

Magic Village for Sale!



M.T. Black

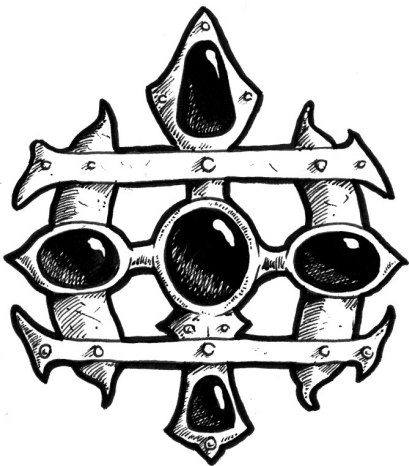


INTRODUCTION

Magic Village for Sale is a Dungeons & Dragons adventure designed to be completed in about 3-4 hours of play. The combat encounters have been calculated to present a tough challenge to four 4th level characters. They will present a less difficult, though still enjoyable, challenge to higher level characters or larger parties.

Not every loose end is tied up in the following text, nor every possible action accounted for. Be ready to improvise, and do so with confidence!

Unless stated otherwise, assume NPCs have the stats of a **commoner**.



MARKET DAY

The adventure begins in the sleepy village of **Longsaddle**, which would be a completely unremarkable place if it wasn't home to the Harpells, a clan of powerful – if eccentric – wizards.

Most of the time the Harpells only mix with other spellcasters, but they have been known to make use of 'regular folk' when they need something and can't be bothered to do it themselves.

Read the following -

It is market day in Longsaddle, and there is a friendly, almost festive atmosphere. People from miles around have walked or ridden into the village to shop for supplies and chat with old friends.

Stalls offering meat, furs and farming tools line the walls while a group of children laugh and dance their way around a bronze statue of a robed figure wearing an expression of extreme self-satisfaction.

As you pass through the crowd, however, a metallic grinding noise cuts through the happy hubbub as the statue's head swivels to look right at you. The bronze face starts to move and after a few experimental mumbles a young man's voice rings out.

"Ah, can you hear me? No, not the yokels - the ones with the swords and armor and things. Yes? Good.

"I – by which I mean Tristan Harpell, not great-uncle Humphrey here - have a need for some of your type, and I expect that you probably have a need for gold and other shiny things. It's nothing special, just a jaunt into the countryside, really. In return I'll supply you with... oh, 200 gold apiece.

"Now, I expect you have questions, but we Harpells are not in the habit of discussing business in public so I won't be answering any. My colleague, Carter, will be with you momentarily and I have supplied him with all the information you could possibly want... ahh, there he is now!"

Continued next page...

The statue raises its head skywards, and in the silence that has fallen you can hear a soft flapping noise. A small figure is descending on the breeze, correcting its course with flicks from two thin wings. As it gets closer you realise that it isn't a bird but rather a construction of folded paper.

With a flurry of wing-beats it comes to a stop in the air just above you, before folding itself up. It drops and one of you reflexively grabs it. In your hands you now hold what looks to be a battered old map with 'Cartographical Assistant: Relief, Terrain, Range' stenciled on the cover.

"There we go. Anyway, I need to get this statue back in the right pose or uncle Humphrey will be frightfully grumpy with me. Toodeloo."

With that, the head swivels back into its original position and once again adopts a self-satisfied expression as silence falls over the square.

The villagers have been living close to the Harpells all their lives and take things like this in their stride. If asked, they will explain that **Tristan Harpell** is one of the younger and more impulsive members of the family, and while he is a bit arrogant he "doesn't seem to be a bad sort".

Carter

When the adventurers first open the map, the mottled brown pages appear to be completely blank. However, after a couple of seconds a message will begin scratching its way along the paper in large, friendly letters.

It reads: "Hello there, friends! I am the "Cartographical Assistant: Relief, Terrain, Range" - though you can call me **Carter** if that's easier. I'm here to help you as much as I can, so ask me anything you want!"

The enchanted map is aware of its surroundings and can respond to what people are saying. It has a very chipper and friendly personality, and honestly wants to help in any way it can. However, it does belong to Tristan so will always work to achieve his goals, which in this case are to get the adventurers to complete the job he has for them.

The Mission

Carter will explain that Tristan recently purchased the deeds to a village named **Silverleaf** from his longtime rival and occasional girlfriend, **Freya Doomstaff**. All he wants the adventurers to do is go check the place out and make sure everything is running smoothly.

Of course, Silverleaf isn't exactly a normal village. It's quite famous amongst Wizards in the north due to the peculiar orchard that gives the place its name. Within the orchard, an ancient quirk of magic causes the trees to grow leaves of *pure silver*.

While the village doesn't produce a particularly vast amount of silver - about as much as a small mine - it is nevertheless a prestigious possession. Freya signed a magically binding contract as part of the deal, but Tristan is still rather suspicious that she's tricked him somehow. Four weeks ago he sent his servant, **Darrak Dunhill**, to check out the village and he never returned. Tristan wants the party to investigate, and deal with any issues.

Silverleaf is hidden in the hills to the east and south of Longsaddle, and is virtually impossible to find unless you already know where it is. Fortunately, Carter can give directions and sketch out an incredibly detailed map that shows the adventurers precisely where to go.



SILVERLEAF

Read the following -

The journey to Silverleaf takes around three days and leads you up into the hills and through wild, beautiful woods. Carter guides you cheerfully and efficiently, pointing out good places to camp and where you can find the most spectacular views.

Finally, at the crest of a tall hill, you spot the village. Maybe a score or so houses nestle within the valley below, and even from distance you can see the shimmering gleam of the celebrated orchard.

A **DC 13 Perception** check will allow adventurers to be pretty certain that nothing is moving within the village.

After a short walk they arrive at the edge of Silverleaf. The village seems to be very pleasant, with pretty, well-built cottages and beautiful (if slightly unkempt) gardens. A **DC 12 Nature** check will reveal that there hasn't been any weeding or pruning in maybe a month or so.

None of the cottages have their doors locked - they appear to be completely normal, though empty, homes. Most of them have the faint odor of rot lingering in the stale air, but this can be traced to spoiled food in pantries and kitchens rather than anything sinister. The few books inside are written in Elvish and mostly concern gardening.

THE ORCHARD

Eventually the adventurers will make their way to the orchard that lies at the heart of the village -

Before you is a sight that takes your breath away. There are only a dozen trees in the orchard, but above each of their thick black trunks is a shimmering, shining mass of silver. The morning breeze sends the leaves rippling and each and every one twinkles with an otherworldly beauty.

The orchard itself is maybe 60 ft. across and is ringed by a low wall of grey stone. In front of you is an iron gate swinging gently in breeze, through which you can see a gravel path. A wide-brimmed straw hat decorated with a pink ribbon lies discarded in the middle of the path, and off to its left is a rather weather-beaten wicker picnic basket.

Somewhere in the trees a raven caws to itself, but otherwise nothing stirs but the leaves.

After a moment you notice something else. In the very middle of the orchard is a small table, and though it is some distance away you can see what appears to be a fountain of white sparks rising from the surface.

See the map of the orchard at the end of this document.

A **DC 10 Nature** check will reveal that the Silverleaf trees resemble beeches. Any use of *Detect Magic* will reveal the presence of strong transmutation magic throughout the orchard.

If the adventurers enter the orchard, after a few seconds they begin to feel a strange, tight feeling throughout their bodies. The world spins around them, and then everything goes black...

THE GRAVEL PATH

You don't know how much time passes before you wake up, but rather than the gravel path, you find yourselves lying on what seems to be a wide field of small boulders - each one or two feet wide.

Green walls of thick foliage rise up to your left and right, while a strange dome-like structure lies a few hundred feet before you. In the distance you can see impossibly huge trees looming up to the sky, topped with silver leaves.

A cold sensation runs through your bones as you glance over your shoulders to see that the gate you just walked through is now the height of a castle tower, and hangs on a wall that would put any fortress to shame.

The adventurers have all be shrunk, as have any familiars or animal companions. A **DC 13 Investigation** check will let allow them to work out that they are now about 1/60th of their normal size - a scale of 5 ft. to 1 inch.

The path is now 120 ft. wide and the dome-shaped structure - actually the hat they saw earlier - is around 180 ft. away. Carter will still be on hand to help the adventurers, though he has no more idea what's going on than they do.

Ambush

A group of **four bugbears** (MM p33) are hiding underneath the brim of the hat, preparing to ambush the shrunken adventurers.

They wandered into the orchard about a week ago and were shrunk, and have been surviving by eating insects. Adventurers examining the hat will be able to spot discarded carapaces and mandibles littering the ground around it.

Spotting the hidden Bugbears will require a **DC 16 Perception** check. The creatures will attack

if it becomes obvious that they have been spotted, or if the adventurers begin moving away. Otherwise they will wait until the adventurers pass close by and will attempt to surprise them.

Small Things

The rules don't change very much when the adventurers are shrunk. All spell and weapon ranges shrink down proportionally, so an ability that would normally have a range of 60 ft. now has a range of 12 in.

To keep things from getting complicated, it may be best to keep referring to distances as the adventurers would perceive it - refer to a Bugbear being 10 ft. away, for example, rather than 2 in.

Grass counts as *difficult terrain* for shrunken adventurers. No magic the adventurers possess is powerful enough to restore them to their original height.

Death from Above

At the end of the third round of combat, a voice will ring out from the foliage to the west.

It says, "Get out of the open - it's almost upon you! Come here!" The voice is coming from a young woman who appears to either be an elf and is pointing up towards the sky.

Looking up, the adventurers will see the silhouette of a bird descending quickly towards them, talons outstretched. Roll initiative for the **raven** (using the statistics of a **roc**, MM p260) to see when it enters the battle. Initially it will attack a **bugbear**, likely making short work of it.

It should be clear that this is not a foe the party can battle head-on. To the party, the raven appears around 150 ft. long - and will probably be devouring Bugbears with a single snap of its beak.

The elven woman is named **Saorse** (soar-sha). If the adventurers join her in the long grass

they will be safe from the Raven. Saorse uses the statistics of a **scout** (MM p349).

BASKET VILLAGE

If the adventurers join her, Saorse will ask them to accompany her to 'The Basket', explaining that it isn't safe on the path. Should the adventurers refuse to follow, she will be frustrated and will try to convince them, but will ultimately leave them alone.

If they follow her, Saorse will lead them through the towering grass until they emerge at the base of a tall wall seemingly woven from strands of wood each as thick as her arm. She turns, announcing, "We're here!"

She lets out a whistle and a few moments later a rope drops down from above, allowing her and the adventurers to climb into the picnic basket that the shrunken orchard workers now call home. A cloth covers the top of the basket, appearing to the adventurers as thick canvas. Entry is via a small rip in the cloth.

Inside the Basket

Around 30 wood elves are packed into the confines of the basket, which also contains several large chunks of extremely stale bread. The workers have actually turned the bread into furniture and dwellings, and have also made good use of giant blades of grass and flower petals for various implements.

Once inside, Saorse will finally relax enough to answer questions. She is one of the workers that tended the Silverleaf trees and has been stuck here for almost a month with her colleagues.

The trouble began when Freya Doomstaff, former owner of the village, began working on some magic at the table in the center of the orchard. A number of the workers were having a picnic lunch at the time, while others were tending to various tasks around the orchard.

There was a flash of light and then darkness. When they awoke they were all shrunken to the

size they are now, with most of them close to the picnic basket. A number of other shrunken elves made their way to the basket over the following days, but they fear that many were consumed by the raven or other creatures.

They don't dare venture too far from the basket, as various insects and other animals that stalk through the grass. The raven is especially deadly and attacks anyone who strays out into the open for too long. Things got even worse when the Bugbears arrived.

Saorse thinks the adventurers seem very capable and she hopes they can save her and her fellow workers. If they want to solve the mystery of what's going on, they should probably head to the table at the center of the orchard and whatever it way that Freya was working on.

Dangerous Decisions

The table is at the end of the path, but the direct route is very exposed and therefore dangerous.

Going through the grass would be safer, but they need to figure out some way of crossing the stream without being picked off by the raven. Saorse thinks there must be some other way across, but hasn't been able to carry out any reconnaissance.

If the adventurers think to ask him, Carter will explain that he can help them navigate their way across the orchard. He shows them that a branch has fallen across the stream and may prove an easier path.

Saorse is not a hardened adventurer but may accompany the party if persuaded to, especially if they're comparatively small in number.

ORCHARD ENCOUNTERS

If the adventurers choose to follow the path, then the raven will eventually swoop and probably kill one of them. If they choose to set out through the grass, there is a good chance they will become lost (see "Becoming Lost" in

the DMG). If they ask Carter to navigate for them, they will not become lost.

As they cross the orchard (whether on the path or through the grass), the adventurers may run into one or more of the following encounters.

The Ring

As you push forward you catch the glint of something shining up ahead. A huge band of golden metal is lying half-buried in the soil, with three giant emeralds are embedded in it.

This gold ring was lost by one of the orchard workers, and though it will almost certainly be too heavy for the adventurers to take with them Carter can remember where it is and allow them to find it once they've been restored to full size.

The words "For my darling Niamh" are engraved on the inside of the ring in a flowing Elvish script.

The ring is worth around **150gp**, but it can be returned to its owner - one of the workers - for a reward of **30gp**.

Rabbit Burrow

For most of the day the weather overhead has been fine, but as one of the rare clouds passes you begin to hear a loud thudding noise drawing closer and closer. Suddenly, droplets of water the size of your fist begin hammering down all around you as a shower of rain erupts.

You look around for cover, but the only option in sight is a wide hole in the ground over to your right.

The large rain droplets are dangerous. Every round the adventurers remain in the open, they must make a **DC 10 Dexterity** saving throw or suffer **1d4 stun** damage. If they are on the

path, they will need to make a **DC 15 Dexterity** save.

The hole leads to a tunnel that slopes gently downwards. A **DC 10 Nature** check will allow them to identify it is a rabbit burrow.

Should anyone enter the burrow they will hear a low growling noise. If they get any closer a **giant rabbit** (see *Monster Stats* at the end of the book) will leap up the tunnel and attack.

An adventurer making a **DC 12 Animal Handling** or **Nature** check will realise that the rabbit is a female, and its unusual aggression probably indicates that it has young in the burrow. If the party retreats the Giant Rabbit will not pursue them. If they defeat the rabbit and enter the tunnel they will find half a dozen baby rabbits, who are defenceless.

The shower ends after five minutes or so.

The Bottle

As the adventurers make their way towards the table they begin to hear the soft sound of singing. Very, very bad singing. A **DC 10 Perception** check will allow them to follow the sound back to its source - a green glass bottle labelled 'Oakham's Scrumpy Cider' which lies on its side.

Inside the bottle is a grey-haired human wearing tattered leather armor, half-submerged in the small amount of liquid that hasn't yet spilled out and singing tunelessly to himself. The entire area reeks of cider.

The human is Tristan's servant, **Darrak Dunhill**. He wandered into the orchard much as the adventurers did, fleeing from the Bugbears and aimlessly wandering until he found the bottle of cider. He managed to hack his way through the cork and has been drinking ever since.

Dunhill will drunkenly regale the party with stories of his terrible time spent in the orchard

without providing much in the way of information. Days of constant drinking have left him barely able to stand, let alone walk, and sobering him up requires a full day of resting or magic (such as *Lay on Hands* or *Lesser Restoration*).

While the adventurers talk to Dunhill, the presence of so much prey in one place will attract the attention of a **giant constrictor snake** (MM p324). If none of the adventurers come out to fight it the beast will try and crush the bottle (which has **AC 10** and **30 HP**) using a **Constrict** attack. It will break off the attack to go for any creatures it can actually reach, but if the bottle smashes every creature inside takes **2d8 slashing** damage.

Darrak Dunhill

If the adventurers sober up Dunhill he will revert to his usual taciturn, serious-minded self. He is more than happy to join the adventurers, especially if he learns that Carter is with them. Dunhill has the statistics of a **thug** (MM p350).

CROSSING THE STREAM

There are three plausible ways for the adventurers to cross the stream that runs through the orchard - the bridge, the fallen log or swimming/rafting across.

The Bridge

The footbridge over the stream is a simple construction of wooden planks. To the party, it appears around 180 ft. long and sits 120 ft. above the surface of the stream.

Crossing the bridge is easy, but runs the risk of attracting the raven. If the adventurers wish to sneak across they must each make a **Stealth** check opposed by a **Perception** check from the raven.

The first adventurer to fail this check must make a DC 21 Dexterity save or be grabbed by the raven as it swoops past, taking **4d6 + 9**

slashing damage and being *restrained*. If this happens have the adventurers roll initiative. The raven will not attack anybody else, but will simply try to take its prey back to its nest, flying 20 in. (equivalent of 120 ft.) away from the bridge at the end of each turn.

Escaping the grapple requires a **DC 19 Athletics** or **Acrobatics** check. If the raven takes 30 damage in a single turn, the adventurer is dropped.

A Fallen Branch

A branch has fallen across the stream a few feet west of the bridge. Twigs and silver leaves provide a good amount of cover, but a small colony of spiders has infested the fallen branch. A web is strung between two twigs on the most obvious path, and spotting it requires a successful **DC 14 Perception** check.

Three giant spiders (MM p328) and **two giant wolf spiders** (MM p330) are lurking in the shadows and will attack the adventurers as they try to cross. As they are only after a meal, wounded spiders will attempt to flee rather than fight to the death.

Swimming or Rafting

The adventurers may also choose to take a more direct route to crossing the stream, fashioning a raft from twigs or a fallen Silverleaf, or even just trying to swim.

The stream is 180 ft. across, as seen by the shrunken adventurers. It isn't flowing particularly quickly, but is certainly more than deep enough to drown anybody. If they choose to swim, using the *swimming* rules in the DMG p116-117.

Building a functional raft will take a **DC 12 Survival** check.

When the adventurers attempt to cross they will be attacked by **three giant toads** (MM p329) who are lurking in some reeds on the near bank. They will attempt to swallow their targets before diving back into the water.

FREYA'S TABLE

Read the following -

The dark form of the table looms up ahead of you, and as you push your way towards one of the legs you realise that the grass directly underneath the table has been trimmed to create a wide, circular clearing.

Sitting cross-legged on top of a large book in the very center is a short - even under the current circumstances - dark-haired young woman wearing rather worn robes. She smiles at you and waves cheerfully.

“Oh, hullo! I knew old Tristan would send someone along eventually... Took you long enough though - it's been ages since I sent those sparks up!”

The tiny woman is **Freya Doomstaff**. The bubbly, ever-optimistic Wizard is actually quite lonely and talkative after several weeks of isolation - she could never keep a secret anyway - so happily explains what has caused their current problems. If Carter is revealed she will greet him as an old friend.

Freya's Scheme

As Tristan suspected, Freya was planning to dupe him when she sold him the village. The magic contract she signed specified that she would "not remove the Silverleaf trees from the ground they are planted in". To get around this, she was planning to cast a shrinking spell to shrink the entire walled orchard (and a big scoop of ground underneath), which she would then carry to another secret spot and restore. That way Tristan's purchase would be worthless.

She cheerfully assures the adventurers that she wasn't motivated by greed, but simply wanted to irritate Tristan.

In any case, she carefully constructed the spell so that it would not affect humanoids. But something went wrong while she was working on it and the spell went off with the exact opposite effect. She's been stuck here for a month, though thanks to some protective wards and a handful of Unseen Servants that act as cooks and gardeners she hasn't suffered all that much.

A Lack of Focus

Now, Freya would love to just turn the spell off, but she can't. It's being channeled through her crystal orb focus (which wasn't shrunk) and she isn't sure that in her current state she can summon up the power to interact with it. The only way to get everyone back to their normal size is to destroy the focus itself.

This, she explains, is easier said than done. The raven that has been plaguing the adventurers all day took a liking to the shiny crystal orb several days ago and has stolen it, leaving the arcane focus in its nest in a nearby tree.

If the party wants to wield a weapon bigger than a cocktail stick ever again, they'll need to climb up there and destroy the crystal orb. Fortunately, Freya had a few material components in her pouch and has brewed up enough *Potion of Spider Climb* for the entire party, as well as one *Potion of Invisibility*. She used a seed pod as a cauldron to prepare the potions, but she has no containers to carry the liquid in.

Freya is more than happy to let the adventurers stay the night if they wish to have a long rest and prepare for the trials ahead. She will not accompany the party on their trip, explaining that without her focus and with limited components on hand her spellcasting abilities are extremely limited.

CLIMBING THE TREE

If the party travel to the Raven's tree, read the following -

You find yourselves standing at the base of the tree Freya pointed out to you, which looms impossibly tall and seems to stretch up to the sky itself. Among the glinting beauty of the Silverleaves you can make out the mass of twigs that marks the raven's nest, resting mid-way along a black-barked branch.

The branch with the raven's nest is around 600 ft. off the ground for the shrunken adventurers. If they are not using magic, the climb requires a successful **DC 15 Athletics** check.

Once they get about 300 ft. up a high-pitched buzzing fills the air as a **giant wasp** (MM p329) swoops around the party and attempts to attack the smallest target with its stinger. If the wasp is killed by anything other than fire or cold damage it will release a cloud of pheromones as it expires, and at the start of the next round **seven giant wasps** will attack.

Crystal Orb

Once the adventurers get to the branch it's up to them to work out a plan - and for you to adjudicate it. The raven can be distracted with potential prey, frightened by illusions of even larger predators or simply sneaked past (especially if the adventurers *Spider Climb* along the bottom of the branch).

The crystal orb is 10' across and has **AC 14** and **40 hp**. It is immune to poison and psychic damage and vulnerable to bludgeoning and force damage.

Dropping it from the nest will be enough to smash it. Rolling the orb out of the nest requires a **DC 20 Athletics** check (and see "Working Together" in the PHB p175). A PC can

make three attempts before requiring a short rest.

Should the adventurers decide to engage the raven in combat, it will be driven off permanently if reduced to half health. Use the stats for a **roc** (MM p260).

The moment that the crystal orb breaks so does the spell. Everyone returns to their full size - including a lot of orchard workers who find themselves covered in bits of wicker basket.

CONCLUSION

Once they have recovered their wits the orchard workers will crowd around Freya, demanding to know what happened and how she plans to compensate them. The mischievous wizard explains that they'll have to take up all their complaints with the village's new owner, Tristan Harpell.

Freya will then wander over to the party and thank them for helping her get out of a bind. She hands them a Silverleaf engraved with a 'D', and explains that it can be redeemed for one favour from the Doomstaff family.

With their tasks completed, the adventurers can return to Longsaddle with Darrak (who may be extremely drunk and have just exploded his way out of a bottle if the adventurers didn't encounter him) to collect their reward, which will be delivered to them in *The Gambling Golem*, the local festhall. Tristan might even show up to thank them in person - though they shouldn't count on it...

MONSTER STATS

Giant Rabbit

Huge Beast, Unaligned

Armour Class 14 (natural armor)

Hit Points 55 (10d10 + 30)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	3 (-3)	12 (+1)	4 (-3)

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 3 (700 XP)

Leap. The Giant Rabbit's long jump is 30 ft. and its high jump is 20 ft. from a standing start.

Actions

Multiattack. The Giant Rabbit makes one bite attack and one claw attack, or four rabbit kick attacks.

Bite. *Melee Weapon attack.* +6 to hit, one creature. *Hit:* 15 (2d10+4) bludgeoning damage.

Claw. *Melee Weapon attack.* +6 to hit, one creature. *Hit:* 13 (2d8+4) slashing damage and the target is grappled (escape DC 14). While grappled the target is restrained and the Giant Rabbit cannot use its claw attack.

Rabbit kick. *Melee Weapon attack.* +6 to hit, one grappled creature. *Hit:* 9 (2d4+4) bludgeoning damage.

CREDITS & LEGALS

Design: Richard Jansen-Parkes & M.T. Black.

Acknowledgement: The authors would like to acknowledge the influence of Paul Hancock.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

