

# **A Gruesome Faerie Tale**

**A One Round AD&D Living City Adventure**

**by Brett King**

The Independent Individuals Association would like to send you on a quest for love into an enchanted forest. One of their members is in need of companionship, but is kind of shy. The forest holds the answer to his romantic dreams, but also a danger too gruesome to believe. An adventure for tiers 1-4.

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This is a standard RPGA tournament and standard practices shall be used. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about the equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

## Tier Structure

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals which can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33+	36+	39+	42+

## DM's Introduction

The adventure begins with the PCs being summoned to a meeting of the Independent Individuals Association. This is a group of unusual people who don't fit into society for one reason or another. They have pooled their funds to hire some adventurers for a rather unusual task. One of their members is in dire need of a female companion. He is unable to find any women in the city

that he has something in common with. He would like to find a nature-loving woman, unspoiled by the city, preferably with long pointy ears (his only physical requirement). Such a woman might be found in Dark Hollow forest, to the northeast of Ravens Bluff. The IIA would like to hire the party to go deep into the forest and find their friend a date. The only catch - one of the Independent Individuals must accompany the party, to make sure they find a suitable match for their friend. The party will have to conduct interviews to decide which person to take.

Upon reaching the forest, the party will come across a group of pixies tormenting some woodsmen. These woodsmen have been hired by a wealthy man who owns this land to clear the forest, using ax and flame. If the party visits him, they will find that he wishes to destroy the evil forest which claimed his two sons. He will give the party a few days to provide him with just cause as to why the forest should not be burned to the ground, perhaps because they have rid it of the evil creatures which killed his sons.

Following the directions of the pixies, the party will make their way into the forest. There, they will encounter a horrible monster, a gruesome, lunging on some grigs and gremlins. Attacking and killing the gruesome, they find that two gruesomes spring up in his place. This process will continue indefinitely, until the party realizes they have no hope of winning and hopefully retreats, rescuing the grigs in the process.

The rescued grigs will inform the party that a gruesome can't be killed as far as they know, but one of the elder creatures of the forest, such as the treant or a dryad, might have an idea. On the way, the party will be tormented by mites who were also rescued from the gruesome.

Both the treant and the dryads know that the korred have a song that was played long ago that was so beautiful, it turned a bad gruesome good. The party may visit the korred and retrieve the song, but they will find that it requires all of the different faerie folk to play it. All of the faerie folk happen to be gathering this evening for a spring festival thrown by the satyrs.

The dryads have captured the two sons of the wealthy man who wishes to burn down the forest; the sons serve the dryads as slaves. The dryads must be convinced that the forest is in danger in order to let the two sons return to their father.

If the party arrives at the gathering, they must convince the faeries to learn the song to cure the gruesomes. They will also meet a nymph who is a potential date for the IIA member. Once the song is learned, the PCs must lure the gruesomes to the party. When the gruesomes hear the song, they will transform from evil into good creatures. The PCs will faint from the blissfulness of the song, falling into a deep sleep.

The next morning they will awaken, with no faeries in sight.

The party will return the sons to the owner of the forest and then return to Ravens Bluff. There, at the next IIA meeting, the members will introduce their friend, who was living in the basement. He is a gruesome, turned good many years ago. In a week, the party will accompany the gruesome back to the woods, where he, the nymph, and the party will dance into the night.

## Players' Introduction

Choose a PC whom you believe would be sympathetic to a child in trouble and read him or her the following:

*Your peaceful morning stroll through the temple district of Ravens Bluff is interrupted by a curious sight. Across the street, a very small boy, no more than two feet tall, has just hurled a stick at a family walking the other direction. The mother cries out as the stick strikes her in the leg. The boy walks hurriedly in the direction of the victim, nearly tripping on his orange linen shirt, which fits him more like a robe. He also has a woven blue cap pulled well down over his ears, though there is no need for a cap in the warm spring air. As he approaches the family, the woman pulls back in disgust as the man yanks the boy off the ground and begins to shake him. The young daughter hides behind her mother, pointing at the boy.*

Assuming the PC investigates, continue with the following:

*As you approach, you hear the father cursing the little boy, telling him to leave normal people alone. Upon closer inspection, you notice the boy's nose is large and curved downward, and his complexion is warty and gray. He is, perhaps, a deformed or diseased gnome, and the crowds turn away as they see him.*

*The boy seems very indignant. "This is simply not my fault. My father made a postulate which has proven incorrect. His claim was that one cannot throw a stick in Ravens Bluff without hitting an adventurer. Well, I have proven that statement to be entirely false. I have thrown this stick a number of times this morning. The first two times I threw it, I hit no one at all. Now, I have hit someone who is apparently not an adventurer. Unless, of course, sir, your wife is an adventurer and you are simply not aware of it."*

The family is made up of **Farnsworth Marble** (father), **Harriet Marble** (mother), and **Precious**

**Marble** (daughter). They are quite disgusted by the boy's appearance, and the mother is overly dramatic about the injury to her leg. The little girl will yell at the boy, **"You're a mean wart-face!"** The boy, oblivious to the insult, will assure her that he is neither mean nor a face; his wart-face is only one part of what he is. The father tosses the boy to the ground and tells him to run back to the leper camp. After any interactions with the PC, the family will be on its way.

The boy's name is **Lewis Bookreader II**. Lewis is a type of gremlin known as a *bendith* (see **DM's Handout #1**), though neither he nor his father know it. Lewis believes he is an ordinary little human boy. Lewis has no social skills whatsoever. He does not understand sarcasm, ridicule, or jokes. He takes every word spoken to him literally.

Lewis has been sent by his father to find a half-dozen or so adventurers. Assuming he is approached by the PC, he will relate his difficulties locating adventurers. Lewis will ask the PC if he or she would help him find some adventurers. Lewis will offer the PC his stick, saying that the PC might be more successful with it. He will also suggest that they might need a different stick. The first obvious adventurers the two come across should be the other PCs, who will be walking through the streets at this time.

Lewis does not know why his father wants adventurers. He only knows that he was supposed to get some and bring them to his father's store, *The Well-Read Head*, on Morglar's Ride here in the temple district.

## Encounter One - The Well-Read Head

The Well-Read Head is in a two-story building in poor condition. The paint is peeling, the windows are dirty, and the shutters are broken. A sign tacked to the one of the double-doors reads, **"Meeting today - Independent Individuals Association - All Individuals Welcome."**

*The interior of The Well-Read Head is sizable, but its interior condition is no better than the outside. A layer of dust covers everything in sight, which consists mainly of books. Stacks and stacks of books fill most of the available floor space. Oddly, there seems to be ample space for more books on the shelves lining the walls.*

*There are six individuals sitting among the stacks of books, arguing back and forth. Two are obviously warriors of some sort, dressed in plate mail. One of the warriors bears the symbol of Tyr upon his chest. The other, a curly red-haired man, seems to be wearing armor that is much too large for his thin*

*frame. In stark contrast, a portly man is lying on a carpet in the center of the room. Though he also has curly red hair, his girth is immense. He is perhaps six feet tall and another six feet thick, with white cotton robes wrapping his obese body. A short, stocky bald man, with numerous rings through his ears, sits on a table, carving into it with a knife. An older woman walks around toting a tray of pastries. As you walk in, Lewis looks up to the ceiling and calls out, "Father, I have returned with adventurers as requested, though we must discuss your theories concerning the outside world." Looking up, you see a man enveloped in a cloud of smoke, sitting upside-down in a chair suspended from the ceiling, smoking a pipe.*

The party will be greeted by everyone in the room. They all seem very excited to have the PCs there. Introductions will be handled by the man on the ceiling (Lewis Bookreader I), and the older woman (Mother) will offer the party pastries, as she compliments each of them on some physical attribute or possession (e.g. My, it must be nice to be so tall, and look how pretty your armor is!)

Everyone in the room is a member of the Independent Individuals Association. Lewis I can provide the following information about the IIA:

- The association is a social group which believes in "respecting every individual's right to be an individual, so long as that individuality does not hamper another's well-being or individuality."
- They have no president; all members are equals.
- The group meets here regularly; they have been meeting for about six months.

The individuals are:

**Augustus Rhie, hm P (Sp)1:** AL LG; AC 3 (Plate Mail); MV 6; hp 8; THAC0 20; #AT 1; Dmg 1-6 (quarterstaff); SA *Hold Person* (1/day), Opp. save vs. Law spells at -2; SD Nil; MR Nil; Str 10, Dex 12, Con 10, Int 17, Wis 16, Cha 7; SZ M; ML 15.

Spells: *cure light wounds* x 3

Augustus is a specialty priest of Tyr, a Holy Justice. Augustus has spent his career working in the legal offices of Tyr as a researcher. He has never been in an actual fight. Further, he is a stickler for following proper legal procedures rather than rashly meting out justice with a sword.

**Johnathan Thistle, hm W (A)5:** AL CG; AC 3 (Plate Mail); MV 3; hp 7; THAC0 20; #AT 1; Dmg 1-4 (dagger); SA Nil; SD Nil; MR Nil; Str 6, Dex 10, Con 6, Int 15, Wis 15, Cha 8; SZ M; ML 14.

Spells: **1<sup>st</sup>** (5/4): *alarm* (abj), *cantrip* (abj), *protection from evil* (abj), *unseen servant*; **2<sup>nd</sup>** (3/2):

*protection from cantrips* (abj), *forget*, *glitterdust*; **3<sup>rd</sup>** (2/1): *protection from evil*, *10' radius* (abj), *feign death*

Johnathan (who has a beginning "h" in his name, as opposed to his identical twin brother, Jonathan) is a paranoid abjurer. He wears armor most of the time. He removes it (requiring assistance) when he needs to cast a spell, which is usually one that requires little urgency. Johnathan is extremely thin and weak, as the result of a curse on he and his brother that they will not discuss. They consider it more of a blessing, however, as they are now easily distinguished from each other.

**Jonathan Thistle, hm W (T)5:** AL LG; AC 10; MV 0" Fl 24" (*carpet of flying*); hp 20; THAC0 20; #AT 1; Dmg (1-4) dagger (thrown); SA Nil; SD Nil; MR Nil; Str 10, Dex 6, Con 16, Int 17, Wis 13, Cha 6; SZ M; ML 8.

Spells: **1<sup>st</sup>** (5/4): *comprehend languages* (alt), *feather fall* (alt), *reduce* (alt); **second** (3/2): *continual light* (alt), *levitate* (alt), *whispering wind* (alt); **3<sup>rd</sup>** : *leomund's tiny hut* (alt), *tongues* (alt)

Jonathan (who is proud not to have a beginning "h" in his name) is an extremely obese man, weighing in excess of 1000 pounds. He is not able to stand on his own. For this reason, he rides around on a *carpet of flying*. He is a very pleasant individual, though most people have difficulty looking past his size.

**Darius Deepdigger, dm F2:** AL LN; AC 4 (Leather, Dex); MV 6"; hp 15; THAC0 19; #AT 1; Dmg 1-6 +1 (short sword); SA Nil; SD Nil; MR Nil; Str 16, Dex 18, Con 12, Int 9; Wis 9, Cha 11; SZ M; ML 8.

Darius is a dwarven sailor. He shaved his hair and beard because it kept getting tangled up in the ship's rigging. Darius doesn't drink; it makes him seasick. Darius lives to sail the open seas.

**Lewis Bookreader I, hm F0:** AL NG; AC 10; MV 12; hp 3; THAC0 20; #AT 1; Dmg 1-2 (Book); SA Nil; SD Nil; MR Nil; Str 8, Dex 13, Con 8, Int 18, Wis 10, Cha 8; SZ M; ML 13.

Lewis has long, unkempt brown hair and a scraggly goatee, which he trims enough to keep out of his eyes. Lewis is the owner of the bookstore, and a sage specializing in linguistics. He speaks 10 languages, including Common, Kara-turan, elven (several dialects), dwarven, halfling, gnomish, voadkyn, sprite, reef giant, and moon dog. Lewis speaks reluctantly, though, so he tends to say the word "uh" a lot, regardless of which language he is speaking. Lewis feels that suspending himself upside-down increases the blood-flow to his brain, thereby increasing his intelligence. He wears *boots of levitation* to help him with this; his chair is nailed to the ceiling. He tends to get dizzy when right side up.

Lewis's son, Lewis II, is not really his son. Lewis I used to live near Dark Hollow, where his wife was killed by a bear. Lewis I was then left to take care of their infant son. One day, Lewis I noticed that Lewis II's complexion had turned gray, and his nose had grown. Lewis I was never very observant, so he wasn't entirely sure whether this had just happened or if his son's appearance had gradually changed. So, he just accepted that the boy was growing up to look a little different from the rest of the human children. In fact, his real son had been snatched and replaced with a baby *bendith*. They moved to Ravens Bluff a short time later.

**Mother Thistle, hf F0:** AL LG; AC 10; MV 9; hp 3; THAC0 20; #AT 1; Dmg 1-4 (walking stick); SA Nil; SD Nil; MR Nil; Str 9, Dex 13, Con 13, Int 13, Wis 18, Cha 16; SZ M; ML 13.

Mother is the mother of the Thistle twins. She thinks of all the members of the IIA as her adopted sons, though. She is the epitome of the perfect mother. She sees the good in all of her children (real or temporarily adopted). She does her best to take care of them, with good advice, good cooking, appropriate discipline, lots of encouragement, and plenty of love. Mother Thistle is very wise as well as an excellent judge of character.

After introductions, Lewis will get down to business (though he stays up on the ceiling).

*"Well, uh, now that we've all met, uh, I uh, suppose I should, uh, tell you why we sent for you. Mmm, hmmm. Well, uh, the reason is that we have another member of the group, Griff, who isn't here right now. Now, Griff is not doing well as of late. Uh, we believe, and he has said as much, that he is very lonely. It is, um, actually starting to affect his physical well being. He comes from a very wild forest, and, uh, he has great difficulty meeting women with whom he shares something in common. So, we thought that if we could find someone for him to meet that fit his requirements, the two might develop a relationship.*

*"Now, um, we don't believe we could find a woman like this here in Ravens Bluff. Griff is interested in women who are natural and wild, unspoiled by "civilization." I, uh, used to live near a forest where just such a woman might be found - Dark Hollow. It is a, uh, lovely, enchanted place, but, uh, also quite dangerous. That is why we need you. We would like to hire you to accompany one of us to Dark Hollow, and, uh, once there, locate a woman who would be interested in meeting our friend Griff. So, um, how does that sound?"*

The individuals want the party to get a date for their friend Griff. He can't go to the forest by himself, for the forest is a dark and dangerous place. Griff is a timid, kind soul, and he'd quickly be eaten alive. The following information is available about Griff, but only when asked. Otherwise, the individual who accompanies the party will reveal it as the candidates are evaluated in the forest. The following information is available about Griff and the mission:

- Griff cannot go back into the forest by himself. He is very timid and vulnerable. He would quickly be eaten alive if he were to return to the forest alone. He's lucky he got away in the first place.
- "The date" should be arranged to take place in the forest after the PCs return. Griff should be safe in the forest if he is with a native.
- Griff cannot accompany them, because they want "the date" to be a surprise. He also does not make good first impressions.
- An IIA member must accompany the group to make sure a suitable date is found. The party should choose a member of the Thistle family (Johnathan, Jonathan, or Mother) to accompany them, based on the skills needed. All other IIA members have other commitments.
- The only physical requirement Griff has is that he really likes girls with long, pointy ears. Griff is entitled to like pointy ears. The beauty of the candidate is not important.
- Griff's appearance is unimportant; his ideal mate won't be concerned with physical beauty. Furthermore, the PCs should not judge Griff based on his appearance. Because of this, the IIA members will adamantly refuse to discuss Griff's appearance. If, during the course of the interviewing, a candidate has a particular preference for a physical characteristic (as Griff does with pointy ears), then the accompanying IIA member will reveal information as needed.
- Griff's race and the race of the candidate is likewise unimportant.
- Griff's size and the size of the candidate is unimportant. Size is a barrier which can be lifted if necessary.
- Griff is timid and shy.
- He is very kind-hearted.
- He likes the forest and walks in the moonlight.
- He loves music.
- He does not have an occupation currently, though that should not be held against him.
- He left the forest many years ago; his evil brother drove him away.
- He has been with the group for about 3 months.

- The party will be offered a considerable payment, donated by the members. The payment includes three rare magical items (to be revealed later), Darius's entire collection of electrum pieces (2394 e.p.), and two unique spells (also to be revealed later) from the Thistle brothers. The money will be paid in advance, the rest will come later.
- The journey should begin today. By horse, the trip takes about two days each way. By foot, the trip takes about four and a half days. A map will be provided. The location is in the middle of the forest, past the village of Dark Hollow.

If the PCs balk at the premise of the mission, the following arguments will be made by Lewis and the others:

- The offer being made is substantial; an adventurers' job is to adventure for profit.
- Griff's physical and mental well-being are suffering because of this. He could even die.
- It is a mission of hope and love.
- There is nothing else of pressing importance going on in the city right now.
- Even if there were something pressing, there are thousands of other adventurers in Ravens Bluff who could handle it. There is nobody to help poor Griff, nor to deal with any wrongs that might need righted on the way to Dark Hollow.
- As a final ploy, Mother Thistle will beg the PCs to help.

## Encounter 2 - Flying Foresters

*Leaving the comfort of the Sunflower Inn in the village of Dark Hollow, you continue along the Mosstree trail. After an hour of travel, you believe you are nearing the section of Dark Hollow forest marked on your map. The morning air is filled with the sounds of birds singing. Above the singing, you hear a faint buzzing noise. The buzzing noise quickly grows louder. You believe its source is coming around the bend up ahead.*

Allow the PCs to make a round of preparations, and then read the following:

*Just ahead, a man floats around the curve in the road. He seems to be flying slowly towards you, his arms outstretched and his eyes focused on the ground. As he floats closer, he seems to be making a strange buzzing noise and you can see he is dressed as a woodsman, floating eight feet above the ground. Abruptly, he falls to the earth with a loud thump.*

If the PCs are quiet, allow them to make hear noise rolls. Success indicates that hushed whispers are heard coming from the body. Suddenly, the person will rise up again, to a height of three feet, and say in a high voice, ***"I am the ghost of the haunted forest - leave now, or I will haunt you for eternity!!!"*** The person will then rise up and down.

The body is being held aloft by a dozen pixies. If the party is not scared, they will fly over the party and drop the sleeping woodsman on one of the party members. If this still doesn't work, or the party seems to want to talk, five of the pixies will become visible and try to find out what the PCs want. The visible ones are **Abie, Gigi, Piti, Kipp, and Loop**. The pixies will be friendly as long as the PCs are friendly.

**Pixies (12):** Int Exceptional; AL N; AC 5; MV 6, Fl 12 (B); HD 1/2; hp 3; THAC0 16; #AT 1; Dmg 1-3 (arrow), sleep arrow (1-3, save vs. poison or sleep for 1-6 hours), war arrow (save vs. spells or lose memory); SA spells *polymorph self, know alignment, dispel magic, dancing lights, ESP, Otto's Irresistible Dance (only Kipp)*, create illusions (audio/visual), cause *confusion* by touch; SD opponent. gets -4 to attack when *invisible*; MR 25%; SZ S; ML 11; speak common, sprite, pixie

**Woodsmen (6) hm F0:** AL Mixed; AC 10; MV 12; HD 0; hp 3; THAC0 20; #AT 1; Dmg 1-6 (axe); Str 13, Dex 13, Con 12, Int 7, Wis 8, Cha 8

The pixies have captured half a dozen woodsmen by shooting them with pixie arrows coated with sleep poison. The woodsmen were captured because they were slashing-and-burning the pixies' area of the forest. The pixies are now trying to carry the woodsmen away, and will ask the PCs for help. The pixies want to leave the woodsmen in some menacing or humiliating situation by the side of the road to serve as both a punishment and a warning. Any ideas that the PCs could contribute would be appreciated; otherwise, the pixies will probably just steal the woodsmen's clothes. The pixies don't know why the big people were burning their trees.

The PCs can question the woodsmen (if they wait around till they wake up, in 1-4 hours) to discover that they were hired to burn down the forest by a wealthy man named **Moril BeDranus**. They only know he wants to clear the forest because his sons were lost there and never returned. They know where he lives, which is about one mile away, down the left fork in the road up ahead. This is beyond the woods where the faerie-folk typically travel; they consider the roads the boundaries of their land. The pixies will claim ignorance about the

missing sons, even though they believe the sons are with the dryads.

If the PCs inquire about pointy-eared girls, the pixies will suggest that Gigi is the prettiest girl in the forest. Gigi, however, doesn't particularly like big people, even if they make themselves small. None of the other pixies are interested either. If asked about others, they will suggest the nymphs (down by the river) or the dryads (up on the hill). Both groups would probably be at the Satyrs' Spring Spectacular tonight in the glen. If the PCs want to go, they should bring some wine for the satyrs.

If attacked, the pixies will flee. If one of the PCs isn't friendly to the pixies or seem otherwise deserving (e.g. has more magic than any reasonable person could carry), the pixies will try to trick that PC. They will suggest that that PC should be nice/nicer to pixies, because they have access to powerful magics. If the PC will give the pixies a magical weapon (or non-magical, if they have don't have one), the pixies will take it to a magical stream, which will give it an extra-powerful enchantment. They will only accept it from that one PC, since they feel they must prove themselves to him or her. They will say that the PC can find it in the pool at the base of the waterfall tomorrow morning. In fact, they will just keep the item, and watch with glee from the treetops as the PC swims around looking for the item. No amount of searching will turn up the pixies until **Encounter 9**. If the PCs help save the forest, the item will be discovered with its owner at the end of the spring spectacular.

If the PCs proceed into the forest rather than visiting Moril BeDranus, they should be told that their horses will not be able to travel into the thick forest. If they leave the horses unattended, they will find them painted with stripes and polka-dots when they return.

If the PCs enter the forest by some other way than following the river, they will encounter a grig named Brith who is looking for his fellow grigs. His friends were going hunting down by the river, and he hasn't seen them since yesterday. This should lead the PCs to Encounter 4, which needs to take place the same day as the Satyr's Spring Spectacular.

### Encounter 3 - The Vengeful Father

**Moril BeDranus** **hm F0**: AL CN; AC 10; MV 0; hp 2; THAC0 20; #AT 0; Dmg 0; Str 12, Dex 11, Con 7, Int 14, Wis 10, Cha 14

Moril BeDranus is a middle-aged man with greasy black hair and a dark complexion. He has no legs from the thigh down; he was run over by a cart as a young

man. He inherited a large amount of money from his father when young. He lives with his wife, Merna, in a very fine fortified home near Dark Hollow.

Several months ago Moril bought the land the PCs are headed to from Lord Malaph Serpentshield (*City of Ravens Bluff*, p.146) as a present for his sons. It was to be their land for hunting. His eldest son, Robert, disappeared while hunting in the woods two months ago. A few days later, his younger son, Edward, went to look for him. He likewise never returned. Moril believes his sons to be dead. So, he has hired woodsmen to cut and burn the forest, as he was unable to find anyone willing to go into the woods to hunt down his sons' murderers. Moril will be fairly unapologetic, though he did not intend to harm any good creatures, he considers the land his to do with as he pleases. It currently pleases him to exact revenge on his sons' killers. He will be willing to give the PCs a week to give him ample reason why he should not burn the forest to the ground. He will not make any promises as to rewards but says that the PCs can expect something if they find either his sons' killers or his sons themselves.

The PCs can leave their horses with Moril if they wish; he says the horses will not be able to travel in the forest.

If the PCs attack and kill Moril, they will receive a point of Infamy in Dark Hollow. Any knights involved will also receive a negative chivalry point. There will be no other repercussions, as Moril's home is outside any legal jurisdiction.

### Encounter 4 - A Gruesome Encounter

*Traveling along the babbling brook, the wonders of nature encompass you. Giant, old-growth trees wrapped in moss-covered vines guard the banks of the ravine. Flowering trees have found homes down by the water, dropping pink and white petals into the current. Birds sing out from the world above. The only thing that seems to be out of place is a gaping round hole in the side of the ravine up ahead. A pile of dirt and rocks has spilled forth from the 10' high cave mouth down to the water 20' below.*

If the PCs investigate, they will find a large passage headed downward. The passage appears to be freshly dug. A dwarf or gnome will be able to tell that the tunnel was dug from the inside out. A successful tracking check will reveal tracks of a creature with four clawed toes on feet about two feet long and 15 inches wide.

About 200 feet down the tunnel, the passage opens up into a chamber about 40 feet across and 20 feet high. If the PCs approach with a degree of stealth (i.e. no lights, no noisy armor), they will have a chance to surprise the creature within. Before entering, they will hear high-pitched squealing and then abrupt crunching and slobbering noises, followed by “Mmmmm. *That’s good pointy-ears*”.

The gruesome (see **DM’s Handout #2**) is eating grigs and mites out of a hole in the ground. He has a rock over the hole, and he moves it to the side a little, sticks his hand in, and pulls out a handful of mites and grigs. See **Encounter 5** for details on the grigs and mites. If the PCs were stealthy, allow them a surprise roll to catch the gruesome off-guard. He will have his back to the PCs when they enter. He will use his first available action to grow to full height.

If the PCs do not surprise the gruesome, he will have prepared for their arrival by growing to his full 15’ in height and baring his teeth. He will yell at the PCs in a monstrous voice that they won’t get his “pointy-ears” and then attack.

The gruesome will attack anyone with a light source first. The gruesome will attempt to extinguish or swallow any light source that is dropped on the ground. If there is no light source, he will try to eat a PC with pointy ears, if there are any. He will only use his bite attack against PCs with pointy ears.

As the PCs are combating the gruesome, any rescued grigs will be supplying information. The grigs, who have broken wings, legs, and arms, will at first be overjoyed when the gruesome is killed. As he re-forms, they will cry out in terror, “*Oh no - it’s true! You can’t kill a gruesome! Flee for your lives!*” They will then do their best to make their way out of the cave. Rescued mites will flee to the cave entrance as soon as they are released. If the PCs don’t seem to be figuring out that the gruesome won’t ever die, the grigs will come back and plead for the PCs to run, telling them their cause is hopeless.

The gruesome will not pursue the PCs out of the tunnel as long as it is daylight out. Furthermore, a *continual light* placed at the mouth of the cave will fool any gruesomes inside for 12 hours. If the tunnel is collapsed, the gruesome can dig out in 12 hours.

If the PCs get into a situation where there are too many gruesomes and they can’t retreat, **Father**, the unicorn protector of the grigs, will show up. Father will keep at least one gruesome occupied while the PCs work on a retreat. Father will then teleport out.

**Unicorn (1):** Int Average; AL CG; AC 2; MV 24; HD 4+4; hp 32; THAC0 15; #AT 3; Dmg 1-6/1-6/1-12; SA Charge (3-36) SD *Teleport* once/day, immune to poison, save as 11th level wizards; MR immune to

*charm, hold*; SZ L; ML 14; speak unicorn, languages of sylvan creatures, elves

### **Tier 1**

**Gruesome:** Int Low; AL CE; AC 4; MV 9; HD 6; hp 24; THAC0 15 (17 in bright light); #AT 1/2; Dmg claw 1d6+2, bite 2-12; SA Nil; SD Nil; MR 50%, 90% resistant to sleep/charm spells; SZ H (15’ tall); ML 16; speaks Common

### **Tier 2**

**Gruesome:** Int Low; AL CE; AC 3; MV 9; HD 8; hp 40; THAC0 13 (15 in bright light); #AT 1/2; Dmg claw 1d8+4, bite 2-16; SA Nil SD Nil; MR 50%; 90% resistant to sleep/charm spells; SZ H (15’ tall); ML 16; speaks Common

### **Tier 3**

**Gruesome:** Int Low; AL CE; AC 2; MV 9; HD 10; hp 60; THAC0 11 (13 in bright light); #AT 1/2; Dmg claw 1d10+6, bite 2-20; SA Nil; SD Nil; MR 50%; 90% resistant to sleep/charm spells; SZ H (15’ tall); ML 16; speaks Common

### **Tier 4**

**Gruesome:** Int Low; AL CE; AC 0; MV 9; HD 14; hp 80; THAC0 9 (11 in bright light); #AT 1/2; Dmg claw 2d6+6, bite 3-30; SA Nil SD Nil; MR 50%; 90% resistant to sleep/charm spells; SZ H (15’ tall); ML 16; speaks Common

## **Encounter 5 - Gremlins and Grigs**

**Grigs (5):** Int Average; AL NG; AC 2; MV 6, Leap 12; HD 1/2 +1; hp 1; THAC0 20 (18 with darts); #AT 0 (no weapons available); Dmg None; SA Once per round, at 6th level of ability: *change self, entangle, invisibility, pyrotechnics, trip, ventriloquism*; surprise +6; SD Surprised only on a 1; MR 30%; SZ T (1 1/2’ tall); ML 11; speak Common, Atomie, brownie, pixie, sprite

The grigs are tiny creatures with blue skin, insect wings, cricket legs, and brown tunics. They are in bad shape, with missing wings and broken legs. They speak in a high, nasal voice. Their names are **Binjiman, Jimbinna, Crippa, Liclic, and Pritch**. The grigs are excited, scared, and overjoyed to be free. They are not fond of the mites at all and will yell at them for shoving grigs to the front when the gruesome reached into the hole. The female grigs (Jimbinna and Pritch) think the PCs are very silly if they suggest matching up a grig with Griff, a non-grig.

If questioned about the gruesome, the grigs will say they didn't know that gruesomes really existed until this one captured them. They believe that the dryads (**Encounter 7**) or Grandfather (**Encounter 6**) might know something about gruesomes, since they have been in the forest the longest.

The grigs would like to find their families to warn them about the gruesome (s). If the PCs are nice to the grigs, they will each be presented with a jar of honey once they reach the grigs area of the forest (grigs have no permanent dwellings). If any PCs are injured, the grigs will give the party two *potions of healing*. These are not certed, and expire at the end of the adventure.

**Mites (8):** Int Low; AL LE; AC 8; MV 3; HD 1-1; hp 4; THAC0 20; #AT 1; Dmg 1-3; SA None SD None; MR None; SZ T (2' tall); ML 10; speak mite

The mites are hairless, wingless, bluish gremlins with warty skin. They speak to each constantly in their garbled chatters. They are very nasty little creatures, who delight in playing cruel tricks on others.

The first trick the mites will attempt is to convince the PCs that they know how to kill the gruesome. They will get the attention of the PCs, then do a pantomime of the battle with the gruesome. After the first "gruesome" is killed, two mites will stand up in his place. The warrior mite will kill them both, then perform a ritual. He will do a dance like a chicken on their bodies and then kiss the "dead gruesomes". The mites will then try to get the PCs to go back into the cave and try this on the real gruesomes. If the PCs do, the mites will watch and laugh hysterically when the gruesomes reform.

The mites will accompany the PCs and the grigs to their next destination and then leave. During the trip, the mites will try to clamber up on the PCs and ride them. The PCs may easily prevent the mites from climbing up if they wish. While riding a PC, the mites will swing from the PCs ears, hair, or beards. They will poke their sharp fingernails in the PCs ears or holes in their helmets. They will open up the PCs backpacks and randomly throw stuff down to their mite friends. If they find something useful, like a rope, they will run off with it to use later. If they find clothing, they will wear it. If they find something breakable, they will try to break it (save vs. crushing blow at +4 bonus). If they find iron rations (a mite delicacy), they will eat them. The mites can be removed at any time by simply shooing them away; they are cowardly creatures. The mites will return to torment again, however.

The PCs will not be the only victims of the mites. While traveling, the mites will make a game of trying to grab the grigs legs as they jump (need a 20 on their "to hit" roll), causing the grig to lose a leg. The mites will also try to pull the wings off the grigs (also need a 20).

The grigs do not have any weapons to defend themselves. The grigs will eventually turn invisible and start casting *trip* on the mites. This will cause the mites to turn on the PCs again.

As the day goes on, the tricks the mites play will get nastier and nastier. They might attack a PC with small sticks, which do only 1 point of damage but remove *stoneskins* quickly. They aren't smart enough to purposefully choose a PC with *stoneskins*, however. If the PCs make camp, the mites will unmake it. If PCs light a fire, the mites will have burning sticks to play with. They might use these to set a tent on fire with a PC inside. The grigs will have no complaints if the PCs wish to kill the mites.

If the PCs head down river, the mites will try to get the PCs to go in the direction of their friends, the snyads, who live among some thick bushes. If unsuccessful, the mites will accompany the PCs to their next destination and then leave them out of boredom.

The snyads look like slightly larger, brown mites with full heads of hair. As the party approaches, the mites will chatter to the snyads to warn them. They will then keep the grigs busy while the snyads try to steal from the PCs.

**Snyads (4):** Int Low; AL N; AC -4; MV 21"; HD 1-1; hp 3; THAC0 20; #AT 0; Dmg 0; SA None; SD +3 bonus to save vs. non-area affect spells; MR None; SZ T (2' tall); ML 8; speak mite

Before the attack, find out what the PCs have in their hands, if anything. When the PCs near the snyads hidden lairs, the snyads will rush out, possibly surprising the PCs (9 in 10 chance). During their action, the snyads will attempt to steal the items directly out of the PCs hands (no attack roll required). To prevent this, the PC must make a successful wisdom check. The next round, the snyads will try to make it back to their lairs with their prizes. If they win initiative, they can get back into their individual holes. If they fail, the PCs will get a chance to grab them or perform some other action. Any PC with a strength over 11 can capture a snyad with a successful attack roll. Captured snyads will squirm and yell, but not bite. Once captured, they will cease trying to steal things.

Finding a snyad hole requires a search roll, with a 1 in 3 chance of success for elves and a 1 in 4 chance for others. The holes are only about 6 inches high, but they are about 6 feet deep and open up inside into a small 4' long x 3' wide x 2' high room. The grigs may be able to assist the PCs in retrieving their items if they are loaned daggers. It is unlikely the grigs could hit the snyads, but they might chase them out of their holes long enough to retrieve the item. After the snyads attack, the mites will run away. They will not torment the PCs anymore.

Meanwhile, the PCs might notice a small human boy sitting on a nearby hill with a 3' tall, gray, warty creature with a curved nose. They will merely watch the activities and laugh. A successful intelligence check will reveal a marked similarity between the creature and Lewis Bookreader II. The creature is a *bendith*, a type of gremlin that steals human babies and leaves bendith babies behind. It has raised the real Lewis Bookreader II, now four years old, as his own child. Lewis can only speak bendith. He bares some family resemblance to his real father (intelligence check at 1/2). He is wearing a shirt stolen from Edward BeDranus (**Encounter 7**).

The bendith will not stop the PCs if they try to take Lewis; the boy is growing too big to keep anyway. However, the boy has been raised a bendith. He is a terror of a child. Luckily, he is not very coordinated and not very knowledgeable yet, so he is not nearly as successful at playing tricks as other gremlins. Lewis will require years of assistance if he is ever to return to "normal".

**Lewis Bookreader II hm F0:** AL CE; AC 10; MV 3; HD 0; hp 1; THAC0 20; #AT 0; Dmg 0; SA Nil; SD Nil; MR None; SZ S (3' tall); ML 2; speaks bendith

**Bendith (1):** Int High; AL CE; AC 6; MV 15; HD 4; hp 15; THAC0 17; #AT 1; Dmg 1-3 (bite); SA climb walls (90%), hide in shadows (90%), move silently (90%), open locks (50%); SD +1 or better weapon to hit; MR 25%; SZ S (3' tall); ML 10; speaks bendith

## Encounter 6 - Treants and Trolls

*Heading down the ravine, the stream widens and deepens as smaller streams funnel into it. Pollen from the trees has formed a blanket of green that gently rides on top of the water. Up ahead, the stream forks to make its way around a small island. An old maple tree stands in the middle of the island, its branches stretching out over the river.*

The island is surrounded by water, 10' across on both sides. The island is 15' across in the middle. The water is only 4' deep here, but it is hard to see the bottom due to the pollen. The tree in the middle of the island is Grandfather, an ancient treant. He is sleeping now, as he does most of the time. He is nearing the end of his life.

**Treant (1):** Int Very; AL CG; AC 0; MV 12; HD 12; hp 88; THAC0 9; #AT 2; Dmg 4-24; SA Animate two trees; SD Nil; MR None; SZ H (18' tall); ML 16; susceptible to fire, fire based attacks are at +4 to hit and +1 damage, treant saves vs. fire at -4.

If the party is in tier 2 or greater, and they are moving through the adventure quickly, and they got through the gruesome encounter with little damage, then an optional encounter with some trolls may be used. Several scrag (fresh-water trolls) lie in wait in the shallow water, and will attempt to grab anyone who tries to get across. They know creatures sometimes come here to talk to Grandfather.

Grandfather's limbs stretch out over the water to the shore, but they are 10' off the ground at that point. If anyone is climbing on his limbs, Grandfather will wake up in 2 rounds. He will also wake up after 4 rounds of battle or if yelled at for 2 full rounds, assisting where possible, and telling the PCs to pull the scrag bodies out of the water where they can't regenerate.

The scrag start off spread out around the island as best as possible. They are currently hiding in the water under the pollen, so they have some difficulty seeing the PCs. It is virtually impossible to see the trolls from the shore, however. Basically the trolls will lie in wait until one of them sees movement near the shore. The one that sees movement will then leap out of the water as a PC is crossing, hopefully surprising the party.

Regardless of how the PC is crossing (swimming, log, rope, etc.), the scrag will attempt to pull the PC down into and under the water. If the PC is jumping, the scrag will have to surprise the PC to catch him or her in mid-jump.

To pull the PC down, the scrag will attempt an overbearing attack. See the Players Handbook sections on "Overbearing" and "Weapons in Non-Lethal Combat" for more detailed information. A PC who has a weapon in hand (unlikely if swimming or on a rope or log) and is not surprised will get a first attack at the troll with a +4 bonus to hit and damage. If the troll survives, the troll can attack the defender with a +4 if the defender is medium-sized and +8 if the defender is small. A successful hit means the PC is pulled under the water. On the PCs turn, the PC must win a contest of strength against the troll (Str 19) in order to stand up.

A PC pulled under the water will not be visible to his friends, unless they also enter the water. The water is 4' deep. On its next action, the troll will attempt to pin the PC to the bottom of the stream (requiring another successful attack roll). During this round and all subsequent rounds, a PC must be holding his or her breath. The DM should review the Players Handbook section on "Holding Your Breath" for details on how long this can be done. The PC should be considered as exerting themselves (halve duration), and if they were surprised, they were not able to get a good gulp of air (halve duration again). The troll must make a successful pin roll every round, or the PC is able to get free. See

the section on "Underwater Combat" in the Dungeon Masters Guide for information on fighting the trolls underwater.

Meanwhile, any trolls beyond the first will to keep the other PCs busy. PCs on land will be attacked with claws and bites, while the trolls will try to overbear any PCs in the water.

### **Tier 1**

No scraggs. The party will probably have enough difficulty getting across the water.

### **Tier 2**

**Scraggs (2):** Int Low; AL CE; AC 3; MV 3/12; HD 5+5; hp 18; THAC0 15; #AT 3; Dmg 2-5/2-5/3-12 SA Nil; SD Regenerate 3 hp/round 3 rounds after first blood (but only when immersed in water); MR 0%; SZ L (8' tall); ML 14

### **Tier 3**

**Scraggs (3):** Int Low; AL CE; AC 3; MV 3/12; HD 5+5; hp 25; THAC0 15; #AT 3; Dmg 2-5/2-5/3-12 SA none SD Regenerate 3 hp/round 3 rounds after first blood (but only when immersed in water); MR 0%; SZ L (8' tall); ML 14

### **Tier 4:**

**Scraggs (5):** Int Low; AL CE; AC 3; MV 3/12; HD 5+5; hp 30; THAC0 15; #AT 3; Dmg 2-5/2-5/3-12 SA none SD Regenerate 3 hp/round 3 rounds after first blood (but only when immersed in water); MR 0%; SZ L (8' tall); ML 14

Grandfather, who speaks very slowly, knows all the groups in the forest, or at least all the ones that were around the last time he was awake (four months ago). He knows that the korred long ago had a song that turned a gruesome good. He thinks that the good gruesome was killed and eaten by a bad gruesome. He doesn't know that much about gruesomes, except that he hasn't seen one in a very long time. Grandfather knows where the korred live, and he knows that the korred don't like their weekly dance disturbed. He won't think to mention this important point, however, since he doesn't know what day it is.

There are normally some nymphs in a beautiful, inviting pool just downstream from Grandfather. However, they are off in other parts of the forest and will not be found if the PCs are looking for them. If a female PC bathes in this pool, she gains two points of charisma for the next day.

## **Encounter 7 - Boys Will Be Toys**

As the PCs approach the oaken grove that is home to the dryads, a voice will call out from the bushes. "*Begone, tree-killers! You are not welcome here!*" A rustling noise will be heard off to the other side of the party.

The noises are coming from the BeDranus brothers. They have been charmed by the dryads, and now serve the dryads' every whim faithfully, acting as guards, manservants, and playthings. They are handsome men, and they are dressed in only their hunting breeches.

**Edward BeDranus hm F0:** AL NG; AC 8 (Dex); MV 12; HD 0; hp 4; THAC0 20; #AT 1; Dmg 1-6 (spear); SA Nil; SD Nil; MR Nil; Str 14, Dex 13, Con 13, Int 9, Wis 10, Cha 17

**Robert BeDranus hm F0:** AL CG; AC 10; MV 12; HD 0; hp 6; THAC0 20; #AT 1; Dmg 1-6 (spear); SA Nil; SD Nil; MR Nil; Str 15, Dex 13, Con 16 Int 8, Wis 7, Cha 16

If the PCs make assurances that they are not tree-killers and that the forest is in danger, the brothers will whistle to let the dryads know that the PCs are not dangerous. The three dryads will then appear. They are beautiful women with wildflowers tucked into their long green hair. Two of the dryads, **Lyndra** and **Belinda**, walk in front, while the third, **Thema**, walks behind, weaving Belinda's hair with leaves. The dryads do NOT speak common; the brothers cannot communicate with them except through gestures. The dryads are friendly to attractive people, but they are VERY beauty-conscious and shallow. They will only talk to the most charismatic party members, and will openly insult anyone who is ugly. Lyndra is the most outspoken. Thema is the shyest of the group, and will agree with whatever the other two say. Thema is a possible candidate, but she needs to become comfortable with herself before she can truly accept others.

**Dryads (3):** Int High; AL N; AC 9; MV 12; HD 2; hp 10; THAC0 19; #AT 1; Dmg 1-4 (knife) SA Charm 3x/day, save at -3; SD Nil; MR 50%; SZ M; ML 14; speak dryad, elven, pixie, sprite, plant

The dryads can be persuaded, after much debate, to let their slaves go if the forest is in trouble.

If asked, they know that long ago, the korreds had a song that turned a gruesome good. If the PCs are still on their first day in the forest, the dryads will warn the PCs not to visit the korred today, because the korred don't like their weekly dance interrupted.

The dryads will suggest that the nymphs might be more suitable as far as pointy-eared girls go. If the party wishes to see the nymphs, they can either come to the satyrs' spring spectacular tonight (being sure to bring wine), or they can go look for them. For the latter, the PCs should follow the stream nearby down to the river and then follow the river. Following the stream takes the PCs past the gruesome in **Encounter 4**. The nymphs will not be found, however, as is described at the end of **Encounter 6**.

## Encounter 8 - Dance till You Drop

Make sure the PCs have encountered the gruesome (**Encounter 4**) before doing this encounter. If they haven't, have them encounter some grigs looking for lost family members. The missing grigs were last seen in the vicinity of a large cave down by the river, but these grigs are too scared to go in and look. They would like the PCs to help.

*Climbing the rocky hill, you have entered a lovely pine forest. Soft pine needles carpet the ground, and cardinals chirp from the treetops. More beautiful, though, is the music of a flute, drifting down through the forest.*

When the PCs show up, the korred will be in the middle of their weekly dance. They are in a rocky clearing surrounded by a low, stone wall. Wildflowers grow throughout the clearing, except in a circular area in the center, which appears well-trodden. Three korred are dancing in a circle, with one to the side playing a flute. They are each holding on to the end of a rope as they dance. As the PCs approach, the tempo of the music will pick up.

Anyone seeing the dance must make a save vs. spells or start to dance, losing 1d4 hp per round. The dancer will stop (and lose no more hit points) when restrained, unconscious (0 hp or less), or the korred stop playing and dancing. The korred will continue to play until someone drops, they are attacked, or the music stops (such as from a *silence* spell). They will be very unhappy if someone silences their music.

Attacking the korred will cause them to stop. The flute player will then *laugh* at the PCs (see below), while the other three throw their hair ropes near any PCs with drawn weapons. These PCs must save vs. spells or be entangled.

What the korred do next depends on how they were attacked. If they were attacked with harmful magic or weapons, the korred will all *stone door* into an enclosed cave underground. If the korred were attacked in a non-harmful way (e.g. *hold monster*, *overbearing attack*),

then the korred will yell at the PCs to surrender or suffer the consequences. The consequences, in this case, is more laughing and the weaving of more hair ropes. Once the PCs surrender, the korred will be willing to talk (loudly, of course).

Wounding of the any korred will require substantial compensation (i.e. magic items, such as potions) to make amends. Killing any of the korred will make it impossible for the PCs to get the cooperation of the korred in defeating the gruesome. The korred might still help other forest creatures do it, but they will make sure the PCs play no part in it. Killing all of the korred will nearly ensure that the gruesomes will eat all of the creatures in the forest.

The korred (**Grumble, Barker, Harpy, and Yapper**) will yell at the PCs for interrupting their dance, and say they had better have an awfully good reason for doing so. Gruesomes are a very good reason. The korred will generally react more favorably to rangers, druids, elves, and anyone willing to teach a new song or new dance. The korred are two mated pairs, and will not be interested in any shenanigans with a Griff, whatever that is.

This particular group of korred is not old enough to remember the last time the song was played, more than 300 years ago. They do, however, have all the songs of their ancestors written on stone tablets, piled in a rock-lined hole nearby. It will take some searching, but they will eventually find the song that will turn the gruesome good. It is called, simply, *The Gruesome Song*. The writer is unknown, but they believe it was a collaborative work. The song will require all of the sentient creatures of the forest to play and sing (except for the gremlins, gruesomes, and trolls). Conveniently, they will all be at the festival tonight. The korred don't usually go to the satyrs' festivals, because the satyrs' consider their cousins too obnoxious.

**Korred (4):** Int Very; AL CN; AC 5; MV 9; HD 6+1; hp 35; THAC0 15; #AT 1; Dmg 3-6 (punching) or by weapon +4; SA See below; SD See below; MR 25%; SZ S; ML 14; speak satyr, dryad, centaur, elven, common

Korred look like small satyrs with wild hair and leather britches. They speak very loudly and are rather obnoxious. Korred can weave and cut their hair into magical entangling ropes. The ropes are AC 1; 5 hp; MV 3. Anyone attacked by the ropes must save vs. spells or be entangled. The ropes will lose all power after a day.

Korred can laugh three times per day, causing all those within 60' to roll **Above** their charisma or be stunned for 1d4 rounds. A bard's singing can nullify the laugh. Korred can perform the following at will, once per round: *stone shape*, *animate rock*, *stone door*

(teleport 30'), shatter rock, transmute rock to mud, and stone tell.

## Encounter 9 - The Satyrs' Spring Spectacular

Make sure the PCs have encountered the gruesome (**Encounter 4**) before doing this encounter. If they haven't, have them encounter some grigs looking for lost family members. The missing grigs were last seen in the vicinity of a large cave down by the river, but these grigs are too scared to go in and look. They would like the PCs to help.

If the PCs look, the satyrs will not be found until dusk. It is not an option to move the location of the festival; the satyrs always have it in the glen.

*Nearing dusk, the hidden glen is a wondrous sight. Mysterious lights dance among the trees down into the clearing below. The paths to the clearing are covered in flower petals. The green moss which creeps up the trees and covers the standing stones glows softly. Lunar moths float along the gentle breeze, waiting for the last rays of light to fade. A group of satyrs play their pipes, accompanied by the chiming laughter of invisible pixies, as they dance with dryads in the clearing. A unicorn appears and gallops around the circle.*

Eventually, all of the faerie folk (except the gremlins) will show up at the satyr's festival. If the PCs haven't already freed the BeDranus sons, they will be here with the dryads. Grandfather will also stir from his slumber to attend the party. The satyrs will have heard about the PCs by this point and will welcome them. They will still appreciate a gift of fine food or wine, however. They will jokingly warn the PCs not to steal their women (they are unaware of the PCs search for a date for Griff). They will also warn the PCs not to look directly at the nymphs when they show up.

**Satyrs (6):** Int Very; AL N; AC 5; MV 18; HD 5; hp 20; THAC0 15; #AT 1; Dmg 2-8; SA Pipes can *charm*, *sleep*, or *cause fear*, 60' radius; SD blend into foliage, 90%; MR 50%; SZ M; ML 13; speak satyr, elven, common

**Nymphs (2):** Int Exceptional; AL NG; AC 9; MV 12; HD 3; hp 12; THAC0 17; #AT 0; Dmg 0; SA Druid spells at 7th level (*Cure light wounds* (x2), *Pass Without Trace*, *Sanctuary*, *Slow Poison*, *Charm person or mammal*, *Tree*, *Summon Insects*, *Cure Serious Wounds*); SD *dimension door* (1/day), MR 50%; SZ M; ML 7; speak nymph, common; Looking at a nymph will

cause permanent blindness unless a save vs. spell is made; looking at a nude nymph will kill unless a save vs. spell is made

The korred will pass out stone tablets to all of the creatures. The creatures make the following contributions to the song:

- Satyrs - pipes
- Korred - flutes
- Grigs - fiddle
- Pixies - illusionary lyres
- Sprites - singing
- Dryads and nymphs - singing
- Father - hoof-beats on a log
- Grandfather and animated trees - rustling leaves
- Crickets, frogs, owls - accompaniment

The grigs will show up a little late and will be very distressed. They left their fiddle in the hole in the gruesome's cave. They will need one of the PCs to run in and retrieve it. This will also be a good way to lure the gruesome (s) to the party. The gruesome's cave is 500 yards from the party.

Meanwhile, the group will attempt to learn the song, though it is difficult. During this time, the nymphs will introduce themselves to the PCs, asking them nicely not to look. There are two nymphs - **Femerina** and **Plyndena**. Femerina is very nice, but likes attractive men. Plyndena is disheveled, with wild, messy hair. She prefers long conversations about life, and studying every living thing in the forest, and every star in the sky. It all fascinates her. Everything is beautiful to her. If asked, she says she would love to meet anyone new. The PCs should just bring the new friend to the glen next week. If the PCs are concerned about the danger of Griff viewing a nymph, the IIA member who accompanied them will comment that Griff's eyesight is horrible - he can only see fuzzy shapes.

When the gruesomes show up, the DM should create a sense of tension. Some of the creatures will panic a little, others will claim they're not ready yet. The PCs will have to hold the gruesomes at bay for a round or two while the faeries get their act together, hopefully with some encouragement from some of the PCs. The DM should not try to kill any PCs here with the gruesomes; but rather, try to make an exciting conclusion.

When the song is finally played, the PCs will marvel at its beauty. The gruesome (s) will stop, listen, and smile. With that, they will shrink a little, and their crusty outside will start to fall away, revealing shiny black-skinned humanoids with bald heads, white eyes, tiny noses, round ears, wide mouths, and heavy-set frames. The creatures are neither beautiful nor ugly;

they are so different that they defy categorization. As the PCs are watching, their minds will become overwhelmed by the beauty of the song and they will pass out.

The next morning the PCs awaken in the empty glen, covered in flowers, and completely healed of all wounds. If a PC gave a magic item to the sprites in **Encounter 2**, the magic item will be with him or her. Each PC will also have a single dried flower in their hair. The flower is of no species the PCs have ever seen; it is pale blue with long pink pistils coming out of the middle. Wearing the flower gives PCs a +6 reaction bonus when dealing with faerie-folk, effectively letting them know that the PC is a friend of their kind. As the PCs stand up, they will realize they have a little difficulty walking. The sprites put their shoes on the wrong feet as one last little joke.

If the PCs did not ask Plyndena to meet Griff yet, she can be found down by the river.

If the PCs did not talk to BeDranus, did not free his sons, and did not in some way deter the woodsmen, then the woodsmen will be clearing the forest again when the PCs are leaving. If the PCs still do not follow up on this lead, then the forest will be burned to the ground when the PCs return with Griff the next week. All of the woodland creatures will have fled to other forests.

## Finale

Along the way home, the PCs might return to see BeDranus. Assuming they freed his sons, he will be very thankful, and offer them each 100 g.p.

When the party returns to Ravens Bluff, the IIA will be meeting again. They will be very excited about the return of the group and want to hear all about the trip. If the party returns with the real Lewis II, Lewis I will be very surprised and confused. He will be willing to take responsibility for the child once he realizes what has happened, though. He has read about bendiths.

Assuming the PCs arranged a date for Griff, they will ask everyone to be quiet. Jonathan will have his carpet rise up off the floor, revealing a trap door. Darius will open it up, and call down inside, "**Griff, come up here! We have a surprise for you!**"

Griff will make his way up out of the trap door. He is a bald humanoid, about four feet tall, with oily black skin, white eyes which blink in the light, and a wide frown. He is wearing baggy brown clothes. His skin is developing a slight crust to it. The group will excitedly tell him that they hired adventurers to go into the forest, and they were able to find someone who would like to meet him. When he hears this, he frown will turn into a wide grin, and some of the crust on his skin will flake off. He will hop up and down with excitement. In a

raspy voice, he will ask how big he should be, and make himself grow and shrink until he is an appropriate height. He will hug all of the PCs, while the IIA members warn him not to get his hopes up since it is just a date.

If asked, Griff will tell the party that he is indeed a gruesome, made good many years ago by a song played by the creatures of the Dark Hollow forest. His evil brother chased him out of the forest. Shortly thereafter, he went into hibernation. When Griff awoke, he made his way underground into the city, coming up in the basement of the bookstore.

The PCs will be rewarded with the magic items, as promised. The party will be invited to join the IIA as well, which has no dues, as that would rule out those members who choose to be poor. And they will get the three rare magical items: *boots of the cricket*, *lenses of observation*, and a *hat of independent thought*.

When the PCs are ready, they can accompany Griff back to the forest, where they will party into the night with the faerie folk. Griff will decide to remain with the faerie people and the other good gruesomes.

## The End

## Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2<sup>nd</sup> level PC, a 5<sup>th</sup> level PC, three 6<sup>th</sup> level PCs, and an 11<sup>th</sup> level PC, the group falls into tier 3. The 2<sup>nd</sup> level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11<sup>th</sup> level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7+

Discovering why the woodsmen are burning the forest:	50 xp
Fighting the gruesome:	50 xp
Rescuing the grigs and mites:	50 xp
Killing the mites:	50 xp
Defeating the snyads:	50 xp
Defeating the trolls:	100 xp
Rescuing Lewis from the bendith:	50 xp
Rescuing the BeDranus brothers:	150 xp
Arranging a date for Griff:	150 xp
Really killing the gruesome:	150 xp
or	
Turning the gruesome (s) good:	150 xp
Total Experience for Objectives:	
Tier 1:	750 xp
Tiers 2-4:	850 xp
Roleplaying Experience:	0-500 xp
<b>Total Possible Experience:</b>	<b>1,250 xp</b>
For Tier 2:	2,700 xp
For Tier 3:	4,050 xp
For Tier 4:	5,400 xp

## Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria

in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

- 2394 e.p. (note that this is *electrum* pieces)
- 100 g.p. per PC PER TIER for rescuing the BeDranus brothers
- One *faerie flower* per PC: This flower gives +6 reaction bonus towards faerie creatures when presented to a faerie as a gift (it can only be used once).
- *Boots of the cricket* - These magical boots enable the wearer to leap 50 feet in any direction, including up. The boots have stiff wires on the inner edges. When desired, these wires can be rubbed together to create a chirping noise that can be heard one mile away. A side-effect of these boots is that they cause the wearer to walk with knees sharply bent at all times, thus moving at half normal movement. This causes a -4 reaction to anyone who sees the wearer walking. These boots do not provide any abnormal bonuses in combat (they do not function as *boots of striding and springing*), but the half-movement problem applies during combat too.
- *Lenses of observation* - These magical lenses allow a PC with the observation non-weapon proficiency to make observation checks with a +4 bonus. Anyone wearing them who does not have the observation non-weapon proficiency may make observation checks as if he or she had the proficiency, while using the lenses. The lenses are large glass discs, 4" in diameter and 1" thick. They are connected with leather straps, which can be used to tie them to the head of the wearer. They cannot be worn with a helmet, though a helmet could be specially constructed to contain the lenses (triple normal cost). Anyone wearing the lenses receives a -2 reaction from anyone who sees them and a -2 penalty to all rolls in combat due to an inability accurately judge distances.
- *Hat of independent thought*: This elaborate magical hat, about 1' high, has owl feathers protruding from the top. Anyone wearing this hat gets a +2 bonus to all saves vs. enchantment/charm spells. The hat cannot be worn with helmets or other headgear and still function.

The premier convention, Duracon, may select two PCs who played this adventure who are wizards, from amongst all the PCs who participated in the adventure. Each of these PCs can learn one of the two spells listed below. Each has to learn one; both cannot learn the same spell.

- *Jonathan's furry coat* - This spell can only be learned or copied directly from Jonathan Thistle - Wizard spell, 1st level, Alteration: Range: 0; Components: V,S,M; Duration: 1/2 hour / level; Casting Time: 1; Area of Affect: Creature touched; Saving Throw: Neg. *Jonathan's furry coat* causes the target to grow 6" of fur in their natural hair color all over. The fur will allow the target to stand unprotected in temperatures as low as -30 degrees F without harm. Temperatures beyond this inflict 1 point of damage per hour per degree beyond -30. The recipient gets a +1 save vs. all cold-based attacks. At the end of the spell, all hair falls out of the recipient's body. The material component of this spell is a bit of fur from a bear.
- *Johnathan's secret hiding place*: This spell can only be learned or copied directly from Johnathan Thistle. Wizard spell, 1st level, Abjuration: Range 0; Components: V, S; Duration: 1d6 rounds; Casting Time: 1; Area of Affect: Caster; Saving Throw: None. *Johnathan's secret hiding place* allows the caster to effectively disappear to those around him or her. When the wizard casts this spell, any opponent attempting to strike or otherwise directly attack the protected creature must roll a saving throw vs. spell. If the saving throw is successful, the opponent can attack normally and is unaffected by that casting of the spell. If the saving throw is failed, the opponent loses track of and totally ignores the wizard for the duration of the spell. The caster must remain perfectly still, crouched in a ball. Note that area effect attacks could still harm the caster. The spell will wear off in 1d6 rounds, when the caster will be "found." The caster can end the spell at any time by standing up.

## DM's Handout #1

### Gremlin, Bendith

<b>CLIMATE/TERRAIN:</b>	Any land
<b>FREQUENCY:</b>	Very Rare
<b>ORGANIZATION:</b>	Solitary
<b>ACTIVITY CYCLE:</b>	Night
<b>DIET:</b>	Omnivore
<b>INTELLIGENCE:</b>	High (13-14)
<b>TREASURE:</b>	Q
<b>ALIGNMENT:</b>	Chaotic Evil

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<b>NO. APPEARING:</b>	1
<b>ARMOR CLASS:</b>	6
<b>MOVEMENT:</b>	15
<b>HIT DICE:</b>	4
<b>THAC0:</b>	17
<b>NO. OF ATTACKS:</b>	1
<b>DAMAGE/ATTACK:</b>	1-3 (Bite)
<b>SPECIAL ATTACKS:</b>	See below
<b>SPECIAL DEFENSES:</b>	+1 weapon needed to hit
<b>MAGIC RESISTANCE:</b>	25%
<b>SIZE:</b>	S (3')
<b>MORALE:</b>	Average (8-10)
<b>XP VALUE:</b>	975

A bendith is a wingless offshoot of a gremlin whose sole purpose in life is to steal human and demi-human babies, raise them as evil creatures, and return them to society. Bendiths have warty gray skin, short pointed ears, and long, curved noses. Bendiths are smarter than gremlins and are not found with other bendiths. Bendiths speak their own language and the languages of other gremlin species.

**Combat:** Bendiths do not typically get involved in fights. Their immunity to normal weapons allows them to escape most fights unscathed. Bendiths are good at one thing: stealing babies. Bendiths slip into human and demi-human villages, peering in windows and looking for babies. When they see one, they will steal it, replacing it with an ugly baby bendith. They have the following thieving skills: climb walls (90%), hide in shadows (90%), move silently (90%), and open locks (50%).

**Habitat/Society:** A bendith, upon obtaining a baby, will take it back into the forest to be raised. The bendith will raise the child as its own, teaching it to be a nasty and vile creature. Bendiths frequently associate with other gremlins, which provide more poor role models for the child. When encountered in the wild, bendiths and their "children" behave in a manner similar that of other gremlins, playing cruel tricks on anyone that is available. The bendith will keep the child until it grows taller than the bendith, at which point it will leave the child in a different village from whence it came. Bendiths seem to delight in the corruption of human and demi-human children; it is the cruelest trick that can be played. Once the bendith has returned the child, it will seek out a mate so that the process might begin again. Bendiths always give birth to two babies, one for the male and one for the female.

**Ecology:** Like other gremlins, bendiths are not a natural part of the ecology. They can live for centuries.

## DM's Handout #2

### Gruesome

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<b>CLIMATE/TERRAIN:</b>	Subterranean/Temperate Forest
<b>FREQUENCY:</b>	Very Rare
<b>ORGANIZATION:</b>	Solitary
<b>ACTIVITY CYCLE:</b>	Night
<b>DIET:</b>	Carnivore (faeries)
<b>INTELLIGENCE:</b>	Low (5-7)
<b>TREASURE:</b>	R, S, T, X
<b>ALIGNMENT:</b>	Chaotic Evil

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<b>NO. APPEARING:</b>	1
<b>ARMOR CLASS:</b>	2
<b>MOVEMENT:</b>	9, Br 1
<b>HIT DICE:</b>	10
<b>THAC0:</b>	11
<b>NO. OF ATTACKS:</b>	1/2
<b>DAMAGE/ATTACK:</b>	2-20 (bite) or 1-10/1-10 (claw)
<b>SPECIAL ATTACKS:</b>	None
<b>SPECIAL DEFENSES:</b>	None
<b>MAGIC RESISTANCE:</b>	50%; 90% resistant to sleep/charm spells
<b>SIZE:</b>	T (1' tall) to H (15' tall)
<b>MORALE:</b>	Champion (16)
<b>XP VALUE:</b>	8000

The gruesome is the most feared creature among the faerie-folk. If it exists, that is. Gruesomes are large, vicious creatures with a horrible appearance. They generally appear as 10' tall, hunch-backed, neckless, heavy humanoids. Their skin is crusty and black, but it glistens like oil (though it is not more susceptible to flame). A gruesome's eyes are small, white orbs with tiny black pupils. A gruesome's mouth stretches nearly the entire way across its head and is lined with sharp teeth.

Gruesomes' tiny white eyes give them excellent infravision, to a range of 240 feet.

**Combat:** Gruesomes ordinarily appear about 10' tall. A gruesome can make itself any size it wants, however, from 1' to 15' tall, depending on its mood. A gruesome takes one round to change size. It will typically grow larger to scare or attack opponents, baring its teeth in the process. A gruesome will grow small when it goes out hunting, to allow it to better lurk in the shadows and sneak up on prey. Gruesomes gain a +5 bonus to their surprise roll when in darkness. They have been rumored to shrink very small and hide under the beds of elven children.

Gruesomes suffer a -2 to hit in bright light, and will attack anyone carrying such a light source in preference to others. Its jaw is hinged on top and bottom, which allows it to open his large mouth up to 25% of his height. Its skin

is sticky, which makes it ideal for catching winged creatures.

Next to creatures with light sources, gruesomes will attack potential food. Gruesomes will only bite things with pointed ears. So, when attacking a victim with visibly pointed ears (i.e. not wearing a helmet), the gruesome will attempt to grab the opponent (single attack roll, +1 to grab due to stickiness) and then try to bite him or her. Once grabbed, the victim must make a successful open-doors roll to get free. The bite attack against a grappled opponent is at +2. A natural 18 or better on the bite roll allows the gruesome to shove the whole creature in its mouth (as long as the gruesome is one size-class bigger than the victim), which allows it to automatically hit with its bite attack every round. In this case, the victim is unable to perform any actions and must rely on someone else killing the gruesome. The gruesome can't do anything else while it is eating.

Non-pointy-eared opponents will be clawed with the gruesome's long, clawed fingers. The gruesome will attack these creatures to prevent them from stealing its food.

When a gruesome is killed, its body implodes, turning into a pile of black goo. For one round the goo will lie motionless. The next round, the goo will reform into two gruesomes, each full size (15' tall). The round after that, the gruesomes will be able to act. The goo cannot be harmed while it is forming. The new gruesomes will not remember what happened before. The only known ways to get rid of gruesomes are spells like *disintegrate* or *flesh-to-stone*.

**Habitat/Society:** Gruesomes are solitary creatures which live in caves they dig in the ground in the middle of sylvan forests. When multiple gruesomes form from a killed gruesome, one always leaves for another area. Gruesomes will never go out in the daylight. At night, they leave their cave to hunt food, devouring entire tribes of sprites in a single night. For bigger prey, such as elves, gruesomes will try to get lone travelers or small groups camping in the forest. Luckily, gruesomes are only active for one year at a time. After that, they bury themselves in a cave and hibernate for 100 years or more.

Gruesomes speak simple Common phrases, largely to themselves.

**Ecology:** Sages suspect that gruesomes only exist in fairy-tales. If they do exist, sages believe they may be some other form of creature which has turned so horribly bad that it has become the creature known as the gruesome.

# DM's Aid #3: Forest Map

1 inch = 400 yards



