

# A Pocketful of Gnomes

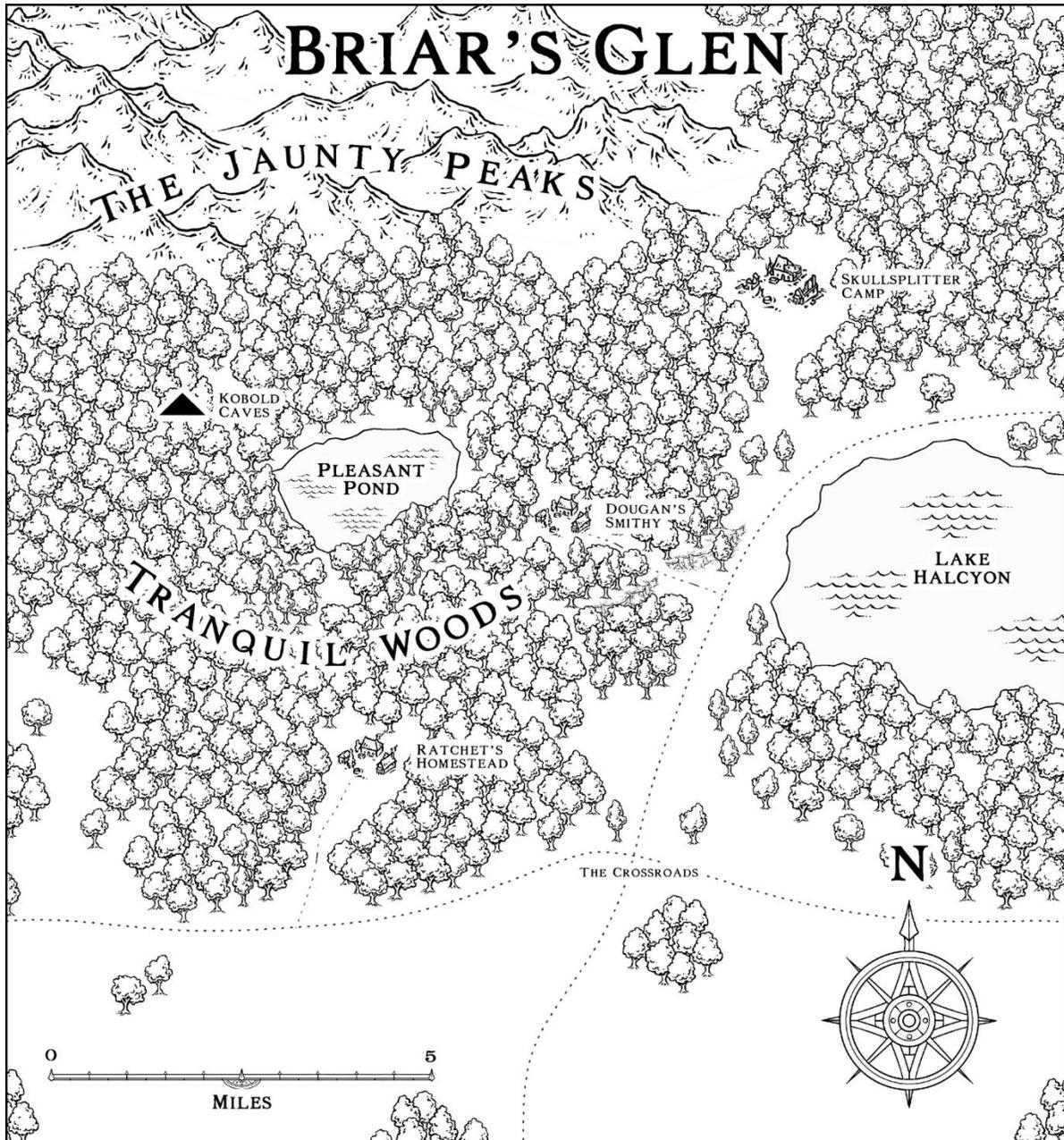
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## The Region of Briar's Glen

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# Welcome to Beautiful Briar's Glen!



# Briar's Glen: A Travel Guide

## Introduction

Well met traveler! My name is Ratchet and I've written this text as your guide to the wonderful region my family and I have made our home. I trust you will find it invaluable in your travels or adventures here.

Briar's Glen is a small area south of the Jaunty Peaks. Consisting primarily of miles and miles of lush, green forest. It is full of flora, fauna, ~~monsters~~, gnomes, even a dwarf! Despite what others may have told you we have absolutely no Kobolds or monsters of any kind. Even if we did, they'd be well mannered and friendly. Perhaps wearing monocles and nice felt hats. They would under no circumstances tear up your garden and make off with your gardener's prized turnips.

Being a pleasant and hospitable area, all are welcome. Come and enjoy the many comforts and attractions Briar's Glen has to offer. Take a long relaxing stroll through the dense thorns and thickets of the Tranquil Woods, fish for delicious bony carp on the banks of Lake Halcyon, or perhaps browse the many fine goods available at the region's premier smithy, owned and operated by a real dwarven craftsman!

Now read on traveler as I tell you more about the many wonderful and exciting things this area has to offer.

## Geographical Features

### Tranquil Woods

The largest feature of the region, the Tranquil Woods dominates the area. It is also where I have chosen to make my home. The forest lays at the foot of the Jaunty Peaks and extends for several miles south and east. Primarily deciduous, the crowded forest is made up of oaks, maples, ash, and other leafy trees. The thick, lush canopy blocks off much of the natural light, creating a cheerful atmosphere of shadows and darkness. Perfect to avoid the heat on those hot summer days.

One of the most interesting features of the Tranquil Woods is the abundance of overgrowth that covers the forest floor. Strap on some thick boots and leather breeches as you make your way through the amusing and unavoidable patchwork of thorns, briars and thistles that cover nearly every inch. The majority of which aren't even poisonous or debilitating in any way.

The wildlife is just as diverse. Listen to the chirping of the many birds that nest in branches of the tall trees. Hunt deer or boars wandering along the many trails. Make a tasty meal of nuts and berries that can be found throughout. After sunset you can even unwind and relax to the soothing hoots of the owls and howling of the wolves. All this and more await you in the Tranquil Woods.

## The Jaunty Peaks

To the north of the Tranquil Woods sits a delightful series of jagged gray peaks. The bare featureless mountains provide a brilliant contrast to the bright greens of the forest to the south.

An excellent place to get away from it all, the mazelike network of trails and passes are devoid of people. A great place when one desires some much-needed alone time. Perhaps you'll enjoy some rock climbing or challenge your mountaineering ability, as you enter the mountains and try to find your way back again, all before your reserves of food and water run out, leaving you stranded and helpless.

Recent adventuring groups have even reported that the area is now one hundred percent Kobold Free! That's right ZERO kobolds. Thanks to the efforts of adventurers and invading goblins, the Jaunty Peaks are now safer than ever.

## Pleasant Pond

Situated near the center of the Tranquil Woods, Pleasant Pond is one the best places to spend an afternoon.

Fed from springs running deep beneath the mountains the dark waters are cool all year long. The near freezing temperatures of the pond provide excellent relief from the hottest days of summer and great for very short swims or a nice cool drink.

A watering hole for much of the local wildlife it also is an excellent place to fish. Many large and delicious fish can be found here, including an unusual abundance of freshwater eels. Some of them even growing to lengths as great as three feet!

## Lake Halcyon

A large lake on the eastern side of Briar's Glen Lake Halcyon serves as one of the regions primary recreational spots. Resting by the calm blue waters in an excellent way to spend the day. The soft grass that lines the rocky beaches is a great place for a picnic or to feed the ducks or other waterfowl that make their homes here.

A great place to fish, the lake is full of large bony carp. Easy to catch and plentiful these fish can be found in the shallow or deep waters, or if you're lucky just splashing and jumping along the beach. It almost like they WANT to be caught and eaten. Being packed with nutrients you could spend a week fishing and catch enough carp to feed a family of four for a whole day!

While fishing maybe you'll even get a chance to see Scamp, the lakes local legend. I've never seen it myself, but those who have described it as a giant crocodile or fish. Said to be and big as twenty or thirty feet long, it could probably swallow a man whole, and make short work of gnomes or the unwary traveler. If you visit the lake maybe you'll even get a glimpse of the elusive creature. If you do and survive, imagine what a story it would make.

## People and Places

Briar's Glen is home to many interesting people and places, if you visit the area be sure to see them all so that you can enjoy the many diverse inhabitants and locales. Perhaps you'll even enjoy a cup of tea or some freshly baked goods with me and my loving family.

## Ratchet's HomeGnomestead

The home and workshop where I live along with my family. Consisting of my wife, Widget, and our two adorable children, Sprocket and Cogsette.

Found on the southern end of the Tranquil Woods, our quaint little cottage is joined by a large workshop where I have constructed several marvelous and magnificent inventions. We also have a large vegetable garden that, until his recent passing, was lovingly tended to by Steev, our halfling gardener and groundskeeper. Steev will be sorely missed and I will never forget his last words. "Oh god, oh god it burns!" Rest in peace Steev.

We'd love to have you over for a meal or perhaps you can test out of my many wonderous machines!

## Dougan's Smithy

Owned and operated by Dougan a semi-retired dwarf who is sometimes very nice, but often grumpy and a bit short tempered. He is not fireproof.

His smithy is open to any travelers and he often sells tools and goods to travelling merchants. Open to commissions, he can even craft weapons and armor. Do not tug on his beard.

Tucked away on the eastern side of the Tranquil Woods his shop can be easily found just off the north road. As the only real business or shop in the region it is sure to be a highlight of your journey. Gnomes should proceed with extreme caution.

## Kobold Caves

While there are certainly not any Kobolds in Briar's Glen, this misnamed area in the Tranquil

Woods is nonetheless a destination for many in the area.

Consisting (supposedly) of a labyrinthine network of underground tunnels, with some stretching as far north as the Jaunty Peaks. I've never visited the area myself, but I doubt there is any truth to the rumors. My son Sprocket claims to have visited the region and returned with hardly any lasting injuries. Probably best to just skip it entirely, if you absolutely MUST go, hand drawn maps to the site can be purchased from Sprocket for one bajillion gold pieces.

## Skullsplitter Camp

A recent attraction to the area the Skullsplitter camp is a hidden encampment somewhere in the north that is said to be home to the famous bandit Skullsplitter.

Something of a local celebrity the half-orc Skullsplitter was once a widely feared bandit and mercenary who operated in the region many years ago. Luckily for us he's come out of retirement and is plaguing the region once again. Its an exciting time to be a resident or Briar's Glen and traveling along the north eastern road has never been more thrilling. Perhaps you'll even be robbed and murdered by him, thus adding yourself into his historic legacy.

Some to the south have claimed his harassing of merchants and tradesman has raised prices of goods in and around Briar's Glen, but I think these are coincidences. Changes in market prices are more likely to be caused by inflation of an oversaturated market and shifting toward a monster-based economy. A difficult system to support in a region particularly devoid of monsters of any kind.

## Travel and Trade

Any traveler or adventurer to the region should be acquainted with the many roads and routes through the region, as well as the frequency of merchants travelling through the region.

### Roads

The roads in the region consist of long stretches of dirt and stone. Frequent travel through the region has left them pitted and worn, with deep ruts from many horses, wagons, and carts passing along them.

There are two major roads that pass through the region. One passed north to south passing between the Tranquil Woods and Lake Halcyon, before crossing a second road the goes west to east along the southern edge of the forest.

The place where the two roads meet is referred to simply as the crossroads (such a dull name). here travelers often wait for companions before moving on to other areas or to leave messages on a large wooden post that has been used for this purpose for many years.

The roads are all considerably safe, though the northern road has been blessed by the renowned celebrity Skullsplitter and has made that road considerably more exciting. If you're heading that way be sure to say hello, and maybe ask for an autograph.

### Merchants

I love merchants. Buying from them, selling to them, or even just enjoying a bit of conversation while they scream and wonder how their goods just spontaneously burst into

flame or melted into a pile of gelatinous goo (not my fault).

Unfortunately, I haven't seen too many of late, and most that do head to Briar's Glen have come from the south. Which is too bad as the bandits will go hungry if there is nothing to pillage. With that being said, you can still find them occasionally. Their diminished presence has however made it difficult for hardworking folk like Dougan and I to conduct business. If you encounter any during your travels, feel free to invite them over to my place for tea. Especially if they are selling anything combustible.

Well that's all I have for you today. I hope you enjoyed reading this, and I look forward to meeting you soon.

Sincerely,

Ratchet, Gnome Engineer First Class