

NYR2-05



THE SILENCE OF THE GNOMES

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

Version 1

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Entire gnome village populations are vanishing in the Duchy of Flinthill. Gnomish families, merchants, priests, and guilds are beseeching the Crown of Nyronnd for help. But, the kingdom is strapped with rebuilding efforts. Can the new Duke of Flinthill find a party of investigators worthy to represent the Crown in this important investigation, and is the realm ready to quest for the truth, answered only by the silence of the gnomes?

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 Willams, Richard Baker, and Peter Adkison.

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event 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's 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 described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. 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 characters name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), 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 character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each characters animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	1	
1/3 and 1/2	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) 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.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Nyrond All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

This scenario takes place in northern Nyrond, where the Duchy of Flinthill skirts the edge of the Gamboge Forest. The city of Arndulanth, seat of Duke Grevin Damar; Chipinshale, a small gnome village four days east of Arndulanth; and a complex of caverns in the Gamboge Forest, three days north of Chipinshale, are the territory covered throughout the adventure. If you would like detailed information about Nyrond, these various sections of the kingdom, or important personalities and organizations in this area, please visit the Kingdom of Nyrond website at www.nyrond.oerth.com.

There is something rotten in the Flinty Hills. In recent months, entire gnome villages deep within the Duchy of Flinthill in Nyrond have been completely depopulated. By all reports, on a given day, a given village is bustling with the activity of gnomish life; the next day

it is empty and silent like a discarded cocoon left to rustle in the wind by a migrant butterfly.

These reports are increasing. Panicked correspondence with the Crown of Nyronnd by prominent gnome houses has placed Lynwerd in a precarious position. Political wisdom, and his personal mortification at the incidents, would seem to suggest a strong, visible course of investigation to end the vanishings. The families, merchants, and guilds that have appealed to their liege, King Lynwerd, have also sent pleas in desperation to their ancestral lord, Gnomeking Warren ap'Hiller, an autonomous power of the Marklands in the eastern Flinty Hills, beyond the Duchy of Flinthill. If the Gnomeking takes this opportunity to unite the gnomes under his banner, in their mysterious shared threat, Nyronnd could well lose the loyalty of the gnomes of Flinthill, and the mining revenue they represent. Nyronnd would be devastated.

But Lynwerd is strapped with the rebuilding efforts. He cannot afford to assemble, equip, and dedicate a royal army to support the Duchy in these lean times. Lynwerd's only choice is to appeal to his personal friend, the recently elevated Duke Grevin Damar of Flinthill, and empower him to gather licensed adventurers to this cause in the name of the Crown. Damar has already shown political savvy in the way he adroitly wrested the ducal seat of Arndulanth from under the thumb of the Valorous League of Blindness and Knight Valorous Carindrell, who had hold of the city before Damar's elevation by Lynwerd. The Valorous League is a powerful force in Arndulanth, being so close to the Pale, but Damar's clever campaign to question the League's policy on non-human heretics of other racial faiths among the social circles of Arndulanth's citizenry, a significant minority of whom are gnomish, has toppled the Valorous League from domination, and placed Arndulanth firmly in Damar's newly ducal hands.

Damar's friendship with the gnomes of Flinthill has now been firmly established, and if anyone can lead the investigation, he can.

The force behind the gnome village vanishings is a recently enraged green dragon from the Gamboge Forest. Content to contemplate the beautiful and horrid plants of her sunken garden until recently, and trying to devise an alchemical formula to accelerate the growth cycle of dragons while she builds an army of gnoll and worg followers, this Green master herbalist was recently intruded upon by a band of gnome adventurers seeking her hoard, and led by a figure of gnomish folklore.

Zithidimus Seemslinger, most notorious of gnome Illusionist adventurers from the Flinty Hills, was getting old. Long had he heard of the Greens of the Gamboge, and long had he assembled rumors of their whereabouts, of their activities, and mostly, of their treasure hoards. With Divination among his forbidden schools of magic, the Illusionist was forced to rely on these rumors he accumulated, biding his time against the day when he would add "Dragonslayer" to the long list of his gnomish epithets. Throughout his years of preparation and adventure, Zithidimus constructed a magical weapon, a spear of wondrous power to use against the fell beasts

when at last he confronted one, and, as Zithidimus gained in power, he added magic to the weapon, until its refinement became an end unto itself for the Wizard. He became powerful, and famous, and he also became old.

When at last Zithidimus had it on reliable rumor, from a fey who had seen for himself and barely escaped, that a specific Green was accumulating an army of plant creatures in a specific cavern complex under the Gamboge Forest, and when that rumor went on to say that she had acquired a *Book of Infinite Spells* for her hoard, Zithidimus was sure his time had come. He assembled a party of gnome adventurers, and went to confront the Green of the Gamboge. So sure was he of his success, after all these years of anticipation, that he didn't take a chance on another adventurer coveting his powerful spear, and he hid it, placing it in a *Leomund's secret chest* on the Ethereal Plane. He would recall it if it was necessary. No need to show it around before then.

But, Zithidimus' overconfidence was the party's undoing. When the adventurers confronted the Green in her sunken garden, they found more than a match for their abilities. If she wasn't raking their bodies open to the bone, or belching clouds of flesh-eating gas, she was casting mighty magic, quickening the plants of her sunken garden to fight on her behalf. Zithidimus didn't have a chance to recall his prized spear; instead he fought back with his most powerful spell. His *Mordenkainen's disjunction* did drop the Green's spells. It did stop her quickened plants in their tracks. But, it also encountered her hoard, and the *Book of Infinite Spells*.

Zithidimus reeled at the backlash, as the minor artifact was disjoined. He could feel all magical power leave his body the way a flame leaves the wick of a candle in a windstorm. He was snuffed out. He would never cast another spell again. And, that was not the worst of it. He lay helpless in the moss of the Green's garden as she tore his adventuring friends limb from limb. Their screams burrowed deep into his gnomish skull, and rent his mind apart.

Zithidimus fled the caverns, but the screams followed him out, and through the woods, and into the hills. They accompanied him as he made his way home on foot for days. It wasn't until he came to an outlying gnome village that Zithidimus discovered the final consequence of his battle with the Green of the Gamboge. The village was empty, and silent, except for the echoing screams in his head. Tools and armor and toys lay in heaps where gnomes had once stood. There was only the lingering smell of chlorine acid on the wind.

Zithidimus made his way home days later to his cottage near Chipinshale, behind his *permanent illusion*, closed the door firmly, and hasn't been heard from since.

The adventure is comprised of three major parts.

In Encounter 1 the characters answer Duke Grevin Damar's call for licensed adventurers to assist the Crown in the investigation of depopulated gnome villages. The characters have to convince the Duke that they are the right bunch to represent the Crown itself in this matter, because of its political delicacy. If deputized, Damar suggests that the characters enlist the aid of a notable

gnomish Illusionist, who happens to live in the heart of the affected area.

Encounters 2, 3, and 4 finds the characters investigating Chipinshale, the village where they have been sent to find the Illusionist, after discovering it to be depopulated, too. They need to assemble clues in the empty village, which should lead them to Zithidimus Seemslinger's hidden cottage, where they find the once-powerful Wizard quite mad with loss. Clever roleplaying gains them the magical spear that Zithidimus was making, as long as they promise to defeat "Her" with it one day. Zithidimus is insane, and does not reveal that a dragon is behind the vanishings, only referring to the Green as, "Her". Following clues, the party should set out toward the Gamboge Forest, and is accosted by a rear scout patrol from the dragon's army, on its way back to its base camp after cleaning Chipinshale out.

Encounters 5, 6, and 7 occur after traveling into the Gamboge Forest, and finding the Green's complex of caverns. The characters either have to win entry past the army of gnolls and worgs, or they discover a back way into the caverns, which only requires defeating a "monster" that lurks at this back entrance. Once inside, the characters must find the route to the Green's sunken garden, and solve a puzzle to open the cavern door into this crater. The Green of the Gamboge is in her garden, but the party has a chance to escape through some volcanic fissures she cannot fit through. It is important to note that the characters should not know they are up against a dragon until this moment. The fissures lead through the Green's clutch room, where young green dragons are warming themselves in the volcanic heat. The characters need to fight past green dragon younglings in order to win free of the cavern and return to Duke Damar with their report on the vanishings.

INTRODUCTION

The adventure begins on the road to Arndulanth, capital city and ducal seat of the Duchy of Flinthill in northern Nyrond. When the players are ready, read or paraphrase the following:

It's all you have thought about for a fortnight. The vanishings.

You first heard the frightful rumor from a gnome merchant all those weeks ago. So unlike the gnomish folk he was, pallid and somber. His heart just wasn't in the purveying of his pottery. "A letter from home," he had answered when you asked him what was wrong, a very grave letter.

But now it is all over the kingdom. Gnomes are being wiped off the face of Oerth. Entire villages in the Flinty Hills are turning up empty. Whole communities disappearing without so much as farewells to loved ones. If it were war, there would be refugees. There would be blood. If it were plague, there would be bodies. There would be suffering. If it were magic, there would be residue. If it were anything tangible, there would be hope. But, all that has been found thus far are husks of villages, no signs of struggle, no signs of gnomes, empty and silent.

You're not sure what exactly you can do to help, but the timbre of the notice you read last month moved your adventurer's heart. "Duke Grevin Damar seeks licensed adventurers in the city of Arndulanth to assist the Crown in a matter of essential investigation in the Duchy of Flinthill. Adventurers with a clear head, who would be heroes for the Crown of Nyrond, are asked to seek audience with the Duke at their earliest convenience. The weak of character need not apply."

A desperate plea, yes, language intended to mobilize every red-blooded Nyrondese adventurer, obviously. You have heard such pleas before. Just never from the Crown itself. Nor even from a Duke. What force could humble the aristocracy to beg for help on this scale? It could only be the vanishings. It could only be the depopulation of an entire race from the kingdom.

As it has for the last two days of your journey, the face of that stricken gnome merchant enters your mind again, but this time you see it all about you. You are treading the outskirts of Arndulanth, your destination reached at last. It is noontime on a dull gray day, neither too warm nor too cold. Up ahead the road diverges onto side streets and alleys. Buildings are becoming taller and densely placed. The city itself looms before you, and the face of that merchant stare back at you from every gnome you now see on the streets. There are others around: humans, elves, dwarves, but it is not the same with them. Those are merely city folk, same as you see anywhere. But, the gnomes! They look up with ashen faces at the passing adventurers like yourself, no trace of the humor that normally animates gnomish faces.

The palace of Duke Grevin Damar rises above the city, and other adventurers seem to be heading toward it. You set off in that direction, and it occurs to you, if only for a moment. No one has welcomed you to Arndulanth.

ENCOUNTER 1: ARNDULANTH

In this encounter the players set the stage for their adventure, through roleplaying. The following plot points should occur:

- Groups of three to six adventurers meet with the Duke at a time, and are given details of the investigation. If the characters have worked together before, they can arrange to meet with the Duke as a group. Or, if the characters have not met before, they happen to be in the same audience group, and can introduce themselves before their meeting.
- If the characters wish to meet with the other power in Arndulanth, Knight Valorous Carindrell of the Valorous League of Blindness is also seeing adventurers at the Temple of Pholtus in an attempt to have a mission of his own succeed while the Duke's fails. He is doing this to gain back political clout in the city, and is not terribly concerned for the gnomes.
- The characters should be allowed to take care of any city business they might have while in Arndulanth. This might include purchasing items, creating items, investigating meta-organizations, or the like. Normal Kingdom of Nyrond rules apply for conducting all

city business. Arndulanth is a Large City (12,000 or more people) for this purpose.

THE DUKE'S PALACE

If the characters go directly toward the Duke's palace, read the following for them:

A large, brightly colored pavilion has been set up outside the gatehouse of the Ducal palace. On each of the tent's walls, you see notices pinned, like the one you've read, and translated into many of the more common languages of the realm. Lining the back of the pavilion, several liveried guards holding halberds at parade rest watch the crowd coolly. An unarmed gnome in the same livery mans a table at the front of the pavilion. A group of five adventurers seems to be finishing some business with the gnome as you approach, and they move away from the palace, onto the streets of Arndulanth.

The gnome turns to you, and several other adventurers who have approached the table at the same time.

"Would ye be 'eros for the 'ills as well?"

The characters have approached the table together, by happenstance if they were not previously acquainted. The gnome at the table is Norbert and his job is to gather adventurers who answer the notices into groups of three to six, and set up times for them to meet with Duke Damar.

🔮 **Norbert:** Male gnome Exp3; hp 17; see Appendix I.

Norbert offers a meeting at mid-morning the following day. If the characters express a strong desire to speed it up, Norbert offers to squeeze them in right now. If the characters would like to delay and attend to their own business in Arndulanth, Norbert is able to make an appointment for the same time, three days hence.

The guards quell any violence that might threaten near the palace. If it becomes necessary, there are currently 10 of them about, and each conforms to the NPC Fighter from Table 2-37 of the *DUNGEON MASTER'S Guide*, except that they wield halberds. They are the same level as the highest-level member of the characters' party.

Norbert recommends The Swan's Gizzard, a safe adventurer's inn for the characters. The common room bustles with talk about the notices, but it is otherwise uninformative, and uneventful. The innkeeper is Ehlinni Togonal.

🔮 **Ehlinni Togonal:** Female human Exp2.

If the characters follow after the previous party of adventurers, whom they saw leaving the table, they also find them in The Swan's Gizzard. They have no new information, but are friendly enough. They retire early to prepare for their own appointment.

If the characters delay their meeting with Damar more than one week, they must pay an additional upkeep cost, and time unit for the adventure.

Duke Grevin Damar:

When the characters go back to the palace for their appointment, read the following:

A squad of the liveried guards with halberds leads you through the gatehouse. On the other side is a well-tended yet small formal garden sporting a miniature hedge maze. A young gnomish boy and girl who must be siblings follow each other through the maze, playing some kind of game. It dawns on you suddenly that their laughter is the first you've heard since your arrival in the city. At the edge of the maze, a rotund human woman, who must be charged with watching the children, feigns interest in a rose bush as she watches you pass from the corner of her eye.

The guards take you around the edge of the garden to a grand colonnade, which skirts the palace proper. In the middle of the colonnade the guards stop, flanking a door, which leads into an atrium that overlooks the garden. One of the guards opens the door, and motions inside.

"Duke Grevin Damar will be with you shortly. Please take your ease within," he says.

The guard closes the door behind you as you enter the atrium, and you notice a large stonework table lain with refreshments amid the benches and potted plants of the atrium.

You can still see the garden and the playing gnomish children through the atrium's windows, but their laughter has been silenced behind the closed door.

The characters have a few moments to themselves before the Duke enters through a door on the opposite side of the atrium, which leads into the palace. He comes through the door with a second squad of liveried guards, who flank the door on the inside of the atrium, and stand at attention. Damar moves toward the characters, and addresses them. His manner is warm and genuine, very unlike the nobility, but the strain of these many meetings shows under his benign façade if a character makes a successful Sense Motive check (DC 20).

🔮 **Duke Grevin Damar:** Male human Ari9; hp 48; see Appendix I.

Characters have the following knowledge of Duke Grevin Damar with a successful Knowledge (nobility and royalty) check (DC 10), or a successful Knowledge (local) check (DC 15): Damar's childhood friend, Lynwerd, recently elevated him to Duke of Flinthill. He has only just settled himself into his new home, the Ducal seat in the city of Arndulanth. His recent political coup in toppling the domination of the Valorous League of Blindness, and it's local leader Knight Valorous Carindrell who held sway in the city until Damar's arrival, impressed Lynwerd enough to personally charge his friend with the investigation of gnome village depopulations in the hills of Flinthill. This information can also be gained through roleplaying with Damar, of course.

Damar does not strike one as a typical noble. He is easygoing, and approachable. Damar knows this manner is the best way to catch the nobility off guard, and he uses his ready laugh and common touch to his best advantage

at all times. Damar relies on the power of popular opinion, and his political maneuverings always take it into account. Behind the eyes of his smiling, open facade, a keen mind and persuasive personality is currently turned toward the task of finding the right group of adventurers to handle this politically important investigation.

As the Duke approaches the characters in his atrium, read the following:

“They are dear, are they not?” a man says in a heavy voice, “It is not my obligation to their family alone that keeps them safe within these walls, but I must confess I also listen to their laughter when these times weigh heavily upon me.”

You turn from watching the gnome children in the garden to the man who has entered the atrium. He must be Duke Grevin Damar. He is tall and elegant in his noble’s garb. A rapier hangs at his waist, though he is unarmored. A broad smile illuminates his handsome, youthful face, but his eyes are quite intense as he measures your reaction to his words. Looking briefly at each of you, he seems satisfied enough to continue.

“You see they are the niece and nephew of my chamberlain, Norbert. I believe you met him outside the gates. He arranged this meeting. He’s invaluable to me. I don’t think I can express to you how difficult it was for all of us when his niece and nephew were due to return home to their parents, after this visit. Difficult, not because we would have them stay, although we would, but difficult, because there is nothing for them to return home to. Their parents have vanished. In fact, the entire population of their home village has been swept from the face of Oerth. And, we don’t know how or why.”

The Duke pauses here, seeming pensive. He possesses an attitude of extreme comfort in his own home, and waits for some reaction to his words from the characters. After introductions, he spends the necessary time to Sense Motive on each of them during the conversation, and only continues if he believes that the characters are the right band of adventurers to send on this quest. The characters must express honest concern for the well being of the gnomes, as well as some skill at political intrigue, and discretion. His comments lead him toward measuring the characters, and if he finds them to be treasure-driven, undiplomatic, or untrustworthy, he thanks them for their visit, but insists quite firmly that he has made arrangements with other adventurers to meet his needs, and escorts the characters from his home, with both squads of guards a step behind. If this happens, the characters either have to visit Knight Valorous Carindrell to continue the adventure, or they should be permitted to bring other characters. If they do neither, they should score the scenario. It is finished for them.

If, on the other hand, Damar is convinced this band of characters is right for the job, he covers the following points:

- First, he insists that any adventurer who is not licensed become so immediately. He even has his chamberlain, Norbert waive the normal fee if he truly believes the characters can show him off well.

Norbert is called in, and makes a grand show of swearing any new Nyrondese licensed adventurers to the cause. Please see the Kingdom of Nyrond Player’s Primer for information on licensed adventurers.

- Next, he cautions the characters that this investigation is a fact-finding mission. It can do no good at all if the investigators discover who is behind these atrocities, and then confront that force themselves, taking their knowledge to an unmarked grave. The people must be given answers, and Damar must be seen to give them those answers.
- Finally, Duke Damar tells the adventurers that there is a very respected and powerful gnome Illusionist, named Zithidimus Seemslinger, who usually speaks for the gnomes of the small villages of the area in political circles. Damar has not seen him for months, and the duke wonders if he might be off investigating the vanishings on his own. Duke Damar does not know exactly where Zithidimus lives, he’s a powerful Illusionist, after all, but it is reputed to be somewhere near the gnome village of Chipinshale, about four days east of Arndulanth. He provides the characters with a map to Chipinshale through Norbert, who is awed that the characters are going to seek out this figure of gnomish folklore.

Under no circumstances does Duke Damar offer the characters any gold or treasure to complete this quest, and if asked for any, the Duke begins to second-guess his decision that they are right for the job. If they press the matter, insisting on payment, Duke Damar changes his mind, stops confiding in them, and has them escorted from the palace. If this happens before Damar has revealed the location of Chipinshale, the characters can only continue as mentioned above.

If all goes well, and Damar has found his band of adventurers, read the following to them:

“I hope you will allow me to thank you on behalf of the Duchy of Flinthill, my friends. Remember that you must return with your report, for upon it, we will decide how best to meet this threat. It is more important that the people know what we face than to have you face it for us, alone. Quell your brave hearts long enough to seek my council again, once you have discovered our foe’s identity. Further, seek the council of Zithidimus Seemslinger, if the people of Chipinshale can lead you to him, and give him this ring as a token that you represent Nyrond on this quest. Mayhap, his wisdom can guide you where I cannot. We face strange forces, indeed, and his people call out for help. Go in peace. We will meet again.

Duke Grevin Damar gives the character that best earns his trust, the Ducal signet ring of Flinthill from his own hand. If each of the characters has demonstrated equal trustworthiness, he gives the ring to the character with the highest Charisma.

THE TEMPLE OF PHOLTUS

The characters, especially any followers of Pholtus, may be tempted to speak with the Valorous League of Blindness in Arndulanth. It is not necessary for the characters to do this. The adventure plays out either way, but it should be noted that Knight Valorous Carindrell of the Valorous League of Blindness, a stern faction of Pholtus followers, who held power in Arndulanth until Duke Damar checked them, also has an effort underway to send adventurers of the “One True Path” out against the threat of these vanishings.

A successful Knowledge (local) check (DC 10) or a successful Knowledge (nobility and royalty) check (DC 15) reveals the following: Carindrell is a stern man with an unyielding dogmatism for the ways of Pholtus which has until recently seen him the major political power of Arndulanth. His denunciation of the wickedness of Womtham, and his stirring speeches about the work ethic of the local people, which allows the produce of the Gamboge and the mineral wealth of the Hills to keep Nyrond afloat while the rest of the kingdom feeds and repairs off of their backs, is enough to keep him quite popular with the citizens. The new Duke has subverted Carindrell’s influence, however. Damar has reminded the population of its dependence on gnomes, and the fact that Pholtan doctrine decries gnomes as heretics if they worship their own racial gods. Arndulanth is still feeling the effects of this political shift away from the human centric views of Pholtans, a shift mostly brought about by Duke Grevin Damar.

♣ **Knight Valorous Carindrell:** Male human Ftr6/Pal3; hp 67; see Appendix I.

Carindrell meets with any characters that make inquiries about him or the gnome vanishings at the temple of Pholtus. He treats any characters that consult with him quite well, if humorlessly. He believes that the best way for the Valorous League to regain its political clout would be to discover a way for the gnome element to fit into Pholtan doctrine. To this end, he seeks a way to convert the gnomes of Flinthill to the true faith of Pholtus, a task he knows would be aided immeasurably if the Valorous League could be seen to deliver them from the recent unholy vanishings, and, what they really need is a very noteworthy gnomish figure to convert to “The One True Path.” Perhaps a powerful gnomish figure that has no real religious ties to the racial gods, and who is an independent thinker. Say, a Wizard-type, who would command the respect of gnomish people, even after conversion, and who could teach the true faith.

Carindrell has heard of such a figure in the gnome village of Chipinshale, about four days east of Arndulanth. Carindrell has never personally met Zithidimus, but if he is mentioned by name to Carindrell, the Knight Valorous expresses delight that the characters have heard of him. Zithidimus would be an ideal candidate for conversion, and the characters would earn the favor of the church if they could find him and bring him back to the temple, so

that the League could discuss things with him, and mount a quest to stamp out the vanishings, delivering the gnomes from evil.

Regardless of whether the characters take the mission on behalf of the Crown or the Church of Pholtus (or both), their next stop should be Chipinshale.

ENCOUNTER 2: CHIPINSHALE

In this encounter, players should be able to use puzzle-solving skills to investigate the mystery of a depopulated gnome village. The following plot points should occur:

- The characters arrive in Chipinshale to find it empty of gnomes.
- Clues can be assembled from the empty buildings, which should lead the characters to Zithidimus Seemslinger.
- A lone survivor can be discovered. He may even join the party.

THE GHOST TOWN

With the aid of Norbert’s map, or even with the vague directions given by Carindrell, the characters have an uneventful, but eerily quiet journey overland from Arndulanth to Chipinshale. There is no real road to this village, nor to many of the gnomish villages of the Flinty Hills, but after four days of travel eastward, during which the characters may change spells and otherwise prepare, they arrive at Chipinshale, such as it is. Read or paraphrase the following:

What you had taken as a collection of large boulders in the distance a few hours ago has turned out to be the village after all.

It has been an uneventful journey, very uneventful. In fact, it has been eerie. Nothing moves through the hills. No game. No fowl. Not even rodents. For two days now, the fourth since leaving Arndulanth, you haven’t heard so much as a bluejay’s call; nothing since your second night out when that wolf’s howl broke the night. It is almost as if that lonely sound had been a clarion, announcing the end of life within the hills.

When you saw the collection of boulders this morning upon cresting a particularly high hill, you headed toward them not only because they seemed to be in the correct spot to mark the village of Chipinshale, but also to simply break the monotony of your journey.

Now you walk toward those boulders, and what they reveal sends a chill down your spine. They are not boulders at all, but buildings, carved from rough stone. And they are silent. One or two have brightly painted wooden doors that hang open, revealing shadowy rooms. Between them small herb gardens grow with no one to tend them. Small tools lie as if discarded among the rows. In the town square, between the buildings, small items lie abandoned: a whetstone, a hardwood pipe, and some kind of little metal gear toy. Near one of the buildings, an entire wagon has been left to stand testament to the emptiness of the village. Two bits lie on the ground just in front of it, where ponies would normally be hitched, but there are no ponies. There are no reins, and, there is no rider.

A small masonry stone well sits in the dead center of the village square with a bucket on its rim, but there is no rope tied to the bucket, and no one to pull that rope if it had one.

Out of habit, you listen for some kind of sound in the village or some note of alarm on the wind, but there is only silence. Silence and the shuffling sound of your own footsteps in the gravel as you enter Chipinshale.

Please give the players Player Handout 1 to refer to while investigating Chipinshale.

In every boulder-hewn building there is some evidence of gnomes vanishing bodily; a dropped hairbrush here, a mug of cold tea there. None of the items are made of any substance less dense than hardwood. All unprotected clothing, cloth, rope, foodstuffs, except for bones and liquid, paper, light woods, and the like have vanished along with the gnomes, but the characters should be made to discover this fact on their own. Describe as many ordinary day-to-day items of hard substance you can come up with and let the softer goods be suspiciously absent. Do not allow a roll to interpret this clue.

The soft items, including gnomes, have all been vaporized by green dragon breath weapon, but there should be no way for the characters to discover that at this point. The green dragon's army has also just left the village, having neatly picked out all items of value, except as noted below.

Specific buildings hold specific clues for the characters to discover, and each is detailed below. The letter before each description matches its location on the map of DM's Aid 1.

A. The Alchemist's Shop

This small hollowed-out boulder building has a bright yellow front door, which hangs slightly ajar. Within is a single room, which has been expertly carved with dozens of little cubbyholes and shelves. A vast collection of bright bottles, wooden boxes, and earthenware bowls fill the hollows to capacity. A gnome-size counter bisects the room, and a three-legged stool stands empty behind the counter.

Here the characters can discover shelves of alchemical orders ready for delivery or pick-up by vanished customers. A successful Search check (DC 20) reveals one sealed jar labeled, "Deliver to ZS, Boulder Cottage. Do not disturb! Place inside the tree stump." Over this writing someone has written, "Canceled," in large letters. The jar is dusty, and contains lime, sand, and an iron spike. A Spellcraft check (DC 22) reveals them to be the necessary components for a *statue* spell. Characters can stock up on any non-valuable and non-perishable spell components here.

B. The Shrine

The rock here has not been hollowed out to form a building, but rather a small alcove where perhaps three gnomes could stand abreast and touch the ceiling. Four feet off the earthen ground, a solid gold nugget is embedded in the back wall of the alcove.

And, on a small stone dais below the nugget, a golden metal urn stands like a monument of some kind.

Small fool's gold rocks have been polished flat on one side, and laid around the dais holding the urn. A few bits of charcoal also seem to be mingled with the polished stones.

This is a shrine to Garl Glittergold. A successful Knowledge (religion) check (DC 25) reveals its true nature. Gnome clerics should receive a +5 circumstance bonus to this roll. The urn is a prayer stone urn. The fool's gold stones can be scribed with prayers using the charcoal crayons, and then dropped into the urn in hopes of being answered by Garl Glittergold. A slot in the top of the urn, and a surprisingly intricate lock, face the back of the shrine, and are not immediately visible to onlookers. The characters can open the locked urn through skill or force. The urn weighs 375 lbs. full.

☞ **Good Lock:** hardness 15; hp 30; Break (DC 25); Open Locks (DC 30).

There are numerous prayers written in gnomish upon the stones within the urn. Most are for day-to-day blessings of prosperity, safety, health, recovery, etc. A few are darker in nature, asking for vengeance, or curses upon enemies. There are approximately 100 stones currently in the urn, and if a character that can understand gnomish combs through them, and succeeds at a Search check (DC 15), she will find one signed, "Watchful Protector, ward me against her. Zithidimus." No other stones contain clues about what happened in Chipinshale.

If the characters take the gold nugget from the wall of the shrine, the one who removes it suffers a curse, per the *bestow curse* spell (but with no saving throw allowed), and has an inherent penalty of -6 to Str (minimum 1) until she receives a *remove curse* or similar spell as detailed under *bestow curse* in the *Player's Handbook*. The nugget is worth 200 gp. The superstitious gnoll army left everything in this shrine alone, including the nugget, fearing the curse of a gnomish god.

C. Fleck's Tavern

This is by far the largest building of the village. It is not made from a hollowed-out boulder, like so many of the gnome homes, but is instead carved out of a naturally occurring rock ridge.

Inside, the building is quite obviously a tavern. There is a bar with wooden stools, a common area in front of a cold empty hearth, and a small raised stage in the corner of the common area.

Like all the other buildings of this village, the tavern is eerie in its emptiness. A few winecups stand unattended on the bar, tepid wine still filling them. In the common room, more mysterious articles rest in the dust: belt loops, a lady's mirror, a child's toy box, and a dagger. On the stage an unstrung harp lies on its side, next to a satchel made from oilskin.

The furniture is all made for small characters, but it is sturdy enough to hold any character. Behind the bar an iron lockbox is bolted down and contains bar tabs and receipts.

🔑 **Very Simple Lock:** hardness 15; hp 30; Break (DC 25); Open Locks (DC 20).

The box shows signs of unsuccessful attempts to force it open. There are 18 gp, 64 sp, and 116 cp in the box, and one bar tab is labeled, “ZS, Boulder Cottage, one league northwest.” The tab goes back several months, and has recently been added to on a much more frequent basis, but they have all been deliveries of liquor, no in-house drinks. The other tabs are similarly written with a gnome’s name, and his residence’s direction and distance from the tavern. There are also three bottles of fine wine in the tavern’s stock worth 10 gp each. On the stage, the unstrung harp is of masterwork craftsmanship, and a sheaf of bardic songs and notes is in the oilskin satchel. One song is about a local hero, who could only be Zithidimus. Please give the characters Players Handout 2 for a copy of this song, provided one of them can speak gnomish, or uses *comprehend languages* or similar magic on it. The song contains some further clues about the Illusionist’s home.

D. Militia Station

This building would seem to be the town’s only defensive structure. Of all the buildings in town, this one alone has a lock upon the red painted wooden door. The door itself is reinforced with iron strappings, and the windows into the boulder are narrow, like arrow slits.

The door is still locked.

🔑 **Strong Wooden Door:** 2 in. thick; hardness 5; hp 20; Break (DC 25). *Very Simple Lock:* hardness 15; hp 30; Open Locks (DC 20).

Inside, there is no sign of struggle, alarm, or even rousing. A card game of tiles lays half-played on a central table. One masterwork short sword can be found here in a pile of gnome-sized masterwork banded armor.

E. The Lone Survivor:

This long building is made up of three hollowed-out boulders fitted together, and has one door that hangs wide open. Inside is a row of beds, all of which are empty and undressed except for the last, deepest within the room. On that bed, some kind of humanoid figure lays completely draped with a sheet.

This is the village’s infirmary, and the figure underneath the sheet is the only survivor in Chipinshale. If the figure is disturbed without removing the sheet, it begins to snore. If the sheet is removed, it reveals a dwarf with a horrible scar across his face. A successful Heal check (DC 15) reveals that the dwarf is mostly recovered from the wound, but currently in a fevered stupor. He has recently been cured of filth fever, and recovers to a Dexterity of 1, and Constitution of 8 in several hours. With *restoration* magic or time, the dwarf wakes and can tell the party his story if they show kindness, and seem trustworthy.

“Ugmor Brekskog of Mistwatch Citadel be I. And, by Moradin’s Beard I would tell you what happened here if I could. Been in a fever for a span of such length, I can’t name for you what day this be, much less where I now find myself waking.

“Last I remember, I was battling my way out of the caverns under the Gamboge Forest. Lead all the way from the teeth of the Rakers, ‘em caves do. Which is why I was scouting ‘em for Mistwatch, ye see.

“But, under the woods, I ran afoul of an army encamped in the caverns; an army, though not men if you catch my meaning. Barking gnoll dogs, and their fiend worg pets, they were!

“With the last of me strength I cut through them toward the concealment of the woods above, but not before they gave me this scar.

“Lost ‘em among the trees, I did. But, this wound gave me a fever. Last I recall before slipping under was a group of gnomes findin’ me. Guess they brought me here. So, where’d you say it is again?”

The gnomes rescued Ugmor in the Gamboge Forest, three days north of here. They brought him here to heal, under the care of the same Cleric of Garl Glittergold who tended the town’s shrine. Ugmor is curious to learn the fate of the gnomes who saved him, but he is most concerned with his mission. He asks the characters to deliver a copy of his scouting map to Arndulanth when they return, in the hope that authorities there get it to Mistwatch Citadel if he doesn’t make it back. Ugmor’s map is Player Handout 3.

APL 4

👉 **Ugmor Brekskog:** Male dwarf Ftr1/Rgr3; hp 40; see Appendix I.

APL 6

👉 **Ugmor Brekskog:** Male dwarf Ftr2/Rgr4; hp 58; see Appendix I.

APL 8

👉 **Ugmor Brekskog:** Male dwarf Ftr2/Rgr6; hp 76; see Appendix I.

Ugmor has not heard of Zithidimus, but he thinks he remembers hearing the healer mention that name while he was delirious. The reason Ugmor survived the dragon breath that evaporated everyone else in town is that the dragon did not bother to breathe into the infirmary, trusting that her gnolls could finish off the infirm. But, when the army took a look at Ugmor’s wounds, and noticed his *filth fever*, they left him for dead fearing infection if they touched him.

Note: Interacting with Ugmor the dwarf, and gaining his friendship, is considered the best course of action in this scenario. The judge is encouraged to have Ugmor join the characters if his presence would enhance a weak party. But, Ugmor should not join a party if he would only hinder the characters, using too many resources to heal and outfit him, or making it hard to keep him alive in

combat. It is a judgment call you must make, depending on the current party, and how well they fit into their APL. Either way, mistreating Ugmor, or doing a poor job of investigating Chipinshale has serious consequences for the characters, as Ugmor's map can make later encounters easier.

F. Tracking Around Chipinshale

Any successful Track checks (DC 10) that are made about town reveal canine and canine-humanoid tracks first coming from, and then going off north. There is a distinct lack of frantic gnome tracks anywhere around Chipinshale.

Ugmor receives his +1 favored enemy bonus to follow these tracks, as worgs are magical beasts.

ENCOUNTER 3: BOULDER COTTAGE

In this encounter, players should use roleplaying skills to interact with Zithidimus Seemslinger, the once-powerful, now-mad Illusionist of local gnomish legend who brought this awful fate down upon his people. The following plot points should occur:

- Characters find and penetrate the permanent Illusion surrounding Boulder Cottage.
- Characters meet and interact with Zithidimus Seemslinger, discovering that the cause of the vanishings is, "Her," a being somewhere north of here in the Gamboge Forest.
- A party who promises to defeat, "Her," is armed by Zithidimus with some very special items.

Boulder Cottage is 1 league (3 miles) northwest of Chipinshale. The entire area around Chipinshale is sporadically dotted with large boulders, but Zithidimus's home has a telltale tree stump growing adjacent to it. Most of the boulder is real, but the tree stump and the boulder face just behind it are not. They are a *permanent image*, and flow seamlessly into the rest of the boulder. Assembling the clues from Chipinshale should lead the characters to this location. Read the following aloud if they have done so:

The hills surrounding Chipinshale are dotted with the same large boulders that the gnomes carved their homes from. These are rougher, and not worked, though. A few copses of trees grow from the land between the boulders, but they seem solitary and almost as lifeless as the rocks. No breeze stirs their leaves, and no bird nests within their branches.

A league or so northwest of desiccated Chipinshale, you come across a boulder very much like its fellows, save for a blasted tree stump, that seems to have been hit by lightning, growing right up against the rock face.

If the characters interact with the tree stump, or boulder face just below it, it looks, and even smells real. If some

object is thrown against it, an appropriate sound will be made, but it will seem as though the character doing so loses track of the item thrown, and the item will not be at the foot of the stump or boulder. If a character has a means of sensing temperature without touch, the stump gives off heat appropriate to a dead tree, and the boulder to that of rock. Only direct attempts to touch the stump or rock underneath allow a Will save (DC 23), success indicating that the target disbelieves the illusion. Declarations of disbelief do not help a character unless he is actually touching the illusion. Any character that moves directly into the illusion bodily passes through unharmed, of course.

Once through the illusion, the characters can see that it hid Boulder Cottage's entrance. Please refer to DM's Aid 2 for the layout of the cottage, and read the following aloud to any characters that penetrate within.

Behind you, the ghostly image of the tree stump and the boulder face underneath it are still there, but clearly they must be an illusion of some kind. In reality, the boulder has been carved out partially here to accommodate a wooden front porch, and entrance to the boulder. Upon the front porch an old and haggard gnome sits rocking in a diminutive wooden rocking chair. He stands immediately as you penetrate his illusion.

"Get off my land!" he shouts, and raises a slender wooden wand, pointing it at your heart.

Zithidimus does nothing during his surprise round, but you should make a show of rolling initiative and preparing for battle. If the characters leave immediately, they safely reach the outer side of the illusion, but they still cannot see through it. If the characters attack, Zithidimus is quite incapable of defending himself, and he should be considered Hostile to the characters even if he survives, requiring a successful Diplomacy check, or Charisma check (DC 25) to alter his attitude to Indifferent toward the characters again. From that point, only excellent roleplaying corrects the mistake of attacking Zithidimus. Please refer to the DUNGEON MASTER'S Guide for information on NPC Attitudes.

If, on the other hand, the characters do nothing overtly hostile to Zithidimus, or if they use their first action to speak with him, read the following aloud:

The old gnome stares at you blankly for a moment, then begins to chuckle. His chuckle grows louder and more fevered, reaching a crescendo of great guffaws, as he lowers his wand, and clutches at his sides.

Finally, after far too long a time for your comfort, his mirth subsides, and he sinks back into his rocking chair. The small figure reaches down and retrieves a carving knife from the floor of his porch. He begins rocking in his chair again, and starts to run the knife along the edge of his wand, which looks much more like a whittling stick now that you get a better look.

"Get off my land," the old gnome chortles to himself as he continues whittling. He seems to have forgotten you are there.

Zithidimus Seemslinger is mad. He has quite lost touch with reality, such as it is, since battling the Green of the

Gamboge, losing all spellcasting powers, hearing the death screams of his companions, and seeing the consequences of his lust for the dragon's hoard. Once an advocate for the gnomes of the Flinty Hills, he now blames himself for the terror he has unleashed upon them, and he has cracked up.

Zithidimus does not yet know that the dragon has struck Chipinshale, and if the characters mention it, even among themselves, he becomes agitated, grief-stricken, and flees inside the cottage, latching the door behind him. Otherwise, the characters may deal with him by taking a number of routes. He is generally indifferent to them, even though they have intruded upon his home, and he makes inane nonsensical comments in response to any attempts at conversation, unless the characters touch on a delicate subject to him. If asked his name, he responds, "I am Zithidimus. Seemslinger. Doombringer. Badsinger. Cutfingers," and he shows the characters several whittling scars on his fingers.

☞ **Zithidimus Seemslinger:** Male gnome Ill17; hp 35; see Appendix I.

Any attempt to use magic on Zithidimus will be met with a strange reaction. He will voluntarily fail any and all saving throws, no matter the spell. In his madness, he would rather feel magic flow through his body again than put up any kind of defense. Divination spells that rely on his mind, however, will only reveal the tortured nature of his thoughts, and cannot penetrate his madness to form a coherent picture. Other spells simply have automatic full effect on Zithidimus.

In any event, as soon as the subject of the vanishings comes out, the characters encounter mad ramblings from Zithidimus. Read the following aloud:

"It was me. I did it. Oh, horrible old bones. Stupid stupid little gnome. What made you think you could defeat her?"

"Go to the Gamboge. Yes. Simple. Tra-la-la. Go to her garden with Bixie and Pug and Sheamus and Stella. Like a party. Ha. Yes. We'll have a garden party with her. She won't mind. Stupid old greedy gnome! Maybe she'll offer you cake."

"And, don't show them the spear. No, no. Mustn't. Hide it in its netherworld box, and never take it out, you stupid old doddering fool. Stir your tea with it. Slice your cake. Nobody needs a thorn at a garden party."

"Poor Bixie. Poor Pug. Poor Sheamus. Poor Stella. No cake for you. She wasn't in the mood for a party. Maybe if you didn't come to steal her blind, little fool, maybe she wouldn't have killed them. We could have had our party here, at home. And, tea. He-he. Yes, all the tea we want. And, nobody gets eaten, except the cake. No. You wanted a party to go to her. Adventurer! Ha! To the Gamboge. To the forest. To the death."

The little gnome stares at you wide-eyed. He blinks a few times, and hangs his head. He is breathing heavily with the exertion of his story.

"You must stop her. I can't anymore. It was me. All me. I did it. I killed Bixie and Pug and Sheamus and Stella. I made her mad. She will never forgive me. She will kill us all. Every single gnome. All dead. Unless you help."

If the characters show the signet ring of Flinthill to Zithidimus, read the following aloud:

"Damar, my friend. Yes, I have betrayed you too. Like Bixie and Pug and Sheamus and Stella. Wise man. Young man, but wise man. You cared about us. You stopped the humans from making us little. You wouldn't have sent your friends to her to die. All for treasure. Everything for treasure! Stupid adventure. Power hungry old fool. It wasn't enough to make our homes safe. You got bored. And, they got dead. There's no talking to her like you talked to the humans. She only wants you dead."

The old gnome looks up from the signet ring.

"Has Damar sent you to stop her? Wise man. He cares about gnomes. He has sent help for his friends, hasn't he?"

And, if the characters press Zithidimus on his powers, or his reputation as a wizard, read the following aloud:

"Spells. Spells. Spells! All you want is spells, old decrepit fool. Spells on scrolls, spells in bottles, spells in sticks, spells in books. Powerful books. She has spells. Of course she does. We'll take our little party to her and get the spells for ourselves."

"Bixie and Pug and Sheamus and Stella. All to the Gamboge. All to the garden. All for the spells. Books of spells. Books of Infinite Spells. Why not take them all? All those spells."

"But, what's this? Could there be too many spells? No, never too many spells. Her spells. Your spells. Our spells, their spells. Back and forth. Cake would be better for a garden party than spells."

"I'll fix the spells. I know how. I'll use a spell. A powerful spell. He-he. Mordenkainen's spell. The spell to end all spells. I can do it. I know how. BOOM! Down goes her spells. Down goes her garden party spells. Down goes her spells in bottles, and sticks, and books. Down goes her Book of Infinite Spells. Down go all the spells we want for ourselves. And, down goes the caster of the spell."

"Stupid old gnome. Can't manage a flicker of light now. Can't make a sound from the air. Can't spell a little spell to make the wee gnomes laugh. All for spells. Crawl away spell-less spellcaster. Crawl away and watch them die. There won't be anyone to laugh at your spells anymore soon. And, she doesn't need her spells to kill them, now."

If the characters begin to question Zithidimus about Bixie, Pug, Sheamus, and Stella, read the following:

"Party. Party. Let's have a party. We'll make a party. A party for her garden."

"But the garden was a party, too. She saw to that. Tangles and briars and branches and bites. Fighting Bixie and Sheamus. Jumping through shadows didn't help you, did it Pug? Stella. No! Not Stella. Your songs didn't stop them. Didn't stop the garden party. Not that kind of garden party. No more songs. Oh, Stella."

"Stupid old gnome. You didn't think she could throw a party as well as you."

Zithidimus never reveals "Her" to be a dragon. If the characters are patient, and willing to wade through the crazy gnome's ramblings, he returns again and again to

the subject of enlisting the characters help to defeat, “Her.” He won’t let up until the characters either leave or promise to help. If they do swear to defeat “Her”, Zithidimus is overjoyed and ushers the characters into the main room of Boulder Cottage, unless they are already there. If this happens, read the following aloud:

The old gnome begins to rummage through the piles, stacks, and heaps of his belongings, which are scattered a bit haphazardly around the cottage. He mumbles to himself.

“Now you can. Now maybe you can do the right thing, greedy old fool. Where is it? I know it’s here. Don’t you hide from me! They need it now. And, they will stop her. Yes. They promised. Aha, here you are”

The gnome pulls something from behind a book on one shelf, and holds it up to look at it. The object is a tiny replica of a very ornate chest. He gives you a serious look

“I hope I can still do this,” he says.

Zithidimus closes his eyes and holds the tiny chest outstretched in his withered little arms. After a moment, it vanishes, and a much larger version of the tiny chest appears at his feet. He blinks several times in astonishment.

“It worked!”

He gets to work right away, and flings open the lid of the large chest. Inside is a very finely detailed masterwork halfspear. There is a word scribed in Draconic upon the shaft in filigree, and the scrollwork head of the spear glimmers in the candle-lit room.

Zithidimus sets the halfspear against the chest, and reaches inside again, this time pulling out several brightly colored bottles, one for each of you.

The gnome rises again, grabs the spear and extends the contents of both arms toward your party.

“You promised to stop her. Thorn will help you. Also, drink one of these as soon as you meet her. It will keep you from vanishing, too, I hope. Now you are the party. Go to her garden, her deep deep garden, in her deep deep cave. You must stop her. You promised.”

Zithidimus has given the character that best interacted with him a special weapon, “Thorn”, which is detailed under the Treasure Summary at the end of this scenario. He has also given each character a potion of *protection from elements (acid)*. He does not reveal any of “Thorn’s” properties, nor does he tell the characters what type of potion he has given them. He’s not capable of giving good directions either, but he gives the vague impression that, “She,” is somewhere north of here, in her garden in the Gamboge, which is the same direction that the tracks from Chipinshale lead. If asked, Zithidimus cryptically reveals that the characters will know “Her” by the jade she wears on her head.

Zithidimus has no interest in, nor capacity to convert to the religion of Pholtus.

ENCOUNTER 4: DRAGON ARMY SQUAD

This encounter is a combat encounter that takes place on the second night north of Chipinshale, along the tracks left by the dragon’s army. The following plot points should occur:

- The characters should decide to follow the tracks that lead north from Chipinshale, toward the Gamboge Forest.
- They are ambushed, or surrounded and attacked on their second night out by a rear scout patrol of the dragon’s army consisting of gnolls and worgs.
- If the characters survive, and capture any from the patrol, they learn that the army would rather die painfully than betray their mistress and suffer her wrath.

With no firm explanation for the vanishings, beyond a vague enemy in the north described as “Her,” the characters likely attempt to follow their only lead north toward the Gamboge Forest. The dragon army has left tracks that can be followed. If no character is able to track, and Ugmor accompanies the party, he picks up the tracks, and is able to follow them. Otherwise, the tracks are easy enough to follow using a Search skill (DC 10).

On the second night north of Chipinshale, still one day away from the Gamboge, the party is ambushed by a rear scouting squad from the dragon’s forces who have discovered their pursuers. If the characters are not traveling at night, this patrol instead surrounds the campsite of the characters sometime after dark, and attacks at the best opportunity. Determine the hour randomly by rolling a d12 and adding the result in hours to 5:00 pm. The squad has noticed the characters while doing some rear scouting, and is following orders to eliminate any pursuers. Read the following aloud when you have determined the hour of the attack:

As if in stark contrast to the silence of the daylight hours, a piercing and lingering wolf’s howl slices through the night like a chill blade. Bleary-eyed and shaken you peer into the moon shadows, and get the vague impression of canine shapes surrounding your party just as another howl sunders the silence, this time accompanied by lunging forms and snapping jaws.

APL 4 (EL 5)

🐾 **Gnolls (2):** hp 13, 13; see *Monster Manual*.

🐾 **Worg:** hp 30; see *Monster Manual*.

🐾 **Squad leader:** Male gnoll Rgr1; hp 24; see Appendix I.

APL 6 (EL 7)

🐾 **Gnolls (3):** hp 15, 15, 15; see *Monster Manual*.

➤ **Worgs (3):** hp 30, 30, 30; see *Monster Manual*.

➤ **Squad leader:** Male gnoll Rgr2/Sor2; hp 43; see Appendix I.

APL 8 (EL 9)

➤ **Gnolls (4):** Male gnoll Rgr2; hp 31, 31, 31, 31; see Appendix I.

➤ **Worgs (6):** hp 30, 30, 30, 30, 30, 30; see *Monster Manual*.

➤ **Squad leader:** Male gnoll Rgr4/Sor2; hp 59; see Appendix I.

Tactics: The battle begins with a surprise round for the dragon army squad. In typical canine fashion, the worgs have surrounded the characters and approach in a perimeter 40 ft. from the center of the party. They dart in pairs for flanking bite and trip attacks, while the gnolls use ranged attacks on unengaged characters until all worgs are engaged, then they too charge into the melee.

At APL 6 and 8 the gnoll leader begins battle with a *shield* spell up.

If the battle begins to go badly for the squad, a worg or gnoll attempts to escape north to warn the army in the cavern complex, one day away. This survivor uses the front entrance to the caverns, described below.

Every member of this squad would much rather be tortured to death than face the wrath of the dragon they serve. They have a very good thing going here, waltzing into villages the dragon has vaporized, and simply walking away with the loot. True, most of the loot goes toward funding the dragon's army, but much also lines their pockets and beds, and they have seen what the dragon does to those who oppose her.

ENCOUNTER 5: ENTERING THE CAVERNS

This encounter is a combat encounter that takes place in the late afternoon of the day following the dragon army squad encounter. The following plot points should occur:

- Following the tracks of the dragon army, or pursuing any fleeing member of the dragon army squad, the characters cross into the Gamboge Forest mid-morning of the day following the squad attack.
- Careful examination of Ugmor's map (or Ugmor himself) reveals that the tracks lead to the same caverns he barely escaped with his life from earlier. When this is revealed, a back way into the caverns becomes obvious.
- The characters either need to fight their way through the dragon army encamped in the main entrance of the caverns, or need to fight their way past a monster at the back entrance to the caverns in order to

penetrate deep enough to discover who is behind the vanishings.

Unless the characters delay after the dragon army squad's attack, they penetrate the Gamboge Forest mid-morning of the next day. Read or paraphrase the following, modifying it if the characters have delayed:

With the rising of the sun, the silence returned again. But, despite the terror of the night before, all was not bleak this morning.

Cresting a hill shortly after the sun rose over the horizon, you saw ahead of you what could only be the edge of the Gamboge; a line of thick woods up ahead, and the tracks at your feet leading right into the depths of it.

As mid-morning approached, you were already amid the outlying trees, and now, looking around you, it's hard to believe you were ever in the silent wasteland of the hills.

Birdsong and vermin rustling dominate air that now smells thickly of loam and decomposing foliage. A canopy of verdant green leaves blocks all but a sporadic patch of blue above you. And, at your feet, the earth has become softer, plied by the probing roots of massive trees and the creeping tendrils of vines and brush all around.

The land is still uneven and hilly, but there can be no mistake. The Gamboge Forest dominates here, and if anything, the tracks have become even easier to follow.

The characters may continue unimpeded through the Gamboge until late evening, just as the shadows of the trees are lengthening into dusk. At that point, Ugmor halts the party if he is with them. He recognizes this landscape. With the unmistakable certainty of a Ranger, he knows this is the place where he fell into unconsciousness, and the place where the gnomes must have found him. He surmises that they must be following the tracks of the same band that wounded him, and if so, he knows the back way into their caves.

Please refer to *Player Handout 3* for the area Ugmor has mapped, and to *DM's Aid 3* for the actual layout of the caverns. Careful examination of Ugmor's map and some reasonable conjecture should reveal where the characters can search for the back entrance. If the characters never befriended Ugmor, they have no choice but to approach the caverns along the route of the dragon army's tracks. These lead to the front cavern entrance. With Ugmor's help, or with a look at his map, the characters can find their way to the back entrance.

Although it is possible to win past the current forces occupying the front entrance of these caverns, the encounter is meant to be very difficult. A well-played party should be able to make use of the less guarded back entrance.

THE FRONT ENTRANCE

Read the following aloud if the characters approach the main entrance to the caverns:

The tracks wind through the underbrush until they finally reach a rocky cliff face in the side of one forested hillock. A large cave

mouth dominates this cliff face, and opens into the darkness of a cavern beyond.

The cavern mouth leads to a large central chamber, labeled 'A' on DM's Aid 3. This central chamber has several offshoot tunnels. Only one of these tunnels, labeled 'B' on DM's Aid 3, leads deeper into the cavern complex. The rest lead to antechambers of the central cavern. The entire area is crawling with gnoll bands and worg packs, including some non-combatants. This is the home of the dragon's army. The forces currently here may be alerted to the characters pursuit if a member of the squad in Encounter 4 succeeded in getting away. If the army is so alerted, the characters face all combatants in the central chamber at once. Otherwise, the gnoll leader is guarding the central chamber, along with two worgs.

Once the sounds of battle or the smell of blood fill the central chamber, each subsequent round brings 1d4 other combatants from random offshoot tunnels, until all are encountered. Remember that the worg's scent ability, and their intelligence, foil most attempts at stealth. They react immediately to the presence of any non-canine smells within the cave, although non-obvious sources of these smells require them to spend a partial action locating the source, calling out in the worg language of howls, barks, and whines all the while. Any opponent within 5 feet of the worg can be pinpointed, even while invisible or similarly masked.

There are a number of non-combatant gnolls and worgs in the offshoot tunnels equal to the number of combatants listed below. These are gnoll children and worg pups. They are all too young to learn anything from, and cover if attacked.

Tracks lead from this area down the tunnel labeled 'B' on DM's Aid 3, but they are harder to Spot in the caves (DC 20). A great success with the Track feat (DC 25+) reveals that the tracks going down this tunnel are only those of the gnoll leader.

APL 4 (EL 7)

➤ **Gnolls (2):** Male gnoll Rgr1; hp 24, 24; see Appendix I.

➤ **Squad Leader:** Male gnoll Rgr3; hp 38; see Appendix I.

➤ **Worgs (4):** hp 30, 30, 30, 30; see *Monster Manual*.

APL 6 (EL 9)

➤ **Gnoll (3):** Male gnoll Rgr1; hp 24, 24, 24; see Appendix I.

➤ **Squad leader:** Male gnoll Rgr4/Sor2; hp 59; see Appendix I.

➤ **Worgs (6):** hp 30, 30, 30, 30, 30, 30; see *Monster Manual*.

APL 8 (EL 11)

➤ **Gnolls (6):** Male gnoll Rgr3; hp 38, 38, 38, 38, 38, 38; see Appendix I.

➤ **Squad leader:** Male gnoll Rgr3/Sor4; hp 61; see Appendix I.

➤ **Worgs (6):** hp 30, 30, 30, 30, 30, 30; see *Monster Manual*.

THE BACK WAY IN

Read the following if Ugmor or his map has led the characters to the back entrance of the dragon army's caverns:

Abandoning the tracks, you decide to attempt the back way into the caverns that must lie below this part of the Gamboge. You follow along an unmarked trail and finally wind your way down into a small ravine with a stream. At the bottom of the ravine, hidden from above by vines, you notice a rocky fissure about five feet wide opening into the side of the hill, like a wound in the land.

This back entrance is labeled 'C' on DM's Aid 3, and is a direct route to the tunnel labeled 'B' on DM's Aid 3, which leads deeper into the caves. The army knows about this back entrance, but they rely upon the monster that lives here to keep the curious out. The monster considers the ravine part of its territory and attacks from hiding as the characters move toward the fissure.

This encounter does not happen if the characters have already defeated the dragon army from the cave labeled 'A' on DM's Aid 3. If they defeat those forces, and later backtrack to area 'C', the monster is foraging elsewhere, and does not harass the characters.

APL 4 (EL 4)

➤ **Owlbear:** hp 55; see *Monster Manual*.

APL 6 (EL 6)

➤ **Tendriculos:** hp 108; see *Monster Manual*.

APL 8 (EL 8)

➤ **Tendriculos (2):** hp 108, 108; see *Monster Manual*.

Although it would be unwise for the characters to double back and face the dragon's army after taking this back entrance, there is nothing to stop them from doing so, except Ugmor's warnings, if he is there. Characters might be encouraged to remember the fact-finding nature of their mission if they seem inclined to take this dangerous option, and, if they do survive such foolhardiness, they are still limited by maximum rewards for their APL.

ENCOUNTER 6: THE GARDEN GATE

This is a puzzle-solving encounter that takes place as the characters venture deep into the caves of the dragon's army. The following plot points should occur:

- The characters discover steaming volcanic fissures as they venture deeper into the cavern complex.
- Blocking their path, a gargantuan stone door must somehow be opened to continue.
- The door opens when experimentation reveals that certain vine leaves must be burned in braziers that flank the door to activate it, but burning the wrong leaves has dire consequences.

The tunnel leading deeper into the caverns winds and twists until it reaches an enormous stonework door, labeled 'D' on DM's Aid 3. When the characters reach this point, read the following aloud:

Following the cave tunnel, you find yourself snaking your way deeper and deeper under the Gamboge Forest. The relative warmth of the woods above is lost to you now, and slowly gives way to stale chill air.

The tunnel twists, and winds back on itself in a confusing downward march through stone. But, at least there are no offshoot tunnels to further confuse your path.

Turning one corner, you notice that something has changed in the air. There is a vapor hanging like fog in the tunnel. As you move forward, the chill recedes, and you begin to sweat in the sudden warmth. Your hair is plastered to your brow, and you feel as though you are walking through the steam from a kettle. A few paces onward, and you notice small fissures in the rock walls. The steam comes from these. There can be little doubt now. These caverns are volcanic in origin.

Turning once more, the tunnel suddenly opens into a large underground cavern. The same steam hangs in the air here, but it is more diffuse, and wispy. Commanding the far wall of the cavern is a gargantuan set of stonework double doors, fifty feet high and thirty wide. Scores of randomly placed one-foot square openings in the stone door emit steam and a trail of vines from somewhere beyond. These vines grow thickly enough to choke the one-foot openings before they trail down the length of the doors, touching the floor on this side.

Flanking the enormous double doors, a five-foot tall brazier of white-hot coals stands on a bed of lichen on either side of the doorway. There is a strange cryptic message carved into the stone of the doors.

The message carved into the doors in two-foot tall letters is Common, and reads, "Burn those sweetest to enter my garden." There are five species of vine coming through the door holes. Any druid, or a successful appropriate skill check such as Profession (herbalist) (DC 10), Knowledge (nature) (DC 12), Wilderness Lore (DC 15), or Heal (DC 20) identifies three of the species. The other two are unique to this place. Only a Druid or a major success at a skill check such as Profession (herbalist) (DC 20),

Knowledge (nature) (DC 25), Wilderness Lore (DC 30), or Heal (DC 35) reveals the characteristics of the two unique vines without tasting them.

COMMON VINES

☞ **Ipecac Weed (arsenic poison):** Ingested (DC 13); Initial damage (1 Con); Secondary damage (1d8 Con).

☞ **Hepsibah's Wreath (id moss poison):** Ingested (DC 14); Initial damage (1d4 Int); Secondary damage (2d6 Int).

☞ **Cinnevine:** Herbaceous; Tastes similar to cinnamon honeysuckle.

UNIQUE VINES:

☞ **Ego Shockroot:** Ingested (DC 20); Initial damage (1d4 Dex); Secondary damage (1d6 Wis).

☞ **Fennelvine:** Herbaceous; Tastes like sweet fennel.

If the leaves of any poisonous vine are touched to the lichen upon which the brazier stands, a small patch of it withers and turns into gray powder 1d4 rounds later. This is a way to test the vine leaves safely.

If leaves from the two herbaceous vines are placed in the braziers, sweet pungent incense perfumes the air, and the huge stone doors grind open. There is no other way to open the massive doors.

If any combination of poison leaves is placed in a brazier, a magical trap is sprung centered midway between the two braziers, and the door remains closed.

APL 4 (EL 3)

☞ **Stinking Cloud Trap:** CR 3; 30 ft. radius, 20 ft. high; Fort save (DC 15) resists; Search (DC 28); Disable Device (DC 28). As *stinking cloud* spell; Duration 11 rounds

APL 6 (EL 5)

☞ **Cloudkill Trap:** CR 5; 30 ft. radius, 20 ft. high; Fort save partial (DC 17); Search (DC 30); Disable Device (DC 30). As *cloudkill* spell, but does not move. Duration 11 minutes

APL 8 (EL 7)

☞ **Incendiary Cloud Trap:** CR 7; 30 ft. radius, 20 ft. high; Ref save 1/2 (DC 25); Search (DC 33); Disable Device (DC 33). As *incendiary cloud* spell, but does not move. Duration 16 rounds

These traps are magical and reset as soon as the duration of the associated spell(s) runs out. If the trap is disabled, the associated spell does not trigger, but the door can still only be opened as detailed above. Whether sweet incense or magical cloud, the keen smell of the dragon in the garden beyond alerts her to the party's presence as they negotiate her garden gate.

ENCOUNTER 7: THE SUNKEN GARDEN

This combat encounter finally reveals the force behind the gnome vanishings. The following plot points should occur:

- The stone door opens to reveal a volcanic crater in the hills of the Gamboge Forest, with fissures throughout.
- Fissure steam hangs like fog here, and obscure a good look into the crater until the characters pass through the stone door. The steam provides three-quarters concealment (30% miss chance)
- Once inside the crater, the doors slams behind the characters and the Green of the Gamboge shows herself, forcing the characters to flee through the fissures or be killed.
- Fleeing through a fissure, the characters pass through the Green's clutch room in order to win their escape, but dragon younglings tries to stop them.
- If the spear "Thorn" tastes the blood of any dragon during this encounter, its magical properties awaken, and it upgrades as a special Nyronde regional item.

As the giant door from Encounter 6 grinds open, the characters are struck with filtered light (unless it is night time). Heavy volcanic mist hangs in the air beyond the door, and obscures clear vision beyond ten feet, but even within that space, the characters can clearly see a garden stretching off into the mist. Once the characters venture beyond the door, read the following:

Beyond the enormous stone doors, a verdant and lush garden spreads before you, but its size and shape are impossible to make out in the haze of volcanic steam that hangs here. Taking your first steps beyond the stone corridor, and onto the loamy earth, you hear the doors behind you beginning to grind closed again.

The doors defeat any effort that might have been undertaken to hold them open. At this point, any character who has remained behind in the corridor should be given a chance to venture through the doors before they close, but if a character hesitates too long, or refuses to go through the doors, he or she is locked out of the garden. If this happens, he or she can be assumed to have safely backtracked out of the caverns, and can meet up with the party back at Arndulanth for the conclusion of the adventure.

The giant stone doors slam behind you with a thunderous boom, and their movement stirs the air here enough for the haze to clear briefly in swirls and eddies of mist.

All around you is the largest kept garden you have ever seen. It sits on the floor of a vast volcanic crater with clifflike walls that ascend hundreds of feet vertically to the Gamboge covered hills above. The cliff walls are riddled with the same cracks and fissures emitting the same steam you encountered in

the tunnel leading to this place. A heavy haze hangs in the air over the entire garden, and the whole place seems to bask in its balmy warmth.

The garden itself is wild and sprawling. Only the variety and well-tended look of the trees, shrubs, vines, creepers, and mosses indicate that this is a garden at all, and from a distance the place might seem like any other patch of the Gamboge Forest. But on closer look, the arrangement of the plants is methodical in its sprawl, and the whole place is free from weeds, and other garden pests. Some of the plants are beautiful, in a full bloom of striking colors and florid fragrance. Some of the plants are horrid to look upon, and seem to stretch screaming from the earth like a drowning man grasping for anything to keep him from going under for the last time. Some of the plants even seem to sway counter to the gentle breeze here, and move with a feral cunning of their own.

As the haze wafts back into the space cleared by the giant stone doors' closing, you notice a particularly large fissure, fully five feet wide, behind you to one side of the door. It is this fissure that spews white steam in quantity great enough to obscure the garden when first entering through the stone doors. This fissure opens at ground level and is over seven feet tall. Various lichen and mosses grow on the walls and floor down its length, as it penetrates deep into the cliff wall of the crater around you.

A rustling sound from the garden takes your attention away from the large fissure, and you peer through the haze toward the garden again. Slowly, like a nightmare taking form from the mist and shadows between the grasping limbs of the plants themselves, a huge emerald and olive green scaly head rises above the trees. The head is supported by an equally scaly serpentine neck, which swivels the head in your direction, revealing eyes the size of your own skull amid sharp green hornlets on the creature's brow. Next to each eye, one hornlet is especially long, and looks as if it were honed from sharpened jade, shimmering in the light. But the eyes and horns are nothing compared to the crocodilian mouth below them, and its rows of sharp jagged teeth.

You gape in horror as the creature commands the space before you, unfurling gargantuan green batlike wings that now stretch beyond your sight into the haze.

The creature blinks slowly, its huge eyes trained directly upon you, and you can't help but feel small as that jag-toothed maw curls upward at the corners in a hideous smile.

"Welcome to my garden," the enormous mouth speaks to you, before the creature's huge eyes blink, and it begins to draw one long sucking intake of breath.

The characters have one partial action before the Green of the Gamboge uses her breath weapon. Before acting, each character must save against the dragon's frightful presence (Will save, DC 28). This ability is a fear effect, and can be countered by character abilities that help against fear. Otherwise, any character with four or fewer levels, who fails the save, is panicked for 4d6 rounds. Any character with five or more character levels, who fails the save, is shaken for 4d6 rounds. Panicked characters drop anything held (except as noted below), and flee down the fissure tunnel next to the stone door, labeled E on DM's Aid #3. Shaken characters keep hold of items in hand, and either flee down the fissure tunnel, or stay and suffer a -2 morale penalty to all attack rolls, weapon damage rolls,

and saving throws. A panicked character who holds the spear “Thorn”, given out by Zithidimus Seemslinger, does not drop the weapon before fleeing, but rather a bit of its magical power manifests when the weapon senses the proximity of the dragon. It forces the character to maintain a white-knuckled death grip on its handle. The spear can’t be used effectively by the character until the panic effect wears off. This effect also holds true for one item in each panicked characters hand, as Thorn gives a slight morale boost to all nearby allies. Panicked characters who hold more than one item in hand may decide which one is retained before fleeing.

There are only a few options open to characters who are able to stand before the Green of Gamboge, and it must be a partial action. While it is possible to flee into the garden or around the perimeter of the crater, the judge is encouraged to point out that the fissure tunnel behind the characters, labeled E on Judge’s Aid #3, offers the best chance of adequate cover. The dragon is much too large to fit through the fissure tunnel. Any character who elects to stay and fight the Green of the Gamboge will certainly meet a swift end. The dragon is detailed in Appendix A of this scenario in the event that you needs to detail the specific manner of death such foolhardiness accomplishes for the character.

In any event, after the characters use their partial action, the Green of the Gamboge unleashes her breath weapon. She breathes down the fissure tunnel if all characters have fled. Or, she breathes on any characters that remain before her. The potions from Zithidimus grants acid invulnerability up to 204 points, or for 170 minutes, whichever expires first. The dragon’s breath weapon is a 50-foot cone of corrosive (acid) gas, dealing 18d6 damage (Ref DC 30 1/2). Each time the dragon breathes, she cannot do so again for 1d4 rounds.

Characters who have fled down the fissure tunnel should be safe from the dragon’s breath weapon; she cannot get her head through the opening to make the cone extend its full length. Also, once she has breathed, the characters will all have actions again according to initiative. Even those characters who stayed and drank the potions will have another chance to flee down the fissure tunnel. If they fail to do so a second time, the dragon will kill them without using her breath weapon. Read the following aloud for characters who have entered the fissure tunnel:

As you squeeze into the fissure tunnel and make your way down its length, you hear the roar of the creature back in the garden. A nauseating stench of chlorine and decay assaults your nose, and you glance over your shoulder to see the moss and lichen lining the walls and floor of this tunnel melt into nothingness as a rank cloud boils its way into the tunnel mouth. Luckily, you are beyond its reach, or you are sure you would have melted just like the moss and the lichen. No organic matter could stand up to such a corrosive assault.

THE CLUTCH OF FUTURE HORRORS:

The fissure tunnel continues to wind through the rock of the crater walls until it opens into a small cavern at

location F on DM’s Aid #3. The fissure tunnel continues through the rock again on the far side of the small cavern, and a much larger tunnel connects this small cavern to the crater, at location G on Judge’s Aid #3. It will take the characters five to ten minutes to reach this cavern, so any effects of the dragon’s Frightful Presence will have worn off. Between the characters and their continued escape through the fissure tunnel, a clutch of green dragon younglings warm themselves in this small cavern. The characters will need to win past them to make good their escape. Read the following as the characters arrive:

Your flight down the fissure tunnel takes several minutes, though you have lost track of exact time. Thankfully, the fissure tunnel has continued away from the crater and it’s horrible occupant. That’s something at least.

Suddenly you spill out of the fissure into another cavern. The fissure continues away from the crater on the far side, and a much larger tunnel also seems to lead here from the crater as well. Steam from the fissure has collected here, like it did in the garden, and you can barely see across the small room.

But, even the haze cannot hide what occupies the center of this cavern chamber. A few small translucent-scaled green-black serpentine forms with folded wings and two small jade hornlets apiece warm themselves on a collection of rocks between you and the continuing fissure on the far side.

The young dragons’ superior senses should eliminate the chance of them being surprised by the characters, and the characters have noticed them, too. There is no surprise round as the creatures attack. This battle takes place in one-quarter concealment due to the haze in the air, and character attacks have a 10% miss chance against the younglings. The dragons’ blindsight ability eliminates this penalty for the younglings, however.

APL 4 (EL 7)

🐉 **Young Green Dragons (2):** hp 85, 85; see Appendix I.

APL 6 (EL 9)

🐉 **Young Green Dragons (4):** hp 85, 85, 85, 85; see Appendix I.

APL 8 (EL 11)

🐉 **Juvenile Green Dragons (3):** hp 126, 126, 126; see Appendix I

At APL 4 the young greens don’t necessarily fight to the death. If one is struck by “Thorn”, read the text below, and have it flee in horror from the weapon, flying down the large tunnel that leads back to its mother in the crater. The remaining young dragon continues to fight until it is also struck by “Thorn”, at which time it too will flee like its sibling. At APLs 6 and 8, the young dragons will show horror if struck by “Thorn”, but remain to finish the combat.

Once the characters defeat these dragons, they are free to continue through the fissure tunnel on the opposite side of the room. If they try to escape down the tunnel before killing the dragon younglings, they are pursued. The fissure begins a sharp ascent after stretching away from the youngling's cavern, and it eventually opens into a rocky ravine deep in the Gamboge Forest. If dragons are pursuing the characters, they need to finish them off here in the open forest; otherwise it is a safe journey back to Arndulanth.

If the characters remain in the cavern after defeating the younglings, or if they take the larger tunnel that heads back toward the crater, they will encounter the Green of the Gamboge again, and will certainly be killed.

The hornlets of the younger dragons are not actually jade, but they leave little doubt that these dragons are offspring of the Green of the Gamboge.

Awakening Thorn

If a character holding the spear "Thorn", given out by Zithidimus Seemslinger, actually draws blood from any dragon during the course of this scenario, read the following immediately to its wielder:

As the scrollwork head of the weapon, "Thorn", bites into the dragon's hide, and is bathed with dragon blood, the dragon screams - its piercing shriek far more savage than the wound would seem to call for.

There is a moment of stillness, and the light seems to dim all around "Thorn". Then, suddenly, the dragon blood is absorbed into the spear head as if it were a sponge, and a shower of sparks every color of the rainbow plays down the entire length of the spear, starting at the tip of its head, and stopping at the butt of its shaft.

The dragon struck by the weapon recoils as if from a feared enemy, and as you pull the weapon back you see that sparks are still swirling about the filigreed name upon the weapon's shaft. Finally they fade, and "Thorn" is no more.

What you hold now is "Drakesthorn". It is the same spear, and yet it is not, as you now feel a warm ebb of magic humming to you deep within the heart of the wooden shaft.

The spear has upgraded, and is detailed in the Reward Summary at the end of this scenario. The character holding the new "Drakesthorn" should be allowed to use its special abilities immediately after the weapon has transformed.

CONCLUSION

The party will most likely return to Arndulanth and give their report to Duke Grevin Damar, or Knight Valorous Carindrell. If they do the latter, Carindrell thanks them ceremonially, and they each win influence with the Valorous League of Blindness in the form of one favor from the Church of Pholtus. Carindrell then reports to the populace of Arndulanth and to the Crown of Nyronnd, as well as to his superiors in the Pale, that emissaries of the Church were aided by Pholtus in a holy investigation

of the horror of the region, and by the grace of Pholtus, the culprit of the vanishings has been discovered deep in the Gamboge. He uses this information about "the Beast" to leverage the Church into a "clarification" of Pholtan doctrine on demihuman heresy, and wins the upper hand of popular support from Duke Damar with the people of Arndulanth.

If the party takes the former option, and gives report to Duke Grevin Damar, they are hailed as heroes of the realm, and win one influence point each with Duke Grevin Damar, and also thanks from King Lynwerd of Nyronnd (by royal proclamation) if their success was truly exemplary. Damar promises to call upon the heroes again someday, when the realm needs them again to face the terror of the Gamboge Greens. Damar solidifies his friendship with the gnomes of the region even more, and retains the political upper hand against the Valorous League of Blindness in Arndulanth for the foreseeable future.

If the characters do something really unexpected, and report the events to Gnomeking Warren ap'Hiller of the Marklands, they each gain one influence point with this figure. The Gnomeking will likely take the chance this intelligence gives him to try and gather all gnomes under his ancestral banner again, and gain sovereignty over all of the Flinty Hills, battling their shared threat to the gnome race. This plotline will form the second scenario in the Flinthill series, and characters who go to the Gnomeking now might accelerate the story arc themselves.

If the characters befriended Ugmor the dwarf, and if they deliver him or his map to Duke Grevin Damar, they also win one influence point with the keepers of Mistwatch Citadel. Neither Knight Valorous Carindrell, nor Gnomeking Warren ap'Hiller, are on good enough terms with the Citadel for this reward to be given if the characters report to them, and Ugmor simply returns home to his own honors.

In any event, the characters will not be allowed to keep the treasure they accumulated during their adventures. It is all confiscated as evidence, so that it might lend further clues about the dragon, her army, and her role as a foe of the realm. But, rather than allow the heroes to depart without due reward, Duke Grevin Damar, The Church of Pholtus, or the Gnomeking rewards the characters with gold, as detailed in the Reward Summary.

The spear of Zithidimus Seemslinger is not confiscated, as it is not a clue about the dragon army, and the character who won it is allowed to keep it. The item gains further significance in later scenarios from this series.

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 to each character.

Encounter 4

Defeating the Dragon Army squad

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 5

Defeat the front entrance army (optional, or the characters can gain XP for finding the back entrance, defeating the back entrance monster, gain the roleplaying reward)

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Encounter 5

Finding the back entrance and defeating the monster guarding that entrance

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 7

Defeat the young dragons

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Roleplaying Reward

For good roleplaying with the Duke, Ugmor, or Zithidimus, if the characters bypassed the front entrance army.

All APLs	60 XP
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Total Possible Experience

Insert brief description of what needs to be done in order to gain experience points. More often than not "defeat x."

APL 4	570 XP
APL 6	890 XP
APL 8	930 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 (that is, 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

All treasure gained from the scenario will be confiscated by whichever authority the characters report their findings to. This will be done so that divinations may be performed on them, and experts may examine them for their value as clues to the workings of the dragon army. To the Duke, mounting a defense against this dragon and her army is of utmost importance, and he will expect the characters to understand the need. The church will do this in order to make a grand show of participating in the investigation, though their motivation is almost entirely political. The Gnomeking will do this to garner support from prominent gnomes in Flinthill, as he moves on his plans to unite the gnomes once again under him.

However, rather than sending the hero's away unrewarded, whichever authority the characters report their findings to will compensate them a certain amount in gold as recognition of their invaluable assistance.

Total Possible Treasure

- APL 4: 600 gp
- APL 6: 1,000 gp
- APL 8: 1,700 gp

INFLUENCE AND FAVORS

At the successful conclusion of the mission, the characters will gain influence and/or favors based upon the authorities they report their findings to. Below is a list of all possible influence and favors attainable, but it should be noted that not all can be rewarded to the same party, as their reward depends on choosing mutually exclusive conclusions to the adventure. Unspent influence points, or favors gained by spending influence points, must be noted in the Campaign Notes section of the adventure log.

Duke Grevin Damar

This newly elevated Duke is the liege of the people of Flinthill. He has been a personal friend of Lynwerd for years. He seeks stability in his Duchy, a reduction of power over his people by the Church of Pholtus, good relations with the gnomes and dwarves of the Hills, and acceptance by his royal peers as the true Duke, after his recent elevation by Lynwerd. Each character may win 1 influence point with the Duke. They may redeem them at any time in the future, and may pool their points for greater favors. Following is a list of favors Damar can do for the characters, if they redeem their influence points:

1 point	Accommodation in Arndulanth at the lifestyle level of "Rich" for up to 1 week for a party of 6, free.
2 points	Accommodation anywhere in the Duchy of Flinthill at the lifestyle of "Adventurer's Standard" up to 1 week for a party of 6, free.
3 points	A letter of introduction to any noble in Nyrond, which will grant a +4 Circumstance Bonus to diplomacy checks with them.
4 points	50% discount on the sale of any 1 mount and riding gear from the Ducal stables for up to 6 characters.
5 points	Personal introduction to King Lynwerd, which can get the characters to see the King without hassle once.
6 points	Title to a small farming estate in the Duchy of Flinthill. If this favor is redeemed, please contact the Nyrond Triad for a land cert and rules on land upkeep.

The Church of Pholtus

The Church of Pholtus is especially popular in the city of Arndulanth, being so close to the Pale, and having such a political spokesman as Knight Valorous Carindrell of the Valorous League of Blindness residing here. The church is willing to redeem favors to Carindrell in the form of

divinatory, healing or abjuration spells according to the following table. These favors may be saved and used at a future date, and they may be pooled.

1 favor	25% discount on any 1st - 3rd lvl spell of healing, divination, or abjuration.
3 favors	50% discount on any 1st - 3rd lvl spell of healing, divination, or abjuration, OR 25% discount on any 4th level spell of healing, divination, or abjuration.
6 favors	75% discount on any 1st - 3rd lvl spell of healing, divination, or abjuration, OR 50% discount on any 4th level spell of healing, divination, or abjuration, OR 25% discount on any 5th level spell of healing, divination, or abjuration.

Gnomeking Warren ap'Hiller

If the characters seek out this autonomous figure of the Marklands, and give their report to him, he will decide to try and unite the gnomes of Nyrond's Flinthill under his own banner. He will weigh the decision carefully, however, and will not act on any such plan while the characters are with him. They will, however, win influence with him, 1 point for each character, and these can be pooled and redeemed at any time, according to the following table:

1 point	Accommodation in any town of the autonomous (eastern) Flinty Hills at the lifestyle of "Adventurer's Standard" for up to 1 week for a party of 6, free.
3 points	50% discount on any Cleric or Wizard spell of up to 2nd level by one of the king's liege-men.
4 points	50% discount on the sale of any 1 pony or riding dog with riding gear for up to 6 characters.
6 points	50% discount on any Cleric or Wizard spell of up to 4th level by one of the king's liege-men.

Mistwatch Citadel

Mistwatch Citadel is a dwarven stronghold of the Flinty Hills, designed to protect Snake pass and the valuable mines therein. It is loyal to Nyrond by oath, but often makes it's own policies on how to best protect the interests of the region. The dwarven commander of the fortress, Flandeld Soughdriver, personally sent Ugmor on his scouting mission, and the characters can win influence with the Citadel if they aid his reconnaissance. 1 influence point per character may be rewarded, and these can be redeemed at any time as follows, with pooling allowed:

1 point	Expert appraisal of any one
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2 points	valuable item by the Fortress' artisan dwarves (Appraise +12). Accommodation at Mistwatch Citadel at the lifestyle level of "Rich" for up to 1 week for a party of 6, free.
3 points	Access to the Citadel's vast library of reconnaissance scout reports, granting a Circumstance Bonus of +4 to any one Knowledge (geography) or Knowledge (local) check about the Flinty Hills.
4 points	50% off the sale of any single Masterwork weapon. If the weapon fires missiles, 50% off the sale of 20 masterwork missiles will be included in the bargain.
5 points	Letter of military commendation, granting a +4 Circumstance Bonus to Diplomacy checks with the military figures of Nyronnd.
6 points	50% discount on the sale of any 1 light warhorse with riding gear for up to six characters.

THORN / DRAKESTHORN

The spear given out by Zithidimus will not be confiscated, as it was given in good faith by the ill-fated figure of gnomish folklore, and also carries with it the promise the characters have made to eventually defeat the Green of the Gamboge. Nor does it have value as a clue about the dragon or her army.

The item carries a special Nyronnd regional cert, which can be upgraded by contacting the Triad when certain conditions are met.

The spear begins as "Thorn", and will upgrade to "Drakesthorn" under conditions described earlier in this scenario. Below are the statistics for these first two versions of the upgrade weapon:

Thorn

This masterwork halfspear was created by Zithidimus Seemslinger, powerful Illusionist and figure of gnomish folklore in the Flinty Hills. Its haft is of richly grained and polished rosewood, deeply stained a ruddy hue. The head of the spear is finely scrollworked mithril, and joins with the haft in delicate filigree that also spells out its name in Draconic, the language of magic: "Thorn".

This spear is an upgrade item for the region of Nyronnd. If the spear draws blood from a creature of the Dragon classification (other than pseudo dragons or wyverns) in any scenario, please have the judge sign this certificate along with the date and his RPGA number, then contact the Nyronnd Regional Triad for details.

Item Creation:

Masterwork halfspear; *Market Price*: 301 gp + 500 gp (mithril) = 801 gp total.

Drakesthorn

This +1 spear was created by Zithidimus Seemslinger, powerful Illusionist and figure of gnomish folklore in the Flinty Hills. Its haft is of richly grained and polished rosewood, deeply stained a ruddy hue. The head of the spear is finely scrollworked mithril, and joins with the haft in delicate filigree that also spells out its name in Draconic: "Drakesthorn". The spear has the following powers:

Size alteration (Sp): as a move-equivalent action requiring concentration that does not provoke attacks of opportunity, the wielder of this weapon can make it transform into one of three forms: a halfspear, a shortspear, or a longspear. The weapon conforms to the statistics appropriate for each weapon type while in that specific form. *Market Price*: +1 bonus.

Dragon setting (Su): if the wielder of this weapon uses a ready action to set the spear against a dragon's attack, it will grant a single attack of opportunity against that dragon's *charge*, *crush*, *grapple*, *snatch*, *tail slap*, *tail sweep*, or *wing buffet*, and will deal double damage if a hit is scored. *Market Price*: +1 bonus.

This spear is an upgrade item for the region of Nyronnd. If the spear draws blood from a creature of the Dragon classification (other than pseudo dragons or wyverns) in any scenario, please have the judge sign this certificate along with the date and his RPGA number, then contact the Nyronnd Regional Triad for details.

Item Creation:

Caster Level: 15th; *Prerequisites*: Craft Magic Arms and Armor, *polymorph any object*, and *sympathy*; *Market Price*: 18,805 gp; *Cost to Create*: 9,805 gp + 732 xp.

APPENDIX I: NPCS

ENCOUNTER 1: ARNDULANTH

☞ **Norbert**: Male gnome Exp3; CR 2; Small humanoid (gnome); HD 3d6+3; hp 17; Init +1; Spd 20 ft.; AC 11 (touch 11, flat-footed 10); Atk +2 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, thrown dagger); SQ Low-light vision, +2 racial bonus on saving throws against illusions, +1 racial bonus to attack rolls against kobolds and goblinoids, +4 dodge bonus against giants, cast dancing lights, ghost sound, and prestidigitation, each once per day; AL NG; SV Fort +2, Ref +4, Will +5; Str 10, Dex 12, Con 13, Int 15, Wis 10, Cha 14.

Skills and Feats: Bluff +8, Diplomacy +8, Gather Information +8, Innuendo +6, Intimidate +8, Knowledge (local) +8, Knowledge (nobility) +8, Sense Motive +6; Iron Will, Lightning Reflexes.

Possessions: traveler's outfit, livery, dagger.

☞ **Duke Grevin Damar**: Male human Ari9; CR 8; Medium-size humanoid (human); HD 9d8; hp 48; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +10/+5 melee (1d6+1/18-20, rapier); AL NG; SV Fort +3, Ref +4, Will +6; Str 12, Dex 16, Con 11, Int 15, Wis 11, Cha 15.

Skills and Feats: Bluff +14, Diplomacy +14, Intimidate +14, Knowledge (nobility and royalty) +14, Knowledge (local) +14, Sense Motive +12, Wilderness Lore +12; Dodge, Mobility, Spring Attack, Track, Weapon Finesse (rapier).

Possessions: noble's outfit, masterwork rapier.

☞ **Knight Valorous Carindrell**: Male human Ftr6/Pal3; CR 9; Medium-size humanoid (human); HD 9d10+9; hp 67; Init +4; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +13/+8 melee (1d8+4/17-20, longsword); SA Smite evil, turn undead; SQ Detect evil, divine grace, lay on hands, divine health, aura of courage, remove disease; AL LG; SV Fort +13, Ref +7, Will +9; Str 15, Dex 11, Con 13, Int 13, Wis 15, Cha 18.

Skills and Feats: Bluff +10, Diplomacy +10, Intimidate +10, Knowledge (local) +7, Knowledge (religion) +7; Cleave, Expertise, Improved Critical (longsword), Improved Disarm, Improved Initiative, Improved Trip, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: noble's outfit, silver holy symbol of Pholtus, masterwork chain shirt, masterwork longsword.

ENCOUNTER 2: CHIPINSHALE

APL 4

☞ **Ugmor Brekskog**: Male dwarf Ftr1/Rgr3; CR 4; Medium-size humanoid (dwarf); HD 4d10+12; hp 40; Init +2; Spd 20 ft.; AC 12 (touch 12, flat-footed 10); Atk +5 melee (1d3+1, unarmed strike) or +6 ranged (1d3+1, improvised sling); SA Favored enemy (magical beasts); SQ Darkvision 60 ft., stonecunning, +2 racial bonus on

saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; AL CG; SV Fort +8, Ref +3, Will +2; Str 13, Dex 14, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Animal Empathy +3, Climb +5, Jump +5, Listen +4, Spot +4, Wilderness Lore +4; Improved Unarmed Strike, Point Blank Shot, Rapid Shot.

Possessions: none, but can improvise a sling.

Development: Ugmor begins with a Dex 1, and Con 8 due to his recent bout with *Filth Fever*. If he accompanies the characters, you'll want to alter his scores to reflect this until he recovers over time or through *restoration* magic.

APL 6

☞ **Ugmor Brekskog**: Male dwarf Ftr2/Rgr4; CR 6; Medium-size humanoid (dwarf); HD 6d10+18; hp 58; Init +2; Spd 20 ft.; AC 12 (touch 12, flat-footed 10); Atk +7/+2 melee (1d3+1, unarmed strike) or +8/+3 ranged (1d3+1, improvised sling); SA Favored enemy (magical beasts); SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; AL CG; SV Fort +10, Ref +3, Will +2; Str 13, Dex 14, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Animal Empathy +3, Climb +6, Jump +6, Listen +5, Spot +5, Wilderness Lore +6; Far Shot, Improved Unarmed Strike, Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: none, but can improvise a sling.

Spells Prepared (1; base DC = 11 + spell level): 1st – *speak with animals*.

Development: Ugmor begins with a Dex 1, and Con 8 due to his recent bout with *Filth Fever*. If he accompanies the characters, you'll want to alter his scores to reflect this until he recovers over time or through *restoration* magic.

APL 8

☞ **Ugmor Brekskog**: Male dwarf Ftr2/Rgr6; CR 8; Medium-size humanoid (dwarf); HD 8d10+24; hp 76; Init +2; Spd 20 ft.; AC 12 (touch 12, flat-footed 10); Atk +10/+5 melee (1d3+2, unarmed strike) or +10/+5 ranged (1d3+2, improvised sling); SA Favored enemy (magical beasts); SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; AL CG; SV Fort +11, Ref +4, Will +3; Str 14, Dex 14, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Animal Empathy +5, Climb +7, Jump +7, Listen +7, Spot +7, Wilderness Lore +8; Far Shot, Improved Unarmed Strike, Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: none, but can improvise a sling.

Spells Prepared (2; base DC = 11 + spell level): 1st – *speak with animals, summon nature's ally* I.

Development: Ugmor begins with a Dex 1, and Con 8 due to his recent bout with *Filth Fever*. If he accompanies the characters, you'll want to alter his scores to reflect this until he recovers over time or through *restoration* magic.

ENCOUNTER 3: BOULDER COTTAGE

Zithidimus Seemslinger: Male gnome Ill17; CR 2, Small humanoid (gnome); HD 17d4-17; hp 35; Init +1; Spd 20 ft.; AC 12 (touch 12, flat-footed 11); Atk +6/+1 melee (1d4-2/19-20, dagger) or +9/+4 ranged (1d4-2/19-20, thrown dagger); AL CN; SV Fort +4, Ref +6, Will +12; Str 7, Dex 12, Con 9, Int 21, Wis 14, Cha 15.

Skills and Feats: Alchemy +27, Craft (weaponsmith) +25, Concentration +19, Diplomacy +12, Knowledge (arcana) +25, Knowledge (local) +25, Spellcraft +25; Brew Potion, Combat Casting, Craft Magic Arms and Armor, Maximize Spell, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (Illusion), Spell Focus (Evocation), Spell Focus (Abjuration).

Possessions: 6 carving knives laying on the porch.

Development: Zithidimus is 193 years old, and the effects of old age are factored into his stats above. He is also insane, resulting in an altered alignment. His true alignment is Neutral Good. Finally, Zithidimus is suffering the permanent effect of having disjoined a minor artifact with the *Mordenkainen's disjunction* spell. He has lost all spellcasting abilities, per the spell's description in the *Players Handbook*, and has burned his spellbooks in despair.

ENCOUNTER 4: DRAGON ARMY

SQUAD

APL 4 (EL 5)

Squad leader: Male gnoll Rgr1; CR 2; Medium-size humanoid (gnoll); HD 2d8+1d10+3; hp 24; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +4 melee (1d8+3/x3, orc double axe) or +2/+2 melee (1d8+2/x3 and 1d8+1/x3, orc double axe) or +2 ranged (1d6/x3, shortbow); SQ Favored enemy (gnomes); SQ Darkvision 60 ft.; AL CE; SV Fort +6, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 12.

Skills and Feats: Handle Animal +5, Listen +3, Spot +3, Wilderness Lore +3; Exotic Weapon Proficiency (orc double axe).

Possessions: chain shirt, orc double axe, shortbow, 20 arrows, 15 gp in a belt pouch.

APL 6 (EL 7)

Squad leader: Male gnoll Rgr2/Sor2; CR 5; Medium-size humanoid (gnoll); HD 2d8+2d10+2d4+12; hp 43; Init +0; Spd 30 ft.; AC 16 (touch 10, flat-footed 16); Atk +7 melee (1d8+4/x3, orc double axe) or +5/+5 melee (1d8+3/x3 and 1d8+1/x3, orc double axe) or +4 ranged (1d6/x3, shortbow); SQ Favored enemy (gnomes); SQ

Darkvision 60 ft.; AL CE; SV Fort +8, Ref +0, Will +3; Str 16, Dex 10, Con 15, Int 8, Wis 11, Cha 12.

Skills and Feats: Concentration +4, Handle Animal +3, Listen +4, Spot +4, Wilderness Lore +3; Exotic Weapon Proficiency (orc double axe), Power Attack.

Possessions: +1 chain shirt, orc double axe, shortbow, 20 arrows, 15 gp in a belt pouch.

Spells Known (6/5; base DC = 11 + spell level): 0 – *daze, detect magic, ghost sound, ray of frost, mage hand*; 1st – *shield, true strike*.

Familiar (toad): Diminutive magical beast; HD 2d8; hp 21; Init +1 (Dex); Spd 5 ft.; AC 16 (touch 15, flat-footed 15); Atk –2 melee (touch); SQ Alertness, improved evasion, share spells, empathic link; Face/Reach 1 ft. by 1 ft./0 ft.; AL CE; SV Fort +6, Ref +3, Will +5; Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

APL 8 (EL 9)

Gnolls (4): Male gnoll Rgr2; CR 3; Medium-size humanoid (gnoll); HD 2d8+2d10+4; hp 31; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +5 melee (1d8+3/x3, orc double axe) or +3/+3 melee (1d8+2/x3 and 1d8+1/x3, orc double axe) or +2 ranged (1d6/x3, shortbow); SQ Favored enemy (gnomes); SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 12.

Skills and Feats: Handle Animal +5, Listen +4, Spot +4, Wilderness Lore +3; Exotic Weapon Proficiency (orc double axe).

Possessions: chain shirt, orc double axe, shortbow, 20 arrows, 15 gp in a belt pouch.

Squad leader: Male gnoll Rgr4/Sor2; CR 7; Medium-size humanoid (gnoll); HD 2d8+4d10+2d4+16; hp 59; Init +0; Spd 30 ft.; AC 16 (touch 10, flat-footed 16); Atk +10 melee (1d8+4/x3, orc double axe) or +8/+8 melee (1d8+3/x3 and 1d8+1/x3, orc double axe) or +6 ranged (1d6/x3, shortbow); SQ Favored enemy (gnomes); SQ Darkvision 60 ft.; AL CE; SV Fort +9, Ref +1, Will +4; Str 16, Dex 10, Con 15, Int 8, Wis 11, Cha 12.

Skills and Feats: Concentration +6, Handle Animal +3, Listen +4, Spot +4, Wilderness Lore +5; Exotic Weapon Proficiency (orc double axe), Power Attack, Weapon Focus (orc double axe).

Possessions: +1 chain shirt, orc double axe, shortbow, 20 arrows, 15 gp in a belt pouch.

Spells Known (6/5; base DC = 11 + spell level): 0 – *daze, detect magic, ghost sound, ray of frost, mage hand*; 1st – *shield, shocking grasp*.

Familiar (toad): Diminutive magical beast; HD 2d8; hp 21; Init +1 (Dex); Spd 5 ft.; AC 16 (touch 15, flat-footed 15); Atk –2 melee (touch); SQ Alertness, improved evasion, share spells, empathic link; Face/Reach 1 ft. by 1 ft./0 ft.; AL CE; SV Fort +6, Ref +3, Will +5; Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

ENCOUNTER 5: ENTERING THE CAVERN

APL 4 (EL 7)

➤ **Gnolls (2):** Male gnoll Rgr1; CR 2; Medium-size humanoid (gnoll); HD 2d8+1d10+3; hp 24; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +4 melee (1d8+3/x3, orc double axe) or +2/+2 melee (1d8+2/x3 and 1d8+1/x3, orc double axe) or +2 ranged (1d6/x3, shortbow); SQ Favored enemy (gnomes); SQ Darkvision 60 ft.; AL CE; SV Fort +6, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 12.

Skills and Feats: Handle Animal +5, Listen +3, Spot +3, Wilderness Lore +3; Exotic Weapon Proficiency (orc double axe).

Possessions: chain shirt, orc double axe, shortbow, 20 arrows, 15 gp in a belt pouch.

➤ **Squad Leader:** Male gnoll Rgr3; CR 4; Medium-size humanoid (gnoll); HD 2d8+3d10+5; hp 38; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +6 melee (1d8+3/x3, orc double axe) or +4/+4 melee (1d8+2/x3 and 1d8+1/x3, orc double axe) or +3 ranged (1d6/x3, shortbow); SQ Favored enemy (gnomes); SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +1, Will +1; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 12.

Skills and Feats: Handle Animal +5, Listen +4, Spot +4, Wilderness Lore +5; Exotic Weapon Proficiency (orc double axe), Power Attack.

Possessions: chain shirt, orc double axe, shortbow, 20 arrows, 15 gp in a belt pouch.

APL 6 (EL 9)

➤ **Gnoll (3):** Male gnoll Rgr1; CR 2; Medium-size humanoid (gnoll); HD 2d8+1d10+3; hp 24; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +4 melee (1d8+3/x3, orc double axe) or +2/+2 melee (1d8+2/x3 and 1d8+1/x3, orc double axe) or +2 ranged (1d6/x3, shortbow); SQ Favored enemy (gnomes); SQ Darkvision 60 ft.; AL CE; SV Fort +6, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 12.

Skills and Feats: Handle Animal +5, Listen +3, Spot +3, Wilderness Lore +3; Exotic Weapon Proficiency (orc double axe).

Possessions: chain shirt, orc double axe, shortbow, 20 arrows, 15 gp in a belt pouch.

➤ **Squad leader:** Male gnoll Rgr4/Sor2; CR 7; Medium-size humanoid (gnoll); HD 2d8+4d10+2d4+16; hp 59; Init +0; Spd 30 ft.; AC 16 (touch 10, flat-footed 16); Atk +10 melee (1d8+4/x3, orc double axe) or +8/+8 melee (1d8+3/x3 and 1d8+1/x3, orc double axe) or +6 ranged (1d6/x3, shortbow); SQ Favored enemy (gnomes); SQ Darkvision 60 ft.; AL CE; SV Fort +9, Ref +1, Will +4; Str 16, Dex 10, Con 15, Int 8, Wis 11, Cha 12.

Skills and Feats: Concentration +6, Handle Animal +3, Listen +4, Spot +4, Wilderness Lore +5; Exotic Weapon Proficiency (orc double axe), Power Attack, Weapon Focus (orc double axe).

Possessions: +1 chain shirt, orc double axe, shortbow, 20 arrows, 15 gp in a belt pouch.

Spells Known (6/5; base DC = 11 + spell level): 0 – daze, detect magic, ghost sound, ray of frost, mage hand; 1st – shield, shocking grasp.

Familiar (toad): Diminutive magical beast; HD 2d8; hp 21; Init +1 (Dex); Spd 5 ft.; AC 16 (touch 15, flat-footed 15); Atk –2 melee (touch); SQ Alertness, improved evasion, share spells, empathic link; Face/Reach 1 ft. by 1 ft./0 ft.; AL CE; SV Fort +6, Ref +3, Will +5; Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

APL 8 (EL 11)

➤ **Gnolls (6):** Male gnoll Rgr3; CR 4; Medium-size humanoid (gnoll); HD 2d8+3d10+5; hp 38; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +6 melee (1d8+3/x3, orc double axe) or +4/+4 melee (1d8+2/x3 and 1d8+1/x3, orc double axe) or +3 ranged (1d6/x3, shortbow); SQ Favored enemy (gnomes); SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +1, Will +1; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 12.

Skills and Feats: Handle Animal +5, Listen +4, Spot +4, Wilderness Lore +5; Exotic Weapon Proficiency (orc double axe), Power Attack.

Possessions: chain shirt, orc double axe, shortbow, 20 arrows, 15 gp in a belt pouch.

➤ **Squad leader:** Male gnoll Rgr3/Sor4; CR 8; Medium-size humanoid (gnoll); HD 2d8+3d10+4d4+18; hp 61; Init +0; Spd 30 ft.; AC 16 (touch 10, flat-footed 16); Atk +9 melee (1d8+4/x3, orc double axe) or +7/+7 melee (1d8+3/x3 and 1d8+1/x3, orc double axe) or +6 ranged (1d6/x3, shortbow); SQ Favored enemy (gnomes); SQ Darkvision 60 ft.; AL CE; SV Fort +9, Ref +2, Will +5; Str 16, Dex 10, Con 15, Int 8, Wis 11, Cha 12.

Skills and Feats: Concentration +6, Handle Animal +3, Listen +4, Spot +4, Wilderness Lore +5; Exotic Weapon Proficiency (orc double axe), Power Attack.

Possessions: +1 chain shirt, orc double axe, shortbow, 20 arrows, 15 gp in a belt pouch.

Spells Known (6/7/3; base DC = 11 + spell level): 0 – daze, detect magic, flare, mage hand, ray of frost, resistance; 1st – magic missile, shield, shocking grasp; 2nd – ghoul touch.

Familiar (toad): Diminutive magical beast; HD 4d8; hp 30; Init +1 (Dex); Spd 5 ft.; AC 16 (touch 15, flat-footed 15); Atk +0 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch; Face/Reach 1 ft. by 1 ft./0 ft.; AL CE; SV Fort +8, Ref +4, Will +6; Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

ENCOUNTER 7

APL 4 & 6

➤ **Young Green Dragons:** CR 4; Medium-size Dragon; HD 11d12+22; hp 85 each; Init +4; Spd 40 ft., fly 150 ft. (poor), swim 40 ft.; AC 20 (touch 10, flat-footed 20); Atks +14 melee (1d8+3, bite) and +9 melee (1d6+1, 2

claws) and +9 melee (1d4+1, 2 wings); SQ Acid immunity, blindsight, darkvision 300 ft., keen senses, water breathing; AL LE; SV Fort +9, Ref +7, Will +8; Str 17, Dex 10, Con 15, Int 12, Wis 13, Cha 12. Length 8 ft.

Skills and Feats: Listen +12, Spot +12, Search +12, Bluff +12, Diplomacy +12, Profession (herbalist) +12; Improved initiative, Flyby attack, Wingover.

Breath Weapon (Su): 1/1d4 rounds—cone of corrosive (acid) gas 30 feet long, for 6d6 points of damage (Reflex save DC 17 for half).

Languages: Draconic, Common.

APL 8

➤ **Juvenile Green Dragons (3):** CR 7, Large Dragon; HD 14d12+42; hp 126 each; Init +4; Spd 40 ft., fly 150 ft. (poor), swim 40 ft.; AC 22 (touch 9, flat-footed 22); Atks +17 melee (2d6+4, bite) and +12 melee (1d8+2, 2 claws) and +12 melee (1d6+2, 2 wings) and +12 melee (1d8+6, tail slap); Face/Reach 5 ft. by 10 ft/10 ft. SQ Acid immunity, blindsight, darkvision 400 ft., keen senses, water breathing; AL LE; SV Fort +12, Ref +9, Will +11; Str 19, Dex 10, Con 17, Int 14, Wis 15, Cha 14. Length 15 ft.

Skills and Feats: Listen +16, Spot +16, Search +16, Bluff +16, Diplomacy +16, Profession (herbalist) +16; Feats: Improved Initiative, Flyby Attack, Wingover, Hover.

Breath Weapon (Su): 1/1d4 rounds—cone of corrosive (acid) gas 40 ft. long, 8d6 points of damage (Reflex save DC 20 for half).

Spells Known (5/4; base DC = 12 + spell level): 0—*daze, detect magic, ray of frost, mage hand*; 1st—*entangle, charm person*.

Languages: Draconic, Common.

SASRAKANANAKMASHA, THE GREEN OF THE GAMBOGE

➤ **Sasrakananakmasha, Very Old Green Dragon:** CR 18, Huge Dragon; HD 29d12+174; hp 362; Init +4; Spd 40 ft., fly 150 ft. (poor), swim 40 ft.; AC 36 (touch 8, flat-footed 36); Atks +38 melee (2d8+11, bite) and +33 melee (2d6+5, 2 claws) and +33 melee (1d8+5, 2 wings) and +33 melee (2d6+16, tail slap); FAC 10 ft / 20 ft, 10 ft. SQ Acid immunity, blindsight, darkvision 900 ft., keen senses, water breathing, damage reduction 15/+2, spell resistance 25; AL LE; SV Fort +22, Ref +16, Will +20; Str 33, Dex 10, Con 23, Int 18, Wis 19, Cha 18. Length 28 ft.

Skills: Listen +33, Spot +33, Search +33, Bluff +33, Diplomacy +33, Profession (herbalist) +33, Spellcraft +33, Knowledge (nature) +24, Wilderness Lore +24, Alchemy +24, Concentration +26, Intimidate +14, Jump +12, Sense Motive +15; *Feats:* Improved initiative, Flyby attack, Wingover, Hover, Power Attack, Snatch, Quicken Spell-Like Ability, Brew Potion.

Breath Weapon (Su): 1/1d4 rounds - Cone of corrosive (acid) gas 50 ft. long, 18d6 dmg (Ref DC 30 1/2).

Crush (Ex): While flying or jumping, this dragon can land on opponents as a standard action, using her whole body to crush them. This attack is effective only against opponents of small or smaller size. It can effect all such creatures in an area equal to its Face of 10 ft. by 20 ft. Creatures in the effected area take 2d8+16 points of damage and must succeed at a Reflex save of 30 or be pinned until the dragon moves off of them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take 2d8+16 points of damage each round if they don't escape.

Frightful Presence (Ex): This fear effect takes place whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 270 ft., who have fewer than 29 HD must succeed at a Will save (DC 28) or be panicked (if 4 or fewer HD), or shaken (if 5 or more HD) for 4d6 rounds.

Expanded Spell List (SL): This dragon can cast Plant Domain spells as arcane spells.

Spells Known (6/7/7/7/7/4; base DC = 14 + spell level): 0—*dancing lights, daze, detect magic, flare, ghost sound, light, ray of frost, mage hand, prestidigitation*; 1st—*entangle, charm person, expeditious retreat, hypnotism, magic missile*; 2nd—*detect thoughts, invisibility, locate object, mirror image, web*; 3rd—*dispel magic, haste, nondetection, stinking cloud*; 4th—*control plants, ice storm, improved invisibility*; 5th—*wall of thorns, teleport*.

Spell-Like Abilities: 3/day—*suggestion*; 1/day—*plant growth*.

Languages: Common, Draconic, Elvish, Gnomish, Sylvan, Worg.

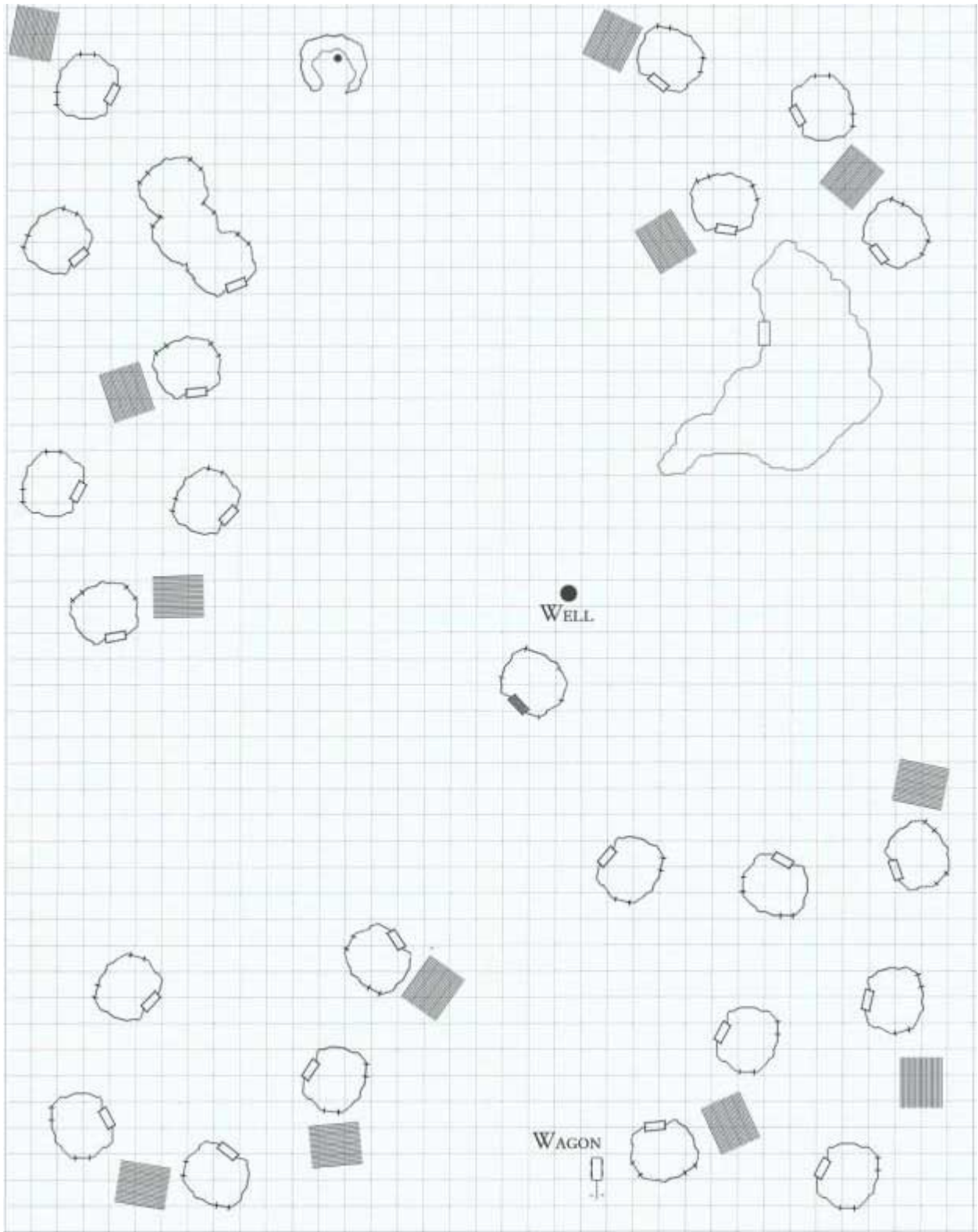
Sasrakananakmasha (SAHS-ra-ka-na-NAK-ma-sha) is very old, very reclusive, and very cruel. She has always lusted for the power that comes with age to dragons, and as a master herbalist, alchemist, and potion brewer, she has been content in recent decades to search for a formula to speed up the aging cycle of dragons. Occasional whims to torment the elves and sylvan creatures of the Gamboge have taken her to be sure, and she still sometimes flies into fey villages under *improved invisibility* to use her quickened suggestions that several of them seek out her crater home. Then, when they arrive, she or her brood can play with them at their leisure. But, for the most part, she has kept to herself, her pet garden, and her experiments, always looking for that allusive aging formula.

It was only when one such fey toy escaped the torments of the Green of Gamboge, and told his story to Zithidimus Seemslinger of the Flinty Hills, that the world of Sasrakananakmasha came to upheaval. The gnome Illusionist penetrated her garden, with an adventuring party, and disjoined the showpiece of her treasure hoard. Although Zithidimus escaped while the dragon killed his friends, the Green of the Gamboge has not forgotten him, nor his effrontery. She has, in fact, recently taken on a campaign to rid the Flinty Hills of gnomes entirely, like so many ants on her doorstep, so that she can take her due revenge, and get back to work on her formulae.

Using a combination of intimidation and reward, she has assembled an army of gnoll and worg followers for use in her campaign of destruction. The Gamboge is still wild for the most part, just the way the Green likes it, and no forest dwellers are more evil, nor more plentiful and replaceable, than the tribes of gnolls and packs of worgs she has gathered to her banner.

In personal battle, her tactics are simple and deadly: trap and confuse the small-minded humanoids, then vaporize them from the air. She will begin with *haste* upon herself, then move into the air, using her extra partial action for *improved invisibility*. She will then try to trap foes with spells like *wall of thorns*, *control plants*, *plant growth*, *entangle*, or *web*. She will also attempt to disorient them with a quickened *suggestion* each round, *charm person*, *hypnotism*, and *stinking cloud*. Then she will rain destruction down upon them from the air with her breath weapon or a flyby attack, using her extra partial action for spells like *ice storm*, or *magic missile*. If opponents try to flee, she will cast *expeditious retreat* on herself, and chase them down. If the need arises, she will *teleport* to safety, but the need hardly ever arises.

PLAYER HANDOUT #1



PLAYER HANDOUT #2

'Tis of a gnome
who loved his home
no more than he should have

'Cept wanderlust
the bane of us
whom hearth and home we would have

Was so his friend
that in the end
all spells he knew he could have

For yes, good sir
you've guessed, I'm sure
a wizard is our hero

Not tall of build
nor often killed
he monsters with his spear-o

But, magic was
his life, his love
And artifice was his

To pitch and throw
not just for show
Illusion, sparks, and fizz

Great battles fought he
for folk called wee
'spinet faces of sizes all

From Trolls to Xorn
great things with horns
to giants twelve feet tall

Adventuring
became his way
the spells he slung were fierce

For years on years
he fought those fears
through which all gnomes are pierced

When home he came
puffed up with fame
no man or child could leave him

To puzzle out
ponder and tout
the myst'ries that did please him

But down to dusk
like cob in bush
'round gathered all the old bores

With want for spells,
flash, whistles, bells
to make quick work of home chores

Illusionist
he hid, he did
behind a blasted tree stump

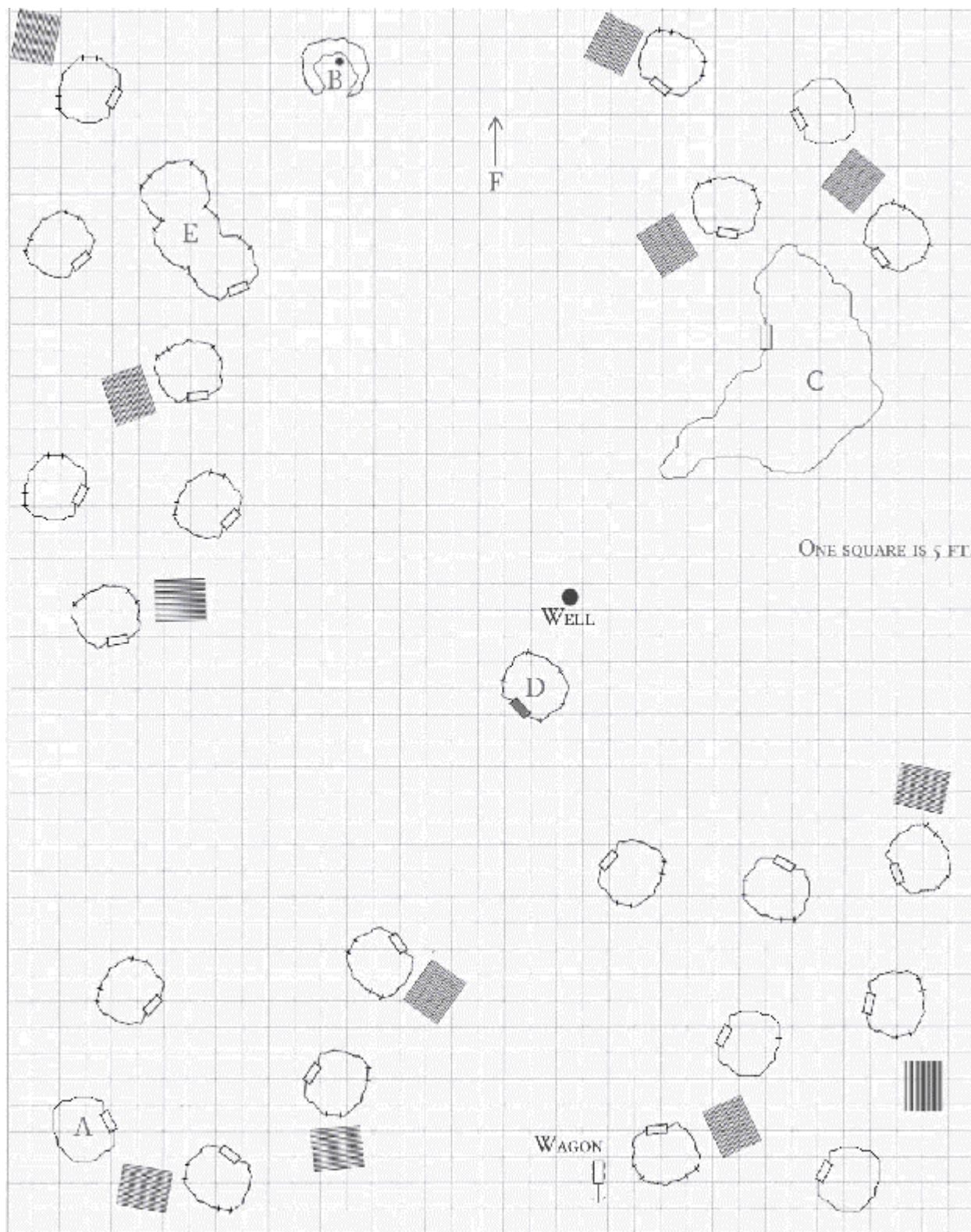
To get away
from day to day
and avoid being a gump

Now home he stays
with short forays
from where he keeps his own time

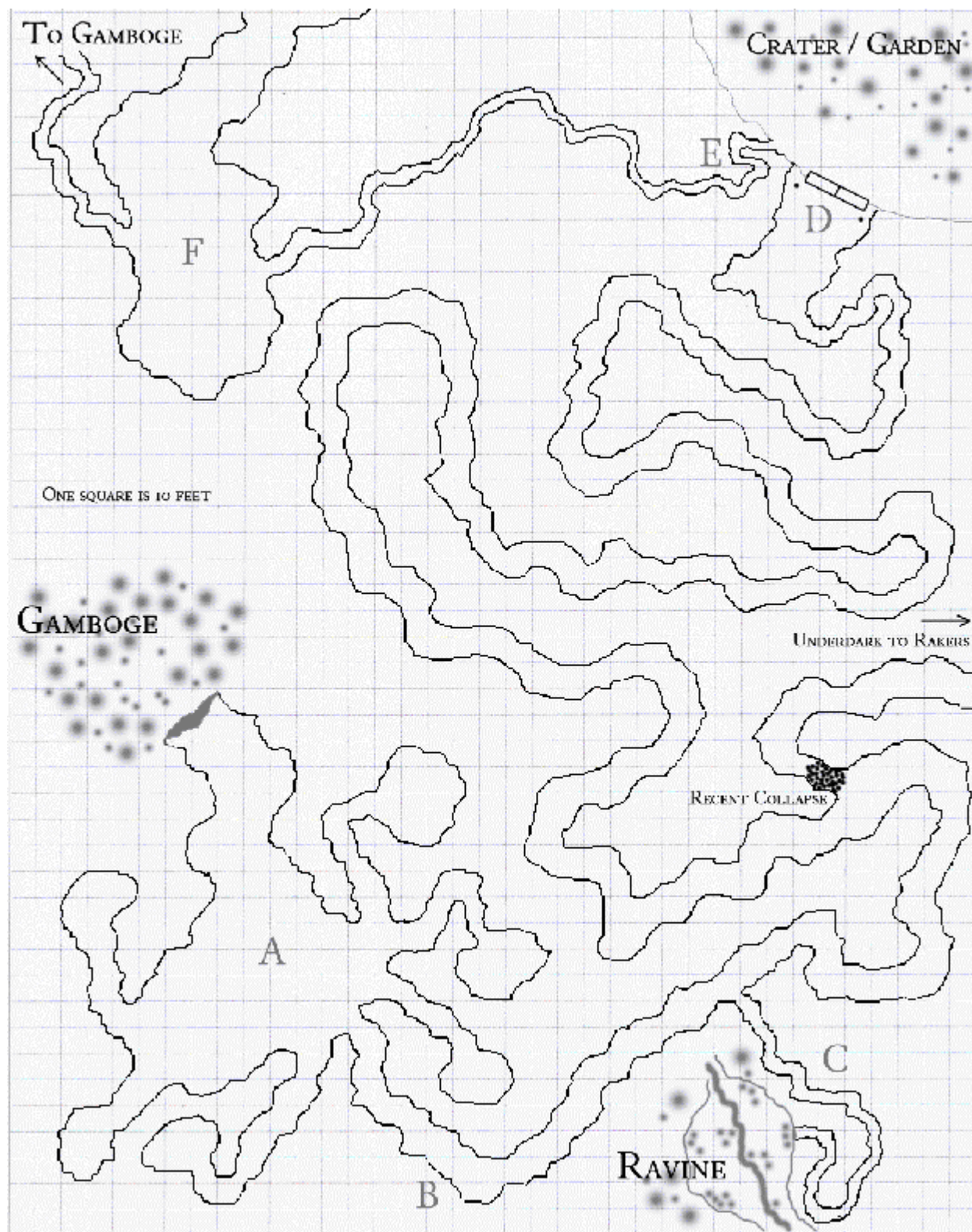
And friends indeed
walk through his tree
to chat and bring him new rhymes

-Stella Greenpasture Tenestrummer

DM'S AID #1







ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.