

GEOINTRO-04

Fruit off the Vine

A One-Round D&D LIVING GREYHAWK[®] Geoff Regional Introductory Adventure

Version 1.0

by Chrism Kronick

Playtested by Bill Kronick, Don Lawson, Leigh Smith, Angus Smith, Brian Mahoney, Joe Tom, John Dow

So you are ripe and ready to go adventuring? Well, the opportunity to travel and meet people can be available to you here in Geoff. With regional travel hot spots such as Hochoch, Preston, and the Oytwood diversity and variety are the spice an adventure's life. A Geoff regional introductory adventure for first level characters.

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

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

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

Preparation

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

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

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

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

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

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

the DM) to keep track of who is playing which character.

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

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

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.

If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or

fewer animals of this type, and animals with different CRs are added separately.

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

Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

If you are running a table of six PCs, add one to that average.

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

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

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Geoff Characters native to Geoff pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

This is a Geoff Regional Introductory Adventure for first level characters only.

It is spring of the year of CY594 and the untested adventures will be starting out in the town of Hochoch. Just outside and to the northeast of the town of Hochoch are the Stones of Beory's Teeth. Lowen the Oakroot is an elderly druid of Beory who is the Keeper of Beory's Teeth. Lowen has many duties as the Keeper of the Stones. He must bless the land, oversee the druidic rites, and maintain peace between the squabbling druids of the different Old Faith gods. When Lowen is not seeing his duties, he is meditating -- a task so difficult that he needs to do it lying down and with his eyes closed. The gentle snoring helps him obtain the peace he needs to meditate properly.

Just to the southwest of Hochoch is the adventurers testing ground within the Oytwood. Here is also the town of Preston, and Caer Rhiniog. The Oytwood consists of many large and old trees that are tended by the Oytwood Elves (mostly gray elves). The town of Preston was occupied by the Giants and their allies until recently and is currently in the process of being rebuilt since being retaken. Caer Rhiniog is a fort currently being manned by the First Bragad of the Army of Liberation.

Also tucked between Caer Rhiniog and Preston further into the Oytwood is a druid grove called Fruitwood Grove. Jura the Bearberry was assigned stewardship of the Fruitwood Grove in CY 569. He was the picture of an Old Faith follower. He tended to the needs of the grove, its inhabitants, and surrounding neighbors. He is oft remembered by those who knew him as a generous soul and one with whom one could not stay angry. He would regularly aid those in need, as long as that need did not arise from harming the ecology of the land.

During the Onslaught of the Oyt by the Giants, he fought alongside the olve in defense of the Forest, albeit covertly, doing his best to buy enough time so that the people and animals could retreat to relative safety. It was during this time that he fell to either Giant or Giantkin. His last act of defiance before meeting Nerull was to heal and haste a dying brown bear urging it to run for its life.

Inns (and sections of the city) that new adventures have heard about on the streets of Hochoch:

HUTVILLE (outside the town walls):

The Two-Tent Inn ("inn", No/poor lifestyle). It's two tents...next to each other. It'll keep the rain off your head, but as for food, you're better off eating your trail rations.

LOW QUARTER:

The Cracked Cup (tavern, No/poor lifestyle): Your local dive/drinkin' hole. Fair to just plain bad drink can be had here (can't go wrong if you stick to the siedr). The food is just awful.

The Broken Drum (inn, No/poor lifestyle to borderline Standard lifestyle): Frequented by struggling merchants, poor caravaners, and hard-up travelers (think truck-stop). Drink is passable, and the food...well...it's 'passable' too.

THE COMMONS:

The Boar's Knuckle (condemned): This was a great local hangout with good food, good siedr, and comfy- enough rooms. Now it's a gate to Hell.

The Boar's Other Knuckle (tavern & inn, Standard lifestyle): Recently opened, hopefully it will live up to its namesake (with the exception of being a portal to the Hell).

The White Stag (inn, Standard lifestyle): An inn with comfortable rooms and a small dining hall/tavern. Not as large or popular and The Boar's Other Knuckle.

MARKET WARD:

The Giant's Hearth Inn (tavern & inn, Rich lifestyle): Frequented by the rich, it serves fine 'gourmet' food, the best siedr & ales, and rare wines. The tavern is open to non-guests.

OLD CITY:

The Old Oak Tavern (tavern, Luxury lifestyle): Frequented by the extremely wealthy (nobles and such) primarily residents of the Old City.

HILLTOP:

The Brenin's Signet (inn, Luxury lifestyle): Very, very, VERY exclusive. They have a fine dining hall/tavern, but it is only open to guests of the inn.

Lowen the Oakroot:

Lowen is an elderly druid of Beory who is the Keeper of the Stones of Beory's Teeth outside of Hochoch. He dresses in the plain robes of a druid that are often dirty, patched, and splattered with blood from the ritual bloodings. His eyes are as

sharp as a hawk, and he can still outrun many of the youngsters in Hochoch. He is known to be friends with several giant eagles.

Lowen has many duties as the Keeper of the Stones. He must bless the land, oversee the druidic rites, and maintain peace between the squabbling druids of the different Old Faith gods. When Lowen is not seeing his duties, he is meditating -- a task so difficult that he needs to do it lying down and with his eyes closed. The gentle snoring helps him obtain the peace he needs to meditate properly.

Adventure Summary

Introduction: Here we go...character introductions and establishing starting locations followed by a simple hook.

Encounter 1: Off to meet the Druid...Party meets **Lowen the Oakroot** at the Stones of Beory's Teeth where he asks the party to find the missing Coed Aeronen Celli Torc.

Encounter 2: Preston...Party goes to Preston to start the search and finds lots of help and fun in the Merrymeet Market.

Encounter 3: Oops there she is... Fillian and her child are in trouble, and it's gnolls again. Will the party of adventures come to save them in time?

Encounter 4: Coed Ffrwythlon Celli...the Oytwood druid grove has been left abandoned except for Brigit the nymph left to guard it.

Encounter 5: A brief visit to Caer Rhiniog...The soldiers at the post of curt but helpful and a little diplomacy will get the party to the northern part of the Oytwood so that they can continue the search.

Encounter 6: At Home in a Hollow...The hollow that the druid was using to process and store honey is the perfect place for a bear to make its home. But does anyone think of that before they go in?

Encounter 7: The Elves, The Nay Vote, and The Challenge...The elves catch up with the party and bring them to those who can answer many of their questions. In the end they may or may not leave with the torc.

Conclusion: Any information is appreciated and during the recount of the adventures Lowen the Oakroot is an attentive listener.

Introduction

The characters all start out in Hochoch mid-morning. They can decide on where they are and what they are doing. The Adventure Background provides information on the inns in Hochoch, including lifestyle level. This is also a good chance for the players to describe their characters.

Each character is approached by an Ovate (a young woman training to be an Old Faith Initiate that does light administrative duties) named Simple.

A girl in basic pants and tunic steps up to "Use Character Name" and says, ***"Hello my name is Simple and I have been sent by Lowen the Oakroot of the Old Faith to invite you to meet him at the Stones of Beory's Teeth at mid-day."***

If characters ask her questions such as why the Elder Druid wants to meet them or why he selected them, she will respond with: ***"I have not been privileged to that piece of information."***

Directions to Beory's Teeth are not hard to get from any one residing in Hochoch if the characters do not get them from Simple.

Should the characters not agree to meet with Derwyth Lowen then the mod is over. Characters receive no experience or gold.

Should they agree to meet him then he will be waiting for them at mid-day.

Encounter One: Off to Meet the Druid

The party climbs Shalm's Shoulders to Beory's Teeth and Lowen the Oakroot is there to greet them. He is dressed in the plain robes of a druid that are dirty, patched, and splattered with blood from the ritual bloodings. His eyes are as sharp as a hawk, and he can still outrun many of the youngsters in Hochoch. He is known to be friends with several giant eagles.

He greets the party as they walk up. "Young travelers, Prynhawn da (preen-hown da, tr., good afternoon). I am glad that you could meet me on such short notice this fine sunny day. I have asked you here today to request your assistance in finding the missing Torc of the Fruitwood Grove. Each Druid Grove has an Elder Druid that the steward of the grove. The torc is the symbol of that stewardship

responsibility. Unfortunately the Fruitwood Grove had to be abandoned when the giants and their followers invaded the Oytwood about 10 years ago. The Elder Druid Jura the Bearberry never made it back to the Isle of Rhun so both he and the torc have been lost to us. With the cleansing of the Oytwood an Elder Druid will be selected as steward of the Fruitwood Grove."

"It would be appreciated if you would go to Preston and perhaps into the Oytwood to determine what happened to the Elder Druid Jura and if possible recover the torc. I would suggest starting your search in Preston."

If asked he cannot give them much more information on Druid Jura because he was a bit quirky, even for a druid.

If asked why they are being chosen to undertake this quest he will reply;

"I have consulted the oracle and was advised that a group fitting your description would have the best chance of success. Why, do you not feel that you are up to the task?"

If asked, he describes the Fruitwood Grove;

"I was there long ago before the giants invaded and am not sure about the changes that have occurred. Asking locals that he administered to would provide much more current information."

If asked if the torc has magical properties he will answer;

"Yes, but that would be Old Faith business now wouldn't it."

He will offer to provide normal travel staples (within adventurers' standard) to the party prior to them leaving. Passage has been arranged for the party on a cargo barge heading down the Anniben Dwr (tr, Real Stream) to the Y'Avon (tr., Javan River). No animals larger than a Riding Dog will be allowed on the barge. The barge will arrive in Preston about early evening.

Player Handout #1 shows the locations of Hochoch, the Oytwood, and Preston.

Player Handout #2 shows more Oytwood and Preston details.

Encounter Two: Preston

The trip on the cargo barge is uneventful and it is early evening when the party approaches Preston from the waterfront and warehouse area.

While old Preston was built around the Well of Bridgit, the current town is much larger. The Well of Bridgit is a natural spring feature; not so much a hole in the ground for drawing water as a small rocky pool. The town is now surrounded by a horseshoe shaped embankment with the opening facing the Javan River. While the palisades built by the giants are still in place, they have been repaired for use by the garrison in defending the town. The embankment alone is a full 12 or more feet tall, with three gates piercing it (one each on the east and west walls and one on the south wall).

Preston is a garrison town, several miles north is the fortress Caer Rhiniog. Following the cleansing of the Oytwood in the fall of 592, "Civilian" settlers began to move into the Preston area. Many of those settlers expect to be able to earn a living supporting the garrison. Outside the embankment is Llawencwrth (la-wen-curth, tr. Merrymeet) a small market area that provides goods and services to Preston, members of the garrison, and the new surrounding steadings.

Within the embankment, Preston is mostly a town of tents. The giants tore down all the old structures and build massive (and shoddy) barns for their goblinoid and orcish troops. Most of those barns were destroyed during or after the siege. A few of the better built barns are still standing and have been converted to warehouses for the army. There are two inns in Preston, the Smiling Frog and the Archer's Mark. The Smiling Frog is a two story building with a paddock area in back and the Archer's Mark is a smaller inn housed in one large building. Dinner, conversation, entertainment, and a comfortable cot are available at either establishment. The Smiling Frog caters primarily to the merchant class while the military frequents the Archer's Mark.

The town contains many craftsmen and dock workers. If the Party visits the in-town merchants they will not be much help. The few that are here have not been here long and have spent what free time they have improving living conditions. The Giants made a real mess

of the place during their occupation. There is a daily market setup on Llawencwrth that has been running since the army arrived. The market closes just before sunset and will reopen early the next morning.

If the party asks about Druid Jura in town have them make a Gather Information check DC 12 to find out that people with animals remember him caring for pets and/or live stock, but that he has not been seen in years.

If the party asks if any of the original residents of Preston (pre-giants) have returned, they will be told that there is a old man and woman currently residing in a tent near the Well of Bridgit. Have the PCs make a Search check DC 8 to find their tent and see if they are awake and willing to see someone. If the PCs make the check the old man will tell the party;

“Oh, he was spry young man, for one of his stout stature. And his head was blessed daily by Father Pelor. Although he did speak with a curious lisp. Even if he did or said something that would make you furious at any other person, much like a child or animal, you couldn’t stay angry at him for more than the time it took him to melt your heart with his smile.”

Otherwise things are settling down into a relaxed evening in the town of Preston. The players can find rooms at the inns and a good meal. Local chatter is on dock or fort business for the most part. Most of those that live in town are comfortable around strangers and will chat of the weather and inquire of the visitors’ homelands. If the party tries to visit Llawencwrth after dark there is only a field of trampled grass. Any local can tell the party that come sun up the market will be alive again.

Merrymeet

Presuming the party visits Merrymeet the next morning they find the market area is surrounded by trees and bushes just outside of the North Gate into Preston. HAVE LOTS OF FUN WITH THIS PART. The following vendors are open for business:

Meat and Meat Pies – Human owned

There are flies buzzing around a well-covered wooden wagon. A man is working at cutting up some pork on the tailgate of the wagon. Set out along the side of the wagon is a table (2

feet by 6 feet) that contains various types of meat pies.

If approached:

He greets the party with “Croeso i Preston (croy-so ee Preston, tr. welcome to Preston) travelers. How may Machrath Meats assist you today? Some ribs or some meat pies? The pasties are only 5 coppers each!”

The meat pies smell and look exceptional. They are about the size of small coin pouch and there are beef, pork, venison, pigeon, and smelt meat pies available. Each has a brown glazed dough animal on it to identify what each tender packet contains.

If the players buy a meat pie they are 5 coppers each.

If the party asks about the Elder Druid of Fruitwood Grove he will respond with:

“No, don’t know much about any Druid Grove. I live on a trev (tr. steading) just on the other side of the Javan River. I raise the meats that I sell and me wife makes these wonderful pies. Business has really picked up since she started making them for sell’n. Could I be interesting you in a pie or two?”

Fabric/Ribbon/Pottery – Elf owned

Sitting on a carved stump behind a wooden table made from deadwood is a beautiful female elf selling some of her wares to another female half elf. The proprietress has pottery and ribbon on the table. Draped across the wall of bushes behind her is a large collection of fabrics. These fabrics are far more beautiful then anything you can get in Hochoch.

If the party members walk up to her she greets them in elvish and then common:

“Good day to you all.” continuing in common, “Please examine my fine wares. If I can give you any assistance please feel free to ask.”

She then turns to finish her transaction with the other female elf. Once finished she returns to the part members saying;

“Is there anything that I can help you with? I have a recent delivery of new ribbons of all colors displayed over here. Get some for yourself, a girlfriend, or a family member.”

The sales pitch is now over. She will pause for them to answer.

If the party asks about the Elder Druid of Fruitwood Grove she will respond:

“Ah, yes I remember him. He liked the brighter fabrics, unusual for a male and a druid. He would supply me with some of the special ingredients that I needed for dying my fabrics. I have not seen him in quite a long time. Maybe he is somewhere else in our wood or maybe he returned to the Derwyth (tr, Druid) home for awhile.”

“He was allowed to wander the Oytwood as easily as any elf, because of his kind and gentle nature to all living things. Since you look new to our wood I will explain that there use to be three schools of thought among the Elves of the Oytwood, one that favored cooperation with the other races, and I am of that group since I sell my wares here in a human market. Then there were the isolationists who would have guarded the Oytwood keeping all out. Finally as usual there are a group of neutral folks that go from day to day and handle things as they come. You should be fine traveling in the Oytwood if you do nothing to a living thing. Keep in mind that you will be watched. And stay away from our homes because the three factions don’t wear identifying colors so you never know who you are running into.”

Should the party want to buy any of her goods it is anywhere from 5 coppers for a clay spoon to 25 gp for a very nicely decorated large platter. Fabrics and ribbons are measured from the tip of her nose to the end of her extended arm and run 2 sp to 2 gp per length. The ribbon is measured the same way and runs 5 sp to 25 sp per length.

Honey, Honey Cakes, Honey Wine – Human owned

A board has been set across two large logs. The skinny man tending the table greets you with a big smile, “Good Afternoon, may I entice you with my sweet products? Our industrious little friends have supplied us with many wondrous things; honey, candles, honey cakes, and honey wine. What will it be?”

If the party asks about the Elder Druid of Fruitwood Grove he will respond:

“There is a very large hive in the northwest corner of the Oytwood that he used to visit for me. See, the elves tolerated him, whereas they wouldn’t tolerate me. He had a shelter in a

knoll near the hive were he could process the honey and bee’s wax. Then would bring it by when he had a chance. He was a real sweet guy and loved to spend an afternoon talking and eating many honey cakes.”

Should the party want to buy any of the honey products the price and product list is

Honey – small 5 cp, medium 1sp, large 3sp

Honey Cakes – 2 cp per piece

Honey Wine – 5 gp per glass

Candles – 1 sp each

Fortune Teller – Human owned

The fortune teller is a Rhenee woman using the name Madame Seesall. It is strictly for entertainment purposes, and an opportunity for the judge to roleplay. A table of words has been provided on DM Aid #1 at the back of the mod. Have the player make a number of rolls and use the results to collect words to be used in Madame Seesall’s prediction.

Madame Seesall will detect as neutral and truly believes whatever she says.

Various Ciders (hard and soft) – Human owned

Ahead there is a huge wagon that contains many different size barrels. A large stout woman stands at the back of the wagon dealing with two old men. Once the woman is done dealing with the men. She turns to you and greets you with a loud, “WELL, I’ll be a direct descendant of Beory if it isn’t more new comers. This town is getting bigger and bigger everyday. What can I do for you folk? I have good strong ale! In ciders, I have apple, pear, and grape in the hard stuff, and mixed berries, stone fruit, green leafy in the softer line.”

If the party asks about the Elder Druid of Fruitwood Grove she will respond;

“Yeah, I knows him. I regularly swapped seeds and seedlings with him. Of course he had more access to such stuff, but I did provide him with lots of seedlyns which he would took out and plant when he went a walking. He also let me picks up any extra ground fruits for juicing. I always ‘ave to remember the animals come first when it comes to the ground fruits.”

If they ask her where the Fruitwood Grove is she will give them directions there.

Fruits and Vegetable – Half Elf owned

Many bushels of seasonal fruits and vegetables have been set on top and below several rows of tables. Standing behind the tables are a man, woman, and 3 small children. The man is just finishing up helping a couple select some nice looking root vegetables. The woman has one eye on the produce and the other eye on the children. The children are playing in and around a cart that looks like it is used to transport the produce and the family. The mother goes over to scold the children and the father comes over to greet the party, "What will it be folks?"

If asked about the Elder Druid of Fruitwood Grove he will respond;

"Been missing Jura. He was very handy when I had trouble getting scarce fruits or vegetables. Don't know were he found the stuff half the time but if I really needed something just in season or just out of season there he was with it. I know he traveled around a lot but I've not seen him in a long time. If you run into him please send him over my way. I would love to catch up with him and find out some of his secrets."

He doesn't know much more then that if but there is a wonderful selection of in season fruits and vegetable available.

Milk, Dairy, and Eggs – Human owed

Sitting on a stump with blankets laid out in front of her is a young woman. She has a variety of eggs, cheeses, and covered wooden buckets with today's milk, cream, and butter. "Good day to you. Can I interest you in some of my fresh dairy products? The hens also laid some nice sized eggs this morn'n."

If asked about the Elder Druid of Fruitwood Grove she will respond;

"Nee, other then he stopping by every now and then when he is in the area to check out my animals I knows nothing of his comings and goings. Don't even know were his celli (tr. grove) is? Sorry I can't be more help but me and the family just setup a new steading just south of here. Sure I can't interest you though in some of my lovely fresh products."

Kids Puppet Show – Halfling owned

Cut out and assemble **DM Aid #2** (Finger Puppets) the finger puppets that should be cut out and used to tell a story as one would to a child.

Following the puppet show a Halfling steps out from behind the screen. If the party comes up to the Halfling says:

"Greetings all. Did you enjoy the show?"

After a little banter with the players the Halfling says:

"Would you mind watching the puppets and screen for a couple of minutes while I use the privy? An hour on your knees playing with puppets exacts a toll that must be paid."

If the players agreed to watch the Halfling's equipment he heads off. Suddenly a swarm of children surround the players demanding a puppet show. The Halfling is nowhere to be seen. Pass the puppets to them and have them execute an impromptu puppet show at the table.

After the players are finished with the puppet show the Halfling returns and thanks them for making sure that the kids did not break or run off with his stuff and he gets ready for his next show.

If at some point the party asks him about the Elder Druid he says:

"I don't know any Druid in this area. I travel around a lot and don't get a chance to really get know a lot of people"

Encounter Three: Oops, There She Is

Draw from **DM Aid # 3** (Dryad's Hedge).

It has been several hours since leaving Preston heading north on the road through the Oytwood. It is a clear day and other then possibly trying to keep an eye out for the elves that live here (like you are going to see them if they don't want you too) you seem to moving smoothly through the wood. Suddenly, the sound of roaring laughter and the scream of a child breaks through your pleasant day. The sounds seem to be coming from the wood to the north. About 30 seconds later there is another round of laughter and screaming further in distance to the north.

If the party follows the laughing and screaming they come to a dense thicket of hedges that forms a corner. As the party members approach the thicket they should make a Spot Check (DC 18). If

they succeed they can just make out the image of a bloody young male (wood elf) backing away from a pair of hair hyena-headed medium humanoids. Behind the elf, pressed up against the lone tree that dominates the clearing, is a young female elf. The bloody male grasps a great ax and raises it as he charges one of the creatures. Suddenly the other strikes him down into a still heap. Both creatures throw their head back and roar with laughter.

The thicket is 10 feet deep and it will take many rounds to chop or burn through it. Each 10 feet square has AC 10, 60 hp and Hardness 5. Attacking the hedge will also alert the gnolls to the party's presence and give them a chance to sneak up and attack. The party may go right along the thicket or straight ahead along the thicket.

If they go straight ahead they will find a 20' wide opening in the hedge after 80 feet on their right.

If they go to the right the thicket makes another 90° turn in 120 feet. Should they go around the corner there is another opening 20 feet wide into the center of the thicket on their left.

Once at the opening(s) into the thicket the party sees:

There is a very large tree in the middle of the thicketed area. The two creatures are picking up the dead man as they continue to laugh. There is a third creature on the opposite side of the tree from them that is also laughing loudly. There is currently no sign of the female elf.

Should the party enter the thicket center then roll initiative.

Gnolls (3): HP (11) see *Monster Manual* page 130. There are 21 gold pieces worth of loot and 50 gold pieces in coin on the Gnolls.

Once the fight is over and presuming there are party members still alive they see:

Looking around at the scene of conflict you are surprised to see a female with brown skin step out of the large oak tree and approach the man's body. She kneels and says, "How sad. He was such a kind soul and he was protecting me and my child. He was the cousin of Ganno's father – another brave soul who fell saving me and our unborn child" She sighs softly. "He said it was his responsibility to watch over us as his cousin would have done." With a last look at the dead man she looks up

with a sad smile says, "My name is Fillian and who might you be?"

Select a point in the roleplaying where she calls out her child who slips from the thicket like a fish in water.

"Gannos! Please return to me my sweet. You know you should not go out of the hedge and into the wood. The wood is not a safe place for children."

The child looks elvish and comes running directly to his mother.

Some time during the wrap up activities the Dryad will try to *charm person* (DC 13 up to 3x per day) or *suggestion* (DC 15 once per day) to get a male player fall in love with her and come back once his mission is completed;

"Well, what will my child and I do without the protection of a big strong man. Would you be so kind as to come back and visit us when your quest is over? We would be soooo appreciative."

If the player makes the save he can bow out gracefully or still come back if he wishes. But if he fails his save he will be more than willing to come back and spend sometime with this beautiful creature and her charming child.

If the party asks her about the Elder Druid she does know him and knows of the place were the large beehive is. She will provide them with detailed directions to get them to that location. She also knows were the Grove is and will provide directions should they need them.

She will also ask the party to help her provide a good burial for her previous protector (there is a locations outside of the hedge that has others that were special to her) and with that done she rewards the party with 100 gold pieces in coin before turning her attention to her child.

When the party leaves the Dryad's oak it is easy to find the trail back to the road.

Encounter Four: Fruitwood Grove

Draw from Druid's Grove from **DM Aid # 4** (Druid Grove)

Once back on the road the party goes another five miles along. Then the players should make a Spot Check (DC 15) for a stone with swirls on it on the right side of the road (Knowledge Religion (DC 8)

to know that the swirls are a symbol of the Old Faith). This is the point where the market vendor directed the party to follow the deer trail path southwest. After going about 6 miles, the trail then opens up into a large fruit tree grove. With a Spot Check (DC 18) one can see the barn that is on the opposite side of the grove.

If the party continues through the grove to the residential and ceremonial portions of the grove they just need to continue on the path.

Once in the residential portion of the grove the party can see a path of stones leading up to a large double set of doors that slide off to each side when opened. On either end of the building are staircases that lead to doors about 20 feet up on each end of the building. There are windows all around the building on the upper level (living quarters) while on the lower level (barn stalls to care for animals) there are only windows on the end of the building. Inside the building things look as if someone left but was meaning to return. It is very neat but has 10 years of dust covering everything.

Located on the east end of the building is a very large kitchen garden. The plants that have survived all these years are the size of bushes and can be picked by party members. Behind both the building and the garden is a sparkling stream.

Not far a way from the garden is the ceremonial portion of the grove beginning at a path that goes between two rows of rowan trees and lead up to a druid circle also surrounded by rowan trees. There are eight white stone megaliths making up the four sides of a square and each side faces one of the cardinal directions.

Both the residential and ceremonial areas are in a state of disrepair, since no one has been living here for a long time (about 10 years). To the north is a grove of fruit trees that have flourished but also have not been trimmed and tended in a long time.

If the party goes to either end of the barn, behind the barn to the stream, or into the kitchen garden have the players make a Spot Check (DC 15) or a Listen Check (DC 15).

A Nymph has risen up from the water and when she is seen she says:

“Who be you? You are not here to disturb this place!”

If asked who she is and/or why she is here she will answer proudly:

“I am Brigit and have been here since the nasty giants took Preston. I use to live in the well in the middle of Preston, <pout> but there were too many giants and orcs to battle. They showed no respect for me or the sacred well that I guarded. <brightly> I travel through most of this area since the water table is high and there are lots of streams and swamps. I was asked by Jura to protect the druid grove while he went away. He warned me that it may be along time and it might be another Derwyth that would come.”

If asked if she knows where the druid went she will answer:

“He was going up north to the buzzy place. I can only go there when there is lots of rain and water.”

She is able to give the party directions to the “buzzy place” in the northeastern portion of the Oytwood. A Knowledge(Local-Geoff) or Knowledge(Geography) check (DC 10) will let the players know that the “buzzy place” is on the other side of the Oyt River from where they are.

If asked if others come here she will answer:

“At first many came to get help from the Derwyth but they stopped coming after I told them that he went away for a long while. Now there is a wood carver that comes through here and picks up dead wood from the fruit grove. He is very friendly and does not harm the Derwyth’s grove. He has even shown me some of his finished work and it is truly beautiful. But no one else comes here anymore.”

If any damage is done to the grove (other than picking vegetables from the garden) or any member of the party attacks her, she will defend herself and/or the land.

If she is not attacked, and the party has done no damage to the grove, she will offer to heal anyone that is hurt.

Brigit (Nymph) (1): HP (27) see *Monster Manual* page 197.

Prepared Spells (6/5/4/3/1, divine spells as a 7th level Druid, save DC13+spell level):

0-Level: *Resistance, Virtue, Flare, Cure Minor, Cure Minor, Cure Minor*

1st-Level: *Entangle, Summon Nature’s Ally I, Cure Light Wounds, Cure Light Wounds, Cure Light Wounds*

2nd-Level: *Barkskin, Soften Earth and Stone, Summon Nature's Ally II, Summon Swarm*

3rd-Level: *Cure Moderate Wounds, Spike Growth, Summon Nature's Ally III*

4th-Level: *Dispel Magic*

Once again it is not difficult to get back to the road.

Encounter Five: A Brief Visit to caer Rhiniog

In another five miles there is wide path that has seen lots of traffic. A Knowledge(Local-Geoff) check (DC 15) will tell the characters that this is the road leading up to caer Rhiniog.

When the party gets around the last bend of the road leading out of the wood they will see the tall and straight logs standing on end all in a row that make up the six sides of caer Rhiniog. The party should approach the northwest gate of the fort and are greeted by the watch guards.

"Is there something that I can do for you folks? Preston is to the southeast if you are looking for work or steadings."

If they say they are heading north and make a Diplomacy Check (DC 12) the watch guard or officer of the day says;

"You will need to cross the Oyt Avon to get into that portion of the Oytwood. There is a ferry if you keep on the road but currently no one is running it. We have a training patrol heading out of here soon that will be going that way and you can travel across on the ferry with them if you want."

If the party agrees to wait about an hour they get across the Oyt Avon easily.

If any of the characters belong to the Army of Liberation they will be of lowest rank and be following orders not giving them. They can though be the spokesman for the group and have a +2 to Diplomacy Checks when dealing with the watch guard or officer of the day. There are only two people that will talk with the group, the watch guard and the officer of the day. If asked about the Druid Jura the watch guard or the officer of the day will explain that caer Rhiniog is comprised multiple elements of Army of Liberation. They have no knowledge or caring for a lone druid amidst the wood and will be of no help.

Depending on the group make-up and interaction between the soldiers and the party, the soldiers

will give a recruiting speech to the party to see if anyone will sign up to defend his/her land.

They will be given directions to the fort's docks along the Javan River and after about an hour's wait, the training deployment will meet them so that they can head up to the ferry landing on the other side of the Oyt Avon.

Encounter Six: At Home in a Hollow

Draw from **DM Aid # 5** (Bee Hollow).

Players can see the location of the Jura's Hollow on **Players Handout #1**.

NOTE: THE PURPOSE BEHIND THIS ENCOUNTER IS NOT TO COMBAT THE BEAR. HOPEFULLY THE PC'S WILL LEARN THAT, IN GEOFF, SOMETIMES DISCRETION IS THE BETTER PART OF VALOR.

Now that the characters know where to go with a Survival Check (DC 15) the traveling goes quickly. They are heading into a hollow surrounded by trees. A Listen Check (DC15) allows the party to hear the buzzing of bees from 20 feet above their heads. There is a dead tree that is missing its top and has a large hole in the side where are bees working diligently to care for their hive.

A further Search of the hollow (DC 15) will allow the party to find the door to an underground room containing barrels and crates to the left. There is a large draining pan across from the door. To the left are a couple of broken crates and barrels. This must be where the druid prepared and stored the honey.

Opening the door allows the bear living inside the knoll a Listen Check (DC 10) to see if it wakes up right away. Should any/all members of the party enter the knoll room and begin searching, the brown bear currently using the left side of the room as his den will wake up.

The bear will spend the first two rounds trying to "chase" the PC's out of its den. Unless it is attacked within those two rounds, it will attack.

If attacked by the party the brown bear will defend itself, pushing the battle outside in defense his den.

Brown Bear (1): HP (51) see *Monster Manual* page 269.

After 5 rounds of battling with the brown bear, it will run off and the party may notice that they are not alone with a Spot check (DC 5).

If the party does not find the entrance to knoll then the module is over and they are not able to bring much more than rumors back to Druid Lowen the Oakroot.

If the party heeded the warning not to harm anything in the Oytwood and left the situation with the bear without fighting, the Elves will still stop them to see why they are so far north of the human habitations here in the Oytwood. They are much too far north to be lost or looking for someone who is lost.

Encounter Seven: The Elves, The Nay Vote, and The Challenge

The unsuspecting party is surrounded by 18 elves with arrows trained them. (DM Optional: only one elf is obviously visible. The others can only be spotted with a Spot check (DC 23). Otherwise all 18 are visible.)

Wood Elf Warriors (18): HP (4) see *Monster Manual* page 102.

If the bear in Encounter Six was harmed by the PCs then the lead wood elf named Golloraen says:

“Halt and lay down your weapons.”

Otherwise he says:

“Hold! What are you doing so far into the Elven lands?”

If the bear was harmed he will not warm up to the party even if there is an elf or half-elf in it and the elves will insist that the party surrender their weapons. If the PCs fail to surrender their weapons, the elves will attack (doing subdual damage ONLY) until all party members are subdued, surrender, or voluntarily give up their weapons.

If the bear in Encounter Six was not harmed a successful Diplomacy Check (DC 10) convinces Golloraen that the party is not dangerous and they should be allowed to keep their weapons if they keep them sheathed.

(DM Optional: if the other elves are hiding: Once the issue of weapons is handled the visible elf makes a hand gesture and the other 17 elves stand up. The party should realize that they were never closer to their death.)

The wood elves lead the party to the elvish village of Faen Brethil (tr., Radiant Birch Tree). It is an eight family Elvin village that is made up of platforms and bridges above the forest floor.

Through a series of stairs and ladders your group is led up to one of the platforms and then the ladder that brought you here is removed. There is small buffet of fresh fruits, vegetables, lightweight Elvin flatbread, and water sitting on a low table near the center of the platform. For being captured, the elves certainly have not treated you like prisoners.

One of the elves says, “Please stay here and we shall bring the proper mediators back.”

He turns and leaves. There is a guard of 3 elves left at the mouth of the only bridge leading off of this platform.

If there is an elf or a half-elf in the group the Elder Varadar addresses them before addressing any other race. The Elder Dintiriel, being of a younger generation, has no problem talking with any member of the party. Elvish is used as the primary language by both Varadar and Dintiriel

Several hours later, a female high elf of indeterminable age and an ancient male high elf and five more wood elf guards walk onto the platform. The elderly male says, “I am Varadar elder of Faen Brethil and this is Dintiriel. Please explain yourselves.”

Use the elvish representatives to steer the players into explaining the bear incident and what their reason is for being this far into the Oytwood. You can have them do good cop (Dintiriel) and bad cop (Varadar) to work them over. If they reveal that they have been searching for Jura and/or the Torc, Dintiriel explains in Common:

“I have the Torc of the Fruitwood Grove. It was brought to me by one of our scouts after the Derwyth was found dead in an area west of here. I have been keeping it safe until the member of the Old Faith came to collect it. I guess you are what you I was waiting for. Golloraen be a dear and please go and fetch the torc.”

Varadar breaks-in speaking elvish. If the PC's speak or understand elvish, read the following:

“Hold. What makes you think to give that item to this group? You could be inviting trouble into our wood!”

Dintiriél continues the conversation in elvish. If the PC's speak or understand elvish, read the following:

"It is not inviting trouble into our wood. The Old Faith came here long ago and has always helped us to support our wood. In some small way it has even suffered without the Derwyth of the Old Faith being here."

Varadar continues, "But what makes these ones worthy of taking the item back to the Old Faith?"

Dintiriél replies, "Golloraen, please go get the item. As for being worthy, I don't suppose that you will accept that it feels right."

Golloraen leaves to get the torc.

"No, I will not Dintiriél. I propose a test to affirm their conviction and tenacity."

"I will agree with that."

She then turns to the party watching this exchange and returns to Common:

"Varadar requires a test prior to giving you the torc. Please do complete the test correctly and in a timely manner. I do miss the Derwyth help in protecting the wood. Varadar will provide the test so you can begin"

With a wave of his hand and a mumble under his breath a stone block wall appears on the platform in front of the party. Each of the blocks has a leaf pattern and an arrow carved in it. Varadar explains to the party; "Find the path through the leaves that takes you through every block without encountering an arrow point head-on. Enter at any block and move one block at a time horizontally or vertically (never diagonally), and exit any block on the periphery. You do not have to move in the directions of any of the arrows. Begin."

The party sees the Illusory Wall (**Players Handout # 3**) and is given time to work out the puzzle. Use the **DM Handout #6** as one of the possible solutions.

If the party does not solve the puzzle, or fails to solve the puzzle in 5 to 7 minutes of real time, the Elves will explain that they will hold the torc until a Derwyth of the Old Faith comes for it personally.

If the party does solve the puzzle the Elves will give the torc to the party to return to the druids.

Conclusion

Once the party has the torc they are escorted by the elves back to the abandoned ferry location (where they were dropped off by the training troops) and can wait to return to Caer Rhiniog with the troops. From Caer Rhiniog or back in Preston the party can show the torc to any barge owner who has a symbol of the old faith on his barge house and get a ride back up to Hochoch. Once back in Hochoch it is easy to travel back up to Beory's Teeth and the Druid Lowen. He is ecstatic to have the torc returned and is eager to hear about the party's travels around the Oytwood. In appreciation for assisting the Druids of the Old Faith each member of the party is given 200 gold pieces in coin.

The player that was charmed by Fillian spends an extra 2 TUs in the Oytwood with her and her son.

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

Meet with **Lowen the Oakroot** at Beory's Teeth and getting his request for help

Encounter 2

Go to Preston and gather information to move on with finding the torc

XP - 80

Encounter 3

Save Fillian and her child from the gnolls

XP - 90

Encounter 4

Make it to the Fruitwood Grove and encounter Brigit the nymph

XP - 50

Encounter 5

Visit Caer Rhiniog and practice some diplomacy to get a ride to the northern part of the Oytwood.

Encounter 6

Find the hollow that the druid used to process and store the honey and survive the encounter with the bear.

XP - 180

Encounter 7

Interact with the elves and get the torc from them to return to **Lowen the Oakroot**

XP – 50

Total Possible Experience

XP - 450

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional

scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 3:

Gnoll: L: 21 gp; C: 50 gp each

Reward from Fillian: C: 100 gp

Conclusion:

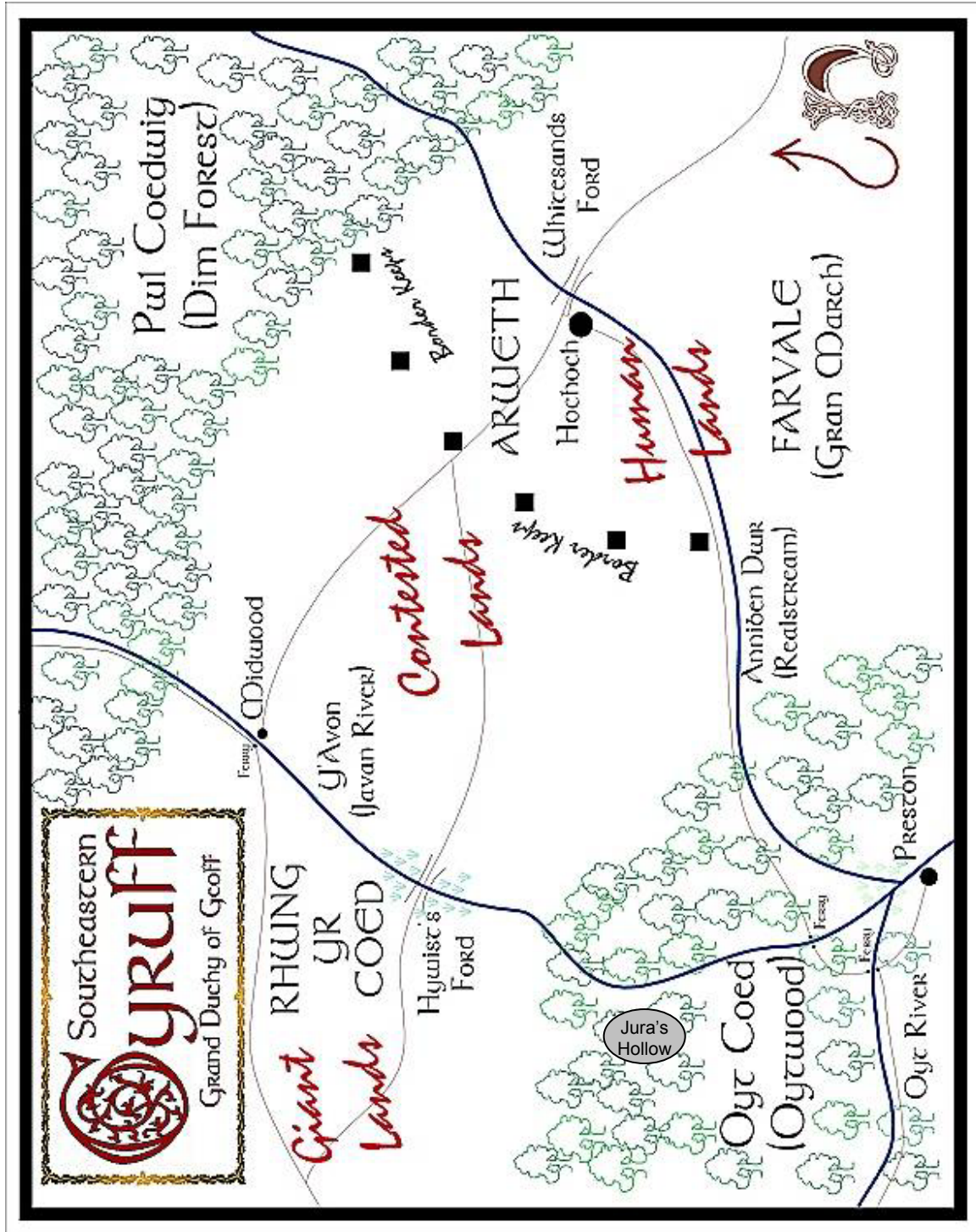
Reward from Old Faith: C: 200 gp

Total Possible Treasure (Maximum Reward Allowed)

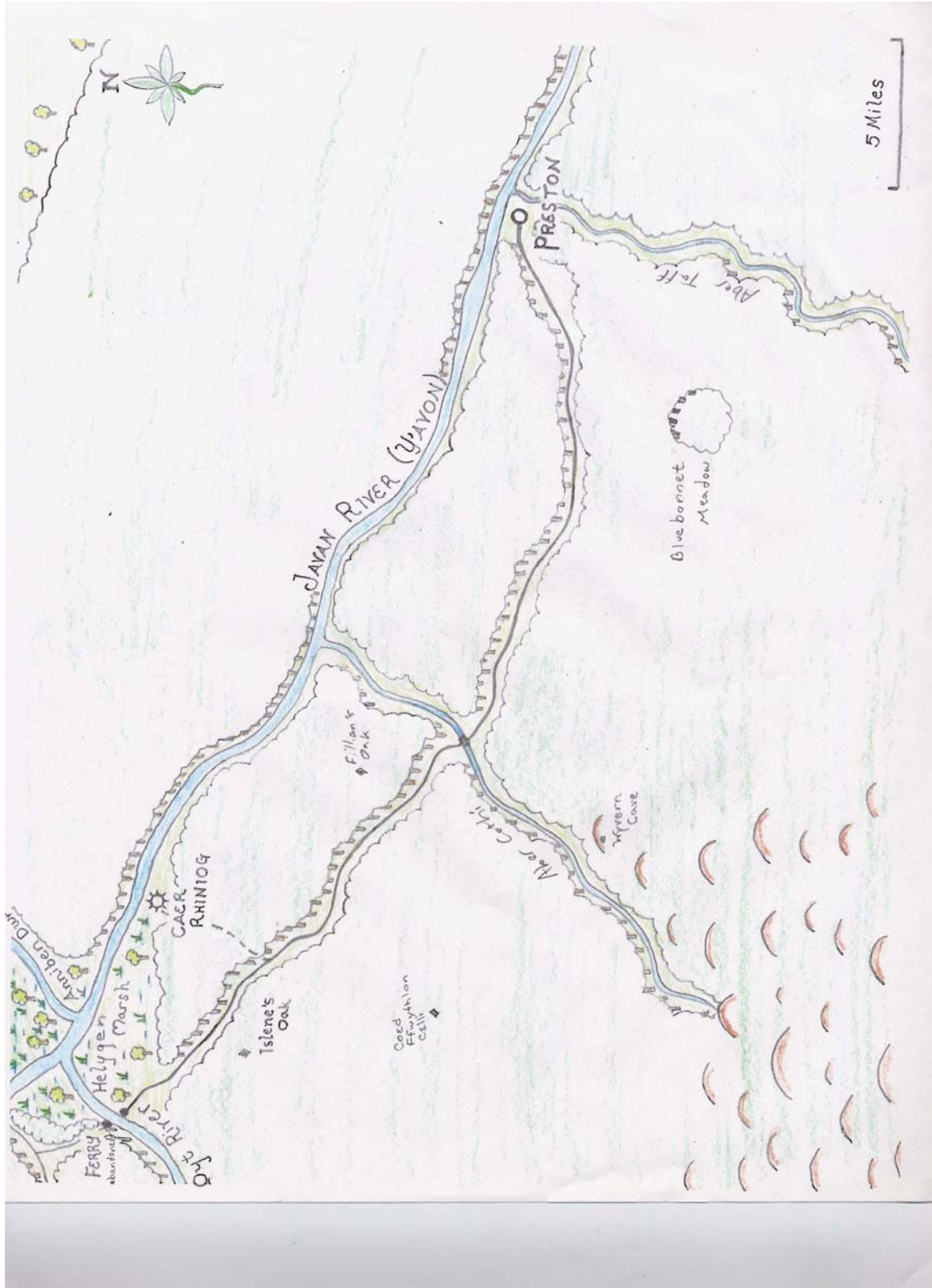
APL 2: L: 21 gp; C: 350 gp; M: 0 gp – Total: 371 gp (400 gp).

Player Handout # 1

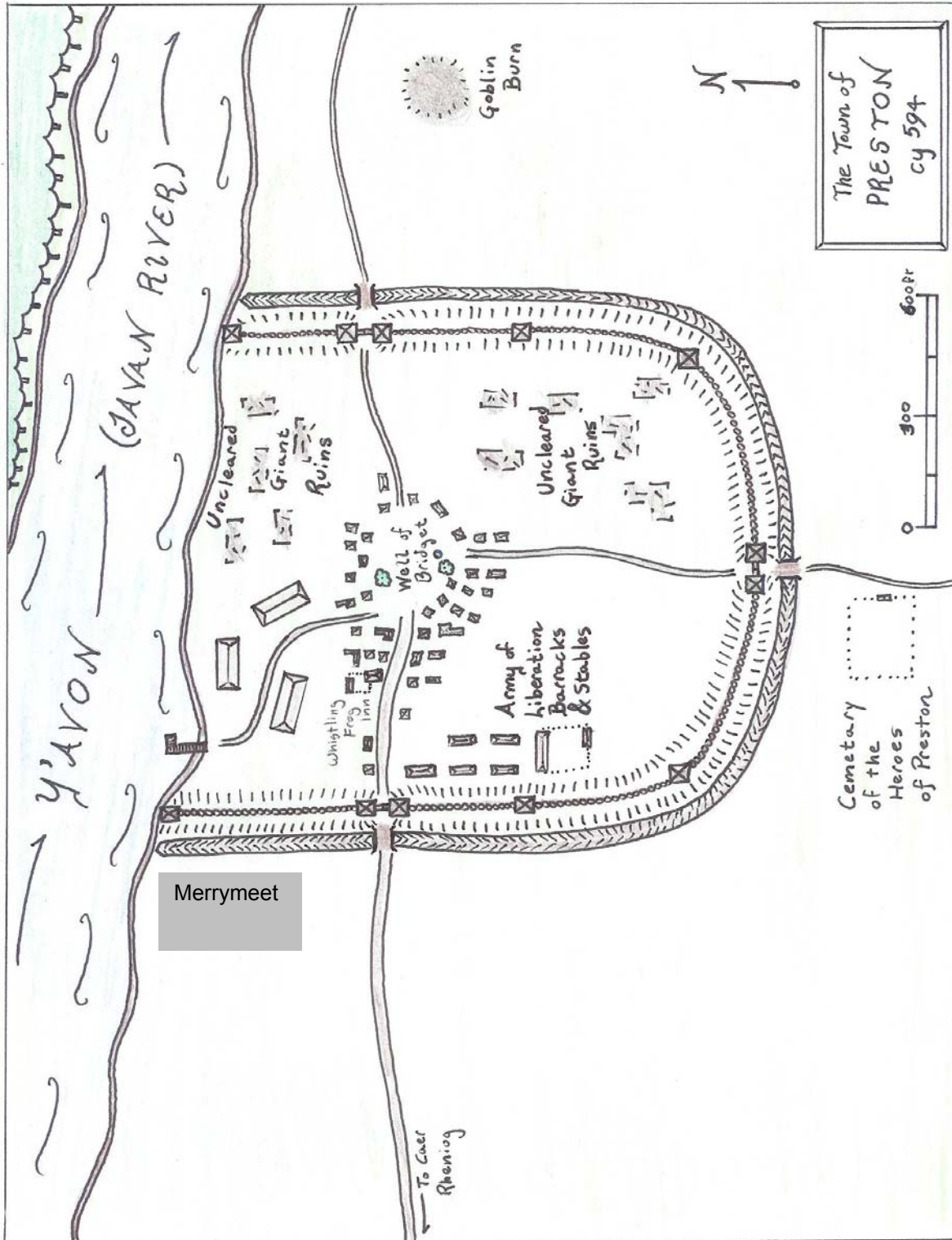
(Hochoch, the Oytwood, and Preston)



Player Handout #2 (the Oytwood, and Preston)



Player Handout # 3 (Preston)



DM Aid # 1 (Fortune Teller)

Fortune Teller's Tables

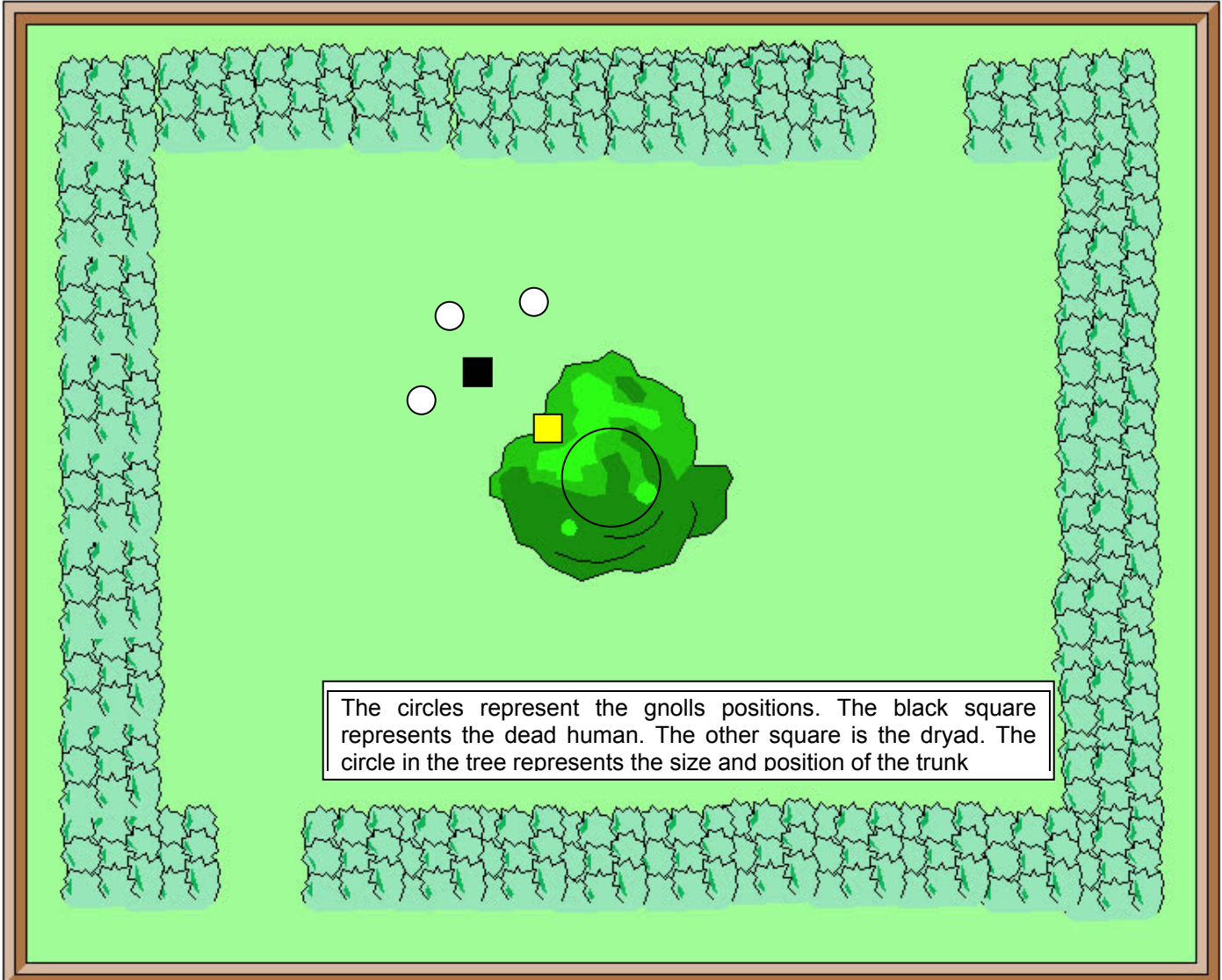
	Table 10	Table 20	Table 30	Table 40	Table 50
1	you	need	run	love(s)	close
2	your mother	want	jump	hugs(s)	far
3	your father	have	hide	share(s)	near
4	a close friend	have to	declare	hold(s) dear	above
5	your god	don't know	search	aspire(s)	below
6	an enemy	know	escape	care(s)	around
7	a friend	don't know	protect	desire(s)	away
8	a fellow adventurer	should	hold	covet(s)	on top
9	a noble	should not	discover	Hate(s)	on bottom
0	a stranger	could	quest	need(s)	surround
	Table 60	Table 70	Table 80	Table 90	Table 00
1	nice	weapon	stone	Fears	reroll
2	good	armor	river (or stream)	agonizes	judges choice
3	bad	robe	tree	Life	reroll
4	evil	book	road	Death	judges choice
5	loving	boots	sky	Terror	reroll
6	demonic	cloak	sun	Joy	judges choice
7	hostile	wand(or rod)	moon	Sorrow	reroll
8	cuddly	shield	eye	Ignores	judges choice
9	beefy	Map	chin	demands	reroll
0	weenie	Hat	ring	Ecstasy	judges choice

Note: This consists of a series of 3 to 7 percentile (tenths are the table names and ones are the list of words contained in the table) rolls by the player. 2 more D10 rolls are then needed one on table 10 and one on table 30. Use the words generated by the rolls to create a fortune for the player's character. (Have fun with it)

DM Aid # 2 - (Finger Puppets)

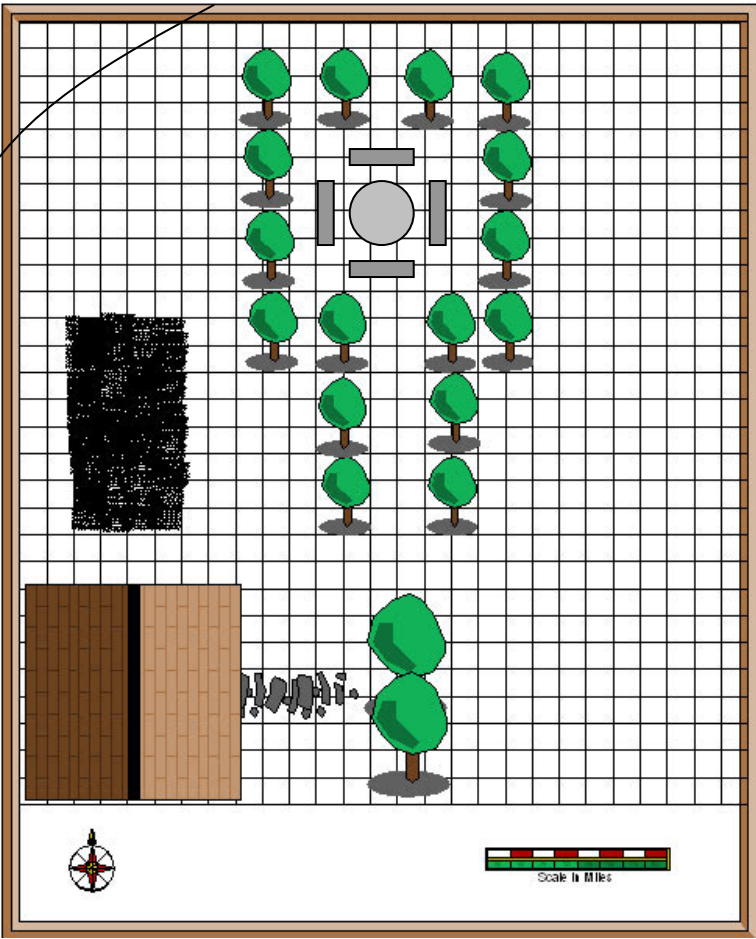
● ●
 Cut on dotted lines
 Slip slot A into slot b

DM Aid # 2 (Dryad's Grove Map)



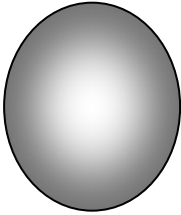
DM Aid # 3
(Druid's Grove Map)

Stream



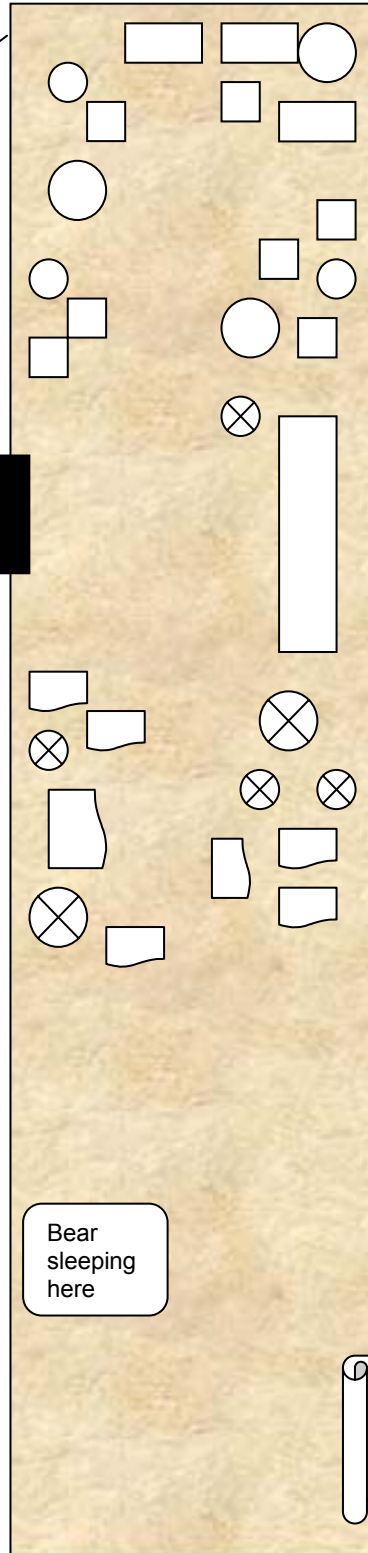
DM Aid # 4 (Bee Hollow)

Large tree with hollow top that contains a huge bee hive



Dry Creek Bed at the bottom of the Hollow!

Entrance to knoll Spot DC 15

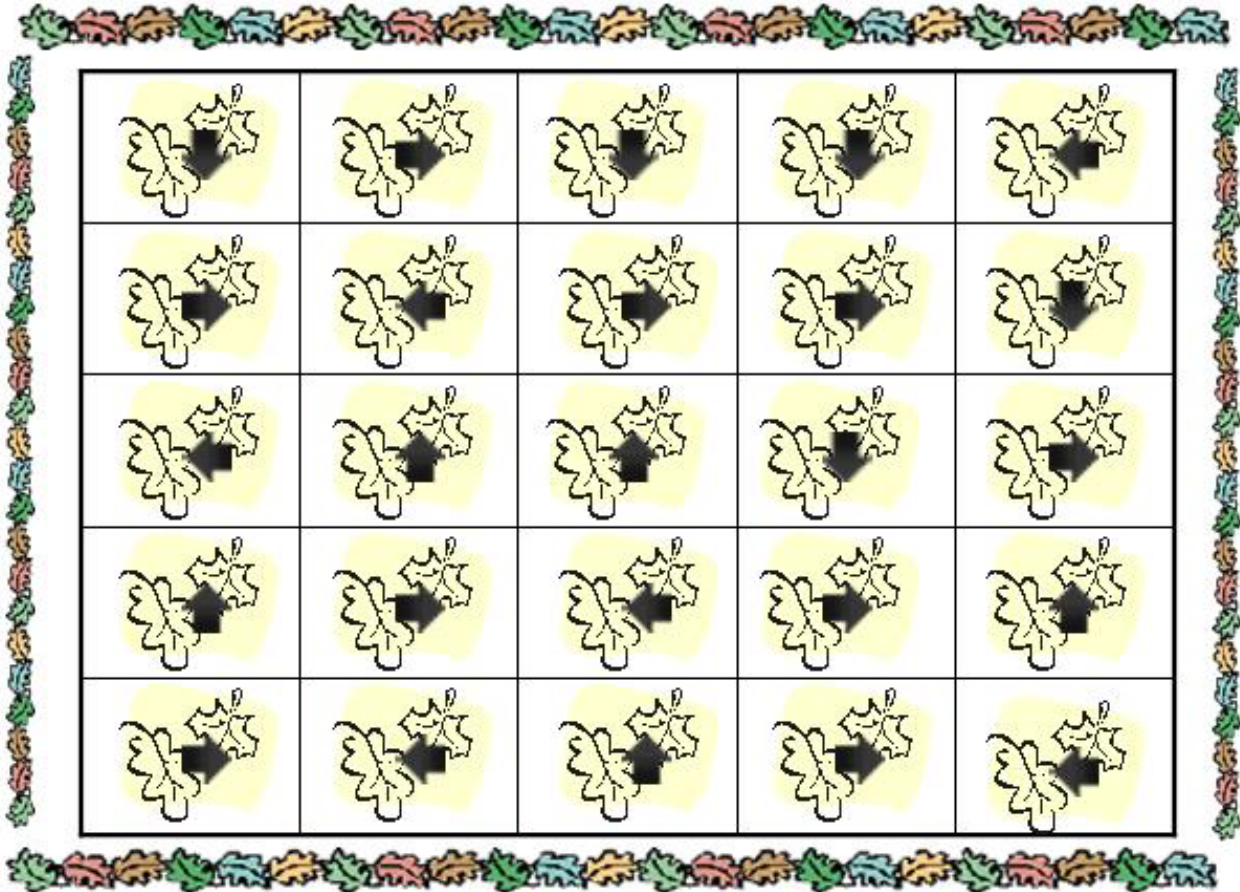


Bear sleeping here

Bear has an entrance in back of knoll well hidden Spot DC 30

Player Handout # 4 (Elves Puzzle)

Find the path through the leaves that takes you through every block without encountering an arrow point head-on. Enter at any block and move one block at a time horizontally or vertically (never diagonally), and exit any block on the periphery.



DM Aid # 5
(Puzzle Solution)

