

VER6-02

# Delve the Wizard's Dungeon

A One-Round D&D® LIVING GREYHAWK™  
Verbobonc Regional Adventure

by Ron Lundeen and Gregory Hanigan

One of Verbobonc's notable eccentrics asks you to take a quick trip to an abandoned library and pick something up he left behind several years ago. You're off on the road to adventure! This is adventure 1 of 5 in the Skyroad Series, which should be played in order. A one-round adventure for PC levels 1 to APLs 2 and 4.

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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## RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK PC. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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## PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

## PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important

information for you, including special instruction on running the adventure. Information on nonplayer PCs (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

## LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own PCs to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average PC level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the PC level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a PC with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each PC's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of PCs playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player PC is three PC levels or more either higher or lower than the APL at which this adventure is being played, that PC receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level PCs to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-level PCs may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise PCs to buy riding dogs to help protect them, and fight for them.

## Time Units and Upkeep

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

### Areas of Influence

This adventure allows the use of the following influence points for purposes of the Verbobonc Influence document:

- Wrinkle Academy
- Any Kron Hills Influence.

## Adventure Background

Magister Obble Har is an enigma. He came to Verbobonc City in 591 CY and doggedly founded a wizards school in the middle of a city known for fear and paranoia of wizardry.

Magister Har has developed a far-reaching plan that he hopes to bring to fruition in the next couple of years. First, he became head of the most powerful collection of wizards in all of Verbobonc by founding the Wrinkle Academy. Then, he was able to fashion a vast reservoir of magical power, a Spellpool, in the Wrinkle Academy's hidden halls. When that energy is coupled with the Skyroads, an ancient elven power source spanning the entire Viscounty, Magister Har's magical power could be limitless. Precisely what Magister Har plans to do with that power is a well-kept secret—for now.

To engage the next step of his plan, Magister Har needs a map showing the three foundations—the Pylons—of the ancient elven power source. He left the map in the Kron Hills, in an underground community called Gribnix (a gnomish word meaning, roughly, “isolated scholar's

library” or “monastery for reclusive researchers”) when he was living there years ago.

Magister Har once made an early, clumsy attempt to harness the power of the Skyroads back when he was living in the Gribnix. A terrible magical accident occurred, a result of Har's experiments, and all of the gnomes in the Gribnix except Har himself were instantly killed. Har fled the Gribnix and has never returned.

Magister Har is now seeking a group of adventurers to enter the long-abandoned Gribnix and recover the map he left behind.

## Cast of PCs

The PCs will interact with three main NPCs in the course of this adventure. As most of these PCs will reappear throughout the entire Skyroad Series, it's important that they are roleplayed consistently by all judges, so players will recognize these NPCs when they meet them again.

**Magister Obble Har** is an excitable old gnome who doesn't stay in one place for long. He puts on a show of being an absent-minded professor, but he is a shrewd and clever gnome. He has done all he can to put on a friendly front and establish a good name in Verbobonc City, but mostly that's because good relations with the citizenry have made it easier for him to attract powerful students and professors to enhance his own studies. Magister Har is Neutral in alignment; he is good-hearted, but fundamentally selfish and pursues his own goals. Magister Har is by far the most powerful wizard in the Viscounty of Verbobonc, and he probably has prepared any spell you need him to have for purposes of the story. Magister Har uses a lot of interjections when he speaks, like “oh, my!” and “goodness, yes!” and winks a lot, particularly at those PCs that seem to know there's more to him than he lets on.

**Threnodee** is a dust mephit, and Magister Har's familiar. Threnodee accompanies the PCs on their quest, and is therefore quite active in this adventure. Threnodee looks like an ordinary dust mephit, but he wears a tattered brown cloak with holes cut into it for his wings. Threnodee has a morbid and depressing fixation with death. He always thinks any situation will turn out for the worst, probably in a way that will end up killing everyone around him. He mopes a lot. Threnodee has all the statistics of a dust mephit from the *Monster Manual*, but he's practically invulnerable: he has an Armor Class of 27, improved evasion, spell resistance of 25, and several dozen hit points. Despite these qualities, Threnodee

spends most days thinking he'll never live to see the next one, so what's the point? Although not a coward, Threnodee isn't particularly brave, either. In combat, Threnodee mostly takes defensive actions or flies off a little ways to observe things from a safe distance (that is, despite his power, Threnodee isn't much help to the PCs). Like Magister Har, he's Neutral in alignment.

Threnodee speaks in a dusty rattle, and starts sentences with morbid thoughts like, "I know that it won't matter when we're jumped by bandits and left to die on the road, but..." or "Not that you're anything but dead men walking anyway, but I think..." or "...and then we'll all get killed and can rest in the peaceful sleep of the ages." Play Threnodee like a gloomy little mortician with a penchant for gallows humor.

**Gurtom Starcheek** is a halfling warlock who is a freelance agent currently in the pay of Lord Shannus of Glory. Gurtom is in his late fifties, which is the far side of middle-aged for a halfling, but still spry. He's Chaotic Neutral, which means he's out for himself and doesn't mind if others get hurt along the way, although he won't really go out of his way to harm anyone. Gurtom thinks nothing of breaking his word. Gurtom is no fool, and he doesn't go anywhere without a clever escape plan in mind. He is often surrounded by thugs and goons, although he prefers attractive, sycophantic ones. Gurtom Starcheek gets his name from a livid purple birthmark across the left half of his face in the shape of a five-pointed star (Gurtom thinks its evidence that his mother consorted with something unnatural, and imagines that it's the source of his magical powers). As the main foe in this scenario, Gurtom should be played as a villain; however, since he isn't actually evil, don't have him do anything particularly villainous (like attacking helpless or fleeing PCs, for example). There is a good chance that Gurtom will escape this adventure, which is intended—he appears in later adventures of the Skyroad Series.

## Adventure Summary

The PCs are invited into the Wrinkle Academy by Magister Har after a little accident on the street outside the Academy. He asks the PCs to help him hang a silver cable on a tall spire constructed in the yard of the Academy. Once they've shown some skill at this (or at least a willingness to try), he asks them to travel to a deserted gnomish library in the Kron Hills called the Gribnix. Magister Har wants a particular map that should be located in the Gribnix.

As the PCs leave the Wrinkle Academy grounds, they are jumped by Gurtom Starcheek and his thugs.

Gurtom leaves his thugs to send a message to the PCs, and flees.

The trip to the Gribnix is without incident, but outside the entrance to the underground burrow is a dead noble and his retainers. Most have had their brains eaten by a mind flayer, which clearly retreated into the Gribnix. This should set the PCs on edge, but in reality the mind flayer is not immediately nearby. One retainer has been *charmed* and left to guard the entrance to the Gribnix.

The PCs are free to explore the Gribnix (although for PCs larger than Small size, it's a tight fit), and they find two places of note: one is the caved-in back wall of the kitchen, where a passage through to the Underdark has opened (the mind flayer came in, and left, this direction). The other is the triple doorway into the library section of the Gribnix. If the PCs do not deduce that they should turn all door handles at once, a nasty trap springs on them. Inside the library, the PCs find piles of dust where gnomish scholars were long ago incinerated where they sat; only their spectacles remain, laced with their consciousness. One desk has been cleared out and above it is a metal rod that seems to be related to the devastation in the Gribnix. The PCs discover the map in the library, perhaps with the use of the spectacles.

On the way back to Verbobonc City, the PCs are again attacked by Gurtom Starcheek and some new minions, seeking the map from the PCs

## Encounter One: Start with a Bang!

*Spring in Verbobonc city is renowned for its unpredictable weather but with the sun shining and the breeze coming in from the south, today seemed like an excellent day to peruse the wares being sold by the artisans and mages who work in the Wrinkle Academy. The shouts of merchants extolling a particular item's attributes and potion masters promising their brew's amazing properties combines with the screech of owls, lizards and rats in cages. A group of apprentices, their black robes fluttering, rush past you to gaze in wonder at a tiny red dragon that is curled up contently on velvet pillow in a large copper bound cage.*

The PCs all happen to be clustered together when an unfortunate accident occurs. Read:

*From out of the crowd streaks a small red pea, no bigger than a cherry. From the pea's source you see a blue-robed female mage, looking both horrified and*

***embarrassed. The pea strikes the ground in the midst of your group, and blossoms into a ball of fire.***

This 5<sup>th</sup>-level student instructor has accidentally sent a *fireball* into the group. She intended it to go up and explode, like fireworks, but lost control of the spell's direction when someone bumped her arm.

Have all the PCs make Reflex saves as the errant *fireball* erupts in their midst. Rather than just kill off the PCs this soon with an unluckily high random roll, though, use the pre-determined damage roll provided below. If you'd like, you can even roll dice in secret but ignore the result of your roll and announce the damage below instead.

**APL 2:** 12 points of damage, Reflex DC 15 half.

**APL 4:** 16 points of damage, Reflex DC 15 half.

Magister Har, the head of the Wrinkle Academy, noticed the accident and rushes over to help immediately.

***“Oh, my. We are so terribly sorry for the error. To think that one of OUR students would be so negligent in his use of magic.” An elderly gnome says, his hair unkempt and wearing a wrinkled frock as he rushes to your group. He draws a wand from a quiver on his belt and offers it to you. “I fear that I cannot use this wand of healing myself, but if one of you are capable, by all means, use it to restore any injuries my poor student has caused.”***

If there are no PCs that can use the wand (or the PC that could use it is unconscious) then a wandering fellow adventurer stands nearby that can use the wand on them. It is a 1<sup>st</sup> level *cure light wounds* wand)

Threnodee, Magister Har's dust mephit familiar, takes particular interest in any PC rendered unconscious by the *fireball*. To any PCs who fell unconscious please read the following when they are revived:

***You regain consciousness to see sitting crouched over you a small dingy looking creature; its drooped wings spread like a dusty cloak behind it. It watches dejectedly as you raise your head off the cobblestones and slowly puts away the two copper pieces it was holding in anticipation. Rising, the creature scuffs its heels in disappointment and plods to the elderly gnome's side.***

While the party is healing themselves, the student instructor (a half-elf named Jorana) comes over and apologizes to both the party and, particularly, to Magister Har. Magister Har waves her off with an “Oh, my, it's

quite alright, an accident you can learn from, everyone seems not much the worse for it.”

After the party has recovered somewhat, Magister Har introduces himself:

***The gnome gives a formal bow, almost losing the jauntily colored hat he wears in the process, and introduces himself. “My name is Obble Quillkeeper Humbleburrow Har, and I am the Magister of the Wrinkle Academy. I must say that I am impressed with your capability to survive my students' error, most would have perished in the explosion, and that of course would have been most unfortunate for—well—everyone involved!”***

Choose the PC that looks the most nimble and athletic.

***“I often have need of such hearty and nimble individuals like you; I was hoping that perhaps we might have a meeting of minds. I have just received a spool of silver wire, which needs to be attached to a rod atop that spire.” The Magister points to one of the high windows of the Wrinkle Academy, where a long mast of some sort juts out into the sky. “If I could perhaps have you and your compatriots attach the end of the wire to the base of that rod I would be all too happy to provide you with an opportunity that would be mutually beneficial.”***

If any PCs inquire as to the reason for wire needing to be attached, Har vaguely explains that he and several students are conducting an experiment into the differences between natural electricity and arcane electricity. This is technically true, but not the whole story. Magister Har says no more at this time, and tries to change the subject to the task of attaching the silver cable to the top of the mast.

Scaling to the top of the mast requires two DC 20 Climb checks (it extends approximately 30 feet above the second story of the Wrinkle Academy) followed by a DC 15 Use Rope check. The PC must carry 40 pounds of coiled silver cable with him to the top. Note whether this additional weight causes a penalty to Climb checks due to encumbrance.

- Failing the Climb check by less than 5 means the PC makes no progress up the spire. Failure by 5 or more means the PC falls to the hard cobblestones below. Badly failing the first Climb check results in a fall for 1d6 damage. Badly failing the second Climb check results in 3d6 falling damage. The PCs are free to take 10 or use any other inventive means they'd like to get to the top of the spire.

- Failing the Use Rope check has no penalty of itself, but the PC that failed must make a DC 10 Climb check or fall from the top of the spire, taking 4d6 falling damage (a PC may take 10 on this Climb check).

While the PCs affix the cable to the spire, Magister Har watches them keenly, observing their attempts. Magister Har is using this task to test their skill and resourcefulness. As examples, creative PCs may put hay or padded cloth under the spire (which might reduce all falling damage by 1d6, or turn all falling damage into nonlethal damage instead) or go and buy a ladder. Magister Har doesn't want anyone actually killed by this test, however, so if a PC falls and looks like he or she might be killed, Magister Har casts a *feather fall* spell (although he only has one such spell prepared).

Once the PCs have managed the feat of affixing the silver cable to the top of the spire, Magister Har invites them into his office in the Administrative Suite for tea, cakes, and a job offer. Read:

*The Magister leads you to a room whose disarray nearly matches Har's personal appearance. Magister Har's familiar moves to a small table in the corner on which sits an hourglass and a bare skull. Looking back at you, the creature gives wan smile before flipping the hourglass and watching the sand spill through it.*

*Magister Har settles in, offers you tea and cakes, and begins "There is a gnomish monastery, now abandoned, in the south Kron. It was called the Gribnix, and had a rather extensive library. I studied there for a time in my youth. We had there a particular map of Verbobonc, one that might assist me in studying some of the remnant Elven magic in the area. I was hoping that I might entice you and your compatriots to travel to this monastery, see if the map still exists, and return it to me." The Magister motions to the creature in the corner, which has taken the skull off the table and is morosely peering into its empty sockets. "My familiar Threnodee will accompany you and assist you in finding the right map. Will you do this for me? I have coin to pay, which should help you in your adventurous endeavors."*

Magister Har offers 50 gp per PC, half in advance, for finding the map and returning it to him. His price is firm.

If the PCs ask further questions about the Gribnix, Magister Har can provide some general details. However, if they ask why the Gribnix is now abandoned,

Magister Har only mentions that there was a terrible accident that appeared to have killed all the gnomes living there. Magister Har does not mention that he was involved, but talking about the accident clearly saddens him.

Threnodee is ready to leave with the PCs immediately. Threnodee, through his link to Magister Har, has a good idea where the Gribnix is located. Threnodee acts as a guide to lead the party there. However, Threnodee has never been to the Gribnix before and Magister Har has not spoken to him about what may lie inside.

## Encounter Two: Roughed Up

Gurtom Starcheek doesn't yet know the specifics of the mission the PCs have been given by Magister Har, but his employer, Lord Shannus, has given fairly vague orders to interfere with Magister Har's mission. To this end, Gurtom has commissioned a group of attractive bravos to jump the party. Gurtom spun these dandies a tale about being a member of a secret organization, and that this job would be their "entrance exam." Gurtom pays well, so these dandies want more work from him. In fact, there is no "secret organization," but it's a trick Gurtom uses to ensure loyalty in hired help (and to avoid paying them too much up front).

*After the excitement in front of the Wrinkle Academy you find the bustle of Verbobonc's streets to be almost relaxing. That feeling quickly fades as several scruffy young dandies step out of flanking alleyways ahead of you. Behind the toughs a halfling steps out. He carries no weapons, and has a large, purple, star-shaped birthmark covering the left side of his face. "You want in, you do this job," he says, gesturing casually. It immediately becomes evident that he was not speaking to you as his compatriots draw their rapiers and advance. The halfling slips back into an alley and is gone.*

### APL 2 (EL 3)

☛ **Hexblades (3):** human Hexblade<sub>1</sub>; hp 12 each; see Appendix 1.

### APL 2 (EL 5)

☛ **Hexblades (6):** human Hexblade<sub>1</sub>; hp 12 each; see Appendix 1.

**Tactics:** These hexblades use their curses as early as possible in combat. They flee or surrender if clearly outmatched or reduced to less than 5 hit points. They are not under orders to kill the party, only to rough them up and rob them blind to discourage them from Magister Har's task. If these hexblades defeat the party, they stabilize any surviving PCs before fleeing.

**Development:** If the PCs respond to this combat with negotiation instead, the hexblades will accept no less than 100 gp each (300 gp at APL 2, 600 gp at APL 4) to leave the PCs alone. A DC 25 Bluff, Diplomacy or Intimidate can reduce this amount to 75 gp each.

#### Treasure

Loot the hexblades.

APL 2: L: 36 gp; C: 18 gp; M: 0 gp

APL 4: L: 72 gp; C: 36 gp; M: 0 gp

## Encounter Three: Dead Explorers

*Grassland and sparse copses of trees dot the otherwise endless succession of hillocks as you and your party travel south into the Kron. Soon, though, the hillocks have grown too large to travel over and your party is forced to wind your way through the hills and trees the further south you go. It becomes clear to you that this area would be ideal for bandits or others to stage an ambush.*

*This suspicion is confirmed when as you round yet another hill you come upon a grisly scene.*

*Lying before you are four bodies, all human, their remains now bloated and festering in the sun. Surprisingly, there is little evidence of the bodies being disturbed by carrion feeders.*

*A hundred feet or so away from the bodies is a low, wide entrance cut into the side of a hill. Threnodee gestures to the opening and says, "There is an entrance to the Gribnix. It looks like these decomposing gentlemen were only a stone's throw from beating us to it."*

These bodies are all that remains of Adan Langmuir and his entourage. House Langmuir heard rumors about a map to places of power hidden away in the Kron Hills, so Lord Ludovic Langmuir sent his nephew Adan to investigate. Adan, armed with a rough map to the

Gribnix and a handful of faithful retainers, made it this far.

Unfortunately, before his party could enter the Gribnix, Lorsch the mind flayer emerged. The mind flayer made short work of Adan and his retinue, charming the burliest of the servants (this is Tedric, who lurks in the entrance to the Gribnix now) and subduing the rest. Lorsch ate the brains of Adan and his men, commanded Tedric to guard the entrance, and returned to the Underdark.

**Development:** If the PCs examine the three retainers, read:

*All of these figures are crumpled to the ground in heaps a few feet apart. Each is missing the top of his head and the contents within.*

- Search DC 5: These people (two men and one woman, actually) are clearly well-equipped explorers. They have packs full of food, water and other simple well-made traveling gear. There are no other marks on the bodies to show how they died. Each bears a dagger (still sheathed) and a quarterstaff lies near each body.
- Search DC 15: By the cut of their clothes and the pattern of their calluses, these people were probably servants or retainers.
- Search DC 20: Each of these people dropped their weapons before they died. This indicates that they were stunned or otherwise incapacitated before they were killed.
- Heal DC 10: The head-wounds look like they were made with small acidic tentacles. The brains of each victim are gone. They have been dead only a short while—maybe a day or so.
- Heal DC 15: These people don't have any other wounds on them, and were killed when their brains were extracted.
- Heal DC 18: These people have been dead for just over two days.
- Knowledge (dungeoneering) DC 13: These deaths indicate an attack by the fearsome mind flayer, a creature that stuns foes with a mental blast and then extracts their brains with its squid-like facial tentacles. Mind flayers live underground.
- Knowledge (dungeoneering) DC 23: Feel free to provide a few more gruesome tales regarding the abilities of mind flayers.

**Development:** If the PCs examine Adan Langmuir, read:

*This man is particularly well-dressed in warm woolen trousers held up with a silken sash, a fine silk shirt, a sturdy leather vest, and a chain shirt. He is crumpled on the ground, a longsword and a fine shield nearby. His head is badly damaged, just like his companions.*

- Search DC 0: Adan's masterwork longsword, chain shirt, and masterwork heavy shield are nearby. The weapon and shield were drawn, but not used.
- Search DC 10: The man wears a signet ring with a distinctive symbol. A DC 10 Knowledge (nobility and royalty) or bardic knowledge check indicates that the seal is of the Langmuir family, one of the noble houses of Verbobonc.
- Search, DC 15: The shield is inscribed with an inscription: "To my nephew Adan, with his defense in mind. LL." A DC 10 Knowledge (nobility and royalty) or bardic knowledge check indicates that this dead man would be Adan Langmuir, nephew of Lord Ludovic Langmuir.
- Search, DC 18: Hidden in a pouch with a small bit of traveling money is a worn map that looks several decades old. It identifies the area around the Gribnix, with an X to represent the monastery's location. Near the X is written the words, "look in the library for an elven map with three locations marked." There is no other indication of where the map came from.
- Heal and Knowledge (dungeoneering) skill checks, as above for Adan's retainers.

If a PC with the Track feat looks for tracks:

- Survival DC 10: There are a lot of tracks in the area, although not a lot of blood or other indicators of combat. These explorers came to the area on foot.
- Survival DC 12: The people didn't move far from where they were killed, so they were killed quickly.
- Survival DC 14: The attack occurred just over two days ago, and was over in less than a minute.
- Survival, DC 16: One set of tracks comes from the entrance, moves from body to body, and returns to the entrance. The being that made these tracks was about the size and weight of a human and wore unusual two-toed boots and a long cloak or cape that dragged on the ground. One of the people involved in the fight also walked toward the entrance with the two-toed figure.

If the PCs look around, or want to examine the entrance to the Gribnix, have them make DC 20 Spot checks to

notice Tedric lurking at the back of the short tunnel leading to the entrance to the Gribnix.

#### Treasure

Completely loot the fallen explorers.  
All APLs: L: 50 gp; C: 20 gp; M: 0 gp.

## Encounter Four: The Sentry

When the PCs approach the entrance the Gribnix, read:

*A short tunnel leads back into this hill, approximately ten feet wide but only six feet high. Decades of leaves, dirt and other natural debris litter the floor in the tunnel. About ten feet down the tunnel is a solid door made of dark wood. The door is closed, but a wedge-shaped area free of debris indicates that it has recently been opened and closed again.*

*A thick-muscled man sits in the darkness near the hinge side of the door. He has made a rude seat with some leaves. His clothes are simply made, and he sports a well-trimmed beard. The man watches you with interest, but not hostility.*

Before the PCs can enter the Gribnix, they must contend with its current guardian, Tedric.

Tedric is a large man and a loyal servant, but he's no combatant. Tedric has served his whole life as a retainer in House Langmuir, and the past several years as a servant to Adan Langmuir. Tedric isn't a bad man, but he looks out for himself whenever he can get away with it (he's Neutral). Tedric also knows that, although many members of House Langmuir are cruel, Adan was not a bad man and treated all of his servants, including Tedric, fairly well (Adan Langmuir was also Neutral).

Tedric has been put into this unpleasant position by Lorsch, who *charmed* Tedric and told him, telepathically, "I'm going into this entrance. Do not follow, for the dangers within will kill you. Also, don't let anyone else past this door, for no matter what they tell you, they will be enemies looking to kill me. I'll be back in a few days, wait for me here." This is all a lie, of course, but Tedric doesn't know that. Review the effects of the *charm monster* spell. Tedric thinks that Lorsch is his very best friend, and couldn't possibly have lied to him.

To get into the Gribnix, the PCs have to deal with Tedric. He is initially insistent that no one enters the Gribnix. Tedric interposes himself between the PCs and the door. A DC 25 Sense Motive reveals that he's under

some sort of enchantment effect. Further questioning should also reveal that something unusual is amiss. Tedric admits that he has no idea what's past the door, but that his very best friend told him not to let anyone pass, and Tedric doesn't want any harm to come to his best friend. If asked about this friend, Tedric explains that his "friend" is about as tall as he is, wearing a long dark cape. His friend has a bald, purple head and four tentacles where his mouth should be. If asked about the attack, Tedric explains that his friend used some sort of magic to stun everyone, and then ate their brains while they were stunned. Tedric thought this was terrifying, but when his "friend" looked at him, Tedric knew everything would be okay and the cloaked figure was his very best friend in the whole world. This was a couple of days ago. Tedric is very sorry that Master Langmuir and the others were killed, but it's okay because otherwise his very best friend would probably starve to death.

Another unusual item to convey is that Tedric doesn't know anything about his "friend." He doesn't know where his friend came from (other than out of the door), or where his friend was going (other than back in through the door), or what kind of creature his friend is, or even what his friend's name is (Tedric just calls him "my very best friend").

If asked about Adan, Tedric can explain in great detail their expedition into the Kron Hills from Langmuir lands. Adan was a pretty skilled warrior. Although Tedric wasn't ever told why Adan was coming here, he managed to overhear something about Adan searching in a library for a map. Tedric thinks this is pretty unlikely, though—who would bury a library out in the hills? Tedric himself feels like he has little use for libraries or maps, but as a servant, his job is to follow orders and not question his betters.

Tedric's attitude toward Lorsch is helpful (as the *charm monster* spell made Tedric friendly, and the mind flayer was able to use Diplomacy to improve Tedric's attitude further). Tedric's starting attitude toward the PCs is indifferent. If the PCs want to talk him into leaving the area or letting him pass, they'll have to change his attitude to helpful (either with a single DC 30 Diplomacy checks or two successive Diplomacy checks of DC 15 then DC 20). The PCs must also promise that they won't hurt Lorsch, or convince Tedric he's been somehow fooled by his friend, in order to get past. A few Diplomacy rolls without some roleplaying will not suffice.

If the PCs try to fool Tedric, remember that he's very loyal to his "very best friend." On the other hand, Tedric is not particularly bright either, so clever bluffs are likely to work.

If the PCs become violent, Tedric draws his club. If combat begins, Tedric stays back in the corner by the

door, and attacks until he is slain or subdued. He fights without finesse, and simply clubs at whoever is closest.

### All APLs (EL 1)

☛ **Tedric:** human Com2; hp 9; see Appendix 1.

**Development:** Once the PCs have defeated or negotiated past Tedric, they can examine the door to the Gribnix unimpeded. This door has no lock. It can be bolted from the inside, but the bolt mechanism has been left open for 40 years and has corroded enough to be useless. A DC 16 Track check reveals Lorsch's tracks leading out of the door and back into it. The tracks are about two days old.

**Threnodee:** If the PCs express any sort of trepidation about a mind flayer being beyond the door, Threnodee takes macabre glee in recounting all the tales of illithid attacks he's heard—of course, all end in the gruesome death of everyone involved (...and with a horrid sluuuuuurp, his brain popped right out of his head...your brain is under pressure in your skull, you may know, and once it leaves your head it expands too big to ever fit back inside it...not that putting the brain back was going to be an option in this case...").

## Encounter Five: In the Gribnix

This encounter details most of the exploration of the Gribnix, the gnomish monastery/library. The map of the Gribnix is **Map 1** at the end of this adventure. The keyed locations on that map are described in this Encounter.

**General Features:** The Gribnix has been abandoned for forty years. Its halls and rooms are wide but low (not more than six feet high). The walls, floor and ceiling are well-crafted flagstone and masonry. The doors and furnishings are dark, durable wood still in fine condition. The gnomes here lived simply, so the Gribnix lacks much by way of ornamentation or valuables. The library is lit by *continual flame* torches, but the rest of the Gribnix is dark.

**Recent Activity:** An inquisitive mind flayer named Lorsch recently discovered a passage from its home deep under the Kron Hills to the surface. This path leads through a collapsed wall in the kitchen of the Gribnix. Curious about this ruined gnomish monastery, Lorsch investigated the entire Gribnix fairly thoroughly. Lorsch discovered the doors to the library, but realized that they were trapped and decided not to try the doors. Lorsch eventually ventured outside, where it discovered Adan Langmuir and his retinue. Lorsch killed the explorers,

ate their brains, and retreated into the Gribnix. Lorsch decided to return to his Underdark home in order to commission help to get past the trapped door to the library.

Lorsch arrived at the Gribnix only four days ago, and spent two days here (during which time he killed Adan and his retinue). The mind flayer is long gone and the PCs have no chance of meeting him in this adventure. Of course the players don't know that and should be concerned that the mind flayer may still be lurking around. The PCs may have the opportunity to face Lorsch or his minions in the final adventure of the Skyroad Series, *Race the Spirit's Lightning*.

As a result of Lorsch's wanderings, the dust covering the floor of the Gribnix is disturbed throughout the complex (except in the library itself) by a single Medium-sized creature. A DC 15 Survival check from a PC with the Track feat reveals that the figure was about the size and weight of a human and wore unusual two-toed boots and a long cloak or cape (which drags on the ground in places).

Other than Lorsch's recent investigations, no one has been in the Gribnix for forty years.

**Threnodee:** the grim dust mephit enjoys the trip through the abandoned monastery, since it allows him to make observations like "Nothing but ghosts in this abandoned place...yes, ghosts for certain. You did bring your magic weapons, didn't you?" and "Ah, the inhabitants must have been cut down in the very prime of their lives—so could we all, and soon! Soon!" Once the PCs start searching for traps, Threnodee insists that anything could be the most lethal trap imaginable: "Wouldn't a pit trap right here be about the worst thing possible—a deep one. With spikes. And green slime at the bottom" and "that pot there is likely laced with the nastiest contact poison you've ever...oh, I guess that's just rust."

#### **Area A: The Foyer**

*Just past the heavy door, a short hallway leads to a small foyer. Ten sets of hooks line the walls here, about four feet from the floor. Most of the hooks contain small heavy cloaks, powdered with dust and quite old. Three exits lead out from this chamber: one to your left, one to your right and another straight ahead into the hill.*

Have the PCs make a DC 10 Listen check. To those that succeed, reveal: *From the passage ahead you hear a low sound that might be moaning.* Those that make a DC 20 on the Listen check can hear that the sound is likely blowing air, not a moaning creature. The cloaks belong to the gnomes that lived here, and were never claimed.

The passage to the left leads to the dormitories, the passage straight ahead leads to the kitchen, and the passage to the right leads to the library.

#### **Area B: The Dormitories**

*This long, low hall contains many doors made of dark wood with simple handles. The hall extends as far as you can see. If the PCs are using a light source of some kind, add: **You see some flickering light source far down the hallway and can see shapes that indicate humanoid creatures moving back and forth.***

In reality, this hall is only fifty feet long, but a full-length mirror is mounted at the end of the hall from the PCs. The light and movement the PCs see is themselves reflected in the mirror.

Each of these doors (there are eighteen) leads to a single simple room only five feet square. Each has a gnome-sized bed, a bedside table with a basin, and a chest with personal effects. These rooms belonged to the gnomes of the Gribnix, and still have most of their things. Each of these rooms contains slightly different items, based on the personality of the gnome living there. See Appendix Three for the gnomes' personalities, and throw in appropriate items accordingly (for example, a vain gnome may have a fine silver mirror, an absent-minded gnome will have a bed unmade and clothes strewn about, and so on). As the gnomes of the Gribnix lived very simply, there is nothing of real value in these rooms.

One of the 18 rooms is bare. On a DC 16 Search check, the PCs can discover a forgotten sock and a few candles in good condition. These clues indicate that this room was once inhabited, but the occupant packed up hastily and left many years ago (this was Obble Har, who left immediately after the accident in the library).

The mirror at the end of the hall has a large crack running through it and is permanently mounted to the wall. The brass frame is intricately carved, containing many large (but not very valuable) gems.

#### **Area C: The Kitchen**

Obble Har was on kitchen duty in the morning of the disaster, forty years ago.

*This large room was clearly a kitchen many years ago. Stores of food have rotted to such a degree that only a faint unpleasant smell lingers, and pots and pans have become badly rusted. Toward the back of the room, a section of the wall has collapsed, revealing a narrow passage into a large, natural cave. A trickle of water dribbles from a nearby faucet into a cracked sink. There is a breeze from the passage, bringing a humid, cold smell and a low moan.*

The kitchen is large and was kept well-provisioned, for the scholars here liked the comforts of fine food (one of their few comforts). A natural spring fed fresh water through a faucet into a large basin, but the basin overflowed decades ago and the running water weakened the back wall of the kitchen. About twenty years ago, a section of the wall collapsed, revealing a natural tunnel system beyond it. This is where Lorsch the mind flayer entered the Gribnix a few days ago, and it's the direction he left a couple of days ago (a DC 16 Survival check by a PC with the Track feat reveals this).

When the first PC enters the kitchen, a particularly strong gust of wind blows up from the collapsed passage, giving a groan and whipping a few moldy dishtowels into the air in a vaguely funnel-like form. This may frighten the PCs, but there is no real danger here.

Most of the supplies to feed the Gribnix are still moldering here. When he left 40 years ago, Obble Har only took enough food for his journey. None of the food, utensils or appliances here are in a useable condition.

If the PCs investigate the hole, a DC 20 Search check or Knowledge (architecture and engineering) check reveals that this section of the wall is very unstable. The first PC to prod at the wall or pass through the opening is in for an unpleasant surprise, as large chunks of the remaining stone wall rain down on the PC.

#### **APL 2 (EL 1)**

☞ **Falling rubble trap:** CR 1; mechanical; proximity/touch trigger; no reset; Atk +10 melee (2d6, rubble); Search DC 20, Disable Device DC 20.

#### **APL 4 (EL 2)**

☞ **Falling rubble trap:** CR 2; mechanical; proximity/touch trigger; no reset; Atk +12 melee (4d6, rubble); Search DC 20, Disable Device DC 22.

If the PCs pass into the natural cavern, they see three natural exits, all descending into the earth. Two end after a few hundred yards (one in a pool of cold water fed by the natural spring), and the other connects to an extensive cave system with passages in all directions (including up and down). The PCs could wander through these caves for weeks without ever coming across another living thing. Because Lorsch frequently used its *levitate* ability to get around in these caves, it cannot be tracked. PCs determined to explore this cave system should be reminded of the task Magister Har sent them on.

#### **Area D: The Library Entrance**

The library of the Gribnix was designed so that one or two people alone could not gain entrance, only three or more people working together. This was designed to be a testament to the power of gnomes working together toward a common goal. In reality, the entrance to the library was left open most of the time, as the gnomes came and went from their research desks in the library at all hours. Before Obble Har left the Gribnix, he closed the library door. Lorsch wasn't able to enter the library by himself, but the PCs must figure out how to do so before retrieving the map for Obble Har. When the PCs reach the doorway to the library, read:

*At the end of this corridor is a solid-looking wooden door with an ornate iron handle and lock. Immediately to the left and right of the door, narrow hallways lead off and bend out of sight. Above the door, carved into the stone, a few words are engraved.*

The words are in Gnome, and read "Progress Through Unity." This motto is a clue as to how the doors are opened.

The left and right hallways bend around to doors that look identical to the library door. These doors aren't locked. However, these doors don't actually go anywhere (they don't open and, if destroyed, there is nothing but blank stone behind them). These doors are harmless, but are necessary to disarm the trap on the library door.

The entrance to the library is locked with a high-quality, reinforced lock (DC 35 Open Lock). It is also trapped to blast fire at anyone trying to open the door improperly. The trap is disarmed if all three of the doors (the door to the library and the two false doors) have their handles turned in unison. If the library door is otherwise touched, or if the lock is picked or the door handle turned without turning the other handles in unison, the following *fireburst* trap is activated. The *fireburst* does not harm the door itself and automatically resets.

#### **APL 2 (EL 3)**

☞ **Fireburst Door Trap:** CR 3; magic device; touch trigger; automatic reset (immediately); bypass (as described above); spell effect (*fireburst*, 3rd-level wizard, 3d8 fire, DC 13 Reflex save half damage); multiple targets (all targets within 5 ft. of the door); Search DC 27, Disable Device DC 27.

#### **APL 4 (EL 4)**

☞ **Fireburst Door Trap:** CR 4; magic device; touch trigger; automatic reset (immediately); bypass (as described above); spell effect (*fireburst*, 6th-level wizard,

5d8 fire, DC 13 Reflex save half damage); multiple targets (all targets within 5 ft. of the door); Search DC 27, Disable Device DC 27.

Once this door is opened, the PCs are free to enter the library and move on to the next Encounter.

## Encounter Six: Library of Secrets

This is the only room of the Gribnix that Lorsch the mind flayer did not enter, and it is the only room in the Gribnix that is lit. Several *continual flame* torches mounted in sconces around the room provide good light.

*This room is taller than the rest of the complex, allowing even a tall man to stretch his arms above his head. The walls are lined from floor to ceiling with shelves. The shelves are full of scroll cases, books, and various mechanical contraptions. The center of the room is filled with over a dozen small tables, each piled with books, beakers, gears, and other such paraphernalia.*

*Your gaze is drawn to a metal rod stuck through the ceiling like a spear. Silver wires hang limply from the rod.*

*Most curious of all, you see strewn throughout the room, on desks, chairs and the floor, several pairs of spectacles.*

*There is no noise in this abandoned library, and a sense of cautious waiting, like several creatures holding their breath.*

This is the site of Obble Har's terrible accident four decades ago. The rod (which travels through the ceiling and pokes up a foot or so out of the top of the hill) concentrated and conducted magical power from the latent Skyroads. One fateful day, during a summer lightning storm, this concentrated power suddenly discharged. This electrical and magical discharge killed all of the gnomes currently in the library (which was all the gnomes of the Gribnix except Obble Har, taking his turn on duty in the kitchen). The gnomes were instantly slain, but the weird magical energies drove the souls of the gnomes into their spectacles (all the gnomes of the Gribnix, even Obble Har, wore spectacles either out of general need or to aid in reading). Although the bodies of the gnomes have vaporized to dust, their spectacles remain, harboring the dim recollections of the souls within.

The items and areas of interest in this room are as follows:

### The Library Collection

The books, scrolls, and mechanical items in this room are an eclectic collection of history, philosophy, magical theory, literature and sciences. None of the gnomes that have lived in the Gribnix studied precisely the same discipline, and each brought their own collections to the Gribnix when they came here to live. After several generations of this sort of independent contribution, the library here has become a patchwork collection from many disciplines. This library has many duplicates of certain well-regarded tomes, and several incomplete collections of lore. Furthermore, the library is littered with half-finished mechanical oddities and the occasional chemistry experiment. It's safe to say that this library contains *something* on any subject the PCs care to reference, but the information is unlikely to be in-depth or even complete.

### The Map

The map the PCs seek is rolled up inside a scroll tube along with other, unrelated maps, and is therefore difficult to find. A DC 30 Search check is required to find the map. If the PCs want to search the entire room, this takes about 10 minutes. In order to find the map, the PCs probably have to take 20 while searching the entire room, possibly assisting one another, which takes several hours. Note that using a pair of the spectacles grants a +5 to this Search check (as the spectacles function as *goggles of minute seeing*). Eventually, the PCs are bound to find the map. When they do, give the players **Player Handout 1**. This map is on high-quality vellum and marked in Elven. It depicts the three locations of the Pylons supporting the Skyroads, although there isn't yet any way for the PCs to know this. Threnodee can confirm that this map is the correct one.

### The Rod

Protruding down from the ceiling is a metal rod with silver wire hanging from it. The air around the rod still smells faintly of ozone. Upon close inspection, it looks like a smaller, inverted version of the lightning rod Magister Har is assembling in the courtyard of the Wrinkle Academy. A DC 14 Spot check reveals that the desks, chairs, and books in this room have been subtly shifted along radii extending out from around the lightning rod. The unconscious effect is that the rod appears to be the center of the items in the room (even though it's off towards one corner, architecturally speaking). This mysterious effect occurred at the moment of the strange magical and electrical discharge 40 years ago. Upon observing this strange alignment, the

PCs sense that whatever strange event occurred in this room, the rod appears to have been the epicenter. However, none of the items in the room appear to be damaged.

The empty desk underneath the rod was Obble Har's desk, which he hastily cleared out before he fled the Gribnix. Now, all that remains on the desk is forty years of dust.

### **The Spectacles**

Have any PC looking around the room make a DC 12 Spot check. PCs specifically examining the spectacles get a +2 bonus to this roll. Those that succeed notice small piles of grayish powder, no more than an inch or two across, among the thick dust in the room. These piles are usually found on chairs or on the floor, and always near one of the pairs of spectacles. There are 17 such piles and 17 pairs of spectacles. These piles are all that remain of the gnomes that once worked in this library. These spectacles contain the souls of the gnomes that once wore them, rendering each pair of spectacles a minor magic item with rudimentary intelligence.

The spectacles themselves are all in various sizes (some of the overlarge spectacles will even fit a Medium sized creature), although all these spectacles once belonged to the gnomes here. All of the spectacles detect as magic (faint divination) and many detect as an alignment (based on the alignment of the gnome whose soul is within). Any PC looking through the spectacles notices that they focus particularly well at close distances. The spectacles function as *goggles of minute seeing*. Any PC that actually wears the spectacles feels an empathic connection to the gnome scholar whose soul is trapped in the item. Although the spectacles have different personalities (refer to Appendix Three for examples, determining a personality at random when a PC puts on a pair of spectacles), all are mildly interested in their current state and wish to aid the PCs in finding out what happened to them.

**Alignment Note:** the spectacles have a diverse set of alignments (although most are neutral good). Ordinarily, even touching an intelligent item inflicts a negative level on a PC with a different alignment. When these spectacles are first picked up, however, they are not powerful enough to drain an opposed PC so severely. That is, these spectacles do not cause level loss to PCs of differing alignments in this adventure (but do so if touched in later adventures).

**Threnodee:** Once in this room, Threnodee curls up with a treatise on halfling funerary customs, and is absolutely no help to the PCs. If the PCs deduce that the piles of

dust were once scholars, Threnodee intones something dire like "So must we all return one day!"

**Development: Serious Looting:** If the PCs want to strip the library of valuables, the silver wire is worth about 100 gp. The scrolls and books in this room are in surprisingly good shape, but there isn't anything particularly noteworthy or valuable in the collection. Therefore, they aren't worth more than about 250 gp in total, even to a library. Furthermore, all these materials weigh close to a ton.

### **Treasure**

Completely loot the library

**All APLs:** L: 29 gp; C: 0; M: *Gnomish Spectacles* (x17) 187 gp per PC each.

## **Encounter Seven: You Again?**

The PCs can leave the Gribnix with the map without difficulty, although you should allow them to investigate further if they'd like.

About two hours after the PCs have left the Gribnix for Verbobonc City, Gurtom springs an ambush in order to take the map from the PCs. Gurtom has since learned that a valuable map was hidden in the gnomish monastery. Although he doesn't know what the map is to, he is determined to get it and return it to Lord Shannus. The isolated nature of the Kron Hills provides an excellent ambush site.

*As you travel through the valleys between the hillocks, four men rise up from behind the hills ahead of you. All carry bows. Atop a hill several hundred feet away, the halfling with the star-shaped birthmark on his cheek rises as well.*

*"Very good work!" cries the halfling across the distance. "Now, please turn over the map. I don't want to turn you into pincushions, but my men are dreadfully good at their job.*

*"Here's how this will work. No spells, hands away from your weapons. Stay right where you are. You see a stump ahead and to your right. Have one of your number go and place the map on the stump, and return to your group. My man there will then come down and get the map, make sure it's the right one, and then we'll scoot down the other side of these hills we'll all be on our way with no blood shed. All very simple.*

*“Now, if you please...the map.”*

Gurtom is being forthright here. How he described the delivery of the map is exactly as he wants it to go. The nearest archer will pick up the map from the stump, and make sure it's a map of the Viscounty with elven writing and three spots marked on it. If it is, he'll take it over to Gurtom.

If the PCs try to argue with Gurtom or negotiate, he cuts them off with “Negotiation is senseless here, my friends. I've gotten the drop on you, and now I'll take that map. Hurry it up, please.” There is one exception: if the PCs demand payment for the map, he's happy to negotiate a payment with them (up to a total of 220 gp, which is all he has). If the PCs arrange payment for the map, the archer closest to the stump walks over to Gurtom, gets the payment, walks down to put it on the stump, and resumes his position.

Gurtom doesn't care about the Gnomish Spectacles, if the PCs try to barter with them. He only wants the map.

If everything goes as planned and Gurtom gets the map, the archers all scatter in different directions on the other side of the hill. Gurtom gets away as described in the Tactics section below.

As long as the PCs appear to be going along with Gurtom's plan, the archers hold their fire. If the PCs move up the hills, make an attack, or cast a spell (even a defensive one), the archers open fire. Roll initiative normally.

#### **APL 2 (EL 5)**

♣ **Gurtom Starcheek:** halfling Warlock4; hp 26 plus 1d10+3; see Appendix 1.

♣ **Ambushers (4):** human War1; hp 6 each; see Appendix 1.

#### **APL 4 (EL 7)**

♣ **Gurtom Starcheek:** halfling Warlock4; hp 26 plus 1d10+3; see Appendix 1.

♣ **Ambushers (4):** human War3; hp 17 each; see Appendix 1.

**Tactics:** If negotiations devolve into a fight, Gurtom Starcheek is well prepared. He has picked a spot where he and his archers have a good vantage point atop high hills, without any nearby vegetation for *entangle* spells or the like.

All of the archers (and Gurtom) are set up in positions where they can take cover from the crest of the hill. Due to the rise of the hills, PCs and mounts cannot charge or run up them.

Gurtom has his *see the unseen* and *entropic warding* invocations active when he confronts the PCs. He has also used a charge from his *wand of false life*, so add 1d10+3 hit points to his total given above. If he rolls a 1 or a 2, he uses another charge (the hit points don't stack; the new total replaces the old).

When the fighting begins, the archers distribute their shots as much as possible among the party to cause as much damage as possible (at APL 4, the archers make liberal use of the Rapid Shot feat). In later rounds, the archers concentrate on melee fighters that get too close to their position.

Gurtom participates in the fighting by targeting the most effective PCs (such as archers and mages) with his *eldritch blast*, which he can use at a comfortable range of 250 feet.

If any PCs get within fifty feet of Gurtom, or if Gurtom is wounded down to 20 hit points or less, Gurtom flees. Gurtom moves down the back side of the hill and drinks a *potion of invisibility*, counting on his *entropic warding* invocation to render him untrackable. If the PCs find a way to chase him anyway, Gurtom summons a riding horse from his *wand of mount* and flees as fast as possible.

The archers are loyal to Gurtom, and believe they have piles of coin waiting for them back home. They fight until clearly overwhelmed before fleeing in different directions.

#### **Treasure**

Loot the archers.

APL 2: L: 37 gp; C: 2 gp; M: 0 gp

APL 4: L: 137 gp; C: 2 gp; M: 0 gp

Loot Gurtom Starcheek (not available if Gurtom escapes).  
APL 2 and 4: L: 0 gp; C: 36 gp; M: +1 *chain shirt*, 104 gp per PC; *cloak of resistance +1*, 83 gp per PC; *wand of false life* (8 charges), 60 gp per PC; *wand of mount* (14 charges), 17 gp per PC; *potion of invisibility* (x2), 25 gp per PC each; *potion of cure moderate wounds*, 25 gp per PC.

**Development:** Once the PCs have dealt with Gurtom and his archers, go to the **Conclusion**.

## Conclusion

Once the PCs are able to get back to the Wrinkle Academy, they must decide how much of their adventure to tell Magister Har, who obviously had some hand in the downfall of the Gribnix.

When the PCs return to Verbobonc, read the text below that applies to their situation and their choices:

If the PCs brought back the map:

*Magister Har's eyes mist with memory as he looks at the map in your hands, "Ah yes. That's the map." Har reaches out for the map, running his hands over its surface to flatten it out. "This should be a great help to my research...now we must reveal the Pylons and activate them..." he says as he muses to himself. Turning back to you he cheerfully exclaims, "You've done well, my friends, and I may need to call upon your expertise in the future. Best of luck in your future endeavors!"*

If the PCs failed to bring back the map:

*Magister Har's face clearly shows that he already knows of the failure of your expedition, but he appears to take the bad news in stride. "It's been nearly half a century. I suppose few more months' wait won't kill me. I'll find some way to press on without the map." Add, if the PCs admit they gave the map to Gurtom: Magister Har's eyes narrow when he hears your report. "A halfling, eh?" Har's hand strays to his beard, stroking it slowly. "Can I trouble you some information about this halfling? Perhaps a name, or if you can draw his semblance? You wouldn't have anything he might have possessed, do you?" Magister Har intends to scry on Gurtom and see about recovering the map on his own, although he thanks the PCs and tells them that their role in this adventure is over, for now.*

If the PCs confront Magister Har with his role in the deaths of the gnomes in the Gribnix:

*"It's true. The research I was conducting caused their deaths," Har says, his eyes showing his regret. "Magic is dangerous in the hands of the untrained. If only I had the knowledge then that I possess today, well, things would have been different." If the PCs show Magister Har the spectacles, he delights that the souls of his old colleagues would be preserved in such a way. If the PCs permit, he spends much time trying on each pair and communicating to the spirits within, apologizing profusely and insisting that his research has come so much further since then. Magister Har is happy to purchase the spectacles from the PCs and keep them safe if the PCs permit him. He encourages the PCs to do all they can to obtain a pair of the spectacles that suits them and follow the guidance of the gnome spirit within.*

Regardless of the other read aloud text you may have read, conclude with:

*Verbobonc City's Wrinkle Academy stands against the evening sky, a tall spire now trailing a line of silver into the Academy itself. Whatever the research the Magister is conducting, and what connection, if any, there is to the map he had asked you to retrieve for him will, at least for now, remain a mystery.*

The End

## Adjudicating AR Awards

All the PCs have access to the Gnomish Spectacles as long as they recovered them from the Gribnix library. Each PC should choose a different pair of the spectacles, based on the information in Appendix Three, **even if they aren't going to purchase the Gnomish Spectacles right away** (it's okay to circulate this Appendix among the players so they can choose). Warn the PCs that unless the alignment of the Gnomish Spectacles matches their own, they'll take a negative level for just handling the items. Here is a summary:

- N spectacles may only be worn by PCs that are true neutral.
- NG spectacles can be worn by any good PC.
- LN spectacles can be worn by any lawful PC.
- CN spectacles can be worn by any chaotic PC.

Fill in the pertinent information for each PC from Appendix Three onto their ARs.

If Gurtom escapes, cross off the two wands appearing on the AR.

As long as the PCs made a decent effort to return the map, even if they weren't successful, Magister Har rewards them by providing access to the asterisked items on the AR (Wrinkle Academy members instead earn Regional access to these items). If they were successful, Magister Har also pays them the other half of the reward money he promised.

If the PCs thought to return Adan Langmuir's body to his family, they receive an influence point with House Langmuir and a reward of 50 gp each. If the PCs did not think to bring Adan's body back with them, they do not receive the Influence Point or the reward.

The PC that successfully made the Use Rope check to tie the silver wire to the top of the spire in **Encounter One** should have this feat noted on his or her AR. Cross it off the ARs of the other PCs.

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the

experience award. Award the total value (objectives plus roleplaying) to each PC.

### Encounter Two: Roughed Up

Defeat the hexblades:

APL 2	90 XP
APL 4	150 XP

### Encounter Four: The Sentry

Get past Tedric without killing him:

APL 2	30 XP
APL 4	45 XP

### Encounter Five: In the Gribnix

Survive, disable or bypass the falling rubble trap:

APL 2	30 XP
APL 4	60 XP

Survive, disable or bypass the library door trap:

APL 2	90 XP
APL 4	120 XP

### Encounter Seven: You Again?

Defeat or deal with Gurtom and his thugs:

APL 2	150 XP
APL 4	210 XP

### Story Award

Return the map to Magister Har:

APL 2	60 XP
APL 4	90 XP

### Total Possible Experience

APL 2	450 XP
APL 4	675 XP

## Treasure Summary

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

The loot total is the number of gold pieces each PC gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the PCs cannot take the time to loot the bodies, they do not gain this gold. If you feel it is

reasonable that PCs can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), PCs may return to retrieve loot. If the PCs do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each PC 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 PCs may want to use them during the adventure. Many times PCs must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a PCs total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, PCs may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

### Encounter Two: Roughed Up

Loot the hexblades.

APL 2:	L: 36 gp; C: 18 gp; M: 0 gp
APL 4:	L: 72 gp; C: 36 gp; M: 0 gp

### Encounter Three: Dead Explorers

Completely loot the fallen explorers.

All APLs: L: 50 gp; C: 20 gp; M: 0 gp.

### Encounter Five: Library of Secrets

Loot the library.

All APLs: L: 29 gp; C: 0; M: *Gnomish Spectacles* (x17) 187 gp per PC each.

### Encounter Seven: You Again?

Loot the archers.

APL 2:	L: 37 gp; C: 2 gp; M: 0 gp
APL 4:	L: 137 gp; C: 2 gp; M: 0 gp

Loot Gurtom Starcheek (not available if Gurtom escapes).  
APL 2 and 4: L: 0 gp; C: 36 gp; M: *+1 chain shirt*, 104 gp per PC; *cloak of resistance +1*, 83 gp per PC; *wand of false life* (8 charges), 60 gp per PC; *wand of mount* (14 charges), 17 gp per PC; *potion of invisibility* (x2), 25 gp per PC each; *potion of cure moderate wounds*, 25 gp per PC.

### **Conclusion**

Award from Magister Har.

All APLs: L: 0 gp; C: 100 gp; M: 0 gp.

Award from House Langmuir, if the PCs return Adan Langmuir's body.

All APLs: L: 0 gp; C: 50 gp; M: 0 gp.

### **Maximum Possible Treasure**

**APL 2:** 450 gp

**APL 4:** 650 gp

# Appendix One: NPCs

## APL 2

### Encounter Two: Roughed Up

**Hexblades:** male human Hexblade1; CR 1; Medium humanoid (human); HD 1d10+2; hp 12; Init +5; Spd 30 ft.; AC 17 (+1 Dex, +4 chain shirt, +2 shield), touch 11, flat-footed 16; Base Atk +1; Grp +3; Atk +3 melee (1d6+2, rapier); SA hexblade's curse 1/day (Will negates, DC 12); AL N; SV Fort +2, Ref +1, Will +3; Str 14, Dex 12, Con 14, Int 10, Wis 12, Cha 14.

*Skills and Feats:* Bluff +6, Intimidate +6, Knowledge (arcana) +2, Spellcraft +2; Improved Initiative, Shield Proficiency.

*Possessions:* chain shirt, heavy wooden shield, rapier, daggers (2), traveler's outfit, 35 gp.

**Hexblade's Curse (Su):** Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability check, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10 + 1/2 hexblade's class level + hexblade's Cha modifier) negates the effect.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

### Encounter Four: The Sentry

**Tedric:** male human Com2; CR 1; Medium humanoid (human); HD 2d4+2; hp 9; Init +0; Spd 30 ft.; AC 12 (+2 leather), touch 12, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, club) AL N; SV Fort +3, Ref +0, Will -1; Str 12, Dex 11, Con 13, Int 8, Wis 9, Cha 10.

*Skills and Feats:* Handle Animal +1, Listen +1, Profession (laborer) +4, Spot +1; Endurance, Great Fortitude.

*Possessions:* leather armor, club, traveler's outfit, 3 sp.

### Encounter Seven: You Again?

**Gurtom Starcheek:** male halfling Warlock4; CR 4; Small humanoid (halfling); HD 4d6+8; hp 26 (+1d10+3, *false life*); Init +8; Spd 20 ft.; AC 19 (+1 size, +4 Dex, +4 chain shirt), touch 15, flat-footed 15; Base Atk +3; Grp -2; Atk +8 ranged touch (2d6, *eldritch blast*); SA *eldritch blast*, *eldritch spear*, *entropic warding*, *see the unseen*, SQ *detect magic* at will, DR 1/cold iron, deceive item; AL CN; SV Fort +5, Ref +7, Will +6; Str 8, Dex 18, Con 14, Int 12, Wis 10, Cha 14.

*Skills and Feats:* Bluff +9, Climb +1, Concentration +4, Diplomacy +6, Disguise +2 (+4 to act in character), Hide +7, Intimidate +4, Jump +1, Listen +2, Move Silently +5, Sense Motive +5, Use Magic Device +12

(may always take 10); Improved Initiative, Skill Focus (Use Magic Device).

*Possessions:* +1 chain shirt, cloak of resistance +1, wand of false life (8 charges), wand of mount (14 charges), *potion of invisibility* (2), *potion of cure moderate wounds*, dagger, traveler's outfit, 22 pp.

**Invocations:** A warlock does not prepare or cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses and abilities known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocation he knows at will, with the following qualifications:

A warlock's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes attacks of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A warlock is entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking, just as a spellcaster would be. A warlock can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. A warlock's invocations are subject to spell resistance unless an invocation's spell description specifically states otherwise. A warlock's caster level with his invocations is equal to his warlock level.

The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + the warlock's Charisma modifier.

Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chance. Because the somatic components required for warlock invocations are relatively simple, a warlock can use any of his invocations while wearing light armor without incurring the normal arcane spell failure chance.

**Eldritch Blast (Sp):** The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects.

An *eldritch blast* is a ray with a range of 60 feet. [250 ft. for Gurtom, due to his *eldritch spear* invocation.] It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1<sup>st</sup> level and increases in power as the warlock rises in level. An *eldritch blast* is the equivalent of a 1<sup>st</sup> level spell.

An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other effects

that improve caster level checks to overcome spell resistance also apply to *eldritch blast*. An *eldritch blast* deals half damage to objects. Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell). However, the feat Ability Focus (*eldritch blast*) increases the DC for all saving throws (if any) associated with a warlock's *eldritch blast* by 2.

**Eldritch Spear (Sp):** This blast shape invocation extends your *eldritch blast* to great distances. *Eldritch spear* increases the range of an *eldritch blast* attack to 250 feet with no range increment.

**Entropic Warding (Sp):** When this invocation is activated, chaotic energies swirl about you, deflecting incoming arrows, rays and other ranged attacks (as *entropic shield*). You leave no trail (as *pass without trace*) and cannot be tracked by scent. (You can still be detected normally by scent, just not tracked.)

**See the Unseen (Sp):** When you use this invocation you can activate great powers of vision, allowing you to see invisible creatures and objects (as *see invisibility*). You also gain darkvision out to 60 feet for a period of 24 hours.

**Detect magic (Sp):** Beginning at 2<sup>nd</sup> level, a warlock can use *detect magic* as the spell at will. His caster level equals his class level.

**Damage Reduction (Su):** Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 3<sup>rd</sup> level and above, gaining damage reduction 1/cold iron. At 7<sup>th</sup> level and every four levels thereafter, a warlock's damage reduction improves by 1.

**Deceive Item (Ex):** At 4<sup>th</sup> level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other PCs. When making a Use Magic Device check, a warlock can take 10, even if distracted or threatened.

**Gurtom's Thugs:** male and female human Warrior1; CR 1/2; Medium humanoid (human); HD 1d8+1; hp 6; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather), touch 11, flat-footed 13; Base Atk +1; Grp +1; Atk +3 ranged (1d8, longbow) or +1 melee (1d6, short sword); AL N; SV Fort +3, Ref +1, Will -1; Str 10, Dex 13, Con 12, Int 9, Wis 8, Cha 11.

**Skills and Feats:** Intimidate +4, Spot +1; Point Blank Shot, Weapon Focus (longbow).

**Possessions:** studded leather armor, longbow with 40 arrows, short sword, traveler's outfit, 3 gp.

## APL 4

### Encounter Two: Roughed Up

**Hexblades:** male human Hexblade1; CR 1; Medium humanoid (human); HD 1d10+2; hp 12; Init +5; Spd 30 ft.; AC 17 (+1 Dex, +4 chain shirt, +2 shield), touch 11, flat-footed 16; Base Atk +1; Grp +3; Atk +3 melee (1d6+2, rapier); SA hexblade's curse 1/day (Will negates, DC 12); AL N; SV Fort +2, Ref +1, Will +3; Str 14, Dex 12, Con 14, Int 10, Wis 12, Cha 14.

*Skills and Feats:* Bluff +6, Intimidate +6, Knowledge (arcana) +2, Spellcraft +2; Improved Initiative, Shield Proficiency.

*Possessions:* chain shirt, heavy wooden shield, rapier, daggers (2), traveler's outfit, 35 gp.

**Hexblade's Curse (Su):** Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a –2 penalty on attacks, saves, ability check, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10 + 1/2 hexblade's class level + hexblade's Cha modifier) negates the effect.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

### Encounter Four: The Sentry

**Tedric:** male human Com2; CR 1; Medium humanoid (human); HD 2d4+2; hp 9; Init +0; Spd 30 ft.; AC 12 (+2 leather), touch 12, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, club) AL N; SV Fort +3, Ref +0, Will -1; Str 12, Dex 11, Con 13, Int 8, Wis 9, Cha 10.

*Skills and Feats:* Handle Animal +1, Listen +1, Profession (laborer) +4, Spot +1; Endurance, Great Fortitude.

*Possessions:* leather armor, club, traveler's outfit, 3 sp.

### Encounter Seven: You Again?

**Gurtom Starcheek:** male halfling Warlock4; CR 4; Small humanoid (halfling); HD 4d6+8; hp 26 (+1d10+3, *false life*); Init +8; Spd 20 ft.; AC 19 (+1 size, +4 Dex, +4 chain shirt), touch 15, flat-footed 15; Base Atk +3; Grp -2; Atk +8 ranged touch (2d6, *eldritch blast*); SA *eldritch blast*, *eldritch spear*, *entropic warding*, *see the unseen*, SQ *detect magic* at will, DR 1/cold iron, deceive item; AL CN; SV Fort +5, Ref +7, Will +6; Str 8, Dex 18, Con 14, Int 12, Wis 10, Cha 14.

*Skills and Feats:* Bluff +9, Climb +1, Concentration +4, Diplomacy +6, Disguise +2 (+4 to act in character), Hide +7, Intimidate +4, Jump +1, Listen +2, Move Silently +5, Sense Motive +5, Use Magic Device +12 (may always take 10); Improved Initiative, Skill Focus (Use Magic Device).

*Possessions:* +1 chain shirt, cloak of resistance +1, wand of false life (8 charges), wand of mount (14 charges), potion of invisibility (2), potion of cure moderate wounds, dagger, traveler's outfit, 22 pp.

**Invocations:** A warlock does not prepare or cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses and abilities known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocation he knows at will, with the following qualifications:

A warlock's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes attacks of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A warlock is entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking, just as a spellcaster would be. A warlock can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. A warlock's invocations are subject to spell resistance unless an invocation's spell description specifically states otherwise. A warlock's caster level with his invocations is equal to his warlock level.

The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + the warlock's Charisma modifier.

Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chance. Because the somatic components required for warlock invocations are relatively simple, a warlock can use any of his invocations while wearing light armor without incurring the normal arcane spell failure chance.

**Eldritch Blast (Sp):** The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with *eldritch* power, using baleful magical energy to deal damage and sometimes impart other debilitating effects.

An *eldritch blast* is a ray with a range of 60 feet. [250 ft. for Gurtom, due to his *eldritch spear* invocation.] It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1<sup>st</sup> level and increases in power as the warlock rises in level. An *eldritch blast* is the equivalent of a 1<sup>st</sup> level spell.

An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to *eldritch blast*. An *eldritch blast* deals half damage to objects. Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell). However, the feat Ability Focus (*eldritch*

*blast*) increases the DC for all saving throws (if any) associated with a warlock's *eldritch blast* by 2.

**Eldritch Spear (Sp):** This blast shape invocation extends your *eldritch blast* to great distances. *Eldritch spear* increases the range of an *eldritch blast* attack to 250 feet with no range increment.

**Entropic Warding (Sp):** When this invocation is activated, chaotic energies swirl about you, deflecting incoming arrows, rays and other ranged attacks (as *entropic shield*). You leave no trail (as *pass without trace*) and cannot be tracked by scent. (You can still be detected normally by scent, just not tracked.)

**See the Unseen (Sp):** When you use this invocation you can activate great powers of vision, allowing you to see invisible creatures and objects (as *see invisibility*). You also gain darkvision out to 60 feet for a period of 24 hours.

**Detect magic (Sp):** Beginning at 2<sup>nd</sup> level, a warlock can use *detect magic* as the spell at will. His caster level equals his class level.

**Damage Reduction (Su):** Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 3<sup>rd</sup> level and above, gaining damage reduction 1/cold iron. At 7<sup>th</sup> level and every four levels thereafter, a warlock's damage reduction improves by 1.

**Deceive Item (Ex):** At 4<sup>th</sup> level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other PCs. When making a Use Magic Device check, a warlock can take 10, even if distracted or threatened.

**Ambushers:** male and female human Warrior3; CR 2; Medium humanoid (human); HD 3d8+3; hp 17; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather), touch 11, flat-footed 13; Base Atk +3; Grp +3; Atk +6 ranged (1d8/x3, longbow) or +4/+4 ranged (1d8/x3, longbow) or +3 melee (1d6/19-20, short sword); AL N; SV Fort +4, Ref +2, Will +0; Str 10, Dex 13, Con 12, Int 9, Wis 8, Cha 11.

**Skills and Feats:** Intimidate +6, Spot +2; Point Blank Shot, Rapid Shot, Weapon Focus (longbow).

**Possessions:** studded leather armor, masterwork longbow with 40 arrows, short sword, traveler's outfit, 3 gp.

## Appendix Two: New Rules Items

### Fireburst [New Spell] (from the *Spell Compendium*)

Evocation [Fire]

<b>Level:</b>	Sorcerer/wizard 2, warmage 2
<b>Components:</b>	V, S, M
<b>Casting Time:</b>	1 standard action
<b>Range:</b>	5 ft.
<b>Effect:</b>	Burst of fire extending 5 ft. from you
<b>Duration:</b>	Instantaneous
<b>Saving Throw:</b>	Reflex half
<b>Spell Resistance:</b>	Yes

*Fireburst* causes a powerful explosion of flame to burst from you, damaging anyone within 5 feet of you.

All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

*Material Focus:* A bit of sulfur.

## Appendix Three: Gnomes of the Gribnix

This list presents a brief summary of the personalities of the 17 gnomes of the Gribnix who, due to Obble Har's accident, had their souls thrust into their spectacles. Unfortunately, these victims have long ago forgotten their names. When the PCs try on the spectacles in Encounter 5, use the following suggestions to roleplay the empathic contact with the gnomes.

Also, for purposes of properly completing the AR of a PC that takes a pair of Gnomish Spectacles, the alignment, gender, knowledge specialty and general personality are noted.

- 1) An ancient, doddering old gnome so senile as to be barely aware that he's died. This gnome is likely to express long-winded tales of dull historical notes no one cares to remember.  
**AL:** LN; **Gender:** male; **Specialty:** Knowledge (history); **Traits:** doddering, senile, long-winded.
- 2) A warm, grandmotherly old gnome. Late in life, her obsession with recipes turned into a love of science, in which she was unsurpassed. A consummate gossip well-versed in other people's business.  
**AL:** NG; **Gender:** female; **Specialty:** Knowledge (local: VTF); **Traits:** grandmotherly, gossipy.
- 3) This young gnomish man excelled at growing pipeweed and brewing beer, and is well versed in the workings of plants and the seasons. He will gladly assist anyone trying to understand the natural world, and offers advice as to how individuals may best get closer to nature.  
**AL:** N; **Gender:** male; **Specialty:** Knowledge (nature); **Traits:** easygoing, nature lover.
- 4) This gnomish woman spent most of her time when not working in the pages of tomes of ancient poetry and prose. She can quote long verses of early Suloise poetry but is somewhat dismissive of the roles of women within that poetry.  
**AL:** CN; **Gender:** female; **Specialty:** Knowledge (history); **Traits:** poetic, women's rights supporter.
- 5) This middle aged gnome handled most of the trade leaving the workrooms. He retains an ability to quote travel distance, location, and cost of shipping to a wide swath of the Flanaess.  
**AL:** LN; **Gender:** male; **Specialty:** Knowledge (geography); **Traits:** mercantile, good memory for numbers.
- 6) This middle aged gourmand was one of the gardeners for the group, working only part time in the library. He resents the fact that he is unable to continue to grow the vegetables and herbs that he loved during life, and will press the PC to order extravagant meals and then describe the taste to him.  
**AL:** N; **Gender:** male; **Specialty:** Knowledge (nature); **Traits:** green thumb, elitist gourmand.
- 7) This gnome was one of the few of the gnomes who had lived the life of an adventurer prior to living at the Gribnix. He still retains much of what he learned in his years as such, but often speaks critically of adventurers who do not follow his sage advice.  
**AL:** NG; **Gender:** male; **Specialty:** Knowledge (dungeoneering); **Traits:** cautious, experienced adventurer.
- 8) This young gnomish woman avidly followed the rumors from Verbobonc and elsewhere concerning noble courtship and marriages, although her ability to follow the news was cut short when she died, she still retains what she knew. She will ramble in glowing tones about the escapades of nobles in the past, and slyly whisper about romantic rendezvous' that nobles may have.  
**AL:** NG; **Gender:** female; **Specialty:** Knowledge (nobility and royalty); **Traits:** romantic, matchmaker.
- 9) This wizened gnomish man is greatly upset that his death has interrupted his study of all things magical. He will demand grumpily that the PC provide him with books on magic and will snap at PCs who deny him peace and quiet to study.  
**AL:** CN; **Gender:** male; **Specialty:** Knowledge (arcana); **Traits:** bookish, surly, studious.

- 10) This elderly gnomish man greatly enjoys sharing his wealth of knowledge, endlessly enumerating battles fought, the dates they were fought, and the notable individuals involved in a continuous lecture during the PCs travels.  
**AL:** NG; **Gender:** male; **Specialty:** Knowledge (history); **Traits:** military history buff, long-winded.
- 11) This gnomish man had aspirations of meeting the wealthy and influential, his desires were cut short by his death, but his curiosity and desire to meet such people remains. He often communicates in awed tones the titles and honors given to the people that the PCs meet.  
**AL:** LN; **Gender:** male; **Specialty:** Knowledge (nobility and royalty); **Traits:** deferential, social climber.
- 12) This flighty gnomish woman is still somewhat disorientated by her soul's binding to her spectacles, and she wonders why she did not travel to the outer planes when her body died.  
**AL:** NG; **Gender:** female; **Specialty:** Knowledge (religion); **Traits:** flighty, wondering, pious.
- 13) This older gnomish man is studious and serious about his knowledge of planar creatures and the attributes of the planes that PC may encounter. He welcomes the travel and the knowledge he learns in the process of traveling with adventurers but is worried that he might be lost in some horrible realm if the PC wearing him dies.  
**AL:** CN; **Gender:** male; **Specialty:** Knowledge (the planes); **Traits:** studious, wanderlust, skittish.
- 14) This young gnomish man is fascinated with all things arcane, including the arcane explosion that killed him. He was a friend of Obble Har's, and is greatly interested in investigating what Har is doing now.  
**AL:** N; **Gender:** male; **Specialty:** Knowledge (arcana); **Traits:** fascinated by magic, curious about Magister Har.
- 15) This young gnomish woman is flirtatious and a social butterfly. She pays close attention to local rumors even if others around her do not. She often communicates to anyone that will listen her knowledge of the background of the people and places.  
**AL:** NG; **Gender:** female; **Specialty:** Knowledge (local: VTF); **Traits:** flirtatious, social butterfly.
- 16) This elderly gnomish draftsman is an expert on the structural construction of buildings. Highly opinionated as to how buildings should be constructed, he will make snide comments whenever passing Human or Elven buildings and discuss at great length with the wearer the mistakes made in the construction of them.  
**AL:** N; **Gender:** male; **Specialty:** Knowledge (architecture and engineering); **Traits:** opinionated architect, snide.
- 17) This young woman was strikingly beautiful and kept an encyclopedic knowledge of her relatives around the Flanaess and the mysterious places near these relatives' homes, from the lands of the Tenh to the Ghost Tower of Inverness. She took particular pride in being raised so near to the infamous Temple of Elemental Evil.  
**AL:** NG; **Gender:** female; **Specialty:** Knowledge (local: Core); **Traits:** trivia master, innocent, wondering.

## Appendix Four: Illustrations

Magister Obble Har:

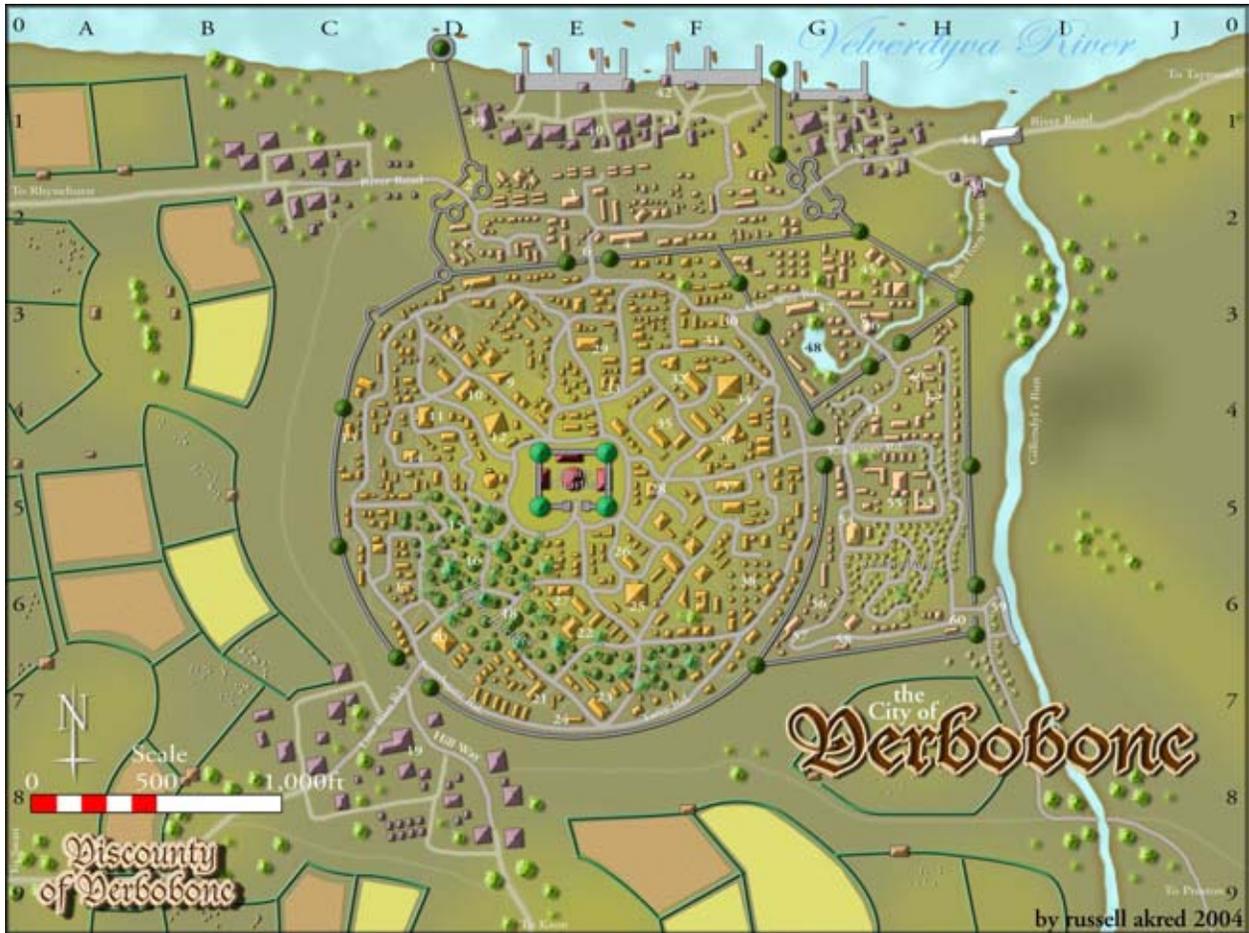


Gurtom Starcheek:



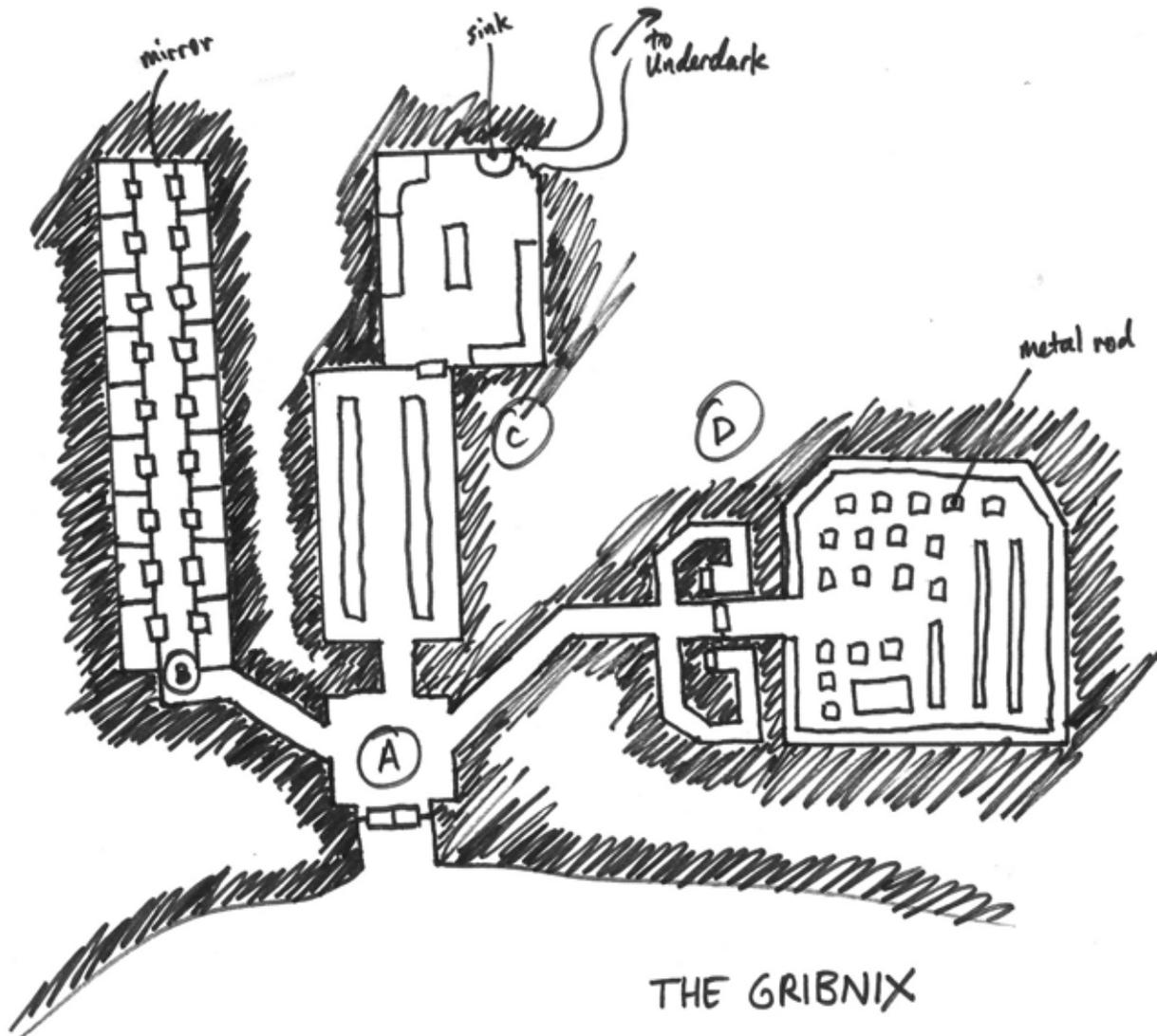
# Map 1: Verbobonc City

This map shows the layout of Verbobonc City. The Wrinkle Academy of Magic is number 52 on this map.



## Map 2: The Gribnix

This map shows the layout of the Gribnix, for Encounters Five and Six.



# Map 3: The Ambush

This map shows the setup for Gurtom Starcheek's ambush in **Encounter Seven**.

