

KEO2-08



PEMLO'S LAMBIC

A One-Round D&D® LIVING GREYHAWK®

Keoland Regional Adventure

Version 1

by Kevin Lawson

Reviewed by the Keoland Triad

It is rumored that no other brewer in Keoland can match the skills of the halfling Pemlo Penchant. Many nobles, including King Skotti himself, covet the lambic Pemlo makes just once every four years. This year, the halfling needs your help. An adventure for characters level 1-8. This is Part 1 in the "Good Hills Gone Bad" series.

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

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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 character's 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 your 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 character's 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	0	1
1/3 and 1/2	0	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 join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Keoland. All characters 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.

DM'S INTRODUCTION

THE GOOD HILLS:

The Good Hills flank the western border of Keoland from the Dreadwood in the south to the northern plains that drain into the Rushmoors. The littlefolk love these highlands and have settled the region in great numbers. Gnomes and halflings work the mines and fertile vales of the Good Hills and have prospered for many years. The hillfolk are loyal subjects of the King, though they generally govern themselves.

The communities in this region have harvested the bounties of the land, making many a family rich, though this was not always so. Once upon a time, vile creatures overran these hills, but they have been banished from the world of light for many hundreds of years.

CROOKHOLLOW:

The greyfeet of Crookhollow reckon the town's founding to CY427 when Benson Brindlebuck established an outpost on the site. The halfling adventurer, tales say, wheedled the folk of town and country to build a fort to ward against the return of the banished blight and was granted stewardship of the surrounding lands. Enterprising halflings flocked to Buckshold for protection and wound up homesteading in the rolling hills that the little people love. This section of the Good Hills between Flen and Cryllor is a moor of rolling hills and scattered woods. Patches of land in the valleys are very fertile. Here and there one finds rugged, barren hills and bogs of peat. Everywhere there are grasses, brambles and clouds dappling the bright sky and scurried along by the ever-present winds.

Vigilance against the evils of the past waned and a sleepy kind of prosperity settled on the community. Nearly eighty years ago the peace was broken when young (he was in his thirties at the time) Pemlo Penchant returned to town. He'd left as a boy, made a name for himself in "the Big City" and returned, ostensibly, "to settle down." Or so he called it. The town elders thought differently. On jaunts through the countryside, Pemlo poked his nose into holes where he didn't belong. He caroused. When the town couldn't feed his taste for drink, he built a distillery. He had no respect for his elders. And scandal of scandals, this halfling of ill-repute welcomed a thieving priest of Brandobaris to town. Word spread to the other settlements that cutthroats and cutpurses roamed the streets. Almost overnight, Buckshold was dubbed Crookhollow. The name stuck.

PEMLO'S LAMBIC:

Gossip, rumor and new industry fomented over the subsequent years in Crookhollow, and slowly but gradually Pemlo earned the respect, if not trust, of the townsfolk. His distillery and brewery, A Penchant for Drink, won great praise abroad. Nowadays, the greyfeet natter on about "gold-medal batch of '68," "that stinker in '76" taking great pride in the highlands that produce such

a fine lambic (ale made with an infusion of herbs) that none other than King Kimbertos Skotti calls it "the elixir of the wee gods." This special brew is made but once each quartyear (once every four years), and, as the PCs arrive, Brewfest has begun. Topsy halflings celebrate as the last drafts of the oldstuff are drained and preparations are made for the brewing of the newstuff. During the Quartyear Brewfest, chaos reigns in the town of Crookhollow. The old brewmaster considers the holiday his finest achievement.

RECENT EVENTS:

Townfolk have been gearing up for Brewfest in Crookhollow for several months. Meanwhile, dark forces have begun to encroach upon the peaceful hamlet. Farmers have found livestock missing and mothers warn their children to stay away from Spinster's Wood – last month a halfling boy disappeared thereabouts. Also, unbeknownst to the villagers, Ysl, an addled Ettin from the Jotens, has taken up residence in the Tumbledown Delve. The gnomes abandoned the mine many years ago and it has not been worked since. That is, until Ysl came to Crookhollow.

ADVENTURE SYNOPSIS

Pemlo's Lambic begins during the Crookhollow Brewfest. PCs find themselves in the midst of a harvest festival gone wild. Local halflings are raising their glasses to that old rogue, Pemlo Penchant, and drinking the last of his famous ale to the dregs. Pemlo himself sits with tankard and pipe, recounting his exploits to the crowd and cursing to make the young 'uns blush. Pemlo challenges one of the PCs to a boxing match to show the locals he can still "whip any comer" even at his age. It is a good-natured challenge – three-minute bout, first man knocked down loses. The old halfling is game (and three sheets to the wind), but takes a misstep during the bout and is hobbled. The injured Pemlo asks that the PCs collect the ingredients for the brewing of the lambic at week's end. He provides them with a map of the area and a list of the ingredients needed. The ingredients must be collected fresh and all are available at this time of year only once every four years. Before gathering the last ingredient, which is quickest to wilt and lose its potency, a ceremony must be performed. Pemlo suggests the PCs begin on the morrow and be quick about it: the fresher the ingredients, the better the lambic, and the greater its value.

The PC's may use the resources available to them in town. This includes an herbalist's shop. Wil Brayman, the proprietor, knows much about the local flora and may provide the party with valuable information. He has also consulted with Pemlo on the infusion used in brewing the lambic in the past.

When the PCs set out, they have several choices. There are two dozen ingredients to be found in various

places on the moors. They can choose which to seek first. Most of the ingredients are found in the following places:

- The Spinster's Nob Moors: 20 of the ingredients can be found growing wild in an expanse of rolling hills. Wolves roam the hills outside of town. They will harass individuals or vulnerable parties.
- Spinster's Wood: One of the ingredients is Pixie Dust, which can be found in the possession of the fey in Spinster's Wood. The fey have been harassed by an evil presence in the wood. They ask that the party rid them of the ettercaps, who spin traps about the Pixies' lair in exchange for the Pixie Dust.
- Tumbledown Delve: Gnomes once worked a mine that the halflings call Tumbledown Delve. It was abandoned many years ago and has fallen into disrepair. Recently, a newcomer to the region, an Ettin named Ysl, occupied it. Pemlo is aware that something rotten has inhabited the mine. He hopes that the party will root out the evil presence in the mine.
- The Splitrock: On this highest of hills a pair of rocs is nested. PCs must climb the Splitrock to retrieve an ample quantity of roc guano fertilizer. Once they have retrieved the guano and return to the base of the hill, a group of wolves mount an attack against them.

When all of these ingredients have been collected, there remain two tasks: perform a ceremony honoring Brandobaris at the source of a stream near the Splitrock and retrieve the final ingredient, the blooms of a Treant and sometime nemesis of Pemlo's. The Treant considers this a great indignity and will make collection of his blossoms extremely difficult.

Should they retrieve all of the ingredients, the PCs quest is finished. They can return to Crookhollow to reap their reward and sample the first keg of the newstuff, the lambic brew of '92.

INTRODUCTION

Brewfest in Crookhollow is an event not to be missed. Harvest festivals are commonplace in Keoland, but once every four years the halflings here throw a village-wide party to end all parties. The celebration marks the brewing of the famous Quartyear Lambic brewed by Pemlo Penchant, an erstwhile adventurer long ago turned brewmaster and businessman. Master Penchant sits amidst the chaos of the festival holding court, recounting tales of his adventuring days to the impressionable halfling youngfolk while their elders cluck their tongues at the nonsense and shake their heads in disapproval.

"And that was how I beat the Ghost Toad of the Hool Marsh. Collected the ingredients for a great feast right there at the swamp's edge, I did, and set my pots to boiling. The smells drew it closer ... I was a fair cook in my day. Must've thought I'd make a good appetizer. Well, when I felt my short hairs prickle, I knew it must've crept behind me, and quick as you can say 'Boo!' I snatched it into a pot and fried it up in oil. That

Ghost Toad was tasty. Took me a few days to finish most of him up. Snacked on the leftovers all the way home." The old fellow smiles and takes a great draught of ale. The youngsters gape in wonder, and the older children shake their heads in disbelief. "You can't eat a ghost," one sneers, "Anyone knows that!"

Other halfling children jump into the debate, and Pemlo glances to the on-looking adventurers to settle the matter. He addresses the PCs:

"You there ... you look like you've had some experience adventuring. What do you say? Ever et a ghost?"

The PCs are unlikely to persuade the skeptics in the crowd, and Pemlo chooses to convince them with a display of his boxing prowess, challenging the largest of the adventurers.

"These young 'uns today ... no respect for their elders," he says with a wink and a chuckle. "You'd not think someone like ol' Master Penchant could box a big 'un twice his height or more. But he did in his day ... come now [to the biggest fighter in the party] let me prove my honesty in a match. I'll challenge ye to three falls ... don't worry, I'm not as decrepit as I look."

Pemlo is an experienced adventurer and a Drunken Master. His stats appear in the NPC summary. Though the halfling appears elderly and inebriated, he is quite capable of handling himself in a fight, especially a fistfight. He takes another huge draught and goads a PC into fighting him as a ring of halflings forms. A prosperous-looking middle-aged halfling breaks into the circle. "Da! No ... no more fighting." Pemlo shrugs his "namby-pamby wee gutless boy" off. "Pasty" Penchant, as his Da calls him, wards the prospective combatants from each other, reproaching his father, "You're a fool, Da. Hurt yourself and damnation for the King's Lambic!" It is obvious Pemlo is not backing down. Pasty steps into his role as referee. "Fine then, BUCKSHOLD RULES ... three rounds or three falls, whichever comes first and NO WEAPONS." "I'll give ye no weapons," Pemlo replies, chucking his tankard at his son.

Pemlo has two motives: first, he loves a fight; second, he has a task for a group of adventurers and he wishes to feel out their strengths & weaknesses and elicit their sympathy. He will fight hard and ably, but when the fight is near its close, whether being bested by or besting his opponent, he will fake a leg injury, fall to the ground and mutter, "Brandobaris knows ... I might have been lying about eating that ghost."

Pemlo is faking injury. He is an excellent bluffer and has practiced throwing his knee in and out of joint. Only if the PCs specifically try to see if he is faking are they allowed a Sense Motive check against Pemlo's bluff. If a healer tries to examine the "injury," Pemlo will shoo him away and tell the PC: "I don't need any sawbones or voodoo priest touching me, thank you very much!"

After he collapses, some townsfolk bear the old halfling off to his residence to be tended. Encourage the adventurers to join them. On the way there, several

halflings in the crowd can be heard lamenting the fate of the “King’s Lambic.” A successful Knowledge: Regional, or Craft: Brewing or Gather Information check DC: 10 will reveal the following information:

A lambic is an herbal ale, thought by some to have medicinal properties. The most famous in the realm is brewed by Pemlo Penchant once every four years. It is said that King Kimbertos Skotti cellars a surfeit of each quartyear lot. Where it can be found, the lambic sells for many times the price of a fine draught of ale.

Pemlo’s residence sits adjacent to his distillery, “A Penchant for Drink.” Together, they form a sprawling complex of halfling-sized wooden buildings and burrows. It appears comfortable, lived-in and perhaps a trifle ramshackle. Those tending Pemlo hustle him into his bedroom, crammed beyond capacity with all those present. As he is bumped along the way, he yowls in pain. In bed, Pemlo and Pasty Penchant hold a whispered conference after which he irately dismisses all but his son and the PCs.

“Perhaps I am an old fool for that display. Seeing you folk there got me in the spirit of the old days. And that’s gotten me in a spot of trouble. See, this week we brew the New Stuff. Have you tasted my Lambic? Finest draft in the Flanaess! But with my leg ailing me, I need a bit of help if the King’s to get his draught. Now, Pasty, my boy, if you want to help me, get a round of the Old Stuff for us ... that’ll ease what ails me.” Pasty Penchant leaves the room and Pemlo continues conspiratorially, “You see, I have a secret recipe for the Lambic and the ingredients need gatherin’. It can be a trifle dangerous on the moors, and my boy’s not really suited for danger, as you see. You just might be able to handle it ... I’ve done it on my own every four years since setting up shop in this sleepy little town. It would make up for injurin’ a poor old man ... and I’ll cut ye in on the profits if we can salvage the lot. What d’ye say?”

Pemlo makes it clear that compensation depends on the profits, which depends on the quality of the lot, which in turn depends upon the freshness of the ingredients. The faster they are able to collect the ingredients, the better. A minute later, Pasty returns with a round for the house. The PCs will not remember when they’ve tasted better, more refreshing, ale. The toil of the day and the travail of the road are washed away as they down the ale to the dregs.

“Now, boy!” Pemlo addresses his son, “Get some parchment and a quill. I’ll draw up a map and make a shopping list. These folks have work to do.”

Pemlo provides the party with a map of the region, a list of ingredients and some instructions. Give Player’s Handouts #1 and #2.

“Now, collect these ingredients however you like, but save the Crabapple flower for last. Before collecting the flower of that tree you need to mix two of the ingredients (they’re circled there) and

pour the mixture as an offering into the Istinbrook on Buck’s Hill above the Rushes. It wouldn’t hurt to say a few words of thanks to Brandobaris then. He’s looked out for me over the years. After that, the job’s almost done. You should be able to follow Sliver Creek downstream to a Crabapple rooted on the bank in full bloom. Just collect the flowers and hurry back. It’s as easy as that! Oh, before I forget – that Pixie Dust can be found with the fey in Spinster’s Wood. To find them, wait until nightfall on Spinster’s Nob and follow the fireflies into the wood. Either you’ll find them, or they’ll find you. They’re hard to spot by day as they sleep.”

If questioned, Pemlo and Pasty can provide the following information if asked the right questions:

Pemlo:

–“Be quick and disturb as little as you can.”

–“I would start either at dusk tonight or dawn on the morrow.”

–“The ingredients for the best batch, old ’68, were collected in one day. You must take no longer than three days or wait another four years for the next brew.”

–“Tumbledown Delve was mined by the gnomes. They abandoned the mine many years ago. The Brushfire grows deep in the caves there.”

–Pemlo can provide some additional brief descriptions of the ingredients if there is no herbalist, druid or character with relevant skills for identification of plants in the party. Offer Player Handout #3.

–“Trust your instincts – you are adventurers, without good instincts you’re dead.”

–“There are wolves on the moors.”

Pasty:

–Pasty can provide some plant descriptions. His father doesn’t respect his abilities. Pemlo has explored the moors, hills and woods. He knows them intimately.

–Pemlo has dined with the King.

–Tumbledown Delve was mined by the gnomes. They abandoned the mine many years ago.

–Diplomacy, Gather Information, Intimidate DC 15. Rumors of slavers in the area. The fey are tricksters.

The PCs may use other information and resources available to them in town. There are other locations in town that can be explored. A brief listing appears below along with relevant and not-so relevant information that can be gleaned. Locations are marked on the Judge’s Map of Crookhollow. Provide one piece of information in the appropriate range per check, though the information is preferably drawn out through role-playing the encounter. A description and stats for each named NPC can be found in the NPC Summary.

Town Hall:

Several old greyfeet can be found in town hall. Though they take pride in the fame Pemlo’s Lambic has brought their town, they look down their noses at Pemlo himself, considering it scandalous that he should be boxing at his advanced age. They know next to nothing about the

Lambic itself, nor much of the depredations of creatures closing in around Crookhollow.

Diplomacy, Gather Information, Intimidate:

DC: 10. Travel the Moors on the Low Road at noontime.

DC: 12. Pemlo made a deal with one of the Lords of Discontent. I've seen its mark in his home.

DC: 15. "That Sawyer lad disappeared near Spinster's Wood a few weeks back. Don't go into the wood."

DC: 18. The gnomes mined Tumbledown Delve. They abandoned the mine many years ago. Don't go into the mines.

Buckshold:

In a visit to Buckshold, the old fort at the edge of town on the Low Road, PCs find one of the town guard (Cal Flatbottom) asleep at his post. Like the greyfeet in town hall, the guard knows little of the creatures on the prowl and nothing of Pemlo or his Lambic save that he'd like some if they're buying. If the encounter occurs between dusk and dawn, and asked about anything unusual, he will comment that he was startled awake by the howl of coyotes earlier.

DC: 12. The officers have been out celebrating at the festival.

DC: 20. "One evening two or three days ago a big person, a pale blonde human dressed in green robes came to my post and pinched my cheek til I woke. He asked, "Have any gnomes been in town lately?" "Not that I seen," says I. "Well then, tell me the name of the best inn," said he. I told him to try the Roc's Feather & I went back to sleep."

The Roc's Feather:

DC: 12. Bandits have taken travelers on the Low Road. The gnomes are buying up land south of the Bettledowns. They say they've found a great gem deposit.

DC: 14. Tale of the Origin of Spinster's Nob: They say old Meg Downwater, a halfling spinster woman used to sit out on the Nob. One day, not long after Midsummer, she found herself with child. No natural child was this. We don't even mention her name no more in these parts, but they say ol' Meg was Master Penchant's great-great grandmammy. Lots of strangeness out there. Children disappear. Some stolen from their bassinets. Best to hide 'em and ward 'em while they're little.

DC: 16. Weeks ago, Big Tuttle was hunting hares and saw a walking tree just off his 10 acre Northern stead. Couldn't believe his eyes, he said. Ran off and dropped his bow. He and the missus're visiting her folk in Blacktop til his nerves calm down.

DC: 18. Pemlo is a drunk, his liver is failing and that Pasty Penchant can't wait to inherit.

DC: 20. A man in green was looking to hire some drovers, he said, but it sounded like he was looking for mercenaries. May have wanted to fend off those Low Road Bandits.

DC: 22. Pemlo has mentioned plans to fund a Temple to Brandobaris, as if those roaming priests of Fharlanghn weren't bad enough.

The Herbalist:

Wil Brayman knows much about the local flora and may provide the party with valuable information. He consulted with Pemlo on the infusion used in brewing the lambic in the past. Like Pemlo, he is a businessman. Information has its price. Wil bargains for a payment of 25 gp x APL or an equal share of the proceeds in exchange for his information

If a deal is struck, the Herbalist will annotate Pemlo's Shopping List (give PC's annotated version) and lend them a copy of Vendraith's Field Guide to Herbs and Wildflowers (1st Edition). This will speed collection of the ingredients, especially on the moors, granting a +2 circumstance bonus to ingredient Spot checks on the Moors. He also has dried samples of some of the plants, but none fresh enough for the brew. The dried samples can be purchased for 25gp and provide an additional +2 bonus for Spot checks.

DC: 12. "The moors have been dangerous. I don't stray far from the road."

DC: 16. "Be careful near the Spinster's Wood. The Sawyer boy was last seen on the road near the wood. It's grown darker lately."

DC: 18 (if he has seen the Shopping List). Wil Brayman admires Pemlo but thinks him very shrewd and suspects ulterior motives. "Why would he want Brushfire Moss? It's pretty to see ... when you stroke it with your fingers you see a trail of flowing crimson follow, like a brushfire on the hillside. But I think it's supposed to taste like soap. I can't imagine what properties would serve his brewing!"

ENCOUNTER 1 - A CHANCE ENCOUNTER

Subsequent to their meeting with Pemlo, while walking through town, members of the party will note the following:

On your way, you notice a woman wearing a heavy cloak and hood, strange attire during the recent Brewfest warm spell. The hood cloaks her identity, but it is obvious the woman is armed. Her gaze seems to linger upon the foreign festival-goers, including yourselves.

The woman is in fact Merla Hennig, constable of Cryllor. If the character has played "All That Glitters," a Spot check of 15 will be sufficient to identify her. Constable Hennig is seeking a Suel man attired in green robes who is believed to have stirred up humanoid activity in the region, uniting several of the orc tribes. Word has come to her recently that this man has also enticed giants from the Jotens. The Lady Regent considers him extremely dangerous. If approached, she is cautious, but friendly. She has little time to aid the party, pursuing this mission

of her own. Any PCs who hold her favor can get this information. (The favor is not used up.)

THE INGREDIENTS

If the PCs are to help Pemlo produce a high quality brew, time is of the essence. The players may decide to tackle events in any order or split up, but it is incumbent on the judge to track the time spent (Tables have been provided on the Judge's Reference Sheet to help figure and record time spent by the characters.) The players have until the morning of the second day after the initial encounter with Pemlo to begin the hunt for ingredients. Should they delay past the second morning, Pasty will seek the PCs out and tell them to start immediately, time is wasting, or he will hire another group himself. Should the players continue to delay, they may investigate the area, but the ingredients will be collected by another group and the PCs will see none of the proceeds.

While Pemlo needs many of the ingredients to brew the Lambic, a few have been listed for other purposes. Four of the ingredients to be found on the Bettledown Moors are not needed for the brew. Pemlo listed them to throw off or spoil any attempt to duplicate his recipe. One ingredient, the Brushfire Moss, was listed so the PCs would investigate the old mine. The old halfling knows something rotten is now living there, but not what it is. He hopes the PCs discover what it is and report back.

The PC's should have materials to collect the ingredients. Pasty or another village halfling will remind them of this should they leave without a bucket and/or large containers. The PCs have the option of starting at locations: ENCOUNTER 2: The Bettledown Moors, ENCOUNTER 3: The Spinster's Wood, ENCOUNTER 4: Tumbledown Delve, ENCOUNTER 5: Splitrock or ENCOUNTER 7: The Old Crabapple.

ENCOUNTER 2: The Bettledown Moors

The "Low Road" out of Crookhollow runs all the way to the Bettledowns, a halfling town about 3 leagues to the west across the moors. The hills are gentle but the terrain is rugged. Few trees rise above the tall grasses, bramble and shrubs. The soil is rocky and uncultivated here, much different from the rich land of the halfling vale of Crookhollow. As the road stretches across the Moor and Crookhollow recedes behind you, you notice the winds. They are inescapable on the moors. The whistling of the wind overwhelms the other sounds of nature here, though you occasionally hear a howl in the distance. Is a predator on the Moor or a trick of the wind raking the rocky hills?

Most of the ingredients for the Lambic can be found growing wild in the Bettledown Moors, an expanse of low rolling hills. A party keeping to the road can find none of the ingredients. It will likely speed their progress should the party split up to collect the ingredients. Of course, this is what the predators of the Moors are waiting for. They will not attack a party of more than 2 adventurers, but seek to single out one or more easy targets for the pack. These animals are quite cunning. They will hit and

run rather than fight to the death, hoping to overwhelm with numbers and attrition those foolish enough to trespass their hills.

Collecting the Ingredients:

Once per hour, each discrete group of adventurers searching the Moors may make a skill check to find an ingredient for the Lambic. Each group may benefit from an assist (DC 10), which, if successful, adds +2 to the primary searcher's skill check, but only two characters in a discrete group may attempt to assist a third.

Class	Skill(s) Used for Ingredient Search with Modifiers
Druid	Add Spot + Wilderness Lore + 2 (circumstance bonus)
Ranger	Add Spot + Wilderness Lore
Others	Search or Wilderness Lore (whichever is greater)

Remember to add any bonuses the party gleaned from Pemlo or Wil Brayman the herbalist. For purposes of this search, Profession: Herbalist ranks will stack with other skills.

DC 25: One ingredient is found

DC 32: Two ingredients are found

A checklist of ingredients can be found on the Judge's Reference Sheet.

The Predators:

If the PCs separate by more than 100' into any groups of 3 or less, give them one Spot check for ingredients before the predators on the Moors attack. (The party must separate by this much to be considered separate groups for searching time calculations.) If the party quickly regroups after the initial attack, the predators will flee when it looks like the fight is in doubt. This encounter will occur each time the party splits into smaller groups on the moors.

Breaking up into smaller groups has allowed you to cover more ground. In a few hours, the work at hand will be done. It would be nice to kick back in Crookhollow with a fresh pint of that fine Lambic. Your pleasant daydream is interrupted by a growling shadow standing atop the rise before you. The pack descends on you before you can alert your comrades.

APL 2 (EL 2)

2 Wolves, hp 13, *Monster Manual*.

APL 4 (EL 4)

4 Wolves, hp 13, *Monster Manual*.

APL 6 (EL 8)

5 Dire Wolves, hp 45, *Monster Manual*.

APL 8 (EL 10)

7 Barghests, hp 33, *Monster Manual*.

ENCOUNTER 3: SPINSTER'S WOOD

One of the ingredients is Pixie Dust, which can be found in the possession of the fey in Spinster's Wood. Pemlo has written how to find them. The fey have been harassed by an evil presence in the wood. They ask that the party rid them of the ettercaps, who spin traps about their lair, in exchange for the Pixie Dust.

Unless one of the PC's speak Sylvan and makes a Diplomacy or Perform check (DC 15 at APL 2/4 or DC 20 at APL 6/8) in an attempt to summon the fey of the wood, the only way to find the fey is to sit on Spinster's Nob at dusk then follow the trail of fireflies as Pemlo directed.

On Spinster's Nob, as the bright blue sky fades to indigo and the sun settles down beyond the mighty Jotens, one by one the stars dot the sky. Pinpricks of light appear above the wood, like stars almost within grasp, dancing in the evening mists, blinking in tones of yellow, blue and pink. The fireflies gather into a floating stream that flows into the darkened wood.

It is not possible to lead a large-sized mount into the Wood. Even medium-sized mounts will find their movement halved in all but the sparsest patches of the Wood. When the PCs follow the fireflies into the wood, read the following:

As you pass into the wood, you discern a rhythm in the random chirp of crickets. The fireflies wink and weave to the beat. The trills of birds and squeaks of bats deeper in the wood recall the tuning of an instrument. In the distance, nature sounds swell into a flourish of woodland music. Just out of reach and beyond your sight pipes trill. Finally, your party stumbles into a glade bounded by red pine and bedded with arching broad-leaved plants. The stars blaze bright enough to cast shadows and seem as close as the fireflies. Plants rustle momentarily and the music ends. From the underbrush a figure leaps in a high arc alighting on a dewy leaf before you. A halo of fireflies circles its head. This, obviously, is one of the fey. "Welcome, big folk, to the Wood of the Fey." He (or she?) is very tiny creature, with elfin features, a sly grin and long legs like a katydid's. "It is dangerous to trespass our lands without our leave. You are brave and foolish. What drew you here? I do not think you great lovers of music. What is your errand? Tell Pipczyk (pip-chick) now."

If the PCs mention Pemlo's name and describe their mission, Pipczyk and the other sprites breathe a collective sigh of relief. He is a friend and a lover of music with a wild and devious spirit who understands the ways of the fey. If the party is initially evasive and threatening, the sprites will flee or attack. They are musicians, not fighters. Attack is their last recourse. Proceed to Fight the Fey below if violence breaks out.

Of late Spinster's Wood has become a dangerous place. Some of the fey have been lost to the cunning Ettercaps. They would welcome the party's help ridding the wood of the evil presence. If the PCs mention they come seeking Pixie Dust for the lambic, Pipczyk's wry grin spreads across his face, curling under his pointy ears. "You seek our Pixie Dust for Pemlo's Lambic? Have another four of your years passed already? Well, Pixie Dust we have. Perhaps you are willing to bargain? A shadow has entered our wood, and it preys upon the unwary. We tiny folk can do little, but you great big folk surely could rid us of our problems ... in exchange for our dust?"

The PCs can follow a few different courses of action at this point: they can attempt to help the fey in exchange for the dust (proceed to **Fight the Shadow**), they can try to purchase the dust (proceed to **A Tough Sell**) as time is of the essence, or they can attempt to obtain the dust by force or intimidation (proceed to **Fight the Fey**). Stealing the Pixie Dust from the fey of Spinster's Wood is extraordinarily difficult without provoking a battle. The Dust is located in their lair, some distance from the glade.

Fight the Shadow:

If the characters agree to fight the enemies of the Fey, they will be told the following by Pipczyk:

"Pemlo chooses friends well. You will find the foul creatures in the wood down yonder path." He points into the pines and you see an overgrown path illuminated by hundreds of fireflies. "The Attertops spin their webs to entrap their victims. A young hobbit boy was taken not long ago."

Pipczyk can tell them these creatures are spider-like, but big and ill-tempered. If the PCs have been friendly and unthreatening, Pipczyk will offer additional aid:

"I still think you are both brave and foolish," some sprites titter their agreement, "and perhaps in need of some help. We have brewed these potions by the sweat of our brow. They may aid you in spotting the traps of our enemies."

A tiny vial is presented to each of the PCs. If imbibed before seeking the Attertops it produces the following effects:

Pixie Sweat: The delicate vial contains little more than a dewdrop. After downing the contents you feel no immediate effect. Then your eyes begin to water and your stomach bloats with gas, prompting a fit of uncontrollable belching. The fey roll about the glade laughing. After a few moments the gas begins to subside, though talking is difficult, punctuated by a series of burps. The effect of the potion may seem an affront to the characters' dignity, but it also enhances their vision, granting them a +10 bonus to their Spot checks for the Attertop webs. The strands of their webs, usually nearly invisible, appear luminous under the potion's effect. In addition, characters will receive a +2 bonus to saves

against entanglement in the Attertop webs. These effects last 2 hours.

When the PCs follow the path, proceed to **Webs in the Forest** below.

A Tough Sell:

It is possible to bargain with the fey. Players must offer something of value in exchange for the Pixie Dust. The fey are willing to part with the Dust if it aids Pemlo. An item exchanged must be unusual, not made of iron and should exceed 50 gp in value. Convincing the fey to make this trade requires a diplomacy check (DC 15). The PCs may return to fight the ettercaps later, with the consequences listed in **Webs in the Forest** below.

Fight the Fey:

If the players attempt to intimidate the fey, they will capitulate and yield the Pixie Dust on a roll of 18 or better. If the check fails, the 5 pixies will fight but flee rather than perish. If the party is vanquished, they will wake up bereft of gear atop Spinster's Nob in the morning. Such a party will not be able to collect the ingredients to brew the Lambic, but can proceed to the other encounters. If the party is victorious, they will be able to coax some Pixie Dust from a frightened fey. In either case, the party will earn The Enmity of The Fey of Spinster's Wood (see cert).

🐉 **Pipczyk the Pixie**, hp 3, see *Monster Manual*.

Webs in the Forest:

The wood in this area stinks of decay. Mists obscure your feet, but the fireflies reliably light your way. You note that Spinster's Wood has been affected by the recent bout of warm autumn weather. Without rain, the trees have become dry as tinder. Many leaves have blackened and fallen from the trees prematurely. They rustle underfoot as you pass. Abruptly, the trail of fireflies ends. The wood is still. The only noise here is that of your party.

The creatures the fey call "Attertops" are deep in the forest. They have set cunning traps for any tasty "flies" that happen by. See map provided for placement of the their webs (w) and pitfalls (p). The Spot check to notice the webs has a DC of 20. Give PCs a spot check within 10' of a web. Characteristics of the webs can be found in the Ettercap listing in the *Monster Manual* p.88-89. Pitfall characteristics are listed by APL below. The Attertops are alerted to respond to a triggered trap within 2 rounds. A halfling lad named Carlo Sawyer was recently captured by the Attertops and has been webbed into a bundle at position C on the map. He still lives, but how long is open to question as the Attertops have saved him for a tasty snack. Shaded sections at the periphery of the map represent dense forest. Movement through these sections is reduced to ¼ normal movement rates.

In addition to the webs and pitfalls indicated on the map, the tree canopy is thick with their webs, stretching

from 15' to 50' overhead. Spotting them among the leaves requires a Spot check of DC 20. The spot DC is 5 higher for flying creatures moving 20' or more in a round. Spot checks must be made every 10' to avoid being ensnared while moving in the canopy.

The forest is very dry. Caution characters of this before they use fire-based spells. Fire based spells have a 25% of igniting each adjacent square. Each burning square has the same chance of igniting adjacent squares each round. Once 20 squares have ignited, consider it a wildfire. The Attertops will flee and there is little characters can do but escape the flames. Parties triggering a wildfire will earn The Enmity of The Fey of Spinster's Wood (see cert).

APL 2 (EL 2)

🕷️ 4 Small Monstrous Spiders, hp 4, *Monster Manual*.

🕷️ Pitfalls: 10' pit. 1d6 damage and reflex save DC12 or be snared by web. Spot DC: 15 (not aided by Pixie Sweat).

APL 4 (EL 5)

🕷️ 1 Ettercap, hp 27, *Monster Manual*.

🕷️ 2 Medium Monstrous Spiders, hp 11, *Monster Manual*.

🕷️ Pitfalls: 10' pit lined with sharpened stakes coated with Ettercap poison. 1d6 damage (fall) + 1d3 spikes (1d3 damage and fortitude save (DC13) vs. Ettercap poison) + reflex save DC15 or be snared by web. Spot DC: 15 (not aided by Pixie Sweat).

APL 6 (EL 7)

🕷️ 2 Ettercaps, hp 27, *Monster Manual*.

🕷️ 4 Medium Monstrous Spiders, hp 11, *Monster Manual*.

🕷️ Pitfalls: 20' pit lined with sharpened stakes coated with Ettercap poison. 2d6 damage (fall) + 1d6 spikes (1d3 damage and fortitude save (DC13) vs. Ettercap poison) + reflex save DC15 or be snared by web. Spot DC: 18 (not aided by Pixie Sweat).

APL 8 (EL 9)

🕷️ 4 Ettercaps, hp 27, *Monster Manual*.

🕷️ 4 Large Monstrous Spiders, hp 22, *Monster Manual*.

Pitfalls: 20' pits lined with sharpened stakes coated with Ettercap poison. 2d6 damage (fall) + 1d6 spikes (1d6 damage and fortitude save (DC13) vs. Ettercap poison) + reflex save DC18 or be snared by web. Spot DC: 20 (not aided by Pixie Sweat).

Treasure: Scattered about the Ettercap lair are various coins that the PCs can retrieve.

ENCOUNTER 4: TUMBLEDOWN DELVE

Little but bramble grows near the stony trail leading to Tumbledown Delve. Here and there, you see derelict reminders of a departed gnomish enterprise: a cart built for gnomes or halflings, its axle broken; a heap of rusting tackle and decaying rope; and rotting timbers cut from the sparse trees of these hills. The trail winds alongside a dry creek bed down into a ravine.

Allow the PCs to scout, make a marching order, or do whatever else they want. Continue once they enter the ravine.

“Beware! This property is VERY DANGEROUS. Do Not Enter. Posted by order of the Buckshold Militia, Captain Artin Billows.” The sign is written in the Common tongue and driven into the ground on a wooden stake. Beyond lies the entrance to the mine, an open cavern twice the height of a tall man and perhaps 12 paces wide. An archway carved with gnomish symbols supports the mouth of the cavern. The trail continues through the entrance, bounded by the old watercourse on the left. At one time a waterwheel was mounted on a wooden frame over the creek bed. This has partially collapsed, driving the wheel and supports into wooden gates and dams, which once controlled the course of the water. To the right of the entrance, one stable still stands amidst other buildings brought low by time. A hitching post remains intact in front of the stable. Beyond the sign, iron rails of a track run into the mine. A pair of rails also leads into one of the fallen buildings.

The halflings of Crookhollow call this old gnome mine Tumbledown Delve. It was abandoned many years ago and the halfling elders warn their children of the dangers within. As the name suggests, the mine has fallen into disrepair. Many of the tunnels have collapsed. A map of the relevant sections of Tumbledown Delve is provided. None of the equipment alongside the road or at the entrance is serviceable.

Stable: Of the constructions about Tumbledown Delve, only this wooden building stands in good repair, though from the outside, one can see into and through the stable. There are many chinks in the clapboard walls, but the tin roof is still waterproof. Hitching posts have been driven into the ground outside the structure and a slough holds fresh rainwater. There is nothing of value in the stable.

Workshops and Warehouse: These structures, built out from the cliff-face of stone, metal and wood, have collapsed. Iron tracks loop into the collapsed warehouse. There is nothing of value or in working order to be found within, save for a working cart rigged for the rails. Retrieval of the cart requires one hour of work by 2 or more PCs. The cart is rusty and noisy rolling on the rails. It is equipped with a brake and travels downhill at a maximum rate of 30'. Should the characters utilize the cart, they will alert the inhabitant(s) of the mine to their presence, but they will not trigger any collapses indicated

below. Those that investigate these ruined buildings will not find facilities for refining ore.

Waterwheel and Mill: As described above. There is nothing of value here.

Entrance to the Mine: Information about the mine is etched on the archway. Players that read the gnomish tongue can decipher the following:

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

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

The main tunnels are generally 15' high. Side tunnels are 5' high. There is no source of natural light within. Characters with the Track feat succeeding at a Wilderness Lore check (APL 2-4: DC 20, APL 6-8: DC 25) can tell that a giant humanoid has recently passed through the area.

Danger of Collapse (D): Sections indicated “D” are dangerous and will collapse if PC's passing through the area or tampering with debris fail a Reflex save (DC R1 set for appropriate APL below). A rogue may use a successful search and disable device check (DC D1 below) to identify the danger and point it out to her companions. Dwarves may do the same with a Stonecunning Search check (DC D1). Individuals failing a Reflex save in these areas trigger a 10'x10' collapse. PC's in the collapsing squares must succeed at a Reflex save (DC R2 below) or suffer damage as indicated in table below and require a Strength check (DC S1) to free themselves from the rubble. A successful Reflex save indicates the PC has moved out of the threatened square and may be placed randomly in an unthreatened adjacent square by the judge. If intentionally triggered, the PC may choose a square adjacent to the collapse. If aware of the danger, a PC may automatically trigger a collapse. Blocked passages require 3 successful Strength checks (DC S1) to clear for a medium-sized creature, 5 for a large creature. Rolls exceeding the DC by 10 or more count as two successful checks. A collapse causes Ysl (area 2 below) to investigate within 10 rounds.

DC	APL2	APL4	APL6	APL8
R1	DC12	DC15	DC18	DC21
R2	DC15	DC16	DC17	DC18
D1	DC12	DC15	DC18	DC21
S1	DC15	DC16	DC17	DC18
Dmg 1d6	2d6	3d6	4d6	

Sections marked with boulders are sites of recent collapse.

Within the mine itself, it appears the gnomes expanded upon nature's design. The natural cavern is buttressed with gnomish engineering, though the work has not been maintained for scores

of years. The unchecked flow of water has damaged the structure of the mine. You can smell the rotting timbers. Even the sound and force of your footsteps cause dust to fall and pebbles to trickle past the supports.

Working the Mine:

Recently, an ettin named Ysl came to the mine and started to dig. Ysl is an ettin divided. Her left head heard a voice calling her to reopen the passages of Tumbledown Delve to find the long-buried treasure of the gnomes. This has caused a rift between Ysl's heads, and they frequently argue. The left head, which has taken to calling herself Lysl, follows the instructions of the unknown benefactor. The right, Rysl, is frustrated, sick of the work and greatly desiring to find some halflings for stewin'. Ysl is hungry and territorial. She will fight to the death and pursue any trespassers within the mine; however, she will quickly give up pursuit of creatures after they have left the mine.

Pemlo has noted that he needs a particular plant found only in this mine. The party has the option of attempting to defeat the ettin or snatching the Brushfire Moss from under her nose. Pemlo actually doesn't need the moss but became aware that something dangerous is inhabiting the mine. He hopes that the party discovers what is living here and/or slays it.

If PCs have managed to avoid any collapses and have not drawn attention to themselves, read the following:

The passageway opens into a large chamber that shows signs of recent activity. New supports of crude design buttress the tunnel here. Embers glow in a campfire 30' away and provisions lie strewn about. Several passages issue from this chamber. From one you hear a pick ringing against a rock wall. The chamber shakes with each mighty blow.

With a successful listen check (DC 11) a PC is able to discern the following: first, she can identify the tunnel where the work is taking place (Area 9) and hear creatures arguing; second, she can hear the sound of water trickling down another tunnel (Area 10).

Ysl is hungry and arguing with herself. Right now Rysl thinks a plump halfling would hit the spot. The deer she slew yesterday was too stringy. Lysl is told she is getting closer to the gnomes' hoard and wishes to break through to the next chamber before resting. Ettins have no language of their own but speak a pidgin of Orc, Goblin and Giant. PCs that speak one of these tongues understand portions of Ysl's dialog with a successful Intelligence check (DC 15); those that speak two of the languages have DC 10 and those able to speak all three have DC 5. PCs can move through the area, but Ysl should be given Listen checks each time a PC moves. One head concentrates on the mining and the other on the passageway. Because of the mining, Ysl receives -4 to her listen checks. Once PCs approach within 90', provide Ysl Spot checks as well. With one head turned away, Ysl loses her +2 racial bonus to spot.

If PCs have disclosed their presence, Ysl has prepared herself and attacks.

The chamber shakes as a two-headed giant screams unintelligibly and charges toward you. She is dressed in skins and covered in sweat and grime. In one hand she wields a giant pick, in the other a great club. Her massive form seems to fill the entire chamber.

A. Area 9

The tunnel has been blocked by a collapse, and a huge creature is working to clear the way. She stands 10' tall and her lungs sound like bellows as she rakes the rubble aside with a mammoth miner's pick. One head intently follows her progress while the other is craned about behind her, cautiously watching for intruders. The huge creature appears not to have noticed you. The heads mutter to one another, apparently arguing, but the tongue is garbled and confusing.

The ettin is working an old cave-in. Among the rubble can be found markers for gnomish dead ... apparently those that perished in the collapse, as well as skeletons that Ysl uncovered in her digging. If attacked, Ysl responds savagely. Use the appropriate stats below. Along the wall, brushfire moss can be found. Discovering the moss requires a Spot check (DC 12).

APL: 2 (EL 3)

👉 **Ysl the Ettin**, hp 65, Monster Manual.

Tactics: Ysl is torn between duty and hunger. She behaves as if she were under a *confusion* spell for 10 rounds as her heads argue the matter. Eventually, hunger wins out.

APL: 4 (EL 5)

👉 **Ysl the Ettin**, hp 65, Monster Manual.

Tactics: Ysl is briefly torn between duty and hunger. She behaves as if she were under a *confusion* spell for 2 rounds as her heads argue the matter. Eventually, hunger wins out.

APL: 6 (EL 7)

👉 **Ysl the Ettin** Barbarian 2, hp 90, see Appendix

APL: 8 (EL 9)

👉 **Ysl the Ettin** Barbarian 4, hp 108, see Appendix

B. Area 10

In this tunnel, Move Silent checks get a +5 circumstance bonus because of the water noise.

You hear the loud trickle of water down this corridor. As you come closer, you see a pool of water ringed by a faintly glowing moss.

The moss is Brushfire Moss and can be harvested easily. Pressure applied to the moss causes it to glow ember-red, though faintly. It can be harvested easily and quietly. If tasted, it resembles nothing so much as soap.

ENCOUNTER 5: SPLITROCK

Standing taller than the surrounding hills, the Splitrock looms before you. The hill is crowned with the splinters of massive boulders leaning upon one another. Legends say when the Flanaess was created and peopled, the King of the Giants ventured here and cleft the hilltop with a mighty blow to mark the edge of his domain. The stone of the Splitrock is gray-black dappled with white near the summit.

The white dappling the summit is what the PC's came for: roc guano. In the great cleft at the summit is the aerie of the rocs. Every four years they hatch and fledge their young. Currently, a mated pair waits for their clutch of eggs to hatch. The ingredient found here limits the production of lambic to once every four years. Pemlo discovered the properties of the guano in his adventurous youth. Roc guano is a powerful fertilizer. PCs must climb the Splitrock to retrieve a sufficient quantity while avoiding the giant raptors.

The slope can be climbed easily until PCs approach the summit. At that time read the following text:

As you prepare to climb near the summit, the sky goes dark. A huge form rising from the cleft of the Splitrock blots out the sun. A piercing screech sets your nerves on edge. A moment later, the shadow passes from under the sun. Shading your eyes you are able to get a better look at the form: it is a magnificent bird unlike anything you've ever seen before. Its plumage is the color of a storm cloud, its talons as large as an anchor. The creature itself would dwarf an ocean-faring ship. It circles and climbs on the ever-present wind, searching the hills.

A Wilderness Lore or another appropriate Knowledge check (DC 12) will allow a PC to identify the creature. Civilized eyes have rarely seen these creatures. Their eggs are said to fetch princely sums.

Any adventurer foolish enough to tempt fate and plunder the nest will face a pair of enraged parents. The rocs are very protective of their young. Any flying creature larger than a crow is perceived as an immediate threat, which they will harass and may kill. Climbing is difficult, but it can be accomplished. Climbing with ropes and pitons will attract the attention of the rocs. Four successful Climb checks are needed to reach and retrieve the guano. The first check can be aided by two PCs. If the PC attempts to climb down with a bucket of guano in hand, have her make 4 more checks at -2 on the way down. Characters can use rope to assist their descent. Ask for Hide and Move Silent checks from climbing

characters as well. The DC of the checks and the consequences of failure depend upon the APL:

APL 2: Climb DC 15, Hide DC 17, Move Silent DC 12

APL 4: Climb DC 18, Hide DC 20, Move Silent DC 15

APL 6: Climb DC 21, Hide DC 23, Move Silent DC 18

APL 8: Climb DC 24, Hide DC 26, Move Silent DC 21

Use your judgment in adjusting damage depending on precautions taken. Remember that the rocs will ONLY attack the PCs if they approach the nest. Just climbing and retrieving the guano will not draw the attention of the rocs. If the PCs fly, approach the nest, or inspect the nest, read the following:

The shadow of a great female perched atop a splintered shaft of stone engulfs the nest, which is comprised of a great clump of branches and hay nestled among chunks of granite and gravel. Here and there lie the picked over skeletons of large animals: wolves, horses, deer, and cattle. Within the nest lie two great alabaster eggs. The eggs must be 5 or more handbreadths across. Above the nest, on a great granite shard, you see weather-worn painted characters: "Pemlo's Lambic: The draught of kings." A tankard sits at the base of the boulder.

Those foolish enough to attempt to take the eggs will find they weigh 150 lbs each and incur the wrath of the roc pair. The eggs are fragile and difficult to move without damaging them. See the Appendix for the rocs' stats. They will chase PCs who steal an egg until the egg is returned or abandoned. If the PCs return to Crookhollow with an egg, the rocs will attack the village, killing indiscriminately and tearing down buildings until the egg is found.

When one or more PCs return to the base of Splitrock, they will be beset by a large pack of wild dogs/wolves. A great howl announces their presence 1 round before they charge.

ALL APLS:

☛ 2 Rocs, hp 225, Monster Manual.

APL 2 (EL 1):

☛ 3 Wild Dogs, hp 6, Monster Manual pg.195.

APL 4 (EL 4):

☛ 12 Wild Dogs, hp 6, Monster Manual pg.195.

APL 6 (EL 6):

☛ 9 Wolves, hp 13, Monster Manual pg.204.

APL 8 (EL 9):

☛ 12 Worgs, hp 30, Monster Manual pg.184.

Tactics: Before running this encounter, read up on the grappling rules in the PHB. These creatures are proficient in pack tactics, and they will gang up on one or two PCs. They will first attempt to overbear, grapple, and pin a creature while the rest of the pack bites the downed foe. These creatures are very hungry and will not flee. At APL 8, the worgs are intelligent enough to know to attack unarmored foes first.

ENCOUNTER 6: THE CEREMONY

As instructed by Pemlo, the PCs must mix the Pixie Dust and the roc guano and dump it into the stream while reciting a prayer to Brandobaris (the prayer is a tradition of Pemlo's, but not necessary to bring about the results below). They are then to travel downstream to an old fruit tree and gather its out-of-season blooms. The fruit tree is a treant, whose name is unpronounceable to any but a druid. Pemlo calls him "Knothead." Both have been protectors of the region for many years, although they frequently found themselves at odds. Before Pemlo's first lambic was brewed he discovered the effect of the fertilizer on the treant as he roots in his favorite bank. The halfling never laughed harder than when he first saw the wizened old tree coiffed with a showy bonnet of pink. Over the years Pemlo learned to mix in the Pixie Dust to add potency to his infusion. The old tree finds it a great indignity and never willingly yields his flower. In fact, he may attack those that see him in a fit of pique. If the PCs have harmed the environment in their efforts to collect the ingredients or taken one of the roc's eggs, "Knothead" will know and take it out of the PCs hide before yielding his bloom.

ENCOUNTER 7: THE OLD CRABAPPLE

If the party has not completed the ceremony in Encounter 6, the old treant is not blooming and cannot be induced to bloom. Adjust the description and encounter accordingly.

At the bend in the river, as the old halfling described, stands a crabapple tree in full showy bloom. Buds adorn the tree in an explosion of spun sugar whites and pinks. Petals drift on the breeze and the air is thick with a honey-scented perfume. So heavy are the flowers on limb that the trunk of the apple can hardly be seen.

This tree is actually Huyuduturuwupu, a treant that has stood as a guardian in this area for years. For the better part of a century, the treant has been the butt of Pemlo's pranks, and his bloom is a necessary ingredient in the Lambic. He has never taken his unwilling participation

in Pemlo's business well. "Knothead" sees himself as a rugged guardian of the pastoral lands against the evils that once ruled the region and considers the bouquet of buds "downright undignified." If the PCs have despoiled nature while collecting the ingredients (hurt the fey, set fire in the forest, bothered the roc eggs, etc.), then they will have a hard time with Knothead. They will have to intimidate, trick, or attack him to get the blossoms. PCs will receive no experience in this case. The PCs can simply snatch some blossoms (touch attack against AC 10) and run. Knothead will not give chase. If the PCs have not despoiled the natural area, then he can be talked into given his blossoms with some diplomacy. Have the PCs role-play what they say to Knothead, and based on that, add a +5 to –5 modifier to the Diplomacy roll.

All APLs:

➤ "Knothead" the Treant, hp 66, see Monster Manual.

CONCLUSION: RETURN TO CROOKHOLLOW

Once they have gathered all the ingredients, the PCs can return to Crookhollow and hand the goods over to Pemlo. He will thank them, and then hurry into the brewery to start work on the Lambic. He tells the PCs to get a room at the nearest inn, and he will have their reward in two days time.

While at the inn, the PCs will notice that a new human is in town. Sitting in a corner will be Marga, the orc expert who the characters may have met in the Keoland module "A Little Reconnaissance." She will be chatting away to a group of halflings. It is easy to overhear that she is again talking about orcs. She barely stops to take a breath. If the PCs approach her, or just listen from a distance, they can learn the following:

–Marga followed a migrating tribe of orcs from the Cryllor area into the Good Hills. She was interested in seeing if these orcs have the same migratory patterns as other orc tribes she has studied. She does not know the name of the tribe, but there were at least 50 male orcs and a few females and children.

–While she was hiding and watching the orcs' lair, she saw that a giant of some sort was living with the orcs. She could not identify the type of giant. It might have been an ogre, or a hill giant, or even a stone giant.

–A Suel human in a green outfit met with the orcs and the giant. She thinks they may have been talking about slaves.

–The tribe of orcs and the giant recently parted ways. She followed the orcs deeper into the Good Hills for a few hours, but then she was spotted, so she fled to Crookhollow.

After two days of waiting, Pemlo comes to the PCs and tells them the level of success he expects for the newstuff. Based on the chart in the Appendix, he will offer them

the reward. He will also offer to let the PCs buy from him a very special Skiprock that he has used in his journeys. He will offer the magical weapon to anyone, and halflings will be offered the skiprock at ½ price.

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 Two: The Bettledown Moors

Defeat the predators:

APL 2	60 xp
APL 4	120 xp
APL 6	240 xp
APL 8	300 xp

Encounter Three: Spinster's Wood

Defeat the ettercaps and spiders and rescue Carlo:

APL 2	60 xp
APL 4	150 xp
APL 6	210 xp
APL 8	270 xp

Encounter Four: Tumbledown Delve

Retrieve the moss (fighting ettin optional):

APL 2	90 xp
APL 4	150 xp
APL 6	210 xp
APL 8	270 xp

Encounter Five: Splitrock

Defeat pack of beasts:

APL 2	30 xp
APL 4	120 xp
APL 6	180 xp
APL 8	270 xp

Get guano without disturbing Rocs:

APL 2	30 xp
APL 4	30 xp
APL 6	30 xp
APL 8	30 xp

Encounter Six: The Old Crabapple

Getting Knothead's blooms without attacking:

APL 2	30 xp
APL 4	30 xp
APL 6	30 xp
APL 8	30 xp

Total possible experience:

APL 2	300 xp
APL 4	600 xp
APL 6	900 xp
APL 8	1170 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 treasurer.

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 minute 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.

Encounter Three: Spinster's Wood

C: Coin in Spider's Lair

APL 2: C:	50 gp
APL 4: C:	100 gp
APL 6: C:	200 gp
APL 8: C:	400 gp

Encounter Four: Tumbledown Delve

L: Sell equipment

C: Find cache of gems

APL 2: L:	20 gp; C:	30 gp
APL 4: L:	20 gp; C:	60 gp
APL 6: L:	20 gp; C:	120 gp
APL 8: L:	60 gp; C:	240 gp

Conclusion:

C: Get money for Lambic

APL 2: C: up to 165 gp

APL 4: C: up to 350 gp
APL 6: C: up to 500 gp
APL 8: C: up to 1000 gp

Total Possible Treasure

APL 2: 265 gp
APL 4: 430 gp
APL 6: 840 gp
APL 8: 1700 gp

Certed Items:

Disfavor of King Skotti – Your failure to find the ingredients in a timely manner for Pemlo's Lambic means King Skotti will have to wait 4 long years for his favorite beverage. Even the mention of your name displeases the King of Keoland. Until your name is cleared with the King of Keoland, you must use double the number of Keoland-based favors or influence points to gain normal benefits.

Enmity of Fey – You have drawn the ire of the fey of Spinster's Wood. This will have later consequences.

Pemlo's Skiprock – This halfling skiprock acts as a +1 returning weapon. Once per week, the wielder of Pemlo's Skiprock can cast *cat's grace* on himself (3rd level caster), but this can only be done within 10 rounds of hitting and damaging an opponent with the skiprock.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, *telekinesis*, *cat's grace*; Market Value: 8000 gp. (Frequency: Adventure)

Stock in A Penchant For Drink – Pemlo offers you a reduced rate on shares of his brewing enterprise. For only 50 gp per share, you can buy up to 10 shares. You may sell the stock back to Pemlo at the end of any adventure in which he appears for possible profit.

APPENDIX I: NPCS

All APLs

☛ **Pemlo Penchant** Rog 3/Ftr 3/Drunken Master 5; CR 11; Small (Male Halfling); HD (3d6+6)+(3d10+6)+(5d8+10); hp 77; Init +4; Spd 60; AC 22 (+1 Size, +4 Dex, +4 amulet of natural armor, +2 swaying waist, +1 Drunken Master bonus); Atk +15/+10 melee (1d10, unarmed); SA Sneak Attack (+2d6), Stagger, Drink Like a Demon, Bottle Proficiency, Improvised Weapon, Drunken Rage; SQ Low Light Vision, Uncanny Dodge; AL CG; SV Fort +11, Ref +12, Will +8; Str 10, Dex 19, Con 14, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff + 16, Listen + 16, Move Silent +17, Profession (Brewer) + 14, Sense Motive +6, Tumble +18; Weapon Finesse: Unarmed, Dodge, Improved Unarmed Strike, Great Fortitude, Mobility, Spring Attack.

Possessions: Amulet of Natural Armor +4

Encounter 4:

APL 6 (EL 7)

☛ **Ysl the Ettin** Barbarian 2, CR 7; Large Giant; HD (10d8+20)+(2d12+4); hp 90; Init +3; Spd 50; AC 18 (-1 size, -1 Dex, +7 natural, +3 hide); Atk +14/+9 melee (each hand) (1d10+5, greatclub/1d6+5, heavy pick); SA Rage (1/day); SQ Uncanny Dodge; AL CE; SV Fort +12, Ref +2, Will +3; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11.

Skills and Feats: Listen +12, Search +0, Spot +12; Alertness, Improved Initiative, Power Attack, Combat Reflexes

Possessions: Heavy Pick, Greatclub, Hide Armor, pouch with coins

APL 8 (EL 9)

☛ **Ysl the Ettin** Barbarian 4, CR 9; Large Giant; HD (10d8+20)+(4d12+8); hp 108; Init +3; Spd 50; AC 18 (-1 size, -1 Dex, +7 natural, +3 hide); Atk +18/+13/+8 melee (each hand) (1d10+6, greatclub/1d6+6, heavy pick); SA Rage (2/day); SQ Uncanny Dodge; AL CE; SV Fort +13, Ref +3, Will +4; Str 24, Dex 8, Con 15, Int 6, Wis 10, Cha 11.

Skills and Feats: Listen +14, Search +0, Spot +14; Alertness, Improved Initiative, Power Attack, Cleave, Combat Reflexes

Possessions: Masterwork Heavy Pick, Masterwork Greatclub, Hide Armor, pouch with coins

TIME TRACKER

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

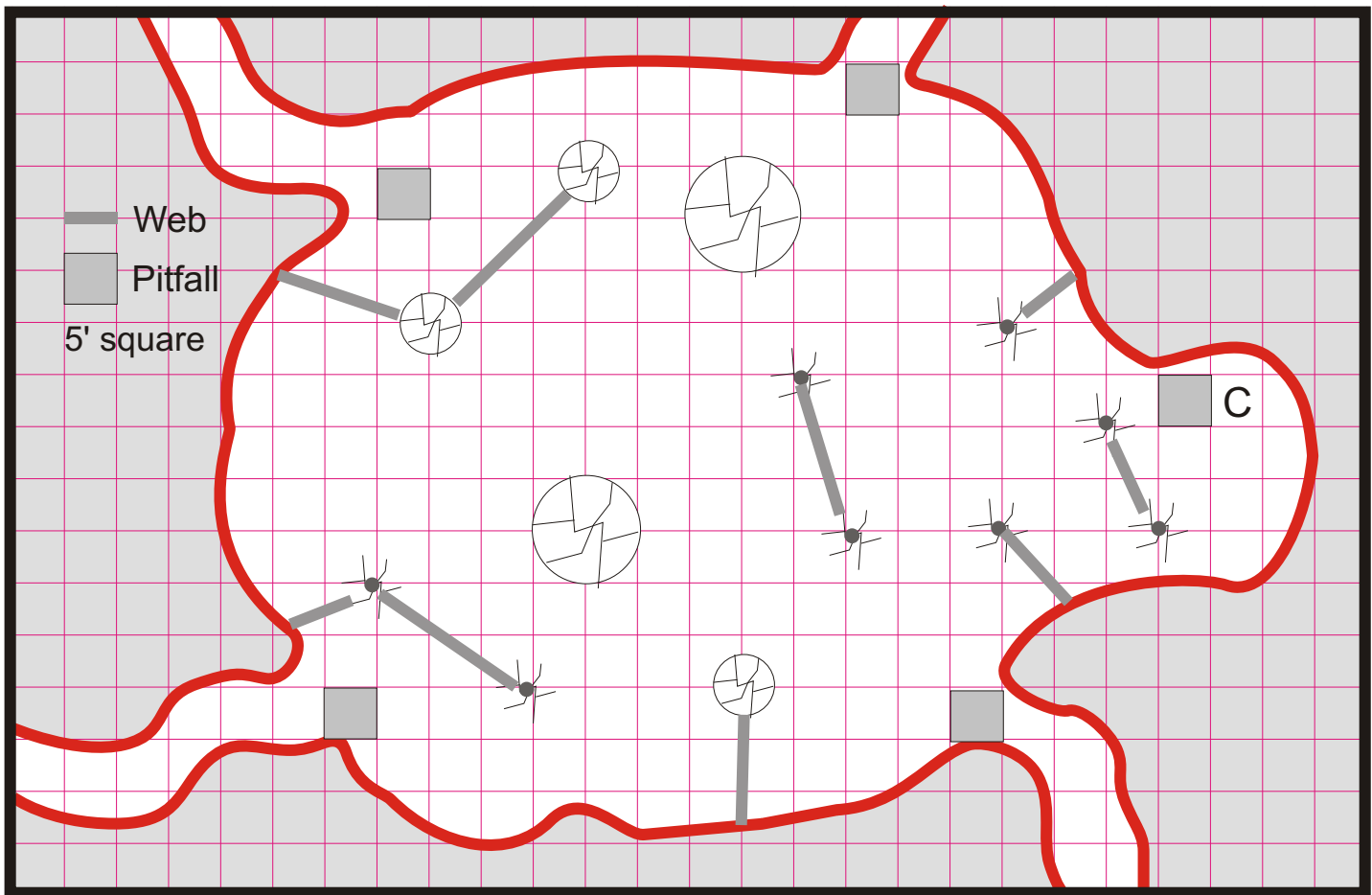
AREA	HOURS		
The Moors	☐	☐	☐
	☐	☐	☐
	☐	☐	☐
	☐	☐	☐
	☐	☐	☐
	☐	☐	☐
	☐	☐	☐
Spinster's Wood	☐	☐	☐
	☐	☐	☐
Tumbledown Delve	☐	☐	☐
	☐	☐	☐
Splitrock	☐	☐	☐
	☐	☐	☐
Treant	☐	☐	☐
Crookhollow	☐	☐	☐
	☐	☐	☐
Travel	☐	☐	☐
	☐	☐	☐

TRAVEL TIME REFERENCE

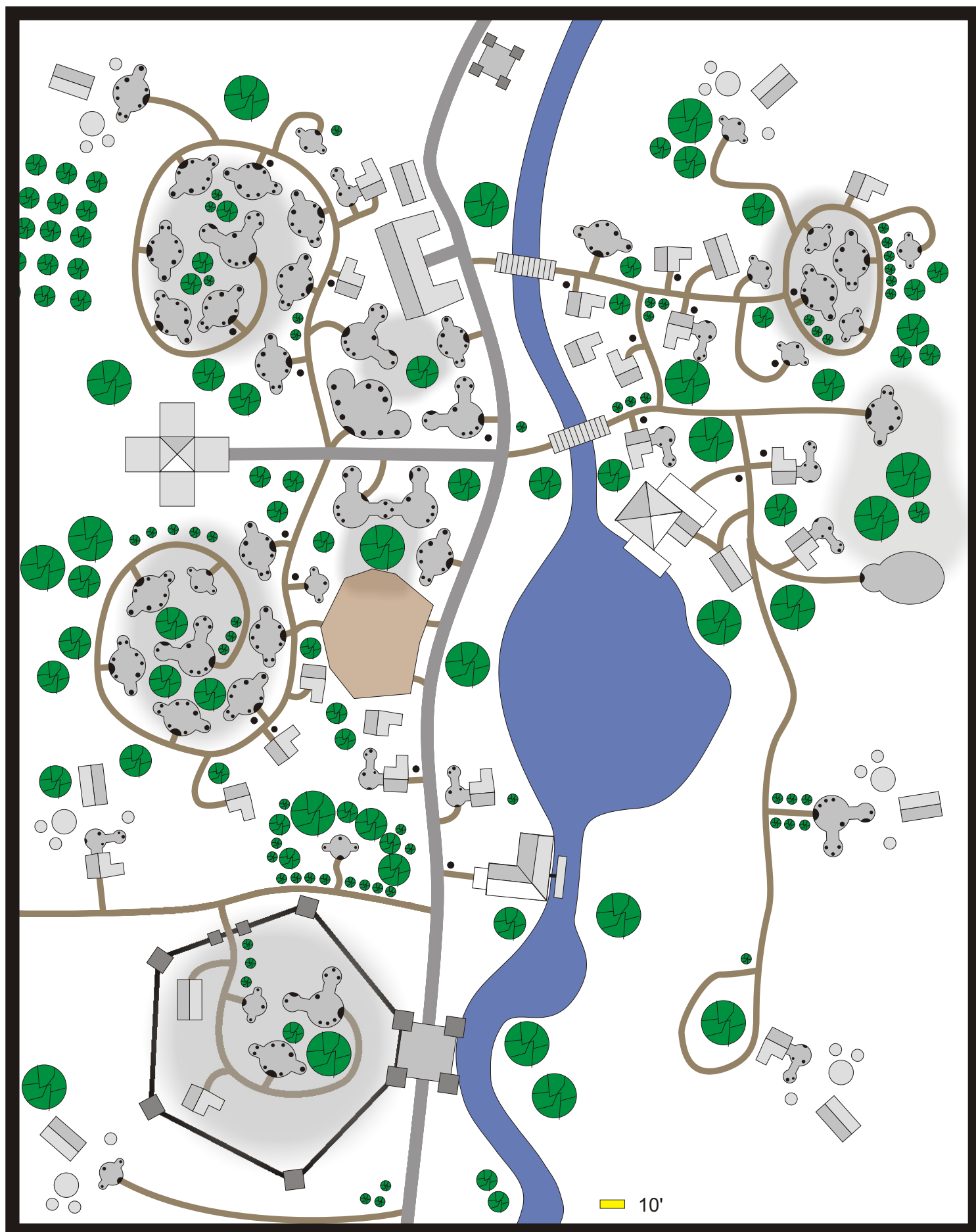
Journey	Walk (hr)	Hustle (hr)	Mounted (hr)
Crookhollow to Moors	1	0.75	0.5
Crookhollow to Splitrock/Tumbledown Delve	2	1.5	1.25
Crookhollow to Spinster's Wood	1	0.75	0.5
Crookhollow to Treant	0.5	0.375	0.25
Moors to Splitrock/Tumbledown Delve	1	0.75	0.75
Moors to Spinster's Wood	2	1.5	1
Moors to Treant	0.5	0.375	0.25
Splitrock to Spinster's Wood	1	0.75	0.75
Splitrock to Treant	1.5	1.125	1
Spinster's Nob to Fey in Spinster's Wood	1	.75	--
Fey in Spinster's Wood to Attertops*	1	.75	--
Spinster's Wood to Treant	1.5	1.125	0.75
Tumbledown Delve**	15 minutes	10 minutes	--

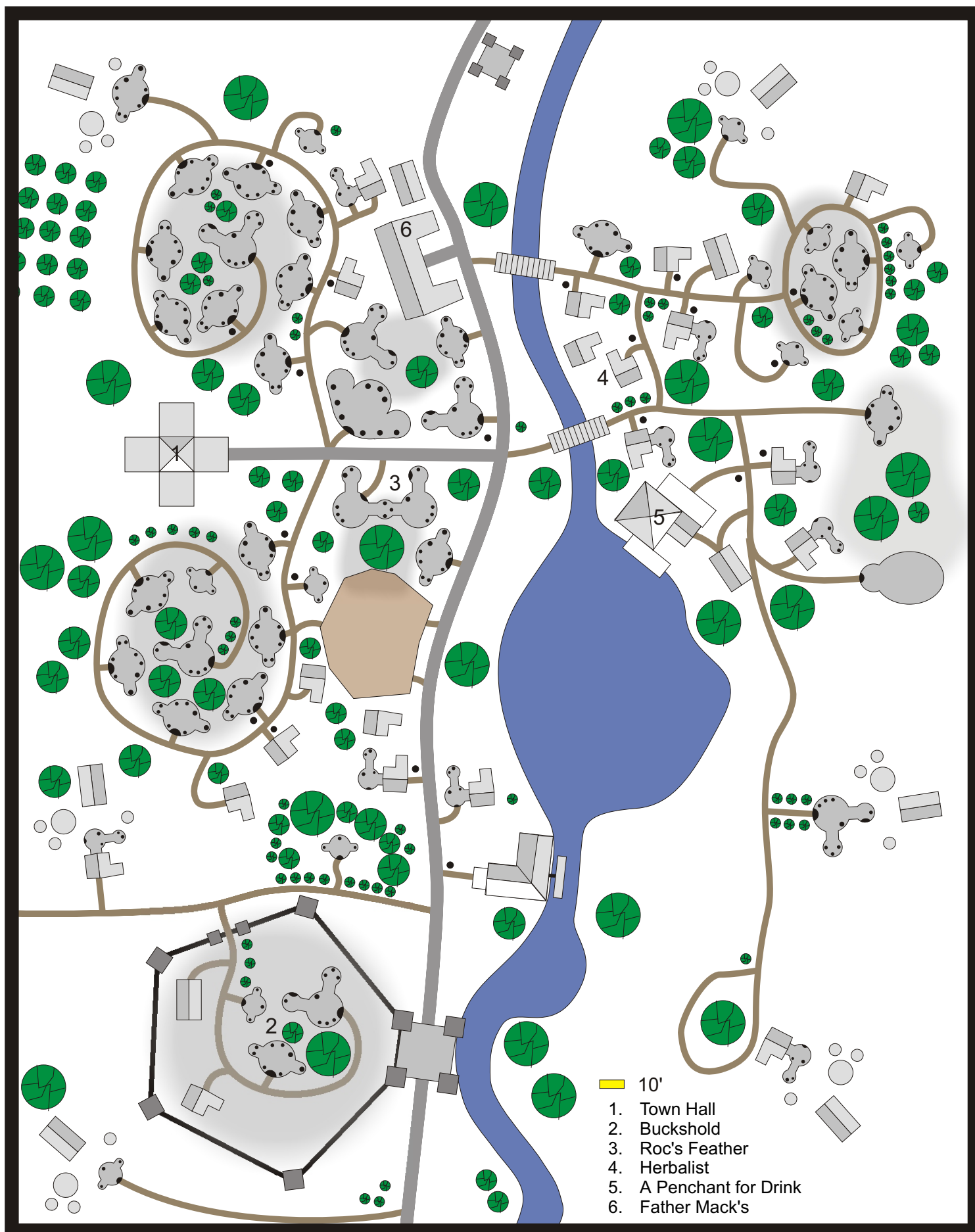
* Minimum Time. Quadruple Time if party is searching along the way. If party is hustling, the judge should increase the spot DC for the first trap by 5.

**At a minimum, quadruple the time for a party moving cautiously and searching Tumbledown Delve.









Shopping List

Bettledown Moors:

Ashweed Seeds	dark, green, powdery leaves	Lemongrass	VF9 p. 22
Brindleflower	brown & white thistle	Logan's Berry	VF9 p. 22
Bog Cranberry	look at the western foot of the hillock nearest the crossroads	Mikal's Herb	yellow parsley-like leaf growing near the lobe, below
 Copperleaf	looks like milkweed with thick yellow liquid within	Mikal's Lobe	fist-sized fungus with red splotches
Cream Weed	<u>Oendraith's Field Guide to Herbs and Wildflowers p. 59</u>	Pink Sorrel	it is plentiful in the dell at Spinster's Nob
Finklefoil	spud growing in sandy soil with a two-pronged root	Pinthistle	VF9 p. 38
Fork Root		Praxweed	VF9 p. 40
Honeyberry	VF9 p. 11	Snakespit 	
Knifewort		Sundew	VF9 p. 61
Lashbalm	VF9 p. 42		

Spinster's Wood:

Dixie Dust — follow the glow bugs on the Nob at dusk

Tumbledown Delve:

Brushfire (Moss) — growing near the underground stream ?

Split Rock:

Mottled Excreta — get a fallon or two bird-dung?

May your feet be quick and eyes be keen!

— P.

Shopping List

Bettledown Moors:

Ashweed Seeds
Brindleflower
Bog Cranberry
Copperleaf
Cream Weed
Finklefoil
Fork Root
Honeyberry
Knifewort
Lashbalm

Lemongrass
Logan's Berry
Mikal's Herb
Mikal's Lobe
Pink Sorrel
Pinthistle
Praxweed
Snakespit
Sundew

Spinster's Wood:

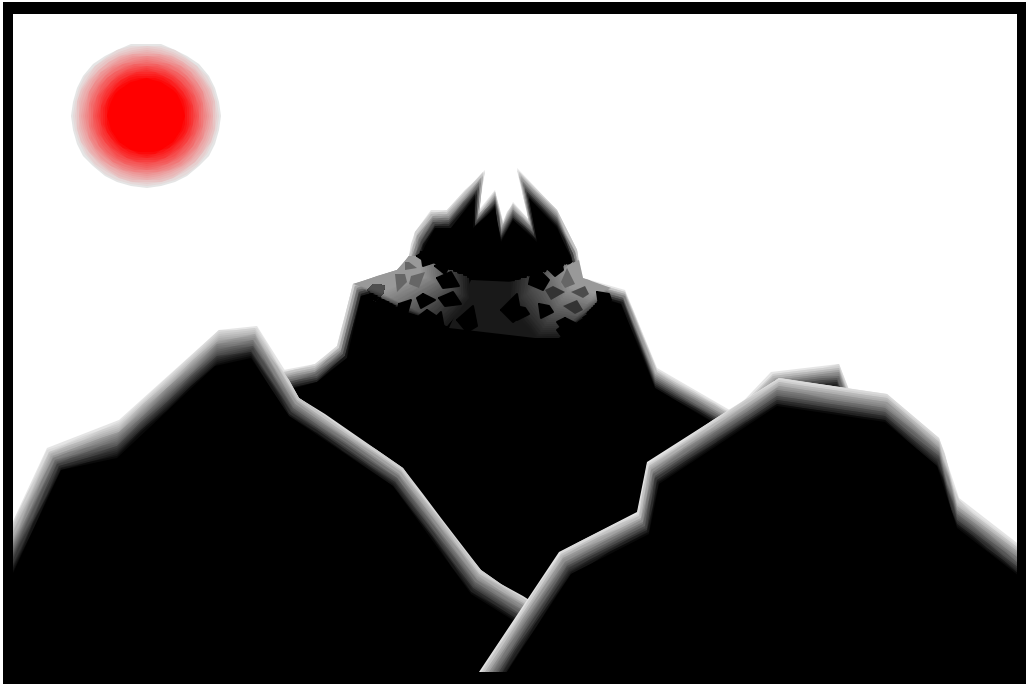
Pixie Dust

Tumbledown Delve:

Brushfire (Moss)

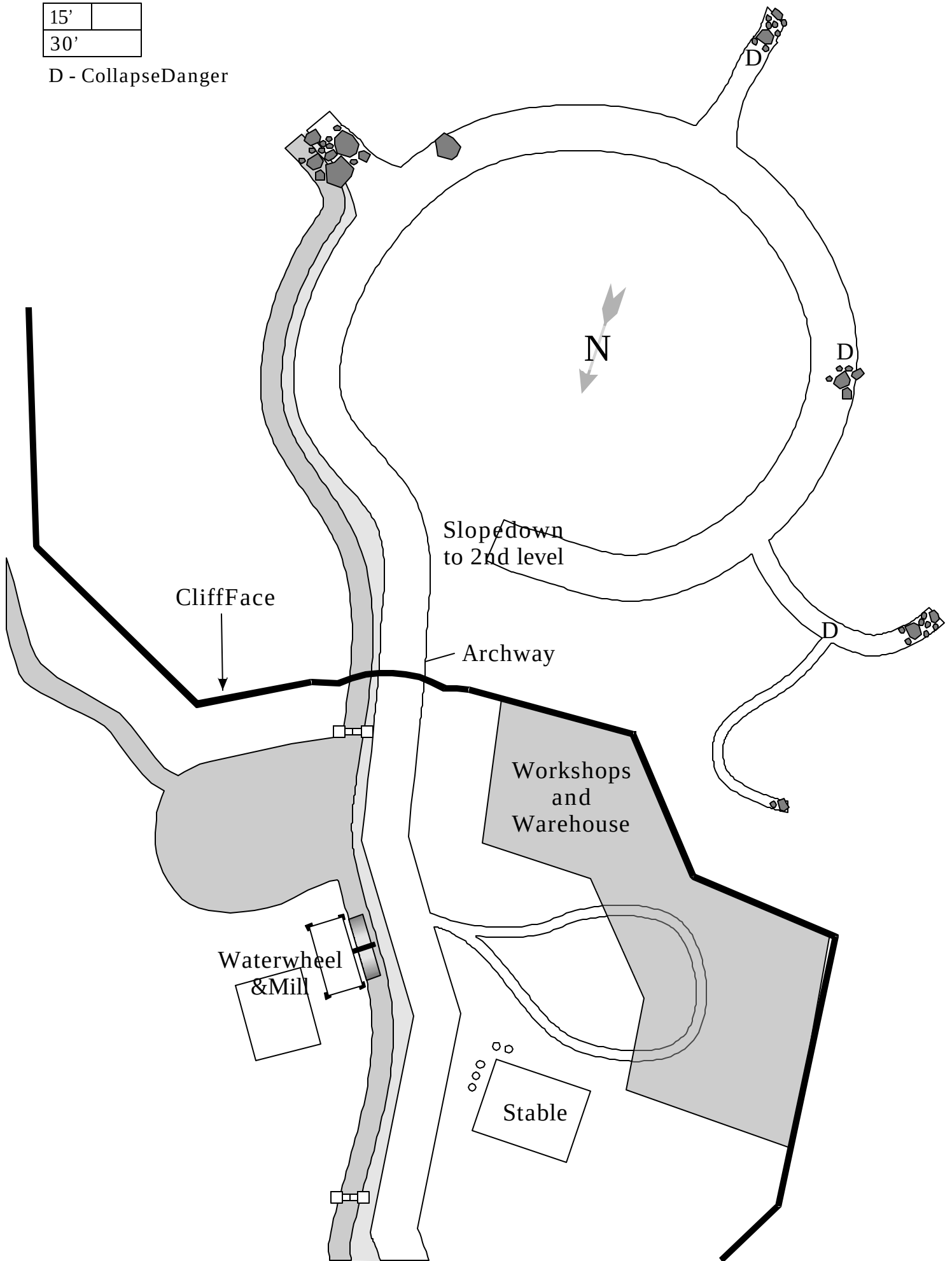
Split Rock:

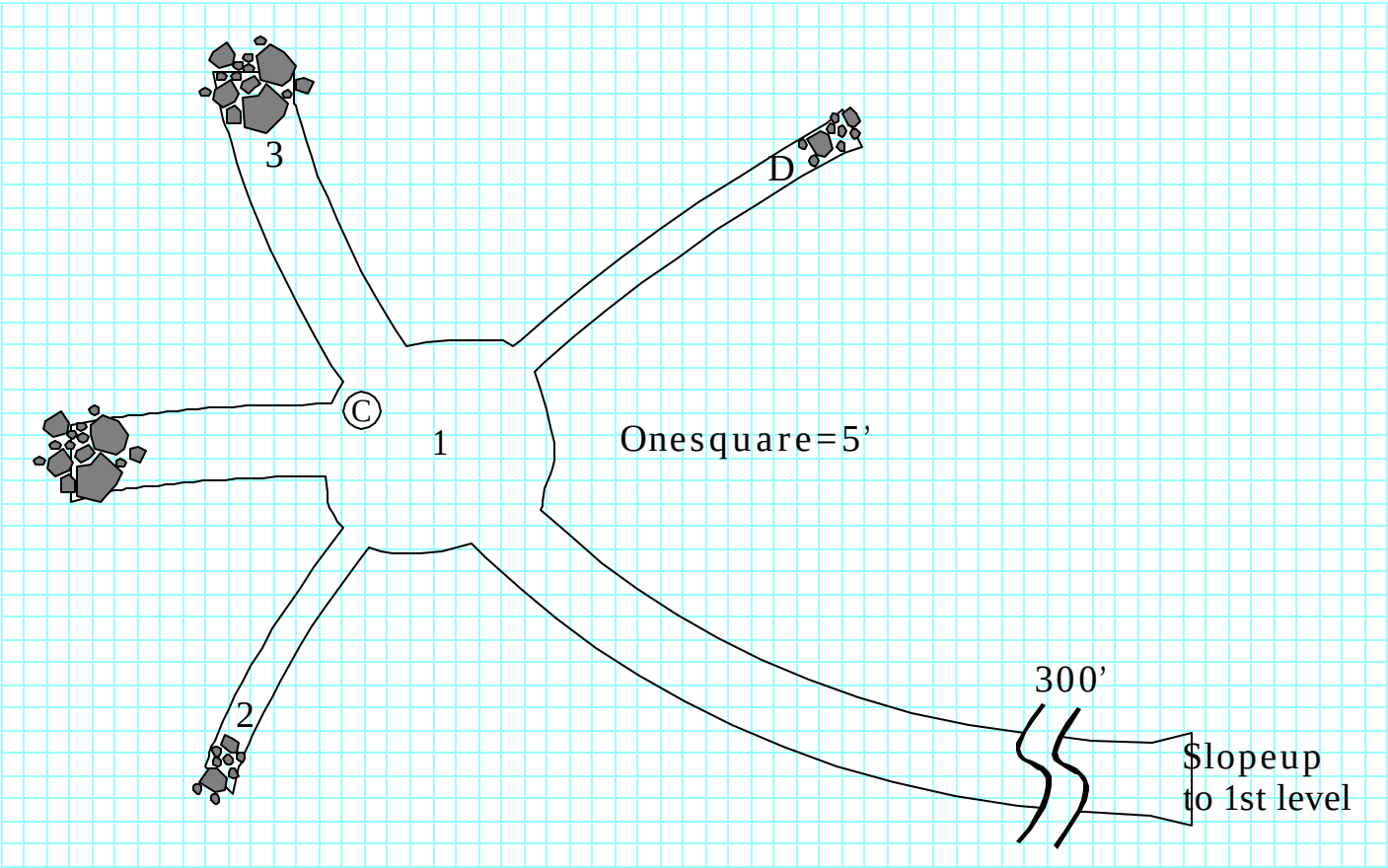
Mottled Excreta



15'	
30'	

D - Collapse Danger





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.

☛ **Miale, 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—bless, 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.