**Possessions** combat gear plus 120 gold in coins and gems

**Description:** 6'-6" tall, 350 pounds, heavily scarred, eye patch over left eye.

#### GRINK, THRANK & THORK

CR 1

Male orc warriors 1

C/E Medium humanoid (orc)

**Init** +0; **Senses** Darkvision 60', Listen +1, Spot +1

**Languages** Orc

**AC** 16, touch 11, flat-footed 15

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

**hp** 7 (1d8 HD)

**Fort** +3, **Ref** +0, **Will** -2

**Weakness** light sensitivity

**Speed** 30 ft. in studded leather armor (6 squares), base movement 30 ft.

**Melee** MW long sword +4 (1d8+2/19-20)

**Ranged** mighty (str +1) composite long bow (1d8+1)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +1; **Grp** +4

**Combat Gear** studded leather armor, MW long sword, composite long bow, 20 arrows, 1 potion of cure light wounds (ea)

**Abilities** Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

**Feats** Alertness

**Skills** Climb +7

**Possessions** combat gear plus 24 gp in assorted coins

**Description** This creature has gray skin, coarse hair, a stooped posture, low forehead, and a piglike face with prominent lower canines that resemble a boar's tusks.

### 5: CULT OF THE WANDERING

#### PALADIN

#### BRECHTZOR

CR 3

Male kobold cleric 3

LG Small Humanoid (reptilian)

**Init** +5; **Senses** Darkvision 60'; Listen +1, Spot +1

**Languages** Common, Draconic

**AC** 21, touch 12, flat-footed 20

(+1 size, +1 Dex, +6 armor, +2 shield, +1 natural)

**hp** 23 (3 HD)

**Fort** +5, **Ref** +2, **Will** +4

**Weakness** light sensitivity

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

**Melee** flail +4 (1d6+2)

**Ranged** light crossbow +3 (1d6/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +0

**Atk Options** Combat Casting, spells

**Special Actions** spontaneous casting, turn undead (3/day)

**Combat Gear** banded mail, heavy steel shield, MW flail, light crossbow, wooden holy symbol of Bahamut.

**Cleric Spells Prepared** (CL 3rd), save DC 11 + spell level:

2<sup>nd</sup> — *aid (D)*, *calm emotions*, *cure moderate wounds*

1<sup>st</sup> — *bless*, *cure light wounds*, *summon monster 1*, *protection from evil (D)*

0 — *create water*, *cure minor wounds (x2)*, *detect magic*

**D:** Domain spell. Deity: Bahamut. Domains: Good, Luck

**Abilities** Str 15, Dex 12, Con 14, Int 8, Wis 13, Cha 10

**Feats** Improved InitiativeFeat, Feat, Feat, Feat, Feat

**Skills** Concentration +6

**Description:** A small, brown-tinted reptilian creature with a dog-like head, and a prominent design of the sun etched into both its shield and armor.

#### KAKATHA

CR 1

Female kobold paladin 1

LG Small humanoid (reptilian)

**Init** +1; **Senses** Listen +0, Spot +0

**Languages** Common, Draconic

**AC** 21, touch 12, flat-footed 20

(+1 size, +1 Dex, +6 armor, +2 shield, +1 natural)

**hp** 9 (1d10 HD); regeneration/fast healing; DR

**Fort** +4, **Ref** +1, **Will** +0

**Weakness** light sensitivity

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

**Melee** bastard sword +2 (1d8+2/19-20)

**Ranged** light crossbow +2 (1d6/19-20)

**Space** 5 ft.; **Reach** 5 ft.

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

**Atk Options** smite evil 1/day (+2 to hit, +1 damage)  
**Combat Gear** banded mail, heavy steel shield, bastard sword, light crossbow, holy symbol of Bahamut

**Abilities** Str 12, Dex 13, Con 15, Int 8, Wis 10, Cha 14  
**SQ** aura of good

**Feats** Exotic Weapon Proficiency (bastard sword)

**Skills** Diplomacy +6, Sense Motive +4

**Description:** A small, brown-tinted reptilian creature with a dog-like head, and a prominent design of the sun etched into both its shield and armor.

## SNEER

CR 1

Male kobold rogue 1

NG Small humanoid (reptilian)

**Init** +6; **Senses** Listen -1, Spot -1

**Languages** Common, Draconic

**AC** 16, touch 13, flat-footed 14  
(+1 size, +2 Dex, +2 armor, +1 natural)

**hp** 5 (1d6 HD)

**Fort** +1, **Ref** +4, **Will** +1

**Weakness** light sensitivity

**Speed** 30 ft. in leather armor (6 squares), base movement 30 ft.

**Melee** rapier +2 (1d4+2/18-20)

**Ranged** light crossbow +2 (1d6 damage/19-20)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +0; **Grp** -2

**Atk Options** sneak damage (+1d6), tumble

**Combat Gear** leather armor, rapier, light crossbow

**Abilities** Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8

**Feats** Improved Initiative

**Skills** Balance +6, Climb +6, Disable Device +6, Escape Artist +6, Move Silently +6, Open Lock +6, Search +4, Tumble +6

**Description:** A small, brown-tinted reptilian creature with a dog-like head, and covered in dark soot or paint.

## CULT MEMBERS (4)

CR 1

Male (2) and Female (2) kobold warriors 1

NG Small humanoid (reptilian)

**Init** +6; **Senses** Listen +1, Spot +1

**Languages** Common, Draconic

**AC** 21, touch 13, flat-footed 19  
(+1 size, +2 Dex, +5 armor, +2 shield, +1 natural)

**hp** 8 (d8 HD)

**Fort** +2 **Ref** +0, **Will** +0

**Weakness** light sensitivity

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

**Melee** scimitar +3 (1d4+2/18-20)

**Ranged** light crossbow +3 (1d6/19-20)

**Space** 5 ft.; **Reach** 5 ft.

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

**Atk Options**

**Combat Gear** chain mail, heavy steel shield, scimitar

**Abilities** Str 15, Dex 14, Con 13, Int 8, Wis 12, Cha 10

**Feats** Improved Initiative

**Skills** Climb +4, Jump +4

**Description:** A small, brown-tinted reptilian creature with a dog-like head.

## 6: THE BIG MOUND

### DEATHLOCK

CR 3

Libris Mortis page 94

NE Medium Undead

**Init** +6; **Senses** Darkvision 60', Listen +9, Spot +9

**Languages** Common, Abyssal, Infernal

**AC** 13, touch 12, flat-footed 11

(+2 Dex, +1 natural)

**hp** 27 (3d12 HD)

**Fort** +1, **Ref** +3, **Will** +4

**Speed** 30 ft. (6 squares)

**Melee** bite +1 (1d4)

**Ranged** spell-like abilities

**Space** 5 ft.; **Reach** 5 ft.

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

**Atk Options** spell-like abilities

**Spell-Like Abilities** (CL 3rd); save DCs are Charisma-based.:

At will — *detect magic*, *inflict minor wounds* (DC 13)

3/day — *cause fear* (DC 13), *magic missile*, *summon monster I*

2/day — *death knell* (DC 14), *ghoul glyph* (DC 14)

**Abilities** Str 11, Dex 15, Con --, Int 14, Wis 13, Cha 14

**SQ** undead traits; +2 turn resistance

**Feats** Alertness, Improved Initiative

**Skills** Concentrate +6, Hide +8, Knowledge (arcana) +8, Spellcraft +8

**Possessions** combat gear plus

**Description:** *Skeletally thin, this figure wears a dramatic cloak fringed with magical sigils. Its cadaverous eyes sizzle with cursed power, and deadly spells dance on its fingertips.*

Deathlocks are undead born of the corpses of powerful spellcasters whose remains are so charged with magic that they are unable to lie quiet in the grave. Animate, but shorn of the spirit that once ruled their forms, deathlocks seek to bring all those they meet into an intimate embrace with death. Only their knowledge of spellcasting remains, though twisted and changed.

Sometimes deathlocks retain a single shred of memory from their former spirits. If the recollection was dear to the spirit that once inhabited the now shriveled and blasted body of the deathlock, the creature uly seeks out the source of that memory, hoping to destroy it, compromise it, or undo the deeds associated with it. Deathlocks stand between 5-1/2 and 6-1/2 feet tall and weigh between 100 and 120 pounds.

Tactics: A deathlock prefers to use its spell-like abilities from a distance, disdaining melee. Thus, it can also use *inflict minor wounds* to heal itself.

## PLAYER'S HANDOUT 1 – CROOKHOLLOW MAP



## PLAYER'S HANDOUT 2 -SHOPPING LIST

### Shopping List

#### Bettledown Moors:

Bog Cranberry – look at the foot of the western hills near the crossroad

Feathertop – as the name, soft and fluffy

Finklefoil – VFG, page 59

Fire Weed – bright red flowering plant, VFG, page 37

Fork Root – spud growing in sandy soil with a two-pronged root

Honeyberry – VFG, page 11

Lashbalm – VFG, page 42

Lemongrass – VFG, page 22

Kevin's Berry – VFG, page 44

Ox Tongue – pale green, wide, thick leaves

Rabbit's Foot Grass – short, soft, white, grows near oak trees

Serrated Tussock – green stalk with rough, sharp edges

Stinkwort – you know it when you're near, VFG, page 67

White Mulberry – like a normal mulberry but white

Whisky Grass – Vendraith's Field Guide, page 43

Wild Oats – brown, flat and hairy

#### Spinster's Wood:

Pixie Dust – follow the glow bugs on the Nob at dusk

#### Tumbledown Delve:

Brushfire Moss – growing near the underground stream?

Frog Morel – a short, squat green mushroom

Centipede Droppings – you know, dung, guano, poo

#### The Cairn:

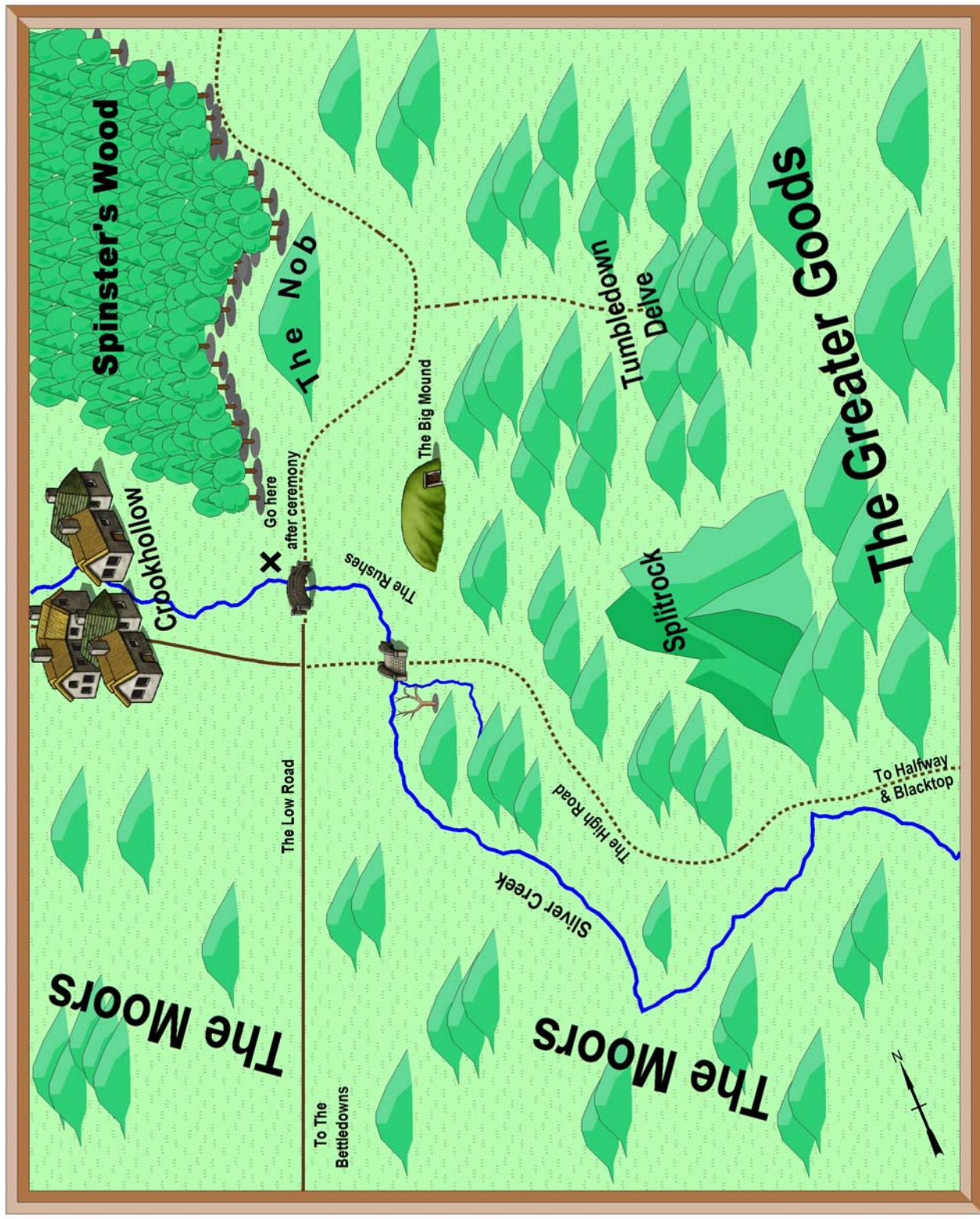
Tomb Morel – gray, wrinkly dry-ish mushroom, very brittle

May your feet be quick and your eyes be keen!!

---- P

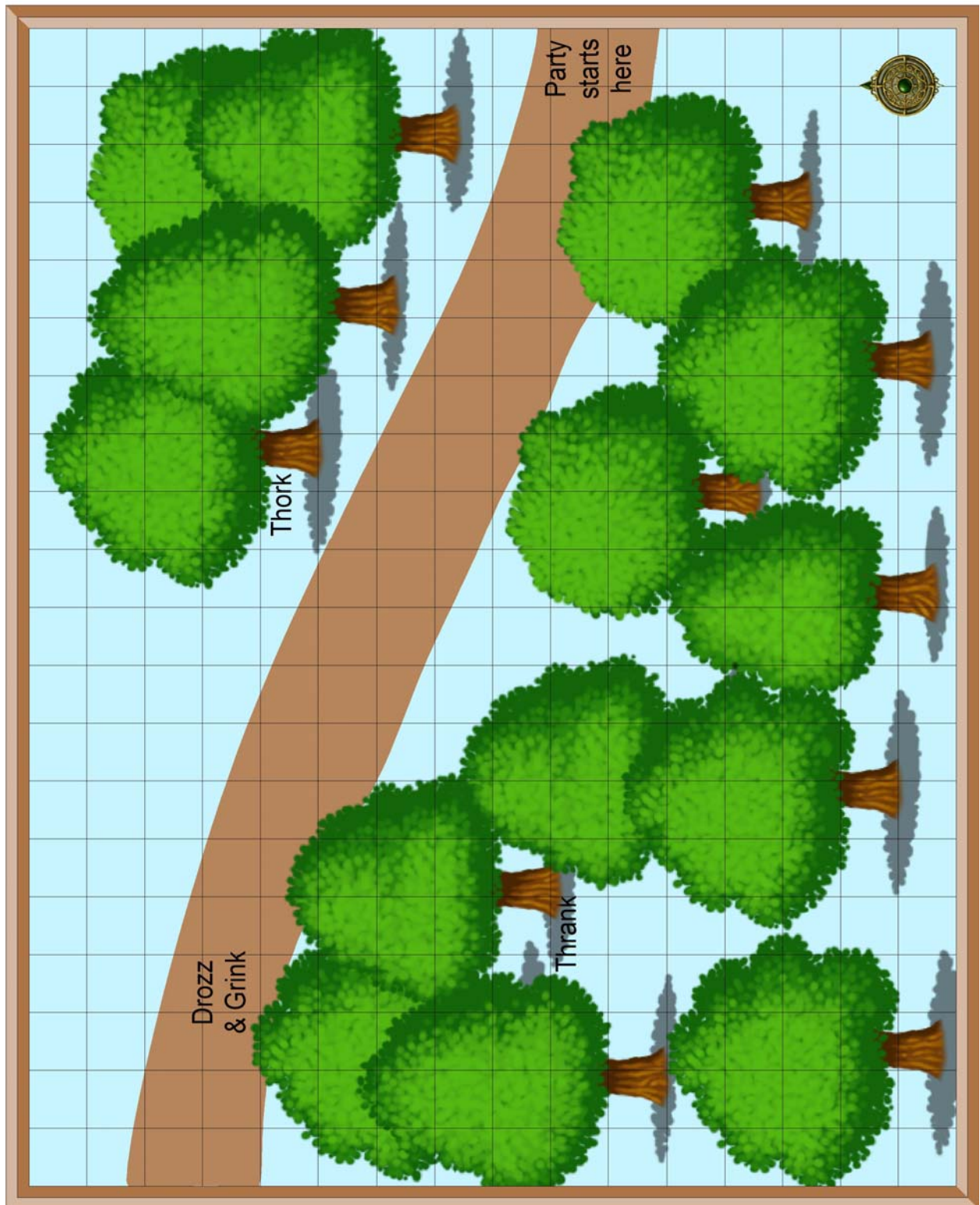


## PLAYER'S HANDOUT 3 – CROOKHOLLOW & ENVIRONS





## DM'S AID 1 - ENCOUNTER 1 MAP



## DM'S AID 2 - SHOPPING LIST

### Shopping List

#### Bettledown Moors:

Bog Cranberry  
Feathertop  
Fire Weed  
Finklefoil  
Fork Root  
Honeyberry  
Lashbalm  
Lemongrass  
Kevin's Berry  
Ox Tongue  
Rabbit's Foot Grass  
Serrated Tussock  
Stinkwort  
Whisky Grass  
White Mulberry  
Wild Oats

#### Spinster's Wood:

Pixie Dust

#### Tumbledown Delve:

Brushfire Moss  
Frog Morel  
Centipede Droppings

#### The Cairn:

Tomb Morel

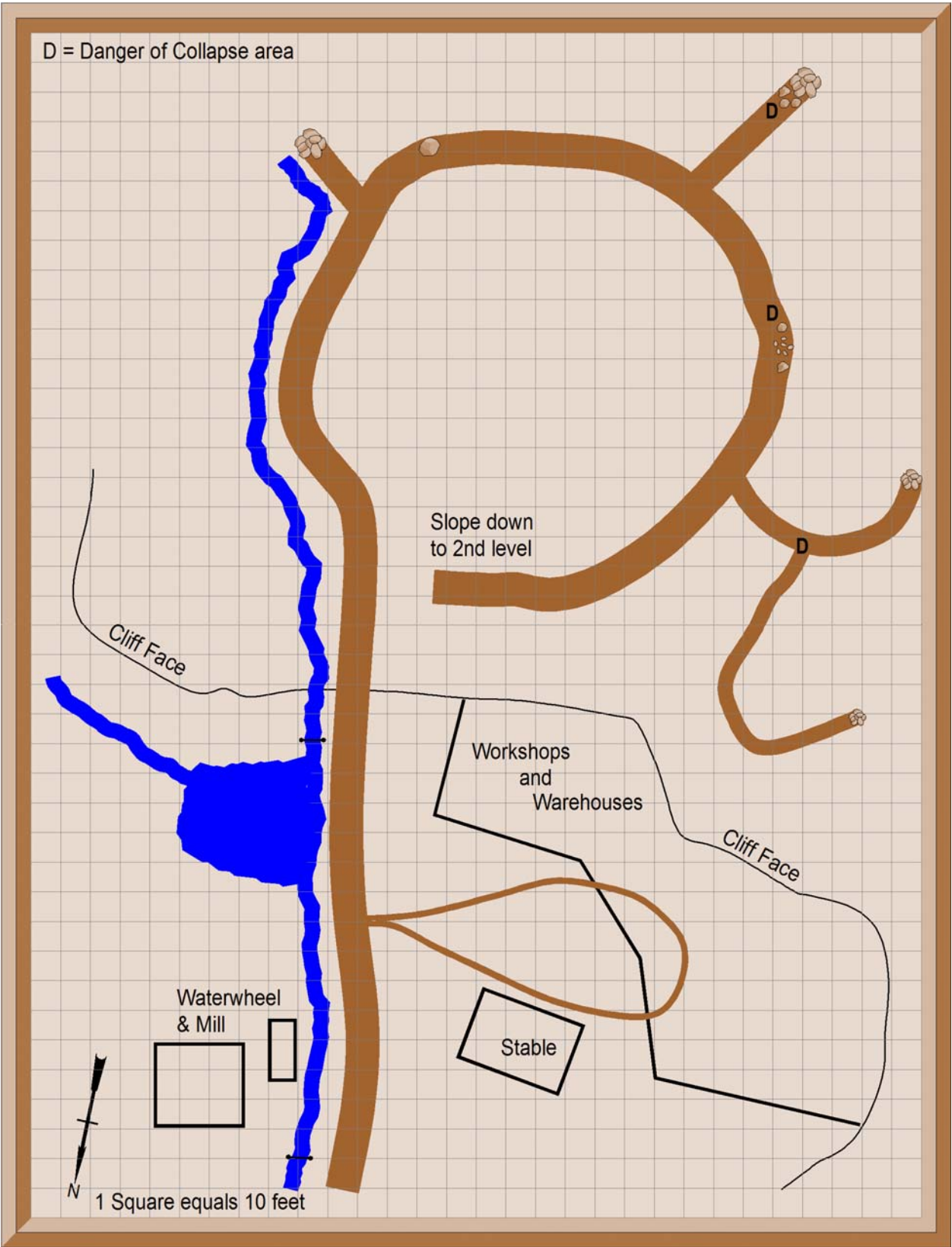
## DM'S AID 3 – TIME TRACKER

Start tracking time from the time the first ingredient is collected.

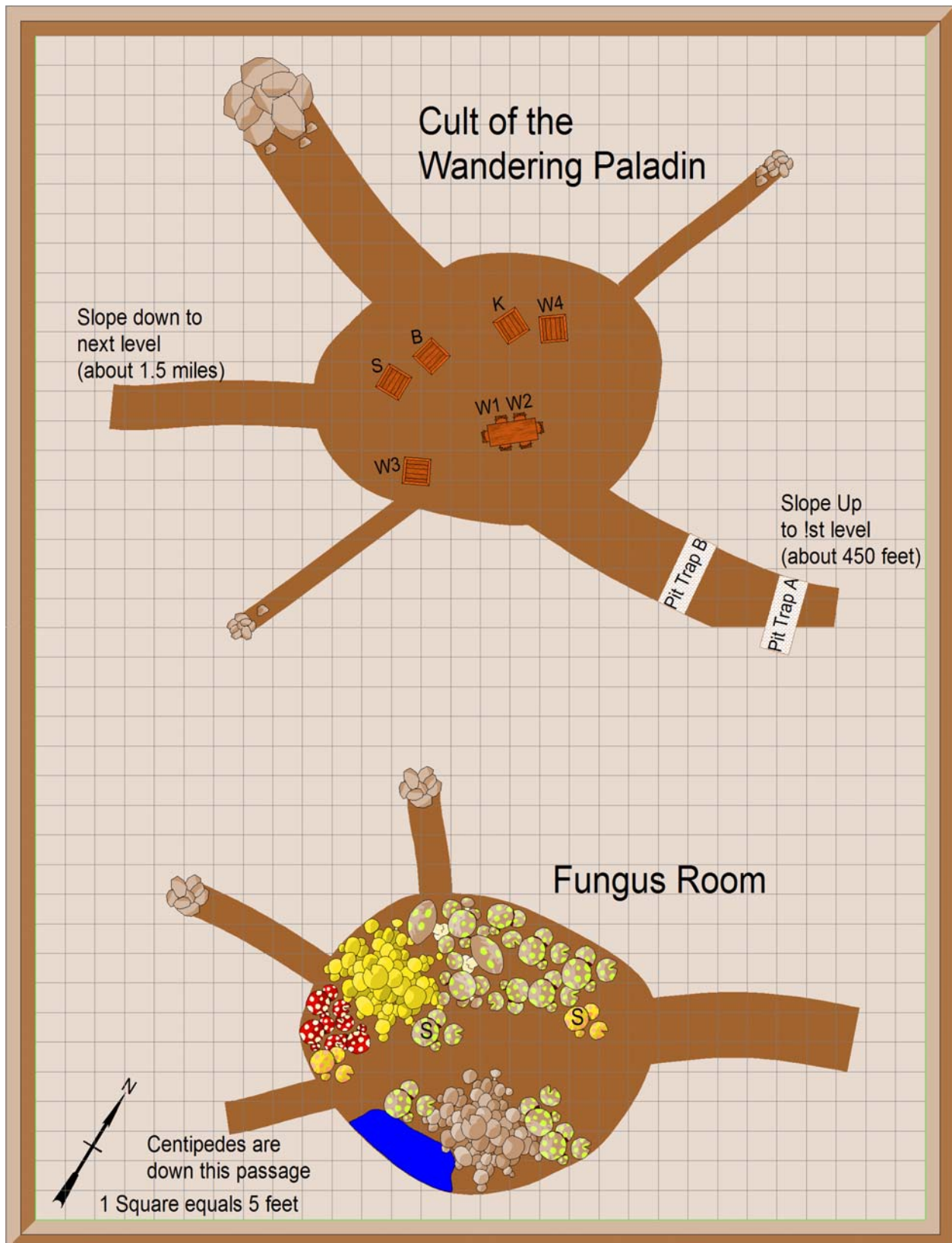
AREA	6:00 - 7:00	7:00 - 8:00	8:00 - 9:00	9:00 - 10:00	10:00 - 11:00	11:00 - noon	Noon- 1:00	1:00 - 2:00	2:00 - 3:00	3:00 - 4:00	4:00 - 5:00	5:00 - 6:00	6:00 - 7:00	7:00 - 8:00
The Moors														
Spinster's Wood														
Tumbledown Delve														
The Big Mound														
Treant														
Crookhollow														
Travel														

Journey (based on 30 ft. base movement; adjust as necessary)	Distance	Walk (hr)
Crookhollow to Moors	4.5	1.5
Crookhollow to Tumbledown Delve	6	2
Crookhollow to Spinster's Wood	3	1
Crookhollow to Treant	1.5	0.5
Crookhollow to The Big Mound	3	1
Moors to Tumbledown Delve	3	1
Moors to Spinster's Wood	6	2
Moors to Treant	1.5	0.5
Moors to The Big Mound	3	1
Tumbledown Delve to Spinster's Wood	3	1
Tumbledown to Treant	4.5	1.5
Tumbledown Delve to The Big Mound	1.5	.5
The Big Mound to Spinster's Wood	3	1
The Big Mound to Treant	1	.5
Spinster's Knob to Fey in Spinster's Wood	3	1
Fey in Spinster's Wood	2	**
Spinster's Wood to Treant	3	1
Tumbledown Delve	1	**
* PCs can hustle for 1 hour without a problem	Refer to pages 161-163 of the PHB for further information	
** Time is total time involved in encounter		

# DM'S AID 4: TUMBLEDOWN DELVE MAP

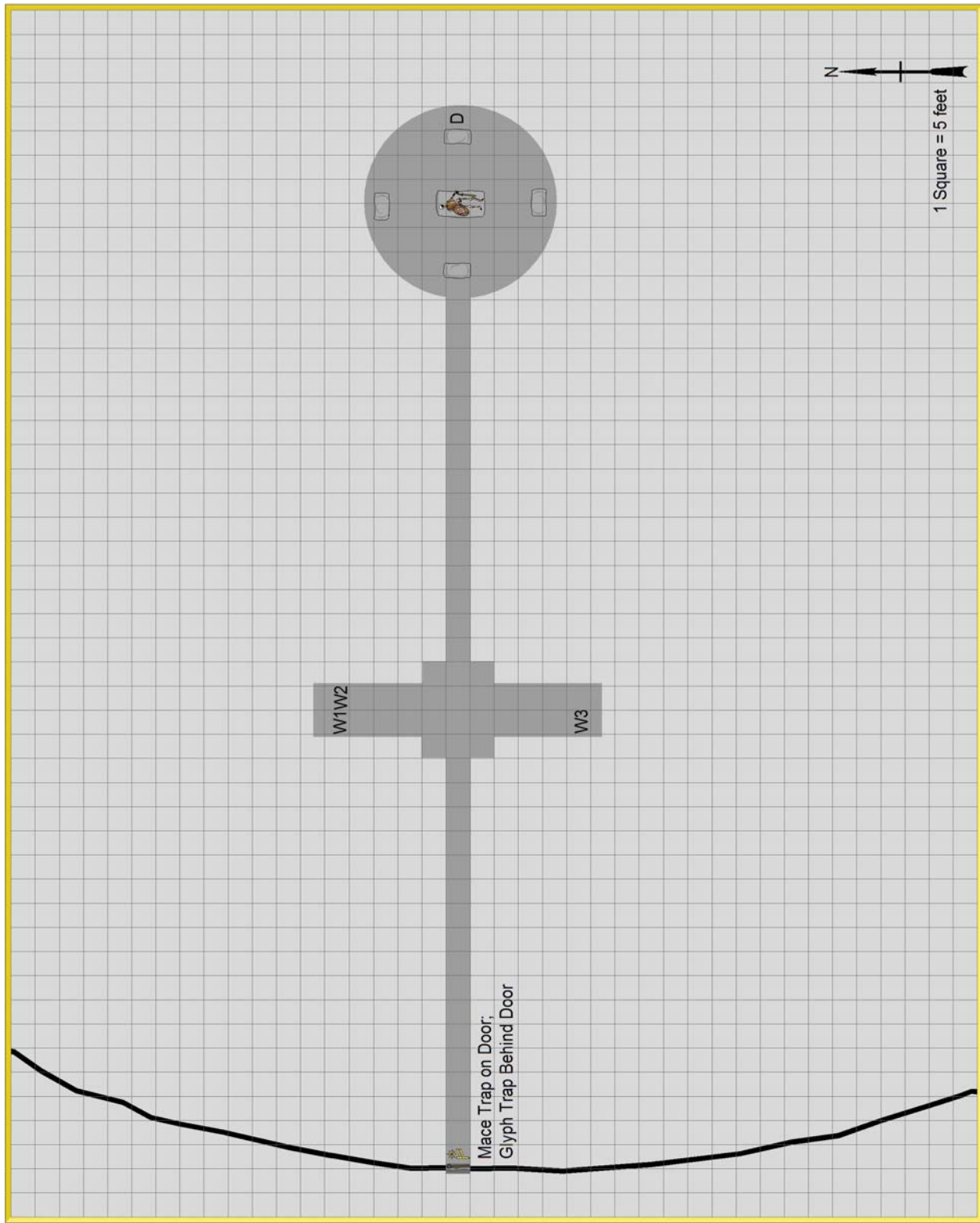


## DM'S AID 5: CULT HIDEOUT & FUNGUS ROOM





## DM AID 6: BIG MOUND



# DM AID: NEW RULES

## NEW SPELLS

### ***Ghoul Glyph (Libris Mortis Spell Compendium)***

Necromancy

**Level:** Hunger 2, sorc/wiz 2

**Components:** V, S, M

**Casting Time:** 1 minute

**Range:** Touch

**Target:** One ghoul glyph that must fit within a 1-ft. square

**Duration:** Permanent until discharged

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

You inscribe a glyph that paralyzes any living creature of Large or smaller size that enters, passes, or opens the warded area. You can scribe the glyph to be visible as faintly glowing lines, or invisible. You can scribe a *ghoul glyph* on a portable object, but if the object is moved more than 5 feet, the glyph fades.

Conditions for triggering a *ghoul glyph* are stringent. It takes effect on any creature except yourself that moves to or within 2 feet of it. It affects invisible creatures normally but is not triggered by those that travel past it ethereally. Only a single *ghoul glyph* can be inscribed in a 5-foot square.

*Ghoul glyphs* cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead* and *nondetection* can fool a *ghoul glyph*.

Read magic allows identification of a *ghoul glyph* with a successful DC 13 Spellcraft check, if the glyph is noticed before it is activated. A rogue (only) can use the Search skill to find a *ghoul glyph* and Disable Device to thwart it. The DC in each case is 27.

When a glyph is activated, the subject is paralyzed for 1d6+2 rounds. Additionally, if the subject fails his Fortitude save, the paralyzed subject exudes a carrion stench that causes retching and nausea in a 10-foot radius. Those in the radius must make a Fortitude save or take a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks and ability checks until the spell ends.

*Material Component:* You trace the glyph with earth from a ghoul's lair.

# CRITICAL EVENT SUMMARY: KEO7-IS1, A NEW BREW

Only for use before April 9<sup>th</sup>, 2007.

You may mail results to Dave Guerrieri, 115 Queen Street, Gettysburg, PA, 17325, or you may email the results to [keoland-poc@comcast.net](mailto:keoland-poc@comcast.net).

1. How many days did it take for the heroes to collect the ingredients?

2. Did the heroes interact peacefully with the fey, or did they combat them?

Peacefully

Combat

3. Did the heroes deal peacefully with the Cult of the Wandering Paladin?

Yes

No

4. Did the heroes eliminate the undead threat in the Big Mound?

Yes

No

4. Please describe how the heroes interacted with Knothead.

5. Anything else of note of which the Triad should be aware (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc.)?

Thank you very much for taking the time to judge this table and compile the results!