

FUR5-06

The Falcon

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

Version 1.0

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Reviewed by Chris Tulach

While relaxing in the city of Libernen, in Gold County, you see some strange occurrences with a child. Do you get involved and try to find out what is happening or do you continue to enjoy some much-needed time off? A Furyondy regional investigative adventure for APL 2-8. Part 3 of the Fellowship of Nature saga (sequel to *FUR 4-02 Death of a Knight* and the Interactive *The Gathering of Children*). Members of the FAST-C and Twilight Hunter meta-organizations are encouraged to play this scenario.

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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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 Dungeon Master (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.

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

1. Determine the character 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

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character 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

character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters 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 character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character 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 characters 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 1st-level characters 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 characters 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 Furyondy. Characters native to Furyondy pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury

Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

Randall Whiteleaf, the Druid responsible for the kidnapping in *FUR 4-02 Death of a Knight* and the forming of the horde that PCs battled in the Interactive *The Gathering of Children* is part of a group called the "Fellowship of Nature." This fellowship is a loosely based group of druids and followers of nature deities that feel that mankind – and others like them – is a plague upon the world. They believe that mankind, and others like them are destroying the perfect balance that is nature and they will do whatever they can to bring nature back to balance, even if that means the total genocide of mankind.

During the adventure *FUR 4-02 Death of a Knight* PCs had a chance to uncover a plot by Randall Whiteleaf. That plot was (and still is!) to take the children of his enemies – the humans – who he feels 'despoil the wilderness' and teach them the 'true meaning' of the balance of nature. He is using the children to destroy the plague that is mankind by weakening and brainwashing its children.

In *FUR4-02 Death of a Knight*, the PCs rescued a little girl and found a small contingent of soldiers at an entry point to Randall's mound stronghold. Some PC's tried to go further into the mound, saw the sheer number of creatures located further in the mound, and reported this to various Furyondy officials.

The various officials gathered area members of the Furyondy army and went in to eliminate the possible

threat during the interactive *The Gathering of Children*. During that event, several groups of PCs, being aided by the Furyondy army, assaulted the mound stronghold. Located within were many types of creatures, including barghests, orcs, worg's and other nefarious creatures that do not usually work well together.

During the final assault into the main chamber, a group of PC's went directly after Randall. They tripped some alarms, and thus he was ready for them when they arrived. One of the PCs through use of *true seeing* saw through the *shapechange* spell and realized he was an elf. A *greater dispel magic* targeted upon the druid miraculously dispelled his shapechange. The druid battled the PC's for a short time after that, and then fled, feeling that his plans were too important for him to die today.

Furyondy military forces went through the mound to make sure the threat was completely gone, and found some hints that the creatures that worked for Randall were duped. The various holy symbols, which portrayed Gruumsh when they first started, faded after several weeks, revealing the true holy symbols of Vecna.

Since his escape in *The Gathering of Children*, Randall has continued his plots of subversion. This time, he has decided to take children that are not desired, like street urchins or abandoned children, from cities rather than from small farming communities as he feels they will be less missed and cause less suspicion. He is also doing some experimentation (which is what 'changes' the children ever so slightly) in some caves just outside the city.

Adventure Summary

Encounter 1: PCs are roaming through Libernon when they observe a child being accosted by some fake guardsmen. The child tries to involve the PCs in the fray and escape the fake guardsmen. PCs can get involved (or not).

Encounter 2 (Optional): If the PCs do not intervene with the guards and the child in Encounter 1, a child's mother who is looking for her child asks the PC's for help.

Encounter 3: If they rescued the boy, he tells them the story of what happened and asks for help.

Encounter 4: PCs may choose to go to the temple where the children are taught basic numbers and letters, and where one of the minions of the druid, Randall Whiteleaf, teaches. This minion, called the Falcon, is tasked with learning which children have the disposition

that the druid seeks. PCs may get some ideas as to where to look for more clues.

Encounter 5: PC's may go to one of the three boys' homes. The boy is not there, and his parents have been slain. They find further clues as to what is going on.

Encounter 6: If the PCs attacked the guards in the Introduction, real guardsmen attack them.

Encounter 7: PCs go to the cave to where the children were playing where they were captured and 'changed' by the experiments the druid is conducting. There is a fight here with some of the druid's minions that were left behind to destroy evidence of his presence since one of the boys escaped and they have been unable to recapture him as of yet. Depending on how much time the NPC's are given to destroy evidence, the PC's may find information for other plots that Randall has in place.

Preparation for Play

Before play begins, you should collect some basic information from the players.

- A few Sense Motive rolls
- Church and Meta-Organization Affiliations
- A few Knowledge (nature) checks
- Roll a check for every Encounter in the chance that the PC's attack the 'fake guardsmen' to see when Encounter Six happens. There is a cumulative 10% chance of Encounter Six happening for each encounter past Encounter One if the PC's fight the fake city guards. If the PC's haven't done Encounter six by the time they are ready for Encounter seven, spring Encounter six upon them as they try to leave Libernen.

Note that some PCs may try to acquire items to perform divinations on the children. The school does not have said items because all the children share necessary supplies. They can, however, get items from Terrar's mother that belong to Terrar. All of Balinou's personal belongings were taken when he was captured.

Introduction

About Libernen and Gold County (taken from The Marklands)

Libernen is a sprawling town located at the junction of several major trade highways. The houses of Libernen's 3,300 citizens stretch out along the roads like long limbs. Libernen is the administrative center of the county,

although Countess Rhavelle spends most of her time traveling around the Rhavelle Holdings.

Libernen is rich (double PHB values for accommodation and tavern/hostelry prices) and there are many exiled nobles wasting their fortunes at the town's gaming houses and more dubious establishments. Libernen is, in truth, a haunt of cowards and fainthearts, men and women fled from the dangers of their homelands. Upon such people, thieves, bawds and assassins prey, as do native Gold County nobility for that matter. Libernen is a place for adventurers to meet exiles from around the Flanaess.

Social mores play a dominating role in the Gold County. For example, merchants are only permitted to wear simple, dark cloaks and attire so as not to compete with the vivid styles of their noble superiors!

If there are any members of the Twilight Hunters within the party, give them the following introduction then hand them Player Handout #2.

One day, as you go about your normal routine after awaking you notice something is out of place. Unsure of what it might be, you look around. Packing up to continue on your way you find a letter mixed in with your belongings.

It is possible that the PCs know each other prior to Encounter One. In this case, they are probably traveling together. Paraphrase the following as needed:

Welcome to Libernen, breadbasket of the Gold County. Recent adventures have led you here for some peace and quiet. It is here that you currently find yourself without employ. Usually there are caravans heading out from here that seek protection, but within the last few weeks there has been nothing. It seems as if the military has been successful of late in curbing some of the bandits and attacks by the forces of the Old One that have been preying upon shipments. So successful, in fact, that some merchants are not hiring guards, or very few guards and you find yourselves at loose ends. With the fall harvest going out any day now, many of you look forward to putting your feet back on the road to adventure.

For the last few days, you've tried to do that thing called 'relaxing' that people have told you about. After all, how often is it that no one attacks you for no 'apparent' reason? How often is it that you get hired to save someone's less than savory reputation? Some of you have spent time shopping in the town's primary market; others have repaired armor or sharpened weapons, preparing to leave yet again.

Some of you may have even started work on your next ballad telling of great adventure, and even greater heroes.

As fall begins its slow descent to winter, you've taken what might be one of the last 'nice' days to leave the inn that you've been staying in and go out into the city. Some of you may be searching for trouble, or at least hoping it will find you. Others may want to get one last day of shopping in before you head out again or stock up on some healing supplies, preparing for the inevitable time when you're unable to get to a healer in a timely fashion.

Allow the PCs a chance to inform you of any 'Prep spells' that they have cast prior to the Introduction or Encounter One. Remember these spells should be marked off their current daily allotment. Once the PCs are ready to continue on, move on to Encounter One.

Encounter One: Peace and Quiet?

Set up the map using the Map provided in the DM Aid section. Allow the PCs to place themselves at the stalls of the shops they would currently be shopping at that are currently available in the area. Use the list below to give a description of all available shops for the PCs to determine where they wish to be. Only items with general access as per the LGCS are available for sale.

- Elite Elixirs (Location A) – Trenkk, a dwarf from the south, sells potions of various kinds. There are even a few 'poisons' for sale that the PCs can use to turn him in for breaking the law.
- Weeping Weapons of War (Location B) – Yabuto sells weapons. Most of his weapons are mundane, but he does sell magical weapons as well. He has a large assortment of basic weaponry for sale. Many of his weapons have dings and scratches in them. He tries to put this to 'This weapon removed the hand of One Eye the Decrepit' or 'Once wielded by the Great Mage Rary.' He is the 'used car salesman' type.
- Heavenly Protections (Location C) – Cyril sells armors. They are all in very good shape although they have almost all seen campaigns (e.g. used). He is honest and willing to tell anyone the real history about any item he owns.
- Meats and Eats (Location D) – Kya sells fresh foodstuffs. She just got many (live) sheep in (more than she expected) and is trying to sell them as quickly as possible. She also has some live chickens

and one cow left to sell. Inside the store she also has a large assortment of trail rations.

- Gloria's Gorgeous Gowns (Location E) – Gloria sells women's fashion. She has a daughter in Chendl who works for one of the members in the court so she hears all about the current fashions. Her garments are all new and of very good weave. Many of her gowns have personal touches that she adds in herself to give them a 'creative' flair.
- Sal's Saddelry (Location F) – Salazar, called Salamander by his friends for his fiery red hair and temper, sells and repairs tack, saddle parts and supplies. He sells no parts that are not of at least masterwork quality. He custom fits the pieces to the mounts he works for.
- Ellie's Magical Sticks (Location G) – Ellie sells wands. She has a large assortment of woods and colors for many of her wands. She even has a few wands that are made for larger hands than average. Her most popular wands are those that contain *cure light wounds*. She often sells them to groups of guards just before they leave for duty.
- Megya the Mook (Location H)
 - Megya isn't in a stall in the marketplace, but she does a large amount of business. Her trade is that of information. She is a member of the Twilight Hunter meta-organization and she knows a lot about little, and a little about a lot.
 - She is aware of many things happening in and around Furyondy, including the recent happenings at Claw Gorge (e.g. capture of a large number of gnomes and subsequent recovery) and any recent sightings of "The Black Knight" (mostly in the area of Chendl and Willip).
 - For some gold or trinkets, she gladly trades with anyone for information she has they might want. However, she freely gives information to other members of the Twilight Hunters (but not their companions!). She has sent word to her superiors, but has yet to hear anything back.
 - If the PCs return here and question her about "Falcon" sightings or the like, she becomes very frightened and tries to leave as quickly as possible. If stopped from leaving, she shows the PCs a scar that hasn't

healed from her 'encounter' with 'them'. The scar appears to be that of a sheltering tree located on the back of her neck. It was placed there personally by Randall Whiteleaf.

- She is aware of all information contained within the Adventure Background portion of this adventure. She also knows that Randall has a group working within the city, but she has been unable to obtain any information regarding them, and thus does not know who they are.

- Well – (Location F): This is simply a well in the city for people to draw water up for themselves, or their mounts, while they are in the marketplace. Located next to the well is a tree with a bench around it.

Give the PCs a chance to interact with one another and the shop venders. Once they begin to appear bored or they are ready to continue, read or paraphrase the following:

It is now a couple hours past noon and you are currently in the local marketplace purchasing some item or another when you hear a scream of help from somewhere within the crowd. Instinctively you glance towards the scream where you see (# based upon APL) people that look like city guardsmen, one of them is attempting to grab a young child.

The "guards" are really members of the "Fellowship of Nature" in disguise attempting to abduct a small child (Hasef). If the PC's do anything offensive, give the fake guardsmen a DC 17 Spot check (this DC already has the -5 penalty for being distracted and -2 for distance) to not be surprised by the PC's actions. Then roll initiative as needed.

Sometime during this encounter, give the PCs a Spot check opposed by the Falcons' familiar's Hide check (with a bonus of +8 for distance and distraction) to notice a falcon sitting on a nearby roof. The bird appears to be looking towards the happenings in the marketplace.

Creatures:

Hasef: Hasef is a small boy about eight years of age. His clothes are well worn, but they have been mended and contain no holes. He gets excited rather easily, but he is very bright young man and he usually speaks clearly as he is being taught how to speak properly in school. He acts very childish if people won't do things the way he has been taught they should be done. His alignment is completely Neutral (due to the magical change he has undergone so far). He also has very light whiskers on his

face from the change (he has some of the qualities of a cheetah).

Fake City Guardsmen: They are minor members of the Fellowship of Nature. They are fairly new members and they don't know a lot about the various other members. Currently, they are dressed as members of the city guard. The uniforms they are wearing are genuine, as they were stolen from some of the real city guards over the course of the last few weeks. The fake guardsmen are wearing all the appropriate accoutrements to disguise themselves as real guardsmen. The clothes fit the men properly. Essentially, there is nothing to give the fact that these men are not real city guardsmen.

The fake guardsmen are not mean when they speak with anyone or when they try to capture the boy. They firmly believe that no one knows all the city guardsmen and have no doubt that they will not be questioned by anyone about their validity.

APL 2 (EL 2)

Fake city guard (1): hp 19; see *Appendix One*.

APL 4 (EL 4)

Fake city guardsmen (2): hp 19, 23; see *Appendix Two*.

APL 6 (EL 6)

Fake city guardsmen (4): hp 22, 23, 19, 21; see *Appendix Three*.

APL 8 (EL 8)

Fake city guardsmen (4): hp 35, 37, 36, 30; see *Appendix Four*.

Tactics: While the guards are trying to subdue him, Hasef tries to trip (as per the cheetah ability, MM pg 195) a guard. Afterwards, if possible, he hides behind one of the PCs. If that does not get the PCs involved with the situation, have Hasef sprint (as per the cheetah ability, MM pg 195) towards the PCs as he tries to get away from the fake guards. The boy is panicking and trying to involve others so that he survives and gets away from the fake guardsmen. He definitely knows that they are NOT guardsmen. If possible, he shouts out for help yet again, stating that these people are not real guardsmen.

When attacking the boy the guardsmen take the -4 penalty to do non-lethal damage. If attacked with lethal force, they return the attack in kind. If the guardsmen are approached and asked what the boy has done, they state that the boy is a thief and is being taken into custody.

If the PCs have stopped the fake guardsmen, they have many options available to them.

- Question them. See below.
- PCs may decide to attempt to *speak with dead* to gather information. If they do so, remind them this act is illegal in Furyondy. Lawful PCs who agree to continue should have this indicated on their AR. In addition, (give a % chance) they may be discovered and arrested for this behavior. See Appendix for assistance in adjudicating this.
- Pay for a *raise dead* spell to be cast upon the boy. If so, role-play that encounter out and continue with questioning.
- Question the child (if still alive) or *raise dead* the boy (if dead). Go to Encounter Three.
- Continue about their business. Go to Encounter Two.

Here are the answers to several questions the PCs may ask the guardsmen, with falsehood and truth indicated. If the fake guardsmen are able, they lie.

Why did you grab the boy?

(False) He is a thief. He stole something from the mayor the other day, and we just caught up with him.

(Truth) He has been changed by magic. We wish to help him understand and harness the power. We believe that he may also have the knowledge on how to duplicate the power he has in others.

What were you going to do to the boy?

(False) We were going to find out if this is the boy who stole something from the mayor, and if so, remove the offending appendage.

(Truth) Take him back to Randall Whiteleaf (the Druid) so that his change can be understood and duplicated. Then we will indoctrinate him into the "Fellowship of Nature" to destroy humanity as they destroy the world.

What is the "Fellowship of Nature"?

(False) What are you talking about?

(Truth) The fellowship is a loosely based group of druids and followers of nature deities that feel mankind is a plague upon the world of Oerth. We believe that mankind, and the other races that share similar views like dwarves and halflings, are destroying the perfect balance that is nature. We do whatever is in our power to bring nature back into balance.

Who do you work for?

(False) We are guardsman. We work for the city.

(Truth) We work for Randall Whiteleaf.

Who is Randall Whiteleaf?

(False) Randall? Whiteleaf? We don't know anyone by that name.

(Truth) Randall Whiteleaf is an elven druid of tremendous power who wishes to destroy the civilization of man as they destroy nature. He is one of the founders of the "Fellowship of Nature".

Treasure: PCs who defeat the guardsmen and loot them may obtain the following:

APL 2: L: 13 gp; C: 3 gp; M: 25 gp. *Potion of barkskin* +2 (25 gp each)

APL 4: L: 26 gp; C: 10 gp; M: 150 gp: 2 *potions of barkskin* +4 (75 gp each)

APL 6: L: 53 gp; C: 0 gp; M: 300 gp: 4 *potions of barkskin* +4 (75 gp each)

APL 8: L: 161 gp; C: 38 gp; M: 300 gp: 4 *potions of barkskin* +4 (75 gp each)

Development: If the PCs attack the fake guardsman without provocation (i.e. attacked the guardsman without them attacking first) they are sought after by the real city guard for questioning. At the beginning of every encounter there is a cumulative 10% chance they run into a group of real city watch guardsmen looking for them. In that case, proceed to Encounter Six.

If the PCs did not attack the fake guardsmen, continue to Encounter Two.

If the PCs attacked the fake guardsmen, continue to Encounter Three. However, if any PCs stay to face the music with the real city guards, instead continue to Encounter Six.

If the PCs allow the fake guards to take Hasef away and then try to follow up with the real city guards, paraphrase as needed.

Note that the real city guards are able to verify that the fake guards are actually fake guards. The real city guards also have no idea what anyone is talking about if they mention the goods stolen from the Mayor.

Encounter Two (Optional): A Mother's Love

The PCs may end up searching out the old lady with questions concerning her missing son due to their interaction with Hasef. If so, she can be found in the marketplace, petitioning for help to find her son. (Hasef

knows her by sight.) If this happens, paraphrase, as needed, the information below.

If the PCs do not interfere with the 'guards' collecting the boy, then read or paraphrase the following:

You watch as the city guardsman escort the young child away, his crime unknown to you. As the day continues, an elderly woman approaches each of you. The first thing you notice about her is the odor. It hits you before she even gets real close to you, and long before she speaks. She is human, but the amount of dirt and crud on her person, not to mention the thinness of her body, makes her barely recognizable as such.

Giving her a once over, you figure that she has not had a bath in a very, very long time. Her skin resembles rough parchment, and is gray-black in color. Glancing at the state of disrepair of her clothes, you also believe that she is probably without proper shelter. When she finally does speak with you, her voice is very gravelly.

"I have seen you about over the last several days, young one(s). You have the look of those accustomed to things other than that offered by our fair city. Things like danger, excitement, and intrigue. You also seem like someone with a good heart. Am I right?"

If the PCs agree to this, continue:

"Well, I might have work for you if you are interested. My son has recently disappeared. Three days ago, my son did not return for dinner. This is very unlike him. He always returns, although sometimes he is late."

"The city watch refuses to look for him as he is 'just a street urchin' according to them. They seem to think that he probably ran off to another town to start over. I do not believe that he would do that without at least saying goodbye to me."

"I am unable to give any monetary payment for your services. The best I could do is to try and find a way to reward you. Would you be willing to search for my son?"

The PCs may have some questions for the mother. Following is a list of possible questions with answers:

- What is your name?
 - My name is Mierena
- What is your son's name?
 - Terrar

- How old is your son?
 - 12
- Where should we search?
 - From what I have heard, he never showed up for school that morning. You may wish to check out the school first.
- Does he have any friends that he hangs out with?
 - Well, he has two other children that he likes to be around. One is a child named Balinou, the other is a lad named Hasef. Balinou is a slightly older boy than my son, whereas I believe that Hasef is about a year or two younger.
- Where do you live?
 - We stay in that alley over there.

If only some of the PC's help the boy, figure which direction they are going. Try to make sure that the two separate parties join together somehow. If they are unwilling to help the old woman and they did not help the boy in the marketplace, the adventure is over for them.

Encounter Three: Hasef, the First Boy

If the PC's involved themselves with rescuing the child, this is the child's tale to them. If the boy is still alive:

The boy quickly straightens out his clothes and approaches you. Looking him over, you see that he is rather ordinary looking. Obviously human, you wonder how in the world he was able to do what he did. He then begins to speak. "Thankee for gettin' me 'way from da pretend city people. I'm Hasef. Who you?"

Give the PCs a chance to inform the boy who they are. Shortly after the introductions are over, he asks the PCs how he may repay them.

While talking with the boy, the PCs may notice some of the physical changes that the boy has gone through. A DC 10 Spot check notices the cat-like eyes the boy now has and the feline whiskers that have come out of his face.

If they ask why he was being attacked, read or paraphrase the following tale, accounting for the fact that it is an eight-year-old boy telling the tale:

The boy seems to think for a bit, points at himself, then points to his left, then his right. "One, two, uh, uh, 'tree!! Tree of us got away from teachin' us letters and numbers. We wanted to have fun, so we went to da crying caverns. 'Dults don't go there 'cause dems dink it's haunted. We ne'er sein or bleeving talks bout it. We founded something not belongin'." The boy begins to seem somewhat frightened as he delves further into his tale.

"We hadd't gone far when I and Bally dought we heerd sometin. 'Fraid it was 'dults come ta yell ats us or another kid folowin us to tattle on us, we went ta see who 'twas. As we had gott'n close to da noise we hasn to puts our hands over mouth and nose order not ta choke. Dere was lotsa dust for some reason.

"As da dust went from our sight, we saw a couple of tunnels. Down one tunnel were thingys in small cages like caves. Da dingys looked almost like people, but not. Not 'cause day also looked like minaminals. We 'fraid so did not go dat way.

"Da other tunnel led to a large cavern. In da cavern was a stone carving of a giant man. It was reelly big. I had never seen a man-carving dat big. It also looked like it would move any moment. Bally dought he saw it move. It look ed like it had no musskles inside it. We cud see da carvin's bones. Da carvings hands were funny. His..." holds up right hand, "wasn' his. It was bigger. Much bigger den da other.

"Da carvin' was on one knee for some reason and its two hands were cupped together," the boy holds up his hands to explain how they were cupped, "as if holding somepin fer us. We come close to da carving an' fire jumped froma stone on either side of it. We jumped right out of our skin! Bally still wanted to know what was inside, so he went closer.

"Den da carvin' began to move. Its head moved to da side and look ed at us. We were stuck! We coudden move! One eye was red an...an the other wasn' there! Then it talked in our heads!" The boy begins to cry, being frightened as he remembers what he went through. "I don' rememer what it said. Jus' rememer being scared."

"Den, the carvins hands began to glow blue. It said "come closer" an we did. Inside da cupped hands we saw a cloud. It was round in shape, but not solid like da carving. For some reason, all of us reached twards it and touched the glow.

“Den I saw a flash of light. Moments later da cavern felt like it shook so we ran away, fast, not wanting to be hurt by da fallin rocks.

“When you saved me from da pretend city people twas two time they tried ta grab me. First I got ‘way by running into lotsa ‘dults. Day don’ want other ‘dults to notice ‘dem. Day aren’t real city peoples. I remembered da one from da first group, and he was wearing robes like a priest den.

Some questions they may ask the boy:

- **Why do they want you?**
 - I dunno.
- **Where are your parents?**
 - Day are dead these past 5 years.
- **Where do you stay? Who looks after you?**
 - I am taken care of by da church of, of, um, Pee-Lor.
- **Where did you learn the ability to sprint or trip from?**
 - I didn’t. I just know how.
- **When did you first realize you could sprint or trip?**
 - Since we went to da cave.
- **Was the priest wearing some kind of symbol? What did it look like?**
 - Yeah, dere was a symbol on his clothes. It was gross. It looked like a hand holding an eye.
- **Where are the other children that were with you in the cave?**
 - I know dat the fake city people have already taken Terrar. I saw dem capture him earlier today. I am scared to go to Bally’s house. Dey may have gotten him too.

If the PC’s do not ask about the other children, read or paraphrase the following:

Please help us. I know dat dey have already captured Terrar (tear-ar) and I am scared for Bally (actually Balinou pronounced ba-li-new). I wanna see if he’s all right, but I’m scared ta go ta his house by meself. Will ya go with me?

Development: At this point, the PCs have three main choices:

- 1) Go to the School (located at the Temple of Pelor): Go to Encounter Four
- 2) Go to Balinou’s (Bally’s) House: Go to Encounter Five
- 3) Go to the Cave: Go to Encounter Seven

If the PCs insist on going to the Cave, have the boy beg, pout, and cry as he tries to get the PCs to check on his friend. The boy can also lead the PCs to Mierena in the marketplace if the PC’s decide that they wish to question her about her son. If so, go to Encounter Two and paraphrase as needed.

Encounter Four: The School (Enter the Falcon)

The Falcon cannot be in two places at once. If the party splits up, the Falcon is at the temple. The PCs have a chance to do some investigation of the disappearance of the old woman’s son or of the fake guardsman that Hasef recognized. This encounter occurs when the PCs chose to visit the temple where the children come for morning teaching of numbers and letters.

As you’re walking down the street towards the local church of Pelor, you find an acolyte teaching some students out in the courtyard. He seems to be going over some basic numbers with the assembled children.

Give the PC’s a chance to either wait or interrupt the acolyte teaching the students. If they interrupt, the acolyte is very cool towards them and brushes them off until he is done with his lecture. If they let him finish without interrupting, he finishes up with the students in about ten minutes or so. He takes twenty to thirty minutes if the PCs attempt to interrupt him. He is also quite put out with the PCs for interrupting and is very abrupt when sharing any information with them.

If the PCs wait the ten minutes and do not interrupt the acolyte’s teaching, then read or paraphrase the following:

As you see the acolyte of Pelor dismiss his class, he approaches you and begins speaking. “How may this humble servant help thee?”

Creatures: Should the PCs indicate in any way that they are looking around the area, give them a DC 25 Spot check to notice a falcon sitting on a ledge at the top of the temple which is twenty feet up. The falcon does nothing but sit there and look for a ‘snack’. If he sees a ‘snack’, he attempts to get it, even if it is a familiar, but the falcon does not come within 5’ reach of any person. He

disengages if he is attacked. Snacks include birds and other things that fly, including mourning doves, starlings, pigeons, woodpeckers, red-winged blackbirds, yellow-billed cuckoos, cedar waxwings, meadowlarks, chimney swifts, woodcocks, and even bats!

ALL APLs (EL 15)

Nimar Sual (The Falcon): hp 60; see *Appendix Five*.

The individual teaching the class is no normal acolyte. He is the local head of “The Fellowship of Nature”. Within the fellowship he goes by the code name of The Falcon. He plays the part of a priest of Pelor to watch the children. They are taking children that won’t be missed (street urchins and the like) and teaching them their beliefs. His work at the church is just a cover for the operation.

His underlings have never seen his face, as he always works through his familiar (the falcon). He has no problem sacrificing his underlings for the advancement of his own career and power base. Should PCs use magic to see through his disguise, refer to the Development section.

Give the PCs the chance to ask him some questions. Give answers based on what The Falcon may know. Some sample questions and answers are provided below.

- **What is your name?**
 - Nimar Sual
- **How long have you served here?**
 - I have been a member of this temple for nearly a year.
- **Have you seen any of the missing children?**
 - Not within the last couple of days. One of the children’s mothers came and asked for him. I told her that I saw him two days ago, but I have not seen him since.
- **Do you know where the children play?**
 - Some of them play in the caves outside of town to the east. I have tried to warn them about playing there, as it could be dangerous, but they do not listen.
- **Do you know where those three boys live?**
 - Hasef lives here at the orphanage. Terrar lives with his mother in an alley in the marketplace. Balinou lives with his parents in a small house near the central fountain.

- **Can we speak with any of the children that are here?**
 - I have no problem with that, only please do not cause them harm or frighten them. They have enough worries about life as it is.
- **Have you noticed anything odd about those three boys?**
 - No. They skip school a lot, but boys at their age do that anyhow.

The other children at the school do not know much. They have not seen the missing boys, but they do know they like to play at the caves outside of town. They can also give directions to where the boys live.

The acolyte insists on going with the PCs to check out any of the children’s homes, as he is “worried” about them as well. If the PCs attempt to deny him, he follows anyhow. He offers healing to the PCs if they need it through the use of a couple potions of *cure moderate wounds*.

Development: It is unlikely, but possible, for the PCs to see through Nimar’s disguise. If they do so, Nimar’s primary thoughts are escape. His cover has been blown and he must start anew someplace, or as someone, else. If the PC’s press an attack against him, he fights back, but his goal is escape, not combat. He is not ‘prepped’ for combat at this time.

Encounter Five: Balinou, the Third Boy’s, House

Balinou lives in town, around the corner from the central fountain. The fountain shows several animals spouting water from their mouths. The fountain also has a soothing effect on those who stay near it for any significant amount of time. It has a soft tinkling sound as the waters fall to the pool. The fountain has a *hallow* spell with a *bless* effect tied to it.

Balinou was at home last night with his parents. He told them what happened to him in the caves and attempted to show them what has happened to him. He finally convinced his parents to talk to the city guards in the morning. A little before dawn some of the fellowship came into the home while everyone was sleeping, captured Balinou, and killed his parents. They left another boy’s body there to throw off any investigations and cast a few fireballs to destroy any evidence. They then took Balinou to Randall Whiteleaf.

As the players approach the house, read or paraphrase the following.

Looking onward, you see death. You see a burnt body hanging out a window. The building itself is made of stone, but it is completely blackened.

As the PCs enter the building there are one of two directions this encounter can go. If the PCs have not yet been to the school, then Nimar is inside, hoping to be found by someone, as he weeps over a dead body. The child's body located within the building is not that of Balinou. This body is that of a 'failed' experiment, and Nimar has had the body placed here so that he can 'falsify' his searching for the missing children. Real city guards have already been here and searched around. They have already concluded that the scene was that of a thievery going badly and that the thief used a fireball to destroy those within, possibly because the boy saw their face.

If the PCs have not gone to the school/temple of Pelor yet, read or paraphrase the following once they enter or look inside the burnt building.

As you enter the burnt and broken building, the stench of charred flesh gags you. Clutching one of the bodies close to his chest is a young man. He seems to be silently mourning the loss of whomever he is holding.

He barely notices you as you enter, too lost in his own sorrow. The body he is holding appears to have been charred. Glancing at the body, you think it to be that of a young child.

Glancing up at you, you see tears streaming down his face, marring his soot covered face, and you here a single word escape his lips. 'Why?'

If the PCs have gone to the school already, then Nimar is likely either with them or following them less than discreetly, then read or paraphrase the following:

As your group looks upon the destruction of this home, Nimar runs past you (or attempts to if the PC's try and stop him) towards the body lying on broken and burnt inside the home. Only the charred remains of the building can attest to what went on here. As Nimar approaches the body inside, he drops to his knees, gropes for the burnt corpse, pulls it closer, and begins to weep.

As he glances back at your group, you see tears streaming down his face and dripping onto the face of the body he is holding. His tears mar the soot covered face of whomever he is holding. He mutters but one word. 'Why?'

Creatures: The man is Nimar, the local head of "The Fellowship of Nature". Within the fellowship he goes by the code name of The Falcon. He plays the part of a priest of Pelor to watch children and pick out likely samples. His current work at the church is just a cover for the operation. His underlings have never seen his face, as he always works through his familiar (the falcon). He has no problem sacrificing his underlings for the advancement of his own career and power base. Nimar is attempting to Bluff the PC's (+15 to the roll) into believing he is mourning the loss of the child. In reality he is only mourning the loss of the research that the child represented.

ALL APLs (EL 15)

Nimar Sual (The Falcon): hp 60; see *Appendix Five*.

Some questions the PC's may have for the man:

- **What is your name?**
 - My name is Nimar Sual.
- **What are you doing here/What have you done?**
 - I'm here trying to find one of my young charges.
- **How do you know these people?**
 - I think these are the parents of Balinou. I can't be certain, but these bodies appear too big to his, so they must be of someone older. Since this is his home, I think the bodies are his parents.
- **How did you know the missing boy(s)?**
 - I'm an acolyte at one of the local temples. He is one of my students and has not come to class in a couple of days. I've taken some time off to try and find him myself as the city guard won't look into it.
- **Have any of the other children gone missing?**
 - Yes, there are a few boys who have not been in class for a couple of days.
- **Have you seen any of the missing children?**
 - Not within the last couple of days. One of the children's mothers came by yesterday and asked for him. I told her that I saw him two days ago, but I have not seen him since.
- **Which child's mother?**
 - Balinou's.
- **Do you know where the children play?**

- Some of them play in the caves outside of town to the east. I have tried to warn them about playing there, as it could be dangerous, but they do not listen.

Development: The third boy, Balinou, is not here right now because some members of the Fellowship of Nature have already captured him, and sent him to Randall Whiteleaf as he is considered a ‘successful’ experiment. They then killed his parents, and left the charred, dead body of another child, a failed experiment, so there would be no pursuers.

Nimar offers to take Hasef back to the school. He explains to the PCs that this carnage is no place for the child, and that the child should not be exposed to such slaughter at such an early age. He actually wants to get the child away from the PCs to take the child to his Master so the abilities the child has unlocked within himself can be further explored. He also wishes to set up an ambush for the PCs at the cave.

The PC’s may wish to accompany the child and Nimar back to the school/temple. Nimar attempts to persuade the PC’s otherwise, saying “Terrar’s life may be in danger if you go with me back to the temple before going to the caves.” It is somewhat true because the school is in the opposite direction as the caverns the boys were playing in. It takes approximately thirty minutes to go from Balinou’s house to the caves the boys were playing at.

Nimar gets ‘ambushed’ by cloaked men as he takes Hasef back to the school. The ambushers ‘knock out’ Nimar and take Hasef. This is a ruse so as to not blow Nimar’s cover in the city; however those that attack Nimar don’t know he is the Falcon. If PCs insist on accompanying Nimar, this happens after they leave the temple, when Nimar is “taking him home.”

PCs searching the destroyed home see pieces of fur and cooked bodies of various animals along with the missing boy’s parents. The animals all died in the blast of fire that destroyed the home. There are the bodies of one dog, two cats, one goat and three chickens. The dog and cats were family pets. The goat and chickens were being raised as food, but they were kept indoors at night to keep them from being stolen.

A DC 20 Search shows a small boy was here with several medium sized humanoids. Several coins (totaling 10 copper) are scattered about. Skilled trackers (Track feat, DC 20 Survival check) can determine that the tracks for the boy are odd since they seem to make the boy weigh several times what he should. This is because Balinou has assumed some of the qualities of an elephant. His weight has increased considerably, as has his

Strength, and he has gained the ability to trample. Various locations in the house show signs of him attempting to trample over those who came for him. A DC 25 Survival check (with the Track feat) allows the PC to recognize some of the marks on the floor appear to have been made by a creature with the trample ability. A DC 15 Heal check shows the bodies died about an hour before dawn this morning.

It is unlikely, but possible, for the PCs to see through Nimar’s disguise. If they do so, Nimar’s primary thoughts are escape. His cover has been blown and he must start anew someplace, or as someone, else. If the PC’s press an attack against him, he fights back, but his goal is escape, not combat. He is not ‘prepped’ for combat at this time.

If the PCs try to question the locals about what happened here, use the following chart to determine what information they are able to find out. The Gather Information check is:

- DC 15 – We don’t know what happened. The house was fine yesterday. We woke up this morning and found it that way.
- DC 20 – Some city guards were here earlier this morning checking the place out. They’ve left the building much as they found it.
- DC 25 – The city guards declared it to be a robbery that went bad. They said that someone broke in, took something of value, torched the place, and left.
- DC 35 – There was some noise from the house early this morning. The rumbling coming from the house sounded like a herd of elephants. Then there was a flash of bright light.

Encounter Six: Whatcha Gonna Do When They Come for You?

If the PCs attacked the fake guardsman without provocation, word gets back to militia, who seek them out. The militia give the PCs a chance to come in peacefully for questioning, but ANY provocation whatsoever results in combat. If the PCs are taking measures to make sure they are all not recognized (using *alter self*, the druid’s *wild shape* ability, or the like) then skip this encounter, otherwise give the city guard’s Spot checks opposed by each of the PCs Disguise checks to see if they recognize the PCs. Note that if the PCs did not attack the fake guards, they still encounter these guards but the interaction is brief unless the PCs have questions of their own for the guards.

Creatures: These are real city guards. They were tipped off by some of the people in the marketplace IF the PCs attacked the fake city guards. They are willing to be peaceful and take the PCs in for questioning, but use force if necessary as they start as Hostile (see PHB description of the Diplomacy skill). Note that if the PCs did not fight the fake guards earlier, the guards begin as Indifferent; adjust the Diplomacy check accordingly based on the PHB. If the PCs start a fight, the guards initially deal ONLY nonlethal damage. If the PCs deal real damage, however, after two rounds of taking real damage, they switch to lethal damage.

APL 2 (EL 5)

Elite City Guard (6): hp 7; see *Appendix One*.

APL 4 (EL 7)

Elite City Guard (6): hp 12; see *Appendix Two*.

APL 6 (EL 9)

Elite City Guard (6): hp 26; see *Appendix Three*.

APL 8 (EL 11)

Elite City Guard (6): hp 42; see *Appendix Four*.

Tactics: These are a special elite team that works together on special cases such as having unknown people attack city guardsmen. These guardsmen have trained with one another, and with other guardsmen with similar talents. Thus, they work well together, and aid and assist one another as often as possible. They attack for non-lethal damage with no penalties.

It is expected that the PCs are willing to talk with the guards or use Diplomacy to talk the guards down. If they try Diplomacy, use the following to determine Success or Failure:

- **DC 20** – Unfriendly: The guards bring the PCs in for Interrogating. They use any ‘civilized’ means necessary to find out who they are, why they are attacking city guardsmen, and what the PC’s want.
- **DC 25** – Indifferent: The Guards bring the PCs in for questioning, but are polite about it, never raising their voices or insulting the PCs.
- **DC 35** – Friendly: The Guards let the PCs go to finish their investigation if they promise to come back in for questioning.
- **DC 50** – Helpful: A group of the Guards come along to aid the PCs in rounding up those people responsible for pretending to be city guardsmen and abducting children.

The PCs may choose to fight the guardsmen rather than go in for questioning. This should be a very difficult combat in that case; please portray it as such. If combat starts, every 2d3 rounds another group of guardsmen come to investigate the noise of combat, or why people are fleeing from the area.

After the real city guards question the PCs, the PCs likely get released on their own recognizance. However, this only happens after the city guards are able to verify the story that the PCs give them. If the PCs are caught lying, then they are released for at least one full day. Once they are released they can continue their investigation, but the caves have already been emptied and the children slain. Use the complete failure conclusion if this occurs.

Encounter Seven: The Cave

As the PCs go to the cave to stop Randall from taking and attempting to change any more children they are ambushed at the cave mouth. The NPCs have already destroyed most of the evidence inside the cave since The Falcon has already warned their master, Randall Whiteleaf, that there were people (the PCs) snooping around the city after the missing children.

As you approach the hilly area to the east of Libernon, you see why the children come out here to play. In one of the hills is a cave entrance that appears to lead down into the earth. It probably holds tunnels and caverns that would make for many adventures for young children with an active imagination.

The elves below are working on destroying the research lab. How quickly the PCs come here determines the state of the rooms located within. Use the map provided. If the PCs were not delayed in town for more than a couple hours after talking with “The Falcon” then the enemies have just started destroying the remains of the lab. If the PCs were delayed for more than a couple hours after talking with “The Falcon” then the elves are halfway through destroying the lab. They are also killing the “abominations” throughout the facility when the PCs find them. If the PCs were delayed more than a day after talking with “The Falcon” then the fellowship members have completely destroyed the lab, killed all the “abominations,” and are lying in wait for the PC’s.

APL 2 (EL 4)

Fellowship Fighter: hp 12; see *Appendix One*.

Esmelda: hp 9; see *Appendix One*.

Ezkiel: hp 4; see *Appendix One*.

APL 4 (EL 7)

Fellowship Fighter, (2): hp 33, 26; see *Appendix Two*.

Esmelda: hp 23; see *Appendix Two*.

Ezkiel: hp 9; see *Appendix Two*.

APL 6 (EL 9)

Fellowship Fighter (4): hp 27, 31, 27, 30; see *Appendix Three*.

Esmelda: hp 37; see *Appendix Three*.

Ezkiel: hp 16; see *Appendix Three*.

APL 8 (EL 11)

Fellowship Fighter (4): hp 38, 41, 34, 39; see *Appendix Four*.

Esmelda: hp 46; see *Appendix Four*.

Ezkiel: hp 25; see *Appendix Four*.

Treasure:

APL 2: L: 63 gp; C: 20 gp; M: 299 gp: *potion of cure moderate wounds* (25 gp each), *brooch of shielding* (125 gp each), *potion of spider climb* (25 gp each), *wand of cure light wounds* (62 gp each), *wand of enlarge person* (62 gp each)

APL 4: L: 120 gp; C: 20 gp; M: 424 gp: 2 *potions of barkskin +4* (75 gp each per potion), *brooch of shielding* (125 gp each), *potion of spider climb* (25 gp each), *wand of magic missile* (62 gp each), *wand of enlarge person* (31 gp each), *wand of cure light wounds* (31 gp each)

APL 6: L: 184 gp; C: 0 gp; M: 593 gp: *brooch of shielding* (125 gp each), *wand of enlarge person* (31 gp each), *wand of magic missile* (31 gp each), *wand of cure light wounds* (31 gp each), *wand of fireball* (375 gp each)

APL 8: L: 224 gp; C: 20 gp; M: 950 gp: *heavy darkwood shield* (13 gp each), *brooch of shielding* (125 gp each), *wand of fireball* (375 gp each), *wand of lightning bolt* (375 gp each), *wand of enlarge person* (31 gp each), *wand of magic missile* (31 gp each), *wand of cure light wounds* (31 gp each).

Tactics: The cave entrances lead down into the earth. The ground above the cave is only slightly hilly, but it is overgrown with grass and weeds. The NPCs are aware the PCs are coming, and are keeping a lookout for the PCs approaching the cave entrances in order to prep just before battle. Modify the tactics below if the PCs are using stealth and are not seen approaching the cave entrances (in this case, use opposed Spot/Hide rolls to determine if PCs are seen).

At APL 2 and 4, Ezkiel begins by casting *enlarge person* upon the fellowship fighters. Once the PCs are within 60' of the entrance Esmelda casts *entangle* in such a way as to cause PC fighter types the most problems. The fighters then come out and attack those not entangled, focusing on one foe at a time. At APL 4, Esmelda then drops a *flaming sphere* upon any PC who actually gets entangled. Ezkiel then casts *sleep* to immobilize any obvious fighters not entangled, but still in the effects of the *entangle* spell.

At APL 6 and 8, Ezkiel begins casting *enlarge person* upon the fellowship fighters while Esmelda casts *barkskin* and *bull's strength*. The round before Esmelda casts *entangle* Ezkiel casts *haste* upon their party and the fighters drink their *potions of barkskin*. Once the PCs are within about 60' of the entrance Esmelda casts *entangle* in such a way as to cause the obvious fighter types the most problems. The fighters then come out and fight those not entangled, focusing on one foe first. Esmelda drops a *flaming sphere* upon any PC who actually gets entangled. Ezkiel then casts *sleep* to immobilize any obvious fighters not entangled, but still in the effects of the *entangle* spell. If arrows are peppering the fellowship members then Ezkiel casts *wind wall* to force the PC archers to move closer.

Development: Once the PCs have defeated the NPCs, they may be able to question any captives. Some example questions with answers follow below:

- Who are you?
 - We are those whom serve.
- Whom do you serve?
 - The Falcon.
- Why were you here?
 - Seeking those with the talent to become one with our fellowship.
- Where is your leader?
 - We do not know.
- What does your leader look like?
 - We do not know. We've never met him or her.
- Who is your leader?
 - We never saw a face. We always received instructions by a messenger. That messenger was a bird with sharp claws.
- What type of bird?

- I believe it was a falcon. However, it was as black as the blackest night.

The Falcon uses his familiar to watch from overhead. When the PCs go inside, they find the lab and many remnants destroyed. PCs can loot the lab. They find many unbroken vials, herbs, etc. that they can sell.

The PCs may attempt to follow tracks that leave the 'cave'. If so, some come to a dead end while others go back into the city proper. Any children that were taken out of the cave were taken to a holding area and then teleported to where Randall is currently located, which is protected from divination magic.

If the PCs question any living children, they are responsive enough to answer questions, but only have a limited amount of knowledge about what has happened to them. They know they are not treated well, and that they are often studied for long periods.

Proceed to the appropriate conclusion:

Go to Conclusion A if the PC's are able to get to the caves before nightfall (8pm).

Go to Conclusion B if the PC's get to the caves after nightfall (8pm) but before dawn the next morning.

Go to Conclusion C if the PC's do not get to the caves until after dawn the next morning.

Conclusion

If the PCs free any of the children, and if they report the children's plight to anyone, they get the *Favor of the Church of Pelor* because whomever they reported to suggested that the church of Pelor may be able to help the children. In this case, after reading the conclusion based on the PCs success, also read optional conclusion E.

If the PCs report any information regarding the "Fellowship of Nature" to Megya, they will also get the *Influence Point with the Twilight Hunters*. the information. They also gain access to the Twilight Hunter items located on the AR. In this case, after reading the appropriate conclusion based on PC success, also read optional conclusion D.

If this is the premiere, please be sure to complete the critical event summary and return to RPGA HQ.

Conclusion A: Complete Success

Use this conclusion if the PCs were not excessively delayed and therefore managed to save most of the children and defeated the group at the cave. In that case,

the PCs have managed to stop the Fellowship from capturing any more of the children. PCs receive an Influence Point with the FAST-C MetaOrganization, the Favor of the Church of Pelor and may sponsor a child, if they meet the requirements outlined in Optional Conclusion E.

However, The Falcon has still gotten away with his secret of giving humans some animal-like traits. He has left a note to taunt the PCs. After reading the following, give the PCs Player Handout #1.

Having removed those who were attempting to destroy the contents of the cave you do some searching around. Within the cave complex are several rooms with caged creatures that were probably once humans...or at least were probably once humanoid.

The creatures all seem to be at various stages of transformation between man and beast. One of the children seems to have the beginnings of an elongated mouth, somewhat hardened. Along his arms the child's hair has begun to thicken and lengthen, looking like tiny down feathers. His entire body looks brittle, as if he has not eaten for days. The child's legs are also broken.

Another child, probably an elf from her looks, has ears that seem to turn forward and back. Her eyes are slanted up on the outer edges and her pupils are very small. Looking at her hands you see her nails seemed to be filed down to points. Her body seems to slink as she moves languidly about.

Coming across what is apparently a failed experiment, you see a creature that is little more than an ooze-like creature with arms and legs. One of the creature's eyes is in its hands while the other is contained within its ooze-like body. Bones occasionally break through the creature's surface as it shifts around within its glass cage.

Finally, you come to the last cage. This cage contains one creature like the rest. However, this particular creature seems to have several different aspects about it that do not match up. The child turns his neck towards you as you approach, but it is the way in which the child does it that strikes you funny. The child's body is facing away from you, but his head is looking directly at you. The boy's eyes blink wide-eyed at you. As you continue to look at the boy, you see that his skin seems to blend into the rock behind him. As he moves further into the corner, his skin seems change colors. For a moment, you get a decent look at the boys face, and it matches the description you were given of Terrar.

Searching through the caves and chambers you also see various other supplies. Many rooms contain broken glass vials, burnt papers, torched books of arcane lore, and various other research tools.

Unless they have the appropriate knowledge skills, PCs cannot make sense of the bits of research and arcane notes. However, PCs that try to find out what the research was for with the appropriate skill can make a DC 15 Knowledge (arcana) or a DC 15 Knowledge (nature) check. Success reveals the following information:

Collecting various papers, books, and pieces of vials together, and after spending some time looking at what you've found, you realize that whoever was working here is trying to combine people with animals. Looking around, you see he has met with some success. According to the notes that you have found, they do not have much, if any, control over the changing process yet. You've also seen notes talking about 'infecting' the populace of some locale. Unfortunately, the remainder of the paper containing the name of the city has been destroyed.

At this point, find out what the PCs are going to do with the information they have found and the children. If they report any information they find to the contact for the Twilight Hunters, go to Optional Conclusion D. If they are going to take the children/information to any church, go to Optional Conclusion E.

Conclusion B: Partial Success

Once the PCs get to the caves, they find that the research and the lab are mostly gone. None of the dead changed children wish to be raised. Because of this, PCs do not receive an influence point with the FAST-C meta-organization, the *favor of the Church of Pelor* or gain the ability to *Sponsor a Child*.

In addition, at least one member of the Fellowship of Nature got away, and Randall Whiteleaf now wants revenge. The Falcon has also gotten away with the research notes. Although he did not succeed completely, he was able to give humans some animal-like traits. He has left a note to taunt the PCs. After reading the following, give the PCs Player Handout #1.

Having removed those who were destroying the contents of the cave you do some searching around. Within the cave complex are several rooms with the remains of caged creatures that were probably once humans...or at least humanoid. Unfortunately, it appears you were a little late in your rescue, as several of them have been slain from fresh sword wounds.

The few creatures that are left all seem to be at various stages of transformations between man and beast. One of the children seems to have the beginnings of an elongated mouth, somewhat hardened. Along his arms the hair has begun to thicken and lengthen, looking like tiny down feathers. His entire body looks brittle though, as if he has not eaten for days. The child's legs are also broken.

Another child, probably an elf from her looks, has ears that seem to turn forward and back. Her eyes are slanted up on the outer edges and her pupils are very small. Looking at her hands you see her nails seemed to be filed down to points. Her body seems to slink as she moves languidly about.

Coming across what is apparently a failed experiment, you see a creature that is little more than an ooze-like creature with arms and legs. One of the creature's eyes is in its hands while the other is contained within its ooze-like body. Bones occasionally break through the creature's surface as it shifts around within its glass cage.

Finally, you come to the last cage. This cage contains one creature like the rest. However, this particular one seems to have several different aspects about it that do not match up. The child turns his neck towards you as you approach, but it is the way in which the child does it that strikes you as funny. The child's body is facing away from you, but his head is looking directly at you. His eyes blink wide-eyed at you. As you continue to look at the boy, you see that his skin seems to blend into the rock behind him. As he moves further into the corner, his skin seems change colors. For a moment, you get a decent look at the boy's face, and it matches the description you were given of Terrar.

Searching through the caves and chambers you also seem various other supplies. Many rooms contain broken glass vials, burnt papers, torched books of arcane lore, and various other research tools.

Unless they have the appropriate knowledge skills, PCs cannot make sense of the bits of research and arcane notes. However, PCs that try to find out what the research was for with the appropriate skill can make a DC 15 Knowledge (arcana) or DC 15 Knowledge (nature) check. Success reveals the following information:

Collecting various papers, books, and pieces of vials together, and after spending some time looking at what you've found, you realize that whoever was working here is trying to combine people with animals. Looking around, you see he has met with

some success. According to the notes that you have found, they do not have much, if any, control over the changing process yet. You've also seen notes talking about 'infecting' the populace of some locale. Unfortunately, the remainder of the paper containing the name of the city has been destroyed.

At this point, find out what the PCs are going to do with the information they have found and the children. If they report any information they find to the contact for the Twilight Hunters, then go to Optional Conclusion D. If they are going to take the children/information to any church, go to Optional Conclusion E.

Conclusion C – Complete Failure

Once the PCs get to the caves, they find that the research and the lab have been completely destroyed. All of the changed children have been slain. None of them wish to be raised and live a life of pain and suffering. Because of this, PCs do not receive an influence point with the FAST-C meta-organization, the *Favor of the Church of Pelor* or gain the ability to *Sponsor a Child*.

At least one member of the Fellowship of Nature, as well as the Falcon, got away with the research, and Randall Whiteleaf now wants revenge. Although he did not succeed completely, he was able to give humans some animal-like traits. He has left a note to taunt the PCs. After reading the following, give the PCs Player Handout #1.

Having removed those who were waiting to destroy you, you do some searching around. Within the cave complex are several rooms with caged creatures that were probably once humans...or at least humanoid. Unfortunately, it appears you were a little late in your rescue, as all of them appear to have been slain from sword wounds, most likely about a day or so ago.

The few creatures that you see all seem to have been at various stages of transformation between man and beast. One of them seems to have the beginnings of an elongated mouth, somewhat hardened. Along his arms the child's hair has begun to thicken and lengthen, looking like tiny down feathers. His entire body looks brittle; as if he has not eaten for days. The creature's throat has been cut open.

Lying inside of another caged room is a creature that was probably once an elf from the look of her. Her ears had been changed and the nails on her hands and feet filed down. Her eyes have been removed from her head.

In another room is apparently a failed experiment; you see a creature that is little more than

an ooze-like creature that has arms and legs. One of the creature's eyes is in its hands while the other is contained within its ooze-like body. They both stare blankly at you.

Finally, you come to the last cage. This cage contains one creature like the rest. However, this particular one seems to have had several different aspects about it that did not match up. The child's neck is turned towards you and appears as if has been snapped. As you continue to look at what's left of the boy, you see that his skin seems to blend into the rock behind him. Moving about for a better view you get a decent look at the boy's face, and it matches the description you were given of Terrar. Apparently he was slain prior to your arrival, much like the others.

Searching through the caves and chambers you also seem various other supplies. Many rooms contain broken glass vials, burnt papers, torched books of arcane lore, and various other research tools.

Unless they have the appropriate knowledge skills, PCs cannot make sense of the bits of research and arcane notes. However, PCs that try to find out what the research was for with the appropriate skill can make a DC 15 Knowledge (arcane) or DC 15 Knowledge (nature) check. Success reveals the following information:

Collecting various papers, books, and pieces of vials together, and after spending some time looking at what you've found, you realize that whoever was working here is trying to combine people with animals. Looking around, you see he has met with some success. According to the notes that you have found, they do not have much, if any, control over the changing process yet. You've also seen notes talking about 'infecting' the populace of some locale. Unfortunately, the remainder of the paper containing the name of the city has been destroyed.

At this point, find out what the PCs are going to do with the information they have found and the children. If they report any information they find to the contact for the Twilight Hunters, then go to Optional Conclusion D.

Optional Conclusion D – Twilight Hunters

If the PCs return to the city to give Megya the information that they know, then read or paraphrase the following:

After you return to the city to report what you know, you are quickly and silently escorted to a small room near the marketplace where your adventure here first began. You were questioned over and over about what

you were able to find out, and asked to hand over any paperwork that you were able to find.

Weeks later you receive another letter, similar to the first one. Again, it was found in your bags with no knowledge of how it got there. As you unroll it to read, a token falls out of it with the symbol of the Twilight Hunters on embossed upon its face. The note read "Thank you. The information you have given us should help lead us to those responsible. Be aware that this new threat, although not Him, will not be allowed to continue its deprivations within our Kingdom. Again, thank you for your assistance. The enclosed token is sign of our favor. Use it wisely." It was not signed.

Only if the PCs talk to Megya do they receive the AR access to the items specifically for the Twilight Hunters.

Optional Conclusion E – A Church's Blessing

If the PCs return the children to the city and to the protection of the church, then read or paraphrase the following:

After vanquishing those that took the children and changed them, and freeing the captured children from the cages in which they were being held, you returned to Libernen. After taking the children to the Church, you were escorted to a private room to speak with a high priest.

About an hour later, the priest finally joined you in his chambers. He looks weary, but nods to you as he enters. After sitting in a chair, he looks up towards you. "I am unsure if we will be able to cure the children or if a cure can even be found. If a cure can be found it will most likely cost a lot of money. It is very likely to be considerably more than the church can provide, but we will do our best. Thank you for bringing them here."

At this point, the PC's may speak up and be willing to donate money to help the church in the research needed to save the children. If so, continue below. If they don't, they get the Influence Point with the FAST-C Meta Organization and Favor of the Church of Pelor, but NOT the Sponsor a Child favor. They only get the Sponsor a Child favor if they voluntarily offer to provide funds to help support the child/children.

As you speak up to volunteer some of your own funds to the church to help find the cure for this change, the high priest begins speaking again. "Thank you for your generous offer. I am sure the money that you are offering would go a long way to helping us find a cure for the children. However, we find it much easier on

both the supporters and ourselves if they could simply send a small amount of funds for a while. I think that if you are sincere about your willingness to support the children, that an amount of say, oh, 25 gp every so often would go a long way to saving the children. I think that would be sufficient. You?"

The PCs are more than able to turn down this support, but if they do turn this support down, then they do not get the Sponsor a Child favor.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter One

Stop the "guards" from getting away with the boy (by combat or diplomacy):

APL2 60 xp

APL4 120 xp

APL6 180 xp

APL8 240 xp

Encounter Two &/or Three

Talk with Mierena, and agree to search for son OR Talk with Hasef, and agree to search for other boys:

APL2 30 xp

APL4 50 xp

APL6 70 xp

APL8 90 xp

Encounter Four &/or Five

Collect clues about other boys home and caves outside city OR Visit the boy's home and collect more clues:

APL2 15 xp

APL4 25 xp

APL6 40 xp

APL8 50 xp

Encounter Six

Talk your way past the guards or defeat the guards:

APL2 150 xp

APL4 210 xp

APL6 280 xp

APL8 330 xp

Encounter Seven

Defeat the remaining fellowship members:

APL2 150 xp

APL4 210 xp

APL6 280 xp

APL8 330 xp

Story Award

Discovering that the fellowship is capturing children, altering them, and turning this information over to people that may be able to do something about it:

APL2 45 xp

APL4 60 xp

APL6 70 xp

APL8 85 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1125 xp

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by

dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters 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 One: Peace and Quiet?

APL 2: L: 13 gp; C: 3 gp; M: 25 gp. *Potion of barkskin* +2 (25 gp each)

APL 4: L: 26 gp; C: 10 gp; M: 150 gp: 2 *potions of barkskin* +4 (75 gp each)

APL 6: L: 53 gp; C: 0 gp; M: 300 gp: 4 *potions of barkskin* +4 (75 gp each)

APL 8: L: 161 gp; C: 38 gp; M: 300 gp: 4 *potions of barkskin* +4 (75 gp each)

Encounter Seven: Into the Cave

APL 2: L: 63 gp; C: 20 gp; M: 299 gp: *potion of cure moderate wounds* (25 gp each), *brooch of shielding* (125 gp each), *potion of spider climb* (25 gp each), *wand of cure light wounds* (62 gp each), *wand of enlarge person* (62 gp each)

APL 4: L: 120 gp; C: 20 gp; M: 424 gp: 2 *potions of barkskin +4* (75 gp each per potion), *brooch of shielding* (125 gp each), *potion of spider climb* (25 gp each), *wand of magic missile* (62 gp each), *wand of enlarge person* (31 gp each), *wand of cure light wounds* (31 gp each)

APL 6: L: 184 gp; C: 0 gp; M: 593 gp: *brooch of shielding* (125 gp each), *wand of enlarge person* (31 gp each), *wand of magic missile* (31 gp each), *wand of cure light wounds* (31 gp each), *wand of fireball* (375 gp each)

APL 8: L: 224 gp; C: 20 gp; M: 950 gp: *heavy darkwood shield* (13 gp each), *brooch of shielding* (125 gp each), *wand of fireball* (375 gp each), *wand of lightning bolt* (375 gp each), *wand of enlarge person* (31 gp each), *wand of magic missile* (31 gp each), *wand of cure light wounds* (31 gp each).

Total Possible Treasure

APL 2: L: 76 gp; C: 23 gp; M: 324 gp - Total: 423 gp (cap of 400 gp)

APL 4: L: 146 gp; C: 30 gp; M: 574 gp - Total: 750gp (cap of 600 gp)

APL 6: L: 237 gp; C: 41 gp; M: 893 gp - Total: 1130 gp (cap of 800 gp)

APL 8: L: 385 gp; C: 58 gp; M: 1281 gp - Total: 1724 gp (cap of 1250 gp)

Special

Sponsor a child: Having rescued several children, you have agreed to sponsor the cost incurred by the church of Pelor to return the child to normal (25 gp per TU spent). After spending one year (52 TU's) sponsoring this child, the church grants access to purchase any one of the following after a Furyondy regional adventure: Light Fortification (armor or shield), Medium Fortification (armor or shield), Periapt of Health, Periapt of Proof against Poison, or Staff of Healing. The sponsorship payment must be made on the same AR in which the TUs are spent, and counts for any and all TUs spent on that AR. If at any time the PC fails to sponsor their child during the next 52 TUs they surrender any benefit from this sponsorship. Members of the Church of Pelor may purchase two of the above items, the first of which may be purchased after only 26 TUs. Circle the item(s) purchased when this favor is used.

Favor of the church of Pelor: For bringing the children back to the church of Pelor to be looked after and cared for the church has granted you a minor boon. One time during a Furyondy regional adventure you can have the church of Pelor cast one of the following spells upon you at no cost: *restoration*, *cure serious wounds*, *remove*

disease, or *remove curse*. All spells are cast at no higher than 10th level. If you cannot find a member of the Church of Pelor, you may instead receive a 50% discount from another FAST-C church on one of the above spells.

Influence point with the FAST-C Metaorganization.

Dawnbringer is a *+1 heavy mace*. When in the hands of a PC who has the *True Believer* feat for Pelor, this weapon becomes a *+1 Flaming, Disrupting heavy mace* (23,312 gp).

Influence point with the Twilight Hunters: For bringing the current plot to the attention of certain individuals you have gained an influence point with the Twilight Hunters.

Rogue's Vest: When worn, this vest grants its wearer a +2 competence bonus on Hide and Move Silently checks and a +2 bonus on Reflex saves. If the wearer has the sneak attack ability as a class feature or a special ability, his sneak attack damage increases by 1d6 as long as he wears the vest. A character without the sneak attack ability doesn't gain the benefit of this increase. Strong illusion; CL 13th; Craft Wondrous Item, *cat's grace*, *invisibility*, *true strike*, 14,800 gp, 1,184 xp, 30 days. Weight 1 lb.; Price 29,600 gp.

Items for the Adventure Record

Item Access

APL 2:

- *Brooch of shielding* (Adventure, DMG, 1500 gp)
- *Wand of enlarge person* (CL 1, Adventure, DMG, 750 gp)
- *Wand of cure light wounds* (CL 1, Adventure, DMG, 750 gp)

APL 4 (all of APL 2 plus the following):

- *Potion of barkskin +4* (Adventure, DMG, 900 gp)
- *Wand of magic missile* (CL 1, Adventure, DMG, 750 gp)

APL 6 (all of APL S 2-4 plus the following):

- *Wand of fireball* (CL 5, Adventure, DMG, 11,250 gp)

APL 8 (all of APL S 2-6 plus the following):

- Heavy darkwood shield (Adventure, DMG, 257 gp)

- *Wand of lightning bolt* (CL 5, Adventure, 11,250 gp)

Followers of Pelor in the EAST-C MO:

- *Dawnbringer* (Regional, see above, 23,312 gp)
- *Lesser strand of Prayer Beads* (Regional, DMG, 9600 gp)

Members of the Twilight Hunters MO:

- *Rogue's Vest* (Regional, DMG II, 29,600 gp)
- *Goggles of Night* (Regional, DMG, 12,000 gp)
- *Gloves of Dexterity +4* (Adventure, DMG, 16000 gp)

Appendix One – APL 2

Encounter One

Fake Guardsmen, Male elf, Ftr 2: CR 2; Medium humanoid (Elf); HD 2d10+4; hp 19; Init +1; Spd 20; AC 18, touch 11, flat-footed 17; Base Atk/Grp: +2/+4; Atk +5 melee (1d8+2/19-20 mw longsword); Full Atk +5 melee (1d8+2/19-20 mw longsword); AL N; SV Fort +5, Ref +1, Will +1; Str 14, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +4, Bluff +2, Disguise +1; Dodge, Mobility, Power Attack

Possessions: Chain mail, heavy steel shield, masterwork longsword, potion of barkskin +4.

Encounter Six

Elite City Guard: Male human Rog1; CR 1; Medium Humanoid (human); HD 1d6+1, hp 7; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk/Grp: +0/+2; Atk: +3 melee (1d6+2/19-20 mw short sword) or +2 ranged (1d8/19-20 light crossbow); Full Atk: +3 melee (1d6+2/19-20 short sword) or +2 ranged (1d8/19-20 light crossbow); SA: sneak attack +1d6; AL LN; SV Fort +1, Ref +4, Will +0; Str 14, Dex 14, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +4, Hide +5, Gather Information +4, Knowledge (local [Iuz Border States]) +6, Move Silently +5, Open Lock +5, Search +6, Spot +4, Tumble +5, Use Magic Device +4, Use Rope +4; Combat Reflexes, Dodge

Possessions: chainmail, masterwork short sword, manacles, light crossbow, buckler

Encounter Seven

Fellowship Fighter, Male elf, Ftr 1: CR 1; Medium humanoid (Elf); HD 1d10+2; hp 12; Init +1; Spd 30; AC 18, touch 11, flat-footed 17; Base Atk/Grp: +1/+3; Atk +4 melee (1d8+2/19-20 mw longsword) or +2 ranged (1d8/X3 longbow); Full Atk +4 melee (1d8+2/19-20 mw longsword) or +2 ranged (1d8/X3 longbow); AL N; SV Fort +4, Ref +1, Will +1; Str 14, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +3, Bluff +1, Disguise +1; Dodge, Mobility

Possessions: Chain mail, heavy steel shield, masterwork longsword, longbow, 20 arrows.

Active spells: telepathic bond

Esmelda, Female elf, Drd 1: CR 1; Medium humanoid (Elf); HD 1d8+1; hp 9; Init +2; Spd 30; AC 17, touch 12, flat-footed 15; Base Atk/Grp: +0/+0; Atk +1 melee (1d6/18-20 mw scimitar); Full Atk +1 melee (1d6/18-20 mw scimitar) or Atk +2 range (1d8/x3 spear); AL N; SV Fort +3, Ref +2, Will +4; Str 10, Dex 15, Con 12, Int 12, Wis 15, Cha 8.

Skills and Feats: Concentration +5, Handle Animal +3, Knowledge – Nature +4, Listen +6, Spellcraft +4; Scribe Scroll.

Possessions: hide, heavy wooden shield, masterwork scimitar, spear (x3), holy symbol (Vecna), *wand of cure light wounds* (1st lvl).

Spells Prepared (3/2; base DC = 12 + spell level):
o: *cure minor wounds, create water, guidance*; 1st: *faerie fire, charm animals*.

Active spells: telepathic bond

Animal Companion: Badger, Small Magical Beast, HD 1d8+2; hp 10; Init +3; Spd 30', burrow 10'; AC 15 (+1 size, +3 Dex, +1 Nat), touch 14, flat-footed 12; Base Atk/Grp: +0/-5; Atk +4 melee (1d2-1 claw); Full Atk +4/+4 melee (1d2-1 2 claws) and +1 melee (1d3-1 bite); Space/Reach 5ft/5ft; SQ Low-light vision, scent, Link, share spells; SA Rage; AL N; SV Fort +4, Ref +5, Will +1; Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Skills and Feats: Escape Artist +7, Listen +3, Spot +3; Track, Weapon Finesse

Active spells: telepathic bond

Tricks: attack, defend, guard, stay

Ezkiel, Male elf, Wiz1: CR 1; Medium humanoid (Elf), HD 1d4; hp 4; Init +2; Spd 30'; AC 12, touch 12, flat-footed 10; Base Atk/Grp: +0/-2; Atk -2 melee (1d6-2/x2 quarterstaff); Full Atk -2 melee (1d6-2/x2 quarterstaff) or +2 range (1d8/x3 light crossbow) or +2 (ranged touch (spell)); SQ: Summon Familiar; AL CN; SV Fort +0, Ref +2, Will +4; Str 6, Dex 15, Con 10, Int 18, Wis 14, Cha 8

Skills and Feats: Concentration +4 (+8 when casting defensively, pinned, or grappling), Knowledge – arcana +8, Knowledge – nature +8, Knowledge – the planes +8, Knowledge – religion +8, Spellcraft +8; Combat Casting, Scribe Scroll

Possessions: quarterstaff, light crossbow, *potion of cure moderate wounds, brooch of shielding* (101 dmg

remaining), *potion of spider climb*, 2 *wands of enlarge person* (1st lvl, c 25 charges each).

Spells Prepared (3/2; base DC = 14 + spell level):
o: *acid splash*, *dancing lights*, *message*; 1st: *disguise self*; *true strike*.

Familiar: Weasel, Tiny Magical Beast, HD ½ d8; hp 2; Init +2; Spd 20'; AC 15, touch 14, flat-footed 13; Base Atk/Grp: +0/-12; Atk +4 melee (1d3-4 bite); Full Atk +4 melee (1d3-4 bite); Space/Reach 2-1/2ft./oft; SQ Empathic link, Improved evasion, Low-light vision, scent, share spells; SA Attach; AL N; SV Fort +2, Ref +4, Will +3; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5

Skills and Feats: Balance +12, Climb +10, Hide +11, Move Silently +8, Spot +3; Agile, Alertness, Weapon Finesse

Attach: If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Dex modifier to AC. An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

Active spells: telepathic bond

Appendix Two – APL 4

Encounter One

Fake Guardsmen, Male elf, Ftr 2: CR 2; Medium humanoid (Elf); HD 2d10+4; hp 19; Init +1; Spd 30; AC 18, touch 11, flat-footed 17; Base Atk/Grp: +2/+4; Atk +5 melee (1d8+2/19-20 mw longsword); Full Atk +5 melee (1d8+2/19-20 mw longsword); AL N; SV Fort +5, Ref +1, Will +1; Str 14, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +4, Bluff +2, Disguise +1; Dodge, Mobility, Power Attack

Possessions: Chain mail, heavy steel shield, masterwork longsword, *potion of barkskin* +4

Active spells: telepathic bond

Encounter Six

Elite City Guard: Male human Rog2; CR 2; Medium Humanoid (human); HD 2d6+2, hp 12; Init +1; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk/Grp: +1/+3; Atk: +4 melee (1d6+2/19-20 mw short sword) or +2 ranged (1d8/19-20 light crossbow); Full Atk: +4 melee (1d6+2/19-20 mw short sword) or +2 ranged (1d8/19-20 light crossbow); SQ: Evasion; SA: sneak attack +1d6; AL LN; SV Fort +1, Ref +5, Will +0; Str 14, Dex 14, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +5, Gather Information +5, Hide +1, Knowledge (local-Iuz Border States) +7, Move Silently +1, Open Lock +6, Search +7, Spot +5, Tumble +1, Use Magic Device +5, Use Rope +6; Combat Reflexes, Dodge

Possessions: chainmail, masterwork short sword, manacles, light crossbow, buckler

Encounter Seven

Fellowship Fighter, Male elf, Ftr 3: CR 3; Medium humanoid (Elf); HD 3d10+6; hp 27; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk/Grp: +3/+5; Atk +6 melee (1d8+2/19-20 mw longsword) or +4 ranged (1d8/X3 longbow); Full Atk +6 melee (1d8+2/19-20 mw longsword) or +4 ranged (1d8/X3 longbow); AL N; SV Fort +5, Ref +2, Will +2; Str 14, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +6, Bluff +2, Disguise +1; Combat Reflexes, Dodge, Mobility, Power Attack

Possessions: Chain mail, heavy steel shield, masterwork longsword, *potion of barkskin* +4, longbow, 20 arrows.

Active spells: telepathic bond

Esmelda, Female elf, Drd 3 (Vecna): CR 3; Medium humanoid (Elf); HD 3d8+3; hp 21; Init +2; Spd 30; AC 16, touch 12, flat-footed 14; Base Atk/Grp: +2/+2; Atk +3 melee (1d6/18-20 mw scimitar), Atk +4 range (1d8/x3 spear); Full Atk +3 melee (1d6/18-20 mw scimitar); AL N; SV Fort +4, Ref +3, Will +5; Str 10, Dex 15, Con 12, Int 12, Wis 15, Cha 8.

Skills and Feats: Concentration +6, Handle Animal +3, Knowledge – Nature +6, Knowledge – the planes +3, Listen +6, Spellcraft +4, Survival +5; Brew Potion, Scribe Scroll

Possessions: hide, heavy wooden shield, masterwork scimitar, spear (x3), holy symbol (Vecna), *brooch of shielding*, *wand of cure light wounds* (1st lvl; 25 charges)

Spells Prepared (4/3/2; base DC = 12 + spell level):
0: *cure minor wounds* (2), *create water*, *guidance*,
1st: *charm animals*, *entangle*, *faerie fire*; 2nd: *barkskin*, *flaming sphere*.

Active spells: telepathic bond

Animal Companion: Badger, Small Magical Beast, HD 3d8+6; hp 24; Init +3; Spd 30', burrow 10'; AC 17 (+1 size, +3 Dex, +3 Nat), touch 14, flat-footed 14; Base Atk/Grp: +2/-3; Atk +6 melee (1d2-1 claw); Full Atk +6/+6 melee (1d2-1 2 claws) and +3 melee (1d3-1 bite); Space/Reach 5ft/5ft; SQ Evasion, Low-light vision, scent, Link, share spells; SA Rage; AL N; SV Fort +5, Ref +6, Will +1; Str 9, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Skills and Feats: Escape Artist +7, Listen +3, Spot +5; Track, Weapon Finesse

Active spells: telepathic bond

Tricks: attack, come, defend, guard, stay, track

Ezkiel, Male elf, Wiz 3: CR 3; Medium humanoid (Gray-Elf), HD 3d4; hp 10; Init +2; Spd 30; AC 12, touch 12, flat-footed 10; Base Atk/Grp: +1/-1; Atk -1 melee (1d6-2 quarterstaff); Full Atk -1 melee (1d6-2 quarterstaff) or +4 range (1d8/19-20 mw light crossbow); SQ: Summon Familiar; AL CN; SV Fort +1, Ref +3, Will +5; Str 6, Dex 15, Con 10, Int 18, Wis 14, Cha 8

Skills and Feats: Concentration +6 (+10 when casting defensively, pinned, or grappling), Knowledge – arcana +10, Knowledge – nature +10, Knowledge – the planes +10, Knowledge – religion +10, Spellcraft +10; Combat Casting, Dodge, Scribe Scroll

Possessions: quarterstaff, masterwork light crossbow, *potion of spider climb*, 2 wands of *magic missile* (1st lvl; 25 charges), *wand of enlarge person* (1st lvl; 25 charges)

Spells Prepared (4/3/2; base DC = 14 + spell level):
0: *acid splash*, *dancing lights*, *message*, *read magic*.
1st: *disguise self*; *sleep*, *true strike*, 2nd: *invisibility*, *see invisibility*.

Familiar: Weasel, Tiny Magical Beast, HD 3d4; hp 5; Init +2; Spd 20'; AC 16(+2 Natural, +2 Size, +2 Dex), touch 14, flat-footed 14; Base Atk/Grp: +1/-11; Atk +5 melee (1d3-4 bite); Full Atk +5 melee (1d3-4 bite); Space/Reach 2-1/2ft./oft; SA Deliver touch spells; SQ Empathic link, Improved evasion, Low-light vision, scent, share spells; SA Attach; AL N; SV Fort +2, Ref +4, Will +4; Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 5

Skills and Feats: Balance +12, Climb +10, Concentration +6, Hide +11, Knowledge – arcane +5, Knowledge – nature +5, Knowledge – the planes +5, Knowledge – religion +5, Move Silently +8, Spellcraft +5, Spot +3; Agile, Alertness, Weapon Finesse

Attach: If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Dex modifier to AC. An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

Active spells: telepathic bond

Appendix Three – APL 6

Encounter One

Fake Guardsmen, Male elf, Ftr 2: CR 2; Medium humanoid (Elf); HD 2d10+4; hp 19; Init +1; Spd 30; AC 18, touch 11, flat-footed 17; Base Atk/Grp: +2/+4; Atk +5 melee (1d8+2/19-20 mw longsword); Full Atk +5 melee (1d8+2/19-20 mw longsword); AL N; SV Fort +5, Ref +1, Will +1; Str 14, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +4, Bluff +2, Disguise +1; Dodge, Mobility, Power Attack

Possessions: Chain mail, heavy steel shield, masterwork longsword, *potion of barkskin +4*

Active spells: telepathic bond

Encounter Six

Elite City Guard: Male human Rog2/Rgr2; CR 4; Medium Humanoid (human); HD 2d6+2d8+4, hp 26; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk/Grp: +3/+5; Atk: +7 melee (1d6+3/19-20 mw short sword) or +6 ranged (1d8/19-20 mw light crossbow); Full Atk: +5/+5 melee (1d6+3/19-20 mw short sword) or +6 ranged (1d8/19-20 mw light crossbow); SQ: Evasion, favored enemy (goblinoids); SA: sneak attack +1d6, wild empathy; AL LN; SV Fort +4, Ref +8, Will +0; Str 14, Dex 15, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +5, Gather Information +8, Hide +5, Knowledge (local [Iuz Border States]) +7, Listen +5, Move Silently +3, Open Lock +7, Search +9, Spot +5, Survival +7, Tumble +3, Use Magic Device +5, Use Rope +9; Combat Reflexes, Dodge, Skill Focus (Gather Information), Track, Two weapon fighting.

Possessions: +1 chainmail, +1 short sword (x2), manacles, masterwork light crossbow, buckler

Encounter Seven

Fellowship Fighter, Male elf, Ftr 3: CR 3; Medium humanoid (Elf); HD 3d10+6; hp 27; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk/Grp: +3/+5; Atk +6 melee (1d8+2/19-20 mw longsword) or +4 ranged (1d8/X3 longbow); Full Atk +6 melee (1d8+2/19-20 mw longsword) or +4 ranged (1d8/X3 longbow); AL N; SV Fort +5, Ref +2, Will +2; Str 14, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +6, Bluff +2, Disguise +1; Combat Reflexes, Dodge, Mobility, Power Attack

Possessions: Chain mail, heavy steel shield, masterwork longsword, longbow, 20 arrows, *potion of barkskin +4*

Esmelda, Female elf, Drd 4/Rgr 1 (Vecna): CR 5; Medium humanoid (elf); HD 5d8+5; hp 33; Init +2; Spd 30; AC 17, touch 12, flat-footed 16; Base Atk/Grp: +4/+4; Atk +5 melee (1d6/18-20 mw scimitar), Atk +6 range (1d8/X3 spear); Full Atk +5 melee (1d6/18-20 mw scimitar); SQ favored enemy: human, wild empathy; AL N; SV Fort +7, Ref +6, Will +7; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 8.

Skills and Feats: Concentration +8, Handle Animal +4, Knowledge – Nature +9, Knowledge – the planes +3, Listen +7, Spellcraft +5, Spot +7, Survival +5; Brew Potion, Scribe Scroll, Track.

Possessions: hide, heavy wooden shield, masterwork scimitar, spear (x3), holy symbol (Vecna), *brooch of shielding*, *wand of cure light wounds (25 charges, 1st lvl)*.

Spells Prepared (5/4/3; base DC = 13 + spell level):
0: *cure minor wounds (3)*, *create water*, *guidance*,
1st: *charm animals*, *entangle*, *faerie fire (2)*; 2nd:
barkskin, *bull's strength*, *flaming sphere*

Active spells: telepathic bond

Animal Companion: Badger, Small Magical Beast, HD 3d8+6; hp 24; Init +3; Spd 30', burrow 10'; AC 17 (+1 size, +3 Dex, +3 Nat), touch 14, flat-footed 14; Base Atk/Grp: +2/-3; Atk +6 melee (1d2-1 claw); Full Atk +6/+6 melee (1d2-1 2 claws) and +3 melee (1d3-1 bite); Space/Reach 5ft/5ft; SQ Evasion, Low-light vision, scent, Link, share spells; SA Rage; AL N; SV Fort +5, Ref +6, Will +1; Str 9, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Skills and Feats: Escape Artist +7, Listen +3, Spot +5; Track, Weapon Finesse

Active spells: telepathic bond

Tricks: attack, come, defend, guard, stay, track

Ezkiel, Male elf, Wiz 5: CR 5; Medium humanoid (Elf), HD 5d4; hp 16; Init +3; Spd 30; AC 17, touch 12, flat-footed 15; Based Atk/Grp: +2/+0; Atk +0 melee (1d6-2 quarterstaff); Full Atk +0 melee (1d6-2 quarterstaff) or +6 ranged (1d8/19-20 mw light crossbow); SQ:

Summon Familiar; AL CN; SV Fort +1, Ref +4, Will +6; Str 6, Dex 16, Con 10, Int 18, Wis, 14, Cha 8

Skills and Feats: Concentration +8 (+12 when casting defensively, pinned, or grappling), Knowledge – arcana +12, Knowledge – nature +12, Knowledge – the planes +12, Knowledge – religion +12, Spellcraft +12; Combat Casting, Craft Wand, Dodge, Scribe Scroll

Possessions: quarterstaff, masterwork light crossbow, *wand of fireball* (20 charges; 5th lvl), *wand of enlarge person* (25 charges; 1st lvl), *wand of magic missile* (25 charges, 1st lvl).

Spells Prepared (4/4/3/2; base DC = 14 + spell level): 0: *acid splash*, *daze*, *ray of frost*, *read magic*; 1st: ~~*mage armor*~~, *protection from good*, *ray of enfeeblement*, *shield*; 2nd: *acid arrow*, *spider climb*, *tasha's hideous laughter*; 3rd: *wind wall*, *haste*

Familiar: Weasel, Tiny Magical Beast, HD 5d4; hp 8; Init +2; Spd 20'; AC 18(+3 Natural, +2 Size, +3 Dex), touch 15, flat-footed 15; Base Atk/Grp: +2/-10; Atk +7 melee (1d3-4 bite); Full Atk +7 melee (1d3-4 bite) or Atk +7 melee touch (spell); Space/Reach 2-1/2ft./oft; SA Deliver touch spells; SQ Empathic link, Improved evasion, Low-light vision, scent, share spells, Speak with master; SA Attach; AL N; SV Fort +2, Ref +5, Will +5; Str 3, Dex 16, Con 10, Int 8, Wis 12, Cha 5

Skills and Feats: Balance +13, Climb +10, Concentration +8, Hide +11, Knowledge –arcana +9, Knowledge – nature +9, Knowledge – the planes +9, Knowledge – religion +9, Move Silently +8, Spellcraft +9, Spot +3; Agile, Alertness, Weapon Finesse

Attach: If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Dex modifier to AC. An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

Active spells: telepathic bond

Appendix Four – APL 8

Encounter One

Fake Guardsmen, Male elf, Ftr 4: CR 4; Medium humanoid (Elf); HD 4d10+8; hp 35; Init +2; Spd 30; AC 18, touch 11, flat-footed 17; Base Atk/Grp: +4/+7; Atk +8 melee (1d8+3/19-20 mw longsword); Full Atk +8 melee (1d8+3/19-20 mw longsword); AL N; SV Fort +6, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +6, Bluff +3, Disguise +1; Dodge, Mobility, Power Attack, Cleave, Spring Attack.

Possessions: chain mail, heavy steel shield, masterwork longsword, *potion of barkskin* +5

Active spells: telepathic bond

Encounter Six

Elite City Guard: Male human Rog2/Rgr2/Ftr2; CR 6; Medium Humanoid (human); HD 2d6+ 2d8+2d10+6, hp 42; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk/Grp: +5/+7; Atk: +8 melee (1d6+3/19-20 short sword) or +6 ranged (1d8/19-20 light crossbow); Full Atk: +6/+6 melee (1d6+3/19-20 masterwork short sword) or +8 ranged (1d8/19-20 masterwork light crossbow); SQ: Evasion, favored enemy (goblinoids); SA: sneak attack +1d6, wild empathy; AL LN; SV Fort +7, Ref +8, Will +0; Str 14, Dex 15, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +5, Climb +3, Gather Information +8, Hide +5, Intimidate +9, Knowledge (local-Iuz Border States) +7, Listen +5, Move Silently +3, Open Lock +7, Search +7, Spot +5, Survival +7, Tumble +3, Use Magic Device +5, Use Rope +9; Combat Reflexes, Dodge, Track, Two weapon fighting, Skill Focus (Gather Information), Blind-Fight, Mobility, Improved Buckler Defense.

Possessions: +1 chainmail, +1 short sword (x2), manacles, masterwork light crossbow, buckler

Encounter Seven

Fellowship Fighter, Male elf, Ftr 3/Bbn 2: CR 5; Medium humanoid (Elf); HD 3d10+2d12+10; hp 45; Init +2; Spd 40; AC 18, touch 12, flat-footed 16; Base Atk/Grp: +5/+8; Atk +9 melee (1d8+3/19-20 mw

longsword) or +7 ranged (1d8+1/X3 mighty composite longbow +1 Str); Full Atk +9 melee (1d8+3/19-20 mw longsword) or +7 ranged (1d8+1/X3 mighty composite longbow +1 Str); SQ: fast movement, rage 1/day, uncanny dodge; AL N; SV Fort +8, Ref +1, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +2, Disguise +1, Intimidate +8, Listen +7; Combat Reflexes, Dodge, Mobility, Power Attack

Possessions: chain shirt, heavy steel shield, masterwork longsword, mighty composite longbow (+1 Str), 20 arrows, *potion of barkskin* +5, *potion of cure moderate wounds*

Active spells: telepathic bond

Esmelda, Female elf, Drd 5/Rgr 1/Nature Warrior 1 (Vecna); CR 7; Medium humanoid (Elf); HD 6d8+1d10+7; hp 46; Init +3; Spd 30; AC 21, touch 13, flat-footed 18; Base Atk/Grp: +5/+5; Atk +6 melee (1d6/18-20 mw scimitar) or +8 ranged (1d8 spear); Full Atk +6 melee (1d6/18-20 mw scimitar); SQ favored enemy: human, wild empathy; SQ Nature's armament (DR 3/-), Wild Shape 2/day, Wilding; AL N; SV Fort +9, Ref +6, Will +7; Str 10, Dex 16, Con 12, Int 12, Wis 16, Cha 8.

Skills and Feats: Concentration +9, Handle Animal +4, Knowledge – Nature +11, Knowledge – the planes +3, Listen +9, Spellcraft +6, Spot +5, Survival +12; Brew Potion, Combat Reflexes, Scribe Scroll, Track.

Possessions: ironwood breastplate (effective +1), heavy darkwood shield, masterwork scimitar, spear (x3), holy symbol (Vecna), *brooch of shielding*, *wand of cure light wounds* (5 charges, 1st lvl).

Spells Prepared (5/4/3/2; base DC = 14 + spell level): 0: *cure minor wounds* (3), *create water*, *guidance*; 1st: *charm animals*, *entangle*, *faerie fire* (2); 2nd: *barkskin*, *bull's strength*, *flaming sphere*; 3rd: *meld into stone*, *stone shape*.

Active spells: telepathic bond

Animal Companion: Badger, Small Magical Beast, HD 3d8+6; hp 24; Init +3; Spd 30', burrow 10'; AC 17 (+1 size, +3 Dex, +3 Nat), touch 14, flat-footed 14; Base Atk/Grp: +2/-3; Atk +6 melee (1d2-1 claw); Full Atk +6/+6 melee (1d2-1 2 claws) and +3 melee (1d3-1 bite);

Space/Reach 5ft/5ft; SQ Evasion, Low-light vision, scent, Link, share spells; SA Rage; AL N; SV Fort +5, Ref +6, Will +1; Str 9, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Skills and Feats: Escape Artist +7, Listen +3, Spot +5; Track, Weapon Finesse

Active spells: telepathic bond

Tricks: attack, come, defend, guard, stay, track

Ezkiel, Male elf, Wiz 6/Ftr 1: CR 7; Medium humanoid (Elf), HD 6d4+1d10; hp 25; Init +3; Spd 30; AC 17, touch 13, flat-footed 14; Base Atk/Grp: +4/+2; Atk +3 melee (1d6-2 quarterstaff); Full Atk +3 melee (1d6-2 quarterstaff) or +8 ranged (1d6/X3 mw shortbow); SQ: Summon Familiar; AL CN; SV Fort +4, Ref +5, Will +7; Str 6, Dex 16, Con 10, Int 18, Wis, 14, Cha 8

Skills and Feats: Concentration +9 (+13 when casting defensively, pinned, or grappling), Knowledge – arcana +12, Knowledge – nature +12, Knowledge – the planes +12, Knowledge – religion +12, Spellcraft +13, Tumble +5; Combat Casting, Craft Wand, Dodge, Double Wand Wielder, Scribe Scroll, Two-weapon Fighting

Possessions: masterwork quarterstaff, masterwork short bow, *potion of cure moderate wounds*, *wand of enlarge person* (1st lvl, 25 charges), *wand of fireball* (5 lvl, 20 charges), *wand of lightning bolt* (5 lvl, 20 charges), *wand of magic missile* (25 charges, 1st lvl).

Spells Prepared (4/4/4/3; base DC = 14 + spell level): 0: *acid splash*, *detect magic*, *ray of frost*, *resistance*, 1st: *disguise self*, ~~*mage armor*~~, *shield*, *true strike*, 2nd: *blur*, ~~*darkvision*~~, *hypnotic pattern*, *web*, 3rd: *dispel magic*, *haste*, *windwall*

Familiar: Weasel, Tiny Magical Beast, HD 6d4; hp 8; Init +5; Spd 20; AC 18(+3 Natural, +2 Size, +3 Dex), touch 15, flat-footed 15; Base Atk/Grp: +2/-10; Atk +7 melee bite (1d3-4); Full Atk +7 melee bite (1d3-4) or Atk +7 melee touch (spell); Space/Reach 2-1/2ft./oft; SA Deliver touch spells; SQ Empathic link, Improved evasion, Low-light vision, scent, share spells, Speak with master; SA Attach; AL N; SV Fort +2, Ref +5, Will +5; Str 3, Dex 16, Con 10, Int 8, Wis 12, Cha 5

Skills and Feats: Balance +13, Climb +10, Concentration +9, Hide +11, Knowledge (arcane) +9, Knowledge (nature) +9, Knowledge (the planes) +9, Knowledge (religion) +9, Move Silently +8, Spellcraft +9, Spot +3, Tumble +5; Agile, Alertness, Weapon Finesse

Attach: If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Dex modifier to AC. An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

Active spells: darkvision, telepathic bond

Appendix Five – All APLs

Encounter One

Hasef (ha-seph), Changed Male human: Com 1: CR 1; HD 1d4, hp 4; Init +1, Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk/Grp: +0/+0; Atk: +0 melee (bite 1d6); Full Atk +0 melee (bite 1d6); SA Trip; SQ Sprint; AL N; SV Fort +0, Ref +1, Will +0; Str 11, Dex 12, Con 10, Int 10, Wis 8, Cha 10

Skills and Feats: Listen +2, Move Silently +5, Spot +3

Trip: If Hasef hits with his bite attack he can attempt to trip the opponent (+0 modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Hasef.

Description: Hasef is a boy of about eight years. He is taught numbers and letters at the church so he can speak okay with the PCs. He appears a little bit older than his actual age by about two or three years. He is tall for an eight year old as well as being somewhat broader of shoulder than is typical. His voice has not dropped yet though.

Encounter Two

Mierena (my-ree-nah) Female human Com4: CR 3; HD 3d4, hp 7; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 9; Base Atk/Grp: +2/+1; Atk +1 melee (1d6-1 club); Full Atk +1 melee (1d6-1 club); AL N; SV Fort +1, Ref +0, Will +2; Str 8, Dex 9, Con 9, Int 12, Wis 13, Cha 10

Skills and Feats: Climb +5, Craft (woodworking) +2, Listen +7, Spot +7

Encounters Four and Five

Nimar Sual (The Falcon), Male Tiefling Medium outsider (Native, Shapechanger) Rog1/Wiz7/Master Transmogrifist 6; CR 15; 13d4+1d6+14, hp 60; Init +3; Spd 30 ft., AC 19, touch 15, flat-footed 16; Base Atk/Grp: +6/+5; Atk +6 melee (1d6-1 mw quarterstaff); Full Atk +6/+1 melee (1d6-1 mw quarterstaff); SA: *darkness* (as spell 1/day), sneak attack +1d6; SQ: Darkvision 60 ft, trapfinding; AL CN; SV Fort +5, Ref +9, Will +10; Str 8, Dex 14(16), Con 12, Int 22(24), Wis 10, Cha 6(8)

Skills and Feats: Bluff +15, Concentration +18, Decipher Script +17, Disguise +13, Hide +9,

Knowledge – nature +17, Knowledge – local [Iuz Border States] +18, Knowledge – religion +17, Knowledge – arcana +24, Knowledge – the planes +17, Spellcraft +23; Cooperative Spell, Dodge, Eschew Materials, Leadership, Mobility, Practiced Spell Caster, Scribe Scroll, Speak Common, Speak Infernal.

Possessions: Amulet of natural armor +1, bracers of armor +3, ring of protection +2, ring of mind shielding, masterwork quarterstaff, gloves of dexterity +2, headband of intellect +2, cloak of charisma +2

Spells Prepared (4/6/6/5/4/3/2; base DC = 17 + spell level): 0: *arcane mark*, *arcane mark*, *ghost sound*, *message*; 1st: *charm person*, *expeditious retreat*, *magic missile*, *obscuring mist*, *shield*, *unseen servant*; 2nd: *alter self* (2), *bear's endurance*, *blur*, *mirror image*, *touch of idiocy*; 3rd: *blink*, *displacement*, *gaseous form*, *haste*, *secret page*; 4th: *globe of invulnerability*, *polymorph* (2), *stone shape*; 5th: *feeblemind*, *overland flight*, ~~*telepathic bond*~~; 6th: *brilliant blade*, *flesh to stone*

Active spells: *telepathic bond*, *alter self*

Extended Change (Ex): A master transmogrifist gains the benefit of the Extend Spell feat on any transmutation spell he casts to change into one of his favored shapes. This benefit does not increase the spell's level or casting time, or require any special preparation.

Favored Shape (Su): A master transmogrifist chooses three favored shapes at 1st level. A favored shape is a specific kind of creature whose form he can assume by means of the polymorph spell. He cannot choose a creature of his own type as a favored shape. A master transmogrifist gains a number of advantages with his favored shapes, as noted in the following class feature descriptions. At every odd-numbered level beyond 1st, a character can choose to lose a previously chosen favored shape and select a replacement. Nimar's last two favored shapes do not come into play in this adventure.

Human Form: As above, except Medium humanoid: Init +0; 13d4+1d6, hp 46; AC 17 (+1 dex, +1 natural, +3 bracers, +2 ring), touch 13, flat-footed 16; Base Atk/Grp: +6/+6; Atk +7 melee (1d6-1 mw quarterstaff); Full Atk +7/+2 melee (1d6-1 mw quarterstaff); SV Fort +2, Ref +7; Str 10, Dex 10 (12), Con 10, Int 22(24), Wis 10, Cha 6 (8)

Manifest Senses (Su): At 2nd level and higher, a master transmogrifist gains the senses of his favored shape when he assumes its form. Senses include extraordinary special qualities such as blindsense, blindsight, darkvision, low-light vision, scent, and tremorsense.

Battle Master (Ex): At 3rd level, a master transmogrifist gains a +2 competence bonus on all attack rolls he makes while in one of his favored shapes. This bonus increases to +4 at 6th level and to +6 at 9th level.

Effortless Change (Ex): At 4th level, a master transmogrifist learns how to change his form through a simple act of will. He can choose to apply the benefits of the Still Spell and Silent Spell feats (even if he doesn't have the feats) to any transmutation spell he casts to change into one of his favored shapes. This benefit does not increase the spell's level or casting time, or require any special preparation.

Shapechanger (Ex): A master transmogrifist acquires the shapechanger subtype at 5th level. He also gains the ability to remain in an assumed form indefinitely when he casts *alter self*. This works exactly like the *alter self* spell except that the duration is permanent. In other words, a master transmogrifist can remain in the form he assumes as long as he wishes, until either he chooses to dismiss it or the alter self effect is dispelled.

Familiar: Falcon, (using stats for Raven), Tiny Magical Beast, HD 7d4; hp ½ xx; Init +2; Spd 10', fly 40' (average); AC 19, touch 15, flat-footed 16; Base Atk/Grp: +6/-7; Atk +10 melee (1d2-5 claws); Full Atk +10/+10 melee (1d2-5 claws); Space/Reach 2-1/2ft./oft; SA Deliver touch spells; SQ Empathic link, Improved evasion, low-light vision, scent, share spells, Speak with master; AL N; SV Fort +2, Ref +10, Will +12; Str 1, Dex 16, Con 10, Int 9, Wis 14, Cha 6

Skills and Feats: Bluff +14, Concentration +17, Decipher Script +9, Disguise +12, Hide +9, Knowledge – arcana +16, Knowledge – nature +9, Knowledge – the planes +9, Knowledge – religion +9, Listen +5, Spellcraft +15, Spot +7; Alertness, Dodge, Mobility, Weapon Finesse.

Appendix Six – New Rules Items

Feats:

Improved Buckler Defense [General]

You can attack with an off-hand weapon while retaining a buckler's shield bonus to your Armor Class.

Prerequisite: Shield Proficiency

Benefit: When you attack with a weapon in your off hand, you may still apply your buckler's shield bonus to your Armor Class.

Reference: Complete Warrior, page 100.

Double Wand Wielder [General]

You can activate two wands at the same time.

Prerequisites: Craft Wand, Two-weapon fighting.

Benefit: As a full-round action, you can wield a wand in each hand (if you have both hands free), with one wand designated as your primary wand and the other your secondary wand. Each use of the secondary wand expends 2 charges from it instead of 1.

Reference: Complete Arcane, page 77.

Practiced Spellcaster [General]

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your hit dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th level sorcerer/3rd level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains this feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which

would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th level cleric/5th level wizard who had selected this feat twice would cast cleric spells as an 8th level caster and wizard spells as a 9th level caster.

Reference: Complete Arcane, page 82.

Spells:

Brilliant Blade [Transmutation]

Level: Cleric 8, sorcerer/wizard 6

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Target: One melee or thrown weapon, or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You transform a single melee weapon, thrown weapon, or group of projectiles into a weapon of brilliant energy. A brilliant energy weapon sheds light as a torch (20-foot radius) and ignore nonliving matter. Armor bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, or objects. If this spell is cast on arrows or crossbow bolts, the effect on a particular projectile ends after one use, whether or not the missile strikes its intended target. Treat Shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.

Reference: Complete Arcane, page 100.

Prestige Classes:

Master Transmogrifist

Requirements:

To qualify to become a master transmogrifist, a character must fulfill all the following criteria.

Alignment: Any non-lawful

Skills: Bluff 2 ranks, Disguise 5 ranks

Feat: Eschew Materials

Spells: Able to cast *alter self* and *polymorph*.

Class Skills:

The master transmogrifist's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Knowledge (arcane) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

The Master Transmogrifist

Class Level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Extended change; favored shape
2 nd	+1	+0	+0	+3	Manifest senses; +1 arcane spell level
3 rd	+1	+1	+1	+3	Battle mastery +2; +1 arcane spell level
4 th	+2	+1	+1	+4	Effortless charge
5 th	+2	+1	+1	+4	Shapechanger; +1 arcane spell level
6 th	+3	+2	+2	+5	Battle mastery +4; +1 arcane spell level
7 th	+3	+2	+2	+5	Reflexive change
8 th	+4	+2	+2	+6	Manifest qualities; +1 arcane spell level

9 th	+4	+3	+3	+6	Battle mastery +6; +1 arcane spell level
10 th	+5	+3	+3	+7	Infinite variety

Class Features:

All the following are class features of the master transmogrifist prestige class.

Weapon and Armor Proficiency: Master transmogrifists gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level indicated on Table 2-14, a master transmogrifist gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard). If he had more than one arcane spellcasting class before becoming a master transmogrifist, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Extended Change (Ex): A master transmogrifist gains the benefit of the Extend Spell feat on any transmutation spell he casts to change into one of his favored shapes (see below). This benefit does not increase the spell's level or casting time, or require any special preparation. Spells that can benefit from this ability include *alter self*, *polymorph*, *polymorph any object*, and *shapechange*.

Favored Shape (Su): A master transmogrifist chooses three favored shapes at 1st level. A favored shape is a specific kind of creature whose form he can assume by means of the *polymorph* spell. He cannot choose a creature of his own type (humanoid, most likely) as a favored shape. For example, an 8^{th-level} human sorcerer/1st level master transmogrifist might choose Pegasus, umber hulk, and bronze dragon as his favored shapes, though because of the Hit Dice restriction he could become only a very young bronze dragon. A master transmogrifist gains a number of advantages with his favored shapes, as noted in the following class feature descriptions. At every odd-numbered level beyond 1st, a master transmogrifist gains one additional favored shape. Thus, he has four at 3rd level, five at 5th level, six at 7th level, and seven at 9th level. Furthermore, once per master transmogrifist level beyond 1st, a character can

choose to lose a previously chosen favored shape and select a replacement.

Manifest Senses (Su): At 2nd level and higher, a master transmogrifist gains the senses of his favored shape when he assumes its form. Senses include extraordinary special qualities such as blindsense, blindsight, darkvision, low-light vision, scent, and tremorsense.

Battle Mastery (Ex): At 3rd level, a master transmogrifist gains a +2 competence bonus on all attack rolls he makes while in one of his favored shapes. This bonus increases to +4 at 6th level and to +6 at 9th level.

Effortless Change (Ex): At 4th level, a master transmogrifist learns how to change his form through a simple act of will. He can choose to apply the benefits of the Still Spell and Silent Spell feats (even if he doesn't have the feats) to any transmutation spell he casts to change into one of his favored shapes. This benefit does not increase the spell's level or casting time, or require any special preparation. Spells that can benefit from this ability include *alter self*, *polymorph*, *polymorph any object*, and *shapechange*.

Reflexive Change (Ex): At 7th level and higher, a master transmogrifist has the ability to change into a favored shape via a transmutation spell in response to an opponent's action once per day. If he has an appropriate spell prepared and chooses to use this ability, he change form as an immediate action in response to the action of another creature. For example, a master transmogrifist might turn into a dragon turtle to gain a high Armor Class against an impending attack, or change into a red dragon to gain immunity to the fire damage of an enemy's *fire storm* spell. The spell is expended as if the transmogrifist had cast it normally, and he remains in his new form until either the spell's duration expires or he dismisses it. A transmogrifist gives up his next action to make a reflexive change.

If a master transmogrifist is currently under the effect of a *shapechange* spell he cast on himself, he can use his reflexive change ability as often as he likes (although never more than once per round). Each time he uses it, he loses his next action.

Manifest Qualities (Ex): At 8th level and higher, a master transmogrifist has all the extraordinary special qualities of any favored shape he assumes. For example, he could change into a troll to make use of the troll's regeneration ability, or take the form of a green hag to gain spell resistance 18.

Infinite Variety (Su): At 10th level, a master transmogrifist gains the ability to create completely imaginary forms when he casts *polymorph*, *polymorph any object*, or *shapechange* on himself. To create an imaginary form, he chooses one of his favored shapes as a base form. He can then choose a single aspect of a second monster whose form he could assume using the spell he is casting and add it to the first creature. His available options include the following.

- Replace the base form's natural armor bonus with that of the second form.
- Add the second form's movement modes.
- Add one of the second form's natural attack types (with the appropriate reach), if the base form doesn't have that attack type already.
- Add an extraordinary special attack of the second form.
- Add an extraordinary special quality of the second form.
- Replace one of the base form's physical ability scores, if both the base form and the second form are the same size category.

For example, if a young red dragon is the base form and a giant octopus is the second, a master transmogrifist could add the octopus's eight tentacle rakes (damage 1d4+Str bonus) to the dragon's available natural attacks.

Reference: Complete Arcane, page 51.

Nature's Warrior

Requirements

To qualify to become a nature's warrior, a character must fulfill all the following criteria.

Alignment: Any neutral

Base Attack Bonus: +4

Skills: Knowledge (nature) 8 ranks, Knowledge (the planes) 2 ranks, Survival 8 ranks

Feats: Track.

Special: Wild shape ability

Class Skills

The nature's warrior class skills (and the key ability for each skill) are Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Survival (Wis), and Swim (Str).

Skill points at each level: 2 + Int modifier

The Nature's Warrior

Class Level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Nature's armament; wilding
2 nd	+2	+3	+0	+0	+1 divine spell level
3 rd	+3	+3	+1	+1	Nature's armament
4 th	+4	+4	+1	+1	+1 divine spell level
5 th	+5	+4	+1	+1	Nature's armament

Class Features

All of the following are class features of the nature's warrior prestige class.

Weapon and Armor Proficiency: Nature's warriors gain no proficiency with any weapon or armor.

Spells per day: At every even-numbered level gained in the nature's warrior class, the character gains new spells per day as if she had also gained a level in a divine spellcasting class she belongs to before adding the prestige class. If the character did not belong to a divine spellcasting class before attaining 2nd level in the prestige class, she gains a druid spellcasting level. In no case, however, does she gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a nature's warrior, she must decide to which class she adds the new level for purposes of determining spells per day.

Nature's Armament (Su): Upon attaining an odd-numbered level in this prestige class, a nature's warrior may choose one of the following abilities. These abilities, unless otherwise noted, are only applicable while the nature's warrior is in wild shape form.

Armor of the Crocodile: The nature's warrior's natural armor bonus is improved by +1 per class level. This is an actual improvement, not an enhancement bonus.

Blaze of Power: While in fire elemental form, the nature's warrior is covered in a blaze of power, which

functions as a warm fire shield at a caster level equal to her druid level (if any) plus her nature's warrior level.

Claws of the Grizzly: The nature's warrior gains a +3 bonus on damage when using her natural weapons.

Earth's Resilience: The nature's warrior gains damage reduction 3/-.

Nature's Weapon: The nature's warrior gains a +1 enhancement bonus on attack rolls when using her natural weapons, and her attacks are treated as magic weapons for the purpose of overcoming damage reduction.

Robe of Clouds: While in air elemental form, the nature's warrior may as a free action wreath her body in mist and clouds for 1 minute per class level (or until she dismisses the effect). This gives her concealment, though it does not affect her ability to see or act at all.

Serpent's Coils: While in the form of a creature that normally has the improved grab ability, the nature's warrior gains a +4 bonus on all grapple checks and does damage equal to 1d8+her Strength bonus after winning an opposed grapple check.

Water's Flow: To use this ability, the nature's warrior must be able to use wild shape to take the form of an elemental. Three times per day as part of a move action, the character may transform her body into a flowing rush of water. She may move at her base land speed while in this form but does not provoke attacks of opportunity while doing so. She may do nothing but move while in this form. At the end of her move, she immediately changes back into whatever form she was in prior to activating this ability. She may use this ability while not in wild shape form.

Wild Growth: The nature's warrior gains fast healing 1.

Wings of the Hurricane: If the nature's warrior is in avian form or air elemental form, she increases her base fly speed by 30 feet and improves her maneuverability by one category (thus good maneuverability becomes perfect).

Wilding (Su): Nature's warrior class levels stack with druid levels (as well as levels in other prestige classes that allow these abilities to stack) to determine wild shape abilities and for wild empathy checks. For example, a druid 8/ nature's warrior 3 would be considered an 11th-level druid for purposes of wild shape size, type, and frequency (she could assume wild shape form 4/day and could become a Tiny creature). She would add +11 for her class levels (instead of +8) to

her wild empathy checks against animals and certain magical beasts.

Reference: Complete Warrior, page 63.

Furyondy Laws and Punishments

Excerpts from the Furyondy Laws Document appear below. The complete document may be downloaded at www.furyondy.com

Injurious Crimes

Serious Assault: *Any person who stands accused of attacking another person, physically or magically, with the intent to cause serious bodily harm shall stand trial before the local or regional magistrate or a panel of judges. If convicted, the sentence shall be chosen as is suitable from banishment, imprisonment or a heavy fine as appropriate to the crime. If a fine cannot be paid, the estate of the convicted, if any, will be confiscated to pay the fine. If no estate exists or the estate is not of sufficient value to pay the fine in full, then the convicted shall be imprisoned until such time as the remainder of the fine can be paid.*

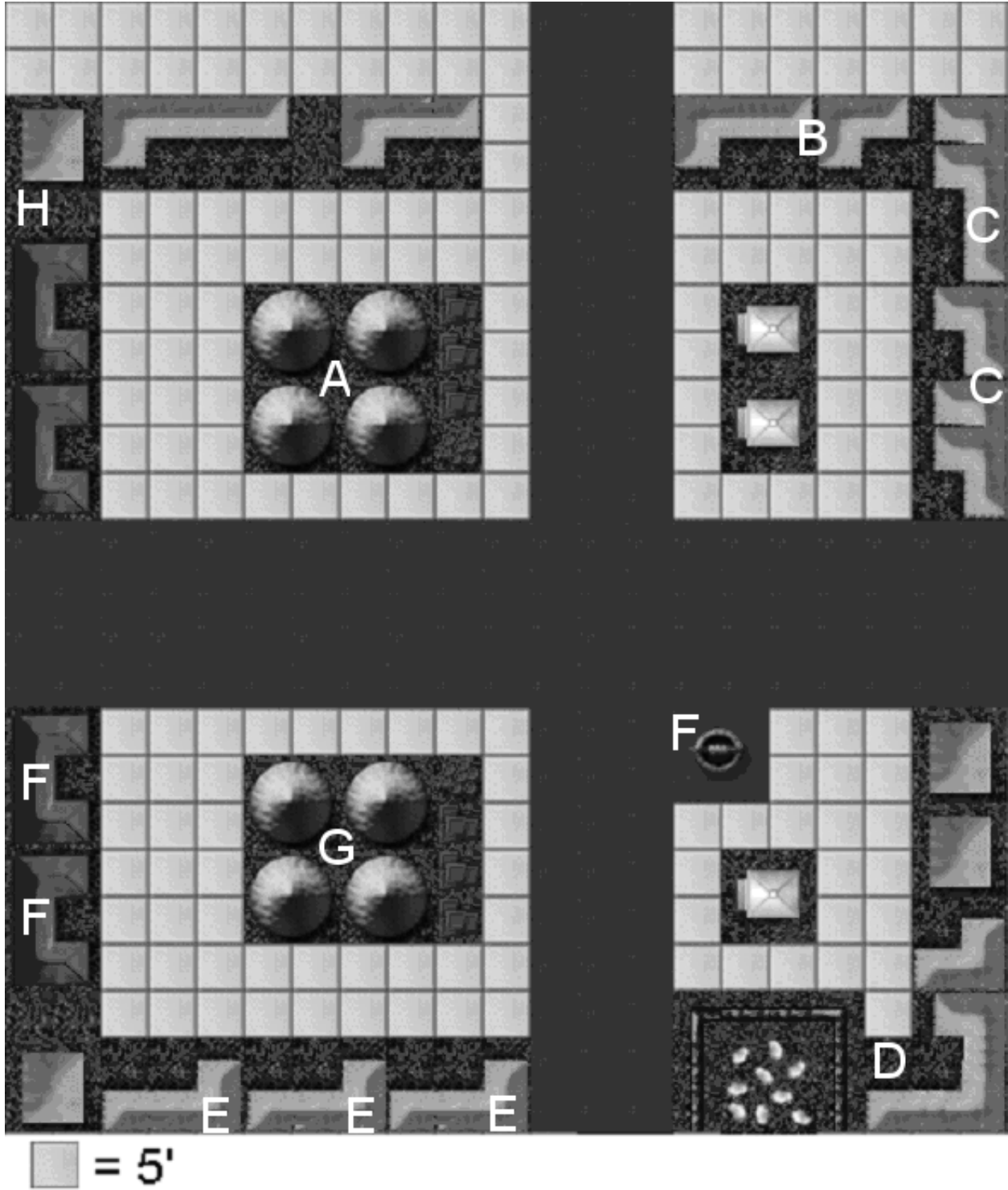
Disturbing the Dead: *Any person who stands accused of unlawfully disturbing the rest of the dead shall stand trial before the local or regional magistrate or a panel of judges. If convicted, the sentence shall be chosen as is suitable from banishment, imprisonment or a heavy fine as appropriate to the crime. If a fine cannot be paid, the estate of the convicted, if any, will be confiscated to pay the fine. If no estate exists or the estate is not of sufficient value to pay the fine in full, then the convicted shall be imprisoned until such time as the remainder of the fine can be paid. Individuals carrying upon their person disembodied parts of the deceased, regardless of whether they obtained them from the corpse themselves, are guilty of the crime of disturbing the dead. Disturbing the rest of the dead shall include, but is not limited to, casting any of the following spells on a deceased person without royal or noble authorization:*

- ❖ *Animate Dead*
- ❖ *Create Undead*
- ❖ *Create Greater Undead*
- ❖ *Speak with Dead*

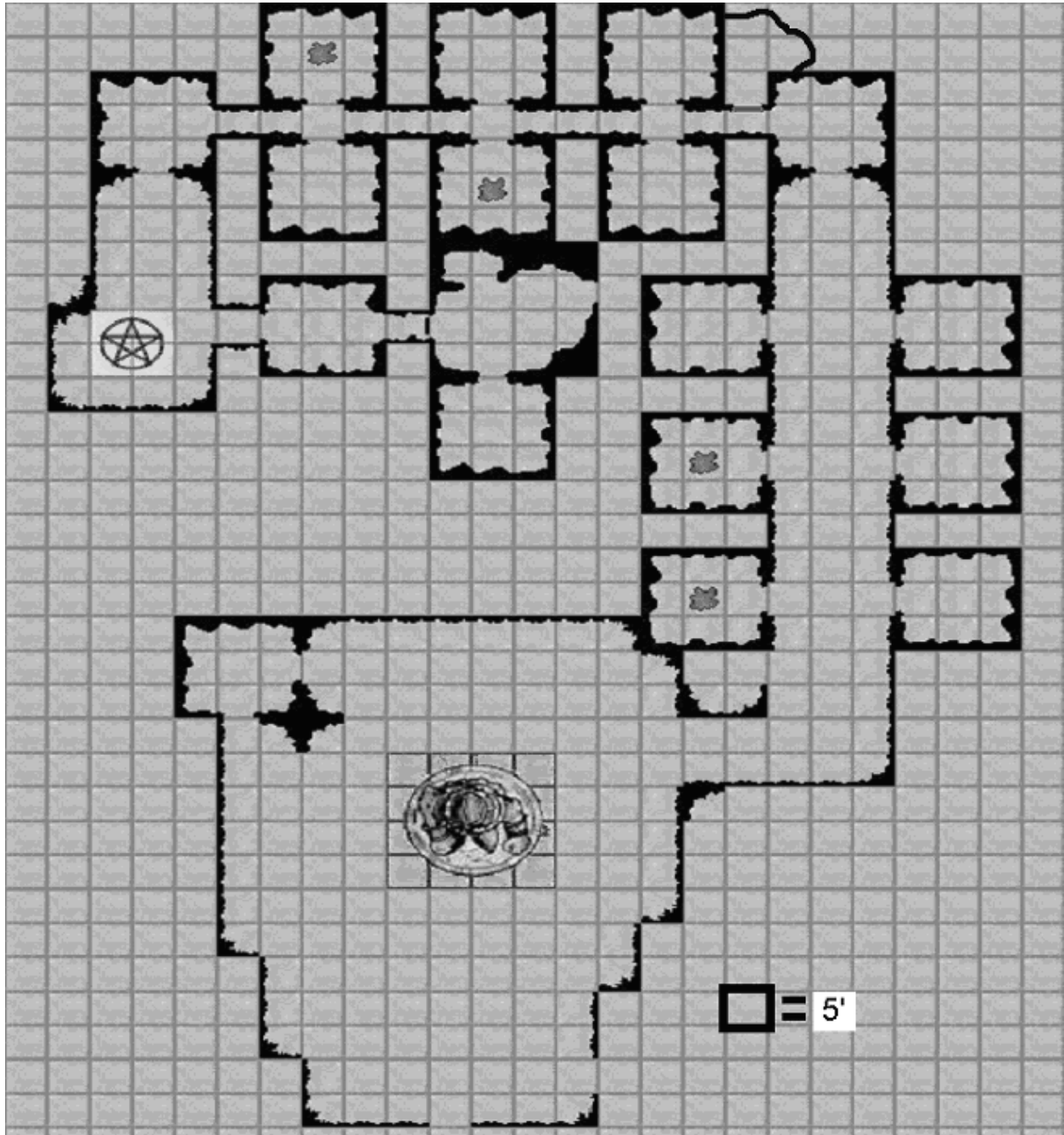
Magical Misconduct: *Any person who stands accused of unlawfully applying unwanted magical influence over another person shall stand trial before the local or regional magistrate or a panel of judges. If convicted, the sentence shall be chosen as is suitable from banishment, imprisonment or a heavy fine as appropriate to the crime. If a fine cannot be paid, the estate of the convicted, if any, will be confiscated to pay the fine. If no estate exists or the estate is not of sufficient value to pay the fine in full, then the convicted shall be imprisoned until such time as the remainder of the fine can be paid. Magical Misconduct includes, but is not limited to the casting of the following spells on unwilling recipients:*

- | | |
|---------------------------|---------------------------|
| ❖ <i>Charm Person</i> | ❖ <i>Magic Jar</i> |
| ❖ <i>Command</i> | ❖ <i>Modify Memory</i> |
| ❖ <i>Command, Greater</i> | ❖ <i>Suggestion</i> |
| ❖ <i>Confusion</i> | ❖ <i>Suggestion, Mass</i> |
| ❖ <i>Detect Thoughts</i> | |
| ❖ <i>Dominate Person</i> | |
| ❖ <i>Enthrall</i> | |

DM Aid: Map of the Marketplace



DM Aid: Map of The Falcon's Research Lab



Player Handout #1

To Those who would interrupt "The Balance,"

You have interrupted my current research, but not before I was able to learn a few things. You've earned yourself, and the citizens of this lovely countryside, a small reprieve. However, you are now known to me, and I will spread the word to my brothers of your intention to interrupt the restoration of "The Balance." You should consider yourselves and the world you live in. Realize that mankind, and those who think like they do, are a plague upon this world that needs to be eliminated before they destroy it. I will be the right hand of nature as we strike down those that would destroy nature.

Consider yourselves warned. Do not cross my path again.

R. W.

Player Handout #2

Friend,

We have heard word of 'certain events' happening in the breadbasket portion of our Kingdom. These events concern the very Future of the Kingdom and thus we are concerned. It is not believed that He is involved, but do be cautious as we are unsure as to the depth that this may go. Events seem to tie the situation there to other events that took place last year. Please take some leisure time and relax in our breadbasket and, while there, be sure to visit the marketplace. We hear they have some wonderful goods for sale.

G.R.

Critical Event Summary: FUR5–06 The Falcon

1. Did the PC's figure out that Nimar Sual was a member of the "Fellowship of Nature?"

YES NO

2. How many children did the PC's rescue? _____

3. Did the PC's find out about the "Fellowship of Nature?"

YES NO

4. Are any PC's trying to find a way to return the children to normal?

YES NO

5. Are any PC's notifying any meta-org's about the "Fellowship of Nature" and/or what is happening to children?

YES NO

If so, list which:
