

FUR2-03



SHELTERING WINGS

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

Version 1

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Located in the Duchy of the Reach, near Dapple Wood is the small town of Kisail. There are rumors that clerics of Trithereon chartered by His Majesty, King Belvor IV, are searching for adventurers for a special mission.

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 Willams, Richard Baker, and Peter Adkison.

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time being around three hours. The rest of the time is spent in preparation before game play, reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event. Take time to review any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and non-player character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" among the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Website (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Furyondy. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

The characters begin the module in the town of Kisail, which is in the Duchy of the Reach near Dapple Wood. They learn that a couple of clerics of Trithereon, rumored to be representatives of King Belvor, are in town searching for adventurers for a "special mission." There is actually one cleric of Trithereon, Ellyana, who has been charmed by a sorcerer. This sorcerer, Homminy, is in actuality an agent of Iuz. His goal is to convince the party that he is actually an agent of the king and is in need of their assistance in acquiring some giant owl eggs from Dapple Wood. He says that the King learned of these eggs from some of the woodsmen, but actually he has captured one of their numbers and learned of it from him. He has the creature stowed away during this initial meeting. He implies that obtaining the eggs may cause the characters to come to the attention of King Belvor himself, and if

need be, even promise payment in wheatsheafs from his own “personal funds,” which he currently has a desire to pay.

Homminy’s plan is to take the creature’s eggs to Iuz, as he believes that if raised in captivity by evil forces their natural tendency toward good can be overcome. This would accomplish two things for Old Wicked: powerful allies, which would make excellent nighttime aerial scouts, and a source of consternation which hopefully lowers the morale of Furyondy troops, ultimately assisting in their downfall.

The characters have some time to spend in town but hopefully seek out Homminy. If they do not, he asks Ellyana to bring them to meet with him, as he has heard of their arrival in town. During the meeting he tells the characters his plan, which has been approved by the king himself, to help defend the kingdom through the use of these giant owls. The characters are asked to obtain the eggs and bring them back to him. At no time does Homminy imply or state in any fashion that the owls are anything other than simple wild beasts. Should they agree, they travel to the forest to search for the owl’s nesting area. While there, they encounter an injured bear(s). They can heal it, kill it, or avoid it. Shortly afterwards, they encounter a druid, Krishena. Her reception of the characters depends on their actions in the previous encounter. She can potentially be persuaded to assist them by providing information about the owl’s nesting area. If not, the characters need to find it on their own using Wilderness Lore and Track.

As the characters near the nesting area, a sentry owl approaches them. He asks their business and depending on the characters action may escort them to the community. If they fail to win over the owls, they are warned off and later attacked if they come too close to the community.

When they arrive at the owl community, their reception depends on how open they have been. The owls do not agree to release their eggs. Fledglings could potentially be given the choice of whether or not to work with the humans and their allies, but the specific individual needs to be present and pass the approval of the owl community. That means each individual knight the king wanted to work with an owl would need to personally make the trip here and meet with the fledgling and the owl community. This is not the message that Homminy is hoping for.

The characters then return with this message (or stolen eggs) to the town to meet with their erstwhile employer. He does not agree to the owl’s demands. If the characters have eggs, he tries to decrease the amount paid for them. At this time, characters may well see something amiss or hear signs of the captive owl. They may opt to leave, ending the adventure. They may discover the owl, leading to conflict with the sorcerer. Ellyana is not present during this meeting. If the characters free the captive owl he asks their assistance in returning to his people since he is too injured to fly there himself. Characters who escort him back are offered a reward from the owls.

INTRODUCTION

The characters begin the module in the town of Kisail, just returning, as a group, from Veluna. Kisail is a small town located in the Duchy of the Reach just across the river from Veluna and not far from Dapple Wood. The primary population is human, although the number of elves, half-elves and dwarves here is higher than in most areas of Furyondy.

Kisail is a small farming community that specializes in luxury produce. The people are independent and hedonistic, but maintain respect for King Belvor, and, by extension, clergy of Heironeous. The atmosphere is generally open and accepting, although both half-orcs and sorcerers tend to meet with suspicion and disapproval, at times even mild hostility. The woodsmen and militia who protect Dapple Wood are mostly stationed here. Sir Cerell Goodhart, who has a reputation as a “pompous, self-gratifying womanizer”, runs the town. His behavior reflects that of many in the Reach.

Begin by allowing character introductions, since the characters begin play together. Then read the following:

The market square of Kisail is buzzing with activity and all about you merchants hawk their wares. A practical tower of various exotic squashes; acorn, pumpkin and zucchini, sit next to a booth with fine ribbons and laces. Across the way another local is selling melons of various types: watermelons, as well as strange green and tan colored melons. Next to them are apples in a rainbow of colors: red, green and yellow, as well as peaches. In a booth nearby is a solemn dwarf, selling more common metal needs; pots and pans, firestarters in fine boxes and smithing and other tools. The townsfolk move cheerfully among the booths, stopping to look at this or that item.

ENCOUNTER 1

The characters should be allowed to do as they wish in the market and town. Several stores and booths are outlined below as a guideline. After the characters have spent about fifteen minutes game time in town, begin dropping hints about rumors of clerics of Trithereon in town that are looking for adventurers for some kind of mission. If they ask, the individual who mentions this to them tells them that they can be found often during the day at the Red Ember Inn.

If the characters do not go to the tavern to find the clerics, have Ellyana approach them after another five to ten minutes of actual game time. Once the characters agree to go with her and meet with her and her colleague, or go on their own to seek out the clerics of Trithereon, proceed to Encounter 2.

THE TOWN OF KISAIL

The Market

The produce in the market is sold by humans and includes standard produce as well as the exotic foods

mentioned above. A young human female is selling ribbons and lace. Prices are as listed on *Player's Handbook* page 108. Standard items are there or available elsewhere in town. This should also be a good place for characters to pick up some gossip.

Temples

The town hosts a number of temples, including temples to Rao, Moradin, and Heironeous. Folks from across the border in Veluna are the most frequent visitors to the shrine of Rao. Moradin's temple is located in a small, primarily dwarven district. For more information on NPC casting levels see Appendix 2: Regional Notations.

The largest temple, although still relatively small, is dedicated to Heironeous. Although the townsfolk are not particularly religious, they respect clergy of Heironeous and speak highly of King Belvor as his servant. They realize that much of the freedoms they enjoy are due to his valor and that of other knights up north. The cleric of Heironeous, Caderik, is a middle-aged man who is often asked to preside over local disputes, which the populace does not wish to address with the lord. He is a brave and fair man, if somewhat more fond of creature comforts than most of his faith.

☞ **Caderik**: Male human Clr4 (Heironeous).

Also present in town is Nerynn, a cleric of Sotillion, who makes his home here but has never really made an effort to put up a temple. He actually spends more time working as a spice merchant.

☞ **Nerynn**: Male human Clr1 (Sotillion).

Visiting town at this time are two clerics of Trithereon, Ellyana and Homminy. Actually there is just one, as Homminy is a sorcerer in disguise. They can be found at the Red Ember Inn. (See Encounter 2 for more information on Ellyana, and Encounter 7 for more information on Homminy).

Inns, Taverns and Lodging

The Red Ember Inn

Dierna runs this common inn and tavern. It features good but common food and specializes in ale and beer. The characters are able to meet Ellyana and Homminy here. They do not sleep here, but usually take their meals here and have gotten into the habit of having one of them stay here at most times in an attempt to locate adventurers for their mission.

☞ **Dierna**: Female dwarf Com2.

Paladin's Pride

Stanislous and Lucina Sharbow, both of whom revere Heironeous, run this high-class, luxurious inn and tavern. Their reaction to the characters is dependent on whether they feel the characters "fit in" here. Characters with common lifestyle or below are below this inn's standards. Characters below this standard are looked down upon,

and have to pay in advance for food and drink. Prices here are high and an evening's room and meal with a couple of drinks run a character 5 gp.

☞ **Stanislous Sharbow**: Male human Com2.

☞ **Lucina Sharbow**: Female human Com2.

The Ogling Orc

This common tavern is located across the street from the Beckoning Beauty. They serve cold cut dinners, fruit, and drink. The proprietor is Jokko Muleskinner, a swarthy man male with a rather crude outlook on life. Jokko has made his tavern unique by capitalizing on its view of the Beckoning Beauty.

☞ **Jokko Muleskinner**: Male human Bbn1/Ftr1.

Restful Rivers

This is a rooming house located by the river, useful for travelers on an extended stay. The only current occupants are Relefin, who owns and operates the house and the two visiting clerics of Trithereon. The clerics are typically here to sleep and spend their waking hours looking for adventurers to assist them. (Ellyana and Homminy)

☞ **Relefin**: Male half-elf Com1.

Entertainment Venues

Beckoning Beauty

This is a house of ill repute run by Madame Teleril. It is attached to a gambling hall, where characters may wish to try their luck to raise up to 20 gp in winnings. Use opposed Bluff against Sense Motive skill checks to determine the outcome of any given game. Feel free to make up low, medium, and high stakes games, with skill bonuses being commensurate with the amount of money on the line.

☞ **Madame Teleril**: Female human Com1/Exp2.

Other Shops

Other shops in town include a bakery, bathhouse, blacksmith, jeweler, and tailor. The DM should use their own judgment on whether other shops would be available.

Encounter 2

Here the characters meet with Homminy and Ellyana. If for some reason, the characters opt to attack Homminy at this point, use the stats provided for him in Appendix I. . He shouts for help and townspeople and local guards arrive shortly to assist him, since he hasn't done anything wrong – yet! Ellyana also attempts to defend herself and her friend from this unprovoked attack. Ellyana is under the effects of a *charm person* spell, cast by Homminy. Her first action, if attacked, is to cast *sanctuary*. She then casts preparatory spells equally between the two of them.

If the characters come in peacefully to talk to the two clerics, Ellyana brings them to a private room for the meeting. Homminy has prepared for this meeting ahead of time as he has cast *misdirection*, with the focus on Ellyana. He will not come to meet them until he knows she is present.

◆ **Ellyana Freespeaker:** Female human Clr3 (Trithereon); hp 21; see Appendix I. .

APL 2 (EL 4)

✚ **Homminy:** Male human Sor4 (Iuz); hp 25; see Appendix I. .

APL 4 (EL 6)

✚ **Homminy:** Male human Sor6 (Iuz); hp 37; see Appendix I. .

APL 6 (EL 8)

✚ **Homminy:** Male human Sor8 (Iuz); hp 49; see Appendix I. .

APL 8 (10)

✚ **Homminy:** Male human Sor10 (Iuz); hp 61; see Appendix I. .

Seated at the table with you are two humans. The first, Ellyana, is the one you spoke with earlier and to whom you expressed your desire to find out more about this mission. She is an attractive woman with long, curled brown hair and hazel eyes. She wears chainmail armor beneath a surcoat of blue with the emblem of Trithereon.

Sitting next to her, and smiling winningly at you is a human man who has introduced himself as Homminy. He is strikingly handsome and his black hair frames an attractive face with soft gray eyes. He is dressed in purple and blue robes. About his neck is a silvered chain on which hangs a silvered rune of pursuit.

Homminy explains that he is looking for a stalwart band of adventurers to assist him in a mission for the defense of the kingdom. He explains that part of the trouble in defeating the agents of Old Wicked, is the lack of military intelligence. His plan to counter this is to utilize a new sort of scout, one that has increased mobility and better night sight than most of the troops. It has come to the attention of King Belyor that there is a group of giant owls nesting in Dapple Wood, not far from this very town. Now, if the king had some of these owls to assist on night forays and scouting, it would offer great assistance to the troops in the way of intelligence.

Of course, the king cannot condone this officially, primarily because he wants the new scouts to remain a secret until they are fully trained. He knows there are spies for the Old One within his kingdom and is hoping by holding these cards close to his chest he can delay the agents of Iuz from finding out about his plan.

Homminy wants the characters to go into Dapple Wood and obtain some of these eggs, the more the merrier! and return them to him. He will see that they are transported to the capital unharmed. It is because he needs to make these arrangements that he cannot go himself to obtain the eggs. Also, he is hoping a larger group of adventurers can obtain more eggs than he could alone. He explains:

“What we need is fairly simple, but it requires people with skills beyond our clerical arts. The journey into Dapplewood is easy, and you should be able to use your skills to locate the nesting area of the owls. Gather as many of the giant owl eggs as you can safely transport and return here and turn them over to me. I will then travel to Chendl and see that they are given to their new keepers. I will also make sure that the leaders of our church convey your names and deeds to His Majesty, if you so desire.

If the characters are suspicious and request a Sense Motive check, use Homminy's statistics at the appropriate APL from Appendix I. .

If they succeed, they should be told that he is focused on obtaining the eggs for his superiors. If they succeed, they also suspect that perhaps the king is not fully aware of his actions. Homminy has also cast *misdirection* to protect himself from detection. If the characters try other divination magic, such as *detect thoughts*, they can learn, if the NPCs fail their saving throws, that both clerics are focused on the need to obtain these eggs to please their superior.

If the characters ask about payment, Homminy tries to convince them to agree to the mission “for the good of Foryondy.” However, if they insist on payment, he agrees to pay them 15 wheatsheafs for each egg, up to a maximum of 90 wheatsheafs. He makes a point of letting the characters know that any payment is from his personal funds and that if the characters are simply mercenaries, he sees no reason to pass a recommendation on to his superiors.

If the characters agree, he thanks them and explains he needs to begin to make the arrangements for transport of the eggs and the two take their leave. At this point, the characters may wish to make some other stops in town or make arrangements to stay the night before setting out, in which case go back to Encounter 1. Once they set out for Dapple Wood, proceed to Encounter 3.

Development: Characters that have the Knowledge (nature) skill can make a check on the following table to determine what, if any, information they possess. Only trained characters are allowed to make a check (Wilderness Lore does not apply) on the following table:

(DC 10) Giant owls are large magical beasts that are often up to 9 feet tall.

(DC 16) *All the information listed above.* Giant owls can be found in forests, hills, mountains, or plains.

(DC 21) *All the information listed above.* They are typically found in fairly small groups ranging from 2-5 creatures.

(DC 25) *All the information listed above.* Giant owls are fairly intelligent and very territorial.

(DC 30+) *All the information listed above.* These creatures have a good disposition and have been known to fight evil in groups.

Encounter 3

The characters travel into the woods with the intention of locating the owl's nesting area. This is temperate woodland, although trees near the nesting area are much larger. Characters may wish to locate the nesting area through use of a Wilderness Lore check, which allows them to get an idea of the type of place that large owls are likely to nest. Tracking itself, should they mention doing so, is less likely to allow assistance since the owls travel by air. It does, however, provide a +2 circumstance bonus to notice signs of a bear. A successful Track check (DC 15) allows a character to recognize that bear sign in the area; while a successful check (DC 20) allows them to know which way the bear is going, and that the animal is wounded. Characters stating that they are searching for unusual signs in the area need to make a successful Search check (DC 15) to notice the paw prints. Those who do not state they are searching but make a successful Spot check (DC 20) notice the paw prints as well.

The characters have a couple of options at this point. If they made one of the above checks successfully, they can avoid the bears completely. However, if they fail, they meet up with the bears. The bear is injured and maddened with pain and attacks the characters on sight unless a ranger or druid character can make a successful Animal Empathy check (DC 20) to shift their attitude from *hostile* to *unfriendly*, or a successful check (DC 25) to shift it all the way to *indifferent*. Characters that are able to heal the bear receive a +6 circumstance bonus to this check. With or without Animal Empathy, a healed bear breaks off an attack. Additionally, characters that heal the bear earn a +4 circumstance bonus to any diplomatic actions with Krishena in Encounter 4. Characters may also opt to fight the bear of course.

Creatures:

APL 2 (EL 3)

🐾 **Black Bear, Advanced:** hp 45 (25); see Appendix I.

APL 4 (EL 5)

🐾 **Brown Bear, Advanced:** hp 72 (45); see Appendix I.

APL 6 (EL 7)

🐾 **Dire Bear:** hp 102 (70); see *Monster Manual*.

APL 8 (EL 9)

🐾 **Dire Bear, Advanced:** hp 180 (135); see Appendix I.

Development: If the characters investigate the wounds on the bears, they see the wounds were made by another

animal of some type, something large enough to drive off the bear.

Encounter 4

After a bit more travel, the local druid approaches the characters. Krishena is a young woman with long, wavy, light brown hair. Her eyes are brown and she is tall and slender, looking rather frail. There are scars from an old claw wound on her left arm, from her initial attempt to befriend Striped-paw, a dire wolverine. She is shy and lives alone in a small hut in the woods where she makes pottery and cares for the forest. If the characters are very persuasive, they may convince her to allow them shelter in her home for the evening with a successful Diplomacy check (DC 20). Striped Paw, her animal companion (dire wolverine) is present when she meets the party and almost always accompanies her.

Creatures:

🐾 **Krishena of Dapple:** Female human Drd8; hp 51; see Appendix I.

🐾 **Striped Paw:** Dire wolverine; hp 42; see *Monster Manual* page 57.

If the characters healed the bear, she offers to cast a *cure light wounds* and a *cure moderate wounds* on any injured party member as thanks. She also gives them a vial of antitoxin as a reward for caring for the creature. The characters may also offer her some type of compensation for her healing arts. She welcomes herbs or exotic spices or fruits. Weapons made of wood or bone, or magical protection items are also of interest to her.

Her main purpose in approaching, however, is to ascertain their business in her woods. If convinced about their good intentions, she provides the characters the location of the owls. She also reveals that she believes they are quite larger and more intelligent than other giant owls. Characters who explain their mission and goals truthfully find her less demanding, as she has no desire to see the forces of Old Wicked despoiling the land of Furyondy.

Characters may know some information themselves about the owls in this area if the characters are native to Furyondy. Characters who ask what they know can make a one-time only Wilderness Lore check which may reveal the following:

(DC 15) The general nesting locations of the owls are to the north.

(DC 18) Dapplewood's owl community is larger than most other giant owl communities.

(DC 20+) The owls are rumored to be considerably more intelligent than typical giant owls.

Remember that giant owls are not natural animals so information regarding them will be limited.

Development: If the characters do not enlist Krishena's aid in locating the owls, they can still find the

nesting area with a successful Wilderness Lore check (DC 25). Characters without the appropriate skills must find a way to get aid from Krishena or they fail in their mission.

Encounter 5

This encounter occurs whenever the characters are close to the nesting site. As they approach, they are intercepted by one of the owl's sentries. The goal of the sentry is to protect the nesting area. He wants to know who they are and what business they have in the area. Use the following text for the owl's approach.

Traveling deeper into the woods, you are beginning to feel that you must be getting closer to the nesting area when you feel a rush of wind. Landing in front of you is a huge owl, standing nine feet tall.

He regards you with unblinking yellow eyes. After a moment, his large beak opens and you are amazed to hear him speak, "Grrreetings ffffeatherries ones. Whooo arre yooou, and what dooo yooou seek herre in the lands of the Shelterring Wings?"

Creatures

🦉 **Hookclaw:** Male giant owl sentry; hp 28; see *Monster Manual*.

Characters that make a successful Diplomacy check (DC 20) successfully persuade Hookclaw to lead them into the area. If the character has handle animal they receive a +2 synergy bonus to this check. As well, if the character has Animal Empathy, they receive a +4 synergy bonus to this check. These two bonuses do not stack with each other.

They need to convince Hookclaw of their peaceful intent. Characters may accomplish this by explaining their mission and denying any intent to harm or capture the owls. Characters that wish to deceive Hookclaw may also attempt to bluff their way past him. A successful Bluff check (DC 24) is required to pull this off. Feel free, as the DM to grant the characters additional bonuses or penalties based on their interaction with Hookclaw. Convincing roleplay can add up to an additional +2 circumstance bonus, while characters who act disrespectfully, or who are demanding could receive up to -2 circumstance penalty.

If the characters cannot convince Hookclaw they are not escorted to the nest area. Any further attempt to enter the area results in the owl raising the alarm (provided they spot the characters) and bringing two of the guards from Encounter 6 to assist in driving off the intruders.

Development: This encounter has several potential outcomes. If they act like their presence here is an accident and deny interest in the nesting area, they are permitted to leave, but are obviously not getting an escort in. Characters who initially deny interest in the owl community, then later return and state their actual mission are of course, greeted with suspicion (-5 circumstance penalty on the Diplomacy check mentioned above).

Should the characters decide to sneak past the sentry after returning, they may be spotted. Characters spotted

sneaking into the area are attacked, as the owls try to run them off. Once they have been run off, the owls are more suspicious and have more guards posted, with a +5 circumstance bonus to Spot checks.

If the characters continue on to the nesting area, go to Encounter 6. If the characters must go back and meet with Homminy and Ellyana, proceed to Encounter 7, and adjust as necessary.

Encounter 6

The characters arrive here either by escort (Hookclaw), or by trying to sneak past the guards unnoticed. There are no unattended eggs in the area. All eggs are in nests with the mother in sight. In the center of the area there is a much larger oak tree where the clan leader stays. This is also where all clan meetings occur. The other nests are arranged in a roughly circular fashion about this tree. The meeting area is actually built with a wooden floor, rather like a large tree house. The main portion of the area is roofed, but there is a large open area, which serves as a landing area for the owls.

There are fourteen nests in all. There are four nests with one egg and three nests with two eggs. There are 2 nests with two fledglings and three nests with a single fledgling. There are also two females whose nests are empty, but can come to the aid of the other owls. The nests are located approximately 50 ft. to 60 ft. up in the trees and require two successful Climb checks (DC 15) to reach. Unless they are under attack or trying to be stealthy, characters may "Take 10" on climb checks.

Development: If the characters are trying to sneak in, they need to make successful Hide and Move Silently checks, opposed by the owls' Spot and Listen checks. They need to get past at least two sentries to reach any of the eggs, requiring a minimum of two sets of checks. Remember that if there has been a previous encounter with the owls, they are on increased alert, giving them a +5 circumstance bonus to each check. Additionally, there are two owls rather than one at each point, so that the total number of sets of checks is four, rather than two.

If the characters are spotted sneaking in, they are attacked in an attempt to run them off. The owls attack to kill, but do not pursue fleeing characters, since the intent is to protect their area and young. Remember that there are no unattended eggs or fledglings. Also, although fledglings cannot fight themselves, they are perfectly capable of putting up a considerable racket, and do so if approached by someone they do not recognize. All eggs are in nests with the mother in sight. There is also a 50% chance that the father owl is within Spot distance as well. Once the characters are spotted, the owls immediately hoot out a warning to the others.

Characters may attempt to Bluff the owls during the first round of combat (with a -5 circumstance penalty) and explain the purpose of the mission. They can then either proceed as below, diplomatically, or continue to try to steal the eggs. Note that the owls are not stupid, and they do not fall for a Bluff more than once.

Characters who somehow manage to get past the owls and obtain eggs need to make two sets of Hide and Move Silently checks to get successfully out of the area with the eggs. If they have hatchlings, the hatchlings raise a racket, and any Move Silently check receives -15 circumstance penalty because of their cries.

Any combat not silenced while in the nesting area brings all six guards and 2d4 sentries to assist. Characters who have laid hands on and attempted to make off with the eggs or hatchlings are dealt with violently. They do not negotiate with such characters at all.

If the characters are brought by Hookclaw into the area he sends another owl to ask for a meeting with the clan leader. The leader, Swiftwing, consents to meet with the characters. Also present during the meeting are four giant owl guards.

🦉 **Swiftwing**: Male giant owl leader, Advanced; hp 70; see Appendix I.

🦉 **Giant Owl Guard, Advanced (6)**: hp 45; see Appendix I.

🦉 **Giant owl sentries (12)**: hp 28; see *Monster Manual* page 103.

🦉 **Giant owl mates (14)**: hp 26; see *Monster Manual* page 103.

Swiftwing listens to the characters' position, but does not release any eggs to them. He wants to make sure the owl's offspring are well treated and have a choice about their future life.

Characters may attempt a Diplomacy check (DC 19 + APL) to convince Swiftwing. If characters succeed in this attempt, Swiftwing proposes a unique compromise. Any of the king's knights, up to two at a time, to ensure the owl's safety, can approach the owls once a moon to petition for a fledgling to accompany them. The man or woman approaching must be the one the owl would be working with. The individuals are to be given one day to talk to the fledglings and if one agrees to work with them and their parent consented, then they could remain another week to get to know the fledgling, while being watched by the other owls of course, and how to care for him or her. They would then be allowed to take the fledgling with them. Under no circumstances can Swiftwing be convinced to release eggs, unless somehow magically compelled.

The characters are unable to earn eggs or fledglings for Homminy. It also takes over 8 days (and a DC 24 Handle Animal check) to win a fledgling over. For campaign purposes, none of the characters are able to convince any of the owls to leave their community.

Encounter 7

Following their encounter with the owls, the characters return to town to meet with their erstwhile employer. He can be found at Restful Rivers, the boarding home. If they

ask for him at the Red Ember Inn or the Market, they are directed there. The progression of the encounter depends at least in part on whether they have any eggs. Ellyanna is running an errand during the final encounter and is not present.

If the characters managed to steal eggs, Homminy takes them, thanks the characters, and take his leave. He is very pleasant and affable. If they did not previously ask for payment, he makes a big show of writing down their names and contact information "to tell the king." If the characters insisted on payment before taking the mission, he points out any potential flaws in the eggs, trying to negotiate the price down, but if the characters are adamant he eventually pays. He tries to get the characters down to no more than 10 wheatsheafs per egg, if possible. He pays no more than 10 for hatchlings, if the characters somehow manage to get them into town, noting that it is much more difficult for him to transport and care for them.

Homminy is visibly upset if they do not have any eggs, and implies that he does not believe any tales of the owl's intelligence. He eventually agrees to tell the king of the plan, actually planning to wait in town and try to get another adventuring group to do this. He does not pay the characters anything if they do not have eggs. If the characters succeed in an opposed Sense Motive check against Homminy's Bluff check, they realize that Homminy does not intend to notify the King.

During their conversation, the characters may hear the sounds of Homminy's giant owl prisoner. Homminy has his giant owl prisoner in a closet-like room behind a secret door, and there is a chance the characters will hear it, although he attempts to cover any noise so this is not easy. A successful Listen check (DC 15) allows characters to hear the giant owl. Allows the characters a check once per round. Homminy tries to minimize any noise heard, commenting that the "people upstairs get noisy at times" (opposed Bluff/Sense Motive check). The sounds, if detected, are scratching and low moaning. In addition, Homminy also has cast *misdirection* with the owl as the focus.

Characters may also make a Spot check (DC 15 + APL) to notice something amiss. If a character says they are actively looking around, give them a Search check (DC 10 + APL). If either of these checks is successful, they note a feather and a bit of dried blood over by one of the walls. Homminy has trouble explaining this, but attempts to come up with something about his chicken not being totally plucked at dinner last evening (opposed Bluff/Sense Motive check; -2 to Homminy's check). The secret door to the owl can be found with a successful Search check (DC 10), once the characters look near the feather.

If the characters discover the owl, they are likely to either ask for some quick explanations or attack. If confronted, Homminy attempts to flee, and a fight likely ensues. If he is still present when the characters open the door to the closet where the owl is, Homminy first attempts to grab any eggs and flee. If characters prevent

him from doing so, he attacks, as he is quite certain they will attack him once they discover his prisoner.

Creatures:

APL 2 (EL 4)

✦**Homminy:** Male human Sor4 (Iuz); hp 25; see Appendix I.

APL 4 (EL 6)

✦**Homminy:** Male human Sor6 (Iuz); hp 37; see Appendix I.

APL 6 (EL 8)

✦**Homminy:** Male human Sor8 (Iuz); hp 49; see Appendix I.

APL 8 (10)

✦**Homminy:** Male human Sor10 (Iuz); hp 61; see Appendix I.

CONCLUSION

When and if the characters open the secret door, they find a giant owl trussed up and hooded. Sharpeye has been tortured and various parts (feathers, blood and parts of talons) removed for spell components. He is not a pretty sight and he is unable to fly or move much at all right now and regardless of the amount of healing done, it takes weeks for his feathers to grow back. If the characters rescue him, he asks them to return him to his people and offers a reward for doing so.

✦**Sharpeye:** Male giant owl; hp 32 (13); see *Monster Manual* page 103.

Characters who agree to transport Sharpeye to the owl community receive the thanks of not only Sharpeye but also the entire community. Sharpeye is able to remind them of the way to the community and helps them find the quickest path. He also speaks with the others on their behalf. The characters are then given a reward as thanks from the owls. (See Treasure Summary)

GMs running this event at the premiere should be sure to complete the critical event summary.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3

Defeat the bear.

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

-OR-

Encounter 3

Calm and heal the bear.

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

Encounter 4

Convincing Krishena to help find the giant owls.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Encounter 5

Convincing Hookclaw to escort them into the nesting grounds.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Encounter 7

Defeat Homminy and rescue Sharpeye.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Total Possible Experience

APL 2	270 XP
APL 4	450 XP
APL 6	610 XP
APL 8	810 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 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go

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

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

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

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

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

Encounter 4

Calm and heal the bear, and Krishena gives the party a vial of antitoxin.

APL 2: L: 5 gp; C: 0 gp; M: 0

APL 4: L: 5 gp; C: 0 gp; M: 0

APL 6: L: 5 gp; C: 0 gp; M: 0

APL 8: L: 5 gp; C: 0 gp; M: 0

Encounter 7

Defeat Homminy and strip him of his gear.

APL 2: L: 34 gp; C: 100 gp; M: 0

APL 4: L: 34 gp; C: 100 gp; M: *potion of hiding* (Value 15 gp per character); *potion of blur* (Value 30 gp per character)

APL 6: L: 34 gp; C: 100 gp; M: *potion of hiding* (Value 15 gp per character); *potion of blur* (Value 30 gp per character); *scroll of misdirection* (Value 15 gp per character)

APL 8: L: 34 gp; C: 100 gp; M: *potion of hiding* (Value 15 gp per character); *potion of blur* (Value 30 gp per character); *scroll of misdirection* (Value 15 gp per character); *scroll of acid fog* (Value 165 gp per character)

Conclusion

Return Sharpeye to the giant owl nesting grounds. Reward includes a number of gems, a pair of silver daggers and a scroll.

APL 2: L: 2 gp; C: 100 gp; M: *scroll of fly* (Value 38 gp per character)

APL 4: L: 2 gp; C: 250 gp; M: *scroll of fly* (Value 38 gp per character)

APL 6: L: 2 gp; C: 400 gp; M: *scroll of fly* (Value 38 gp per character)

APL 8: L: 2 gp; C: 550 gp; M: *scroll of fly* (Value 38 gp per character)

Total Possible Treasure

APL 2: 279 gp

APL 4: 474 gp

APL 6: 639 gp

APL 8: 954 gp

Adventure Certificate: Favor of the Owls: A beaded brown feather token may have given to the character in thanks for assisting the owl Sharpeye in returning to his people. It marks the wearer as a friend and ally of the giant owls of Dapple Wood. This provides +2 circumstance bonus to Diplomacy and other Charisma-based skill checks with the giant owls and denizens of Dapple Wood, including Krishena, the Druid of Dapple Wood.

APPENDIX I: NPCS

✦ **Ellyana Freespeaker:** Female human Clr3 (Trithereon); Medium-size humanoid; HD 3d8+3; hp 21; Init +2 (Dex); Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atks +2 melee (1d8/x3, warhammer) or +4 ranged (1d8/19-20, light crossbow); SA Spells, turn undead; AL CE; SV Fort +4, Ref +3, Will +6; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 15.

Skills and Feats: Concentration +7, Heal +7, Knowledge (religion) +5, Listen +5, Spot +6; Dodge, Extra Turning, Mobility.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0 – create water, detect magic, guidance, mending; 1st – comprehend languages, magic weapon, sanctuary*, shield of faith; 2nd – augury, bull's strength*, remove paralysis.

*Domain spell. **Domains:** Protection (Can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on their next saving through equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day); Strength (Can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating this power is a free action, the power lasts 1 round, and it's usable once per day).

Possessions: chainmail, warhammer, copper holy symbol, light crossbow, 20 bolts, belt pouch with 20 gp.

ENCOUNTERS 2 AND 7

APL 2 (EL 4)

✦ **Homminy:** Male human Sor4 (Iuz); CR 4; Medium-size humanoid; HD 4d4+12; hp 25; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +2 melee (1d6-1/x3, masterwork halfspear); SA Spells; AL CE; SV Fort +4, Ref +5, Will +4; Str 8, Dex 14, Con 16, Int 12, Wis 10, Cha 19.

Skills and Feats: Bluff +7, Concentration +10, Disguise +6, Knowledge (arcana) +6, Spellcraft +7; Lightning Reflexes, Silent Spell, Still Spell.

Spells (6/7/4; base DC = 14 + spell level): 0 – daze, detect magic, disrupt undead, mage hand, ray of frost, read magic; 1st – charm person, mage armor, magic missile; 2nd – misdirection.

Possessions: masterwork halfspear, 100' silk rope (currently tying up the giant owl), traveler's outfit, 100gp.

Familiar (toad): Diminutive magical beast; HD 4d8; hp 12; Init +1 (Dex); Spd 5 ft.; AC 17 (touch 15, flat-footed 16); Atk –3 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch; Face/Reach 1 ft. by 1 ft./0 ft.; AL CE; SV Fort +2, Ref +3, Will +6; Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

APL 4 (EL 6)

✦ **Homminy:** Male human Sor6 (Iuz); CR 6; Medium-size humanoid; HD 6d4+18; hp 37; Init +2 (Dex); Spd

30 ft.; AC 12 (touch 12, flat-footed 10); Atks +3 melee (1d6-1/x3, masterwork halfspear); SA Spells; AL CE; SV Fort +5, Ref +6, Will +5; Str 8, Dex 14, Con 16, Int 12, Wis 10, Cha 19.

Skills and Feats: Bluff +8, Concentration +12, Disguise +7, Knowledge (arcana) +7, Spellcraft +8; Combat Casting, Lightning Reflexes, Silent Spell, Still Spell.

Spells (6/7/6/4; base DC = 14 + spell level): 0 – daze, detect magic, disrupt undead, mage hand, ray of frost, read magic, resistance; 1st – charm person, mage armor, magic missile, shield; 2nd – mirror image, misdirection; 3rd – suggestion.

Possessions: masterwork halfspear, 100' silk rope (currently tying up the giant owl), traveler's outfit, potion of blur, potion of hiding, 100gp.

Familiar (toad): Diminutive magical beast; HD 6d8; hp 18; Init +1 (Dex); Spd 5 ft.; AC 18 (touch 15, flat-footed 17); Atk –2 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master; Face/Reach 1 ft. by 1 ft./0 ft.; AL CE; SV Fort +2, Ref +3, Will +7; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

APL 6 (EL 8)

✦ **Homminy:** Male human Sor8 (Iuz); CR 8; Medium-size humanoid; HD 8d4+24; hp 49; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +4 melee (1d6-1/x3, masterwork halfspear) or +6 ranged (1d8/19-20, light crossbow); SA Spells; AL CE; SV Fort +5, Ref +6, Will +6; Str 8, Dex 14, Con 16, Int 12, Wis 10, Cha 20.

Skills and Feats: Bluff +10, Concentration +14, Disguise +9, Knowledge (arcana) +8, Spellcraft +9; Combat Casting, Lightning Reflexes, Silent Spell, Still Spell.

Spells (6/7/7/6/4; base DC = 15 + spell level): 0 – daze, detect magic, disrupt undead, mage hand, mending, ray of frost, read magic, resistance; 1st – burning hands, charm person, mage armor, magic missile, shield; 2nd – cat's grace, mirror image, misdirection; 3rd – haste, suggestion; 4th – confusion.

Possessions: masterwork halfspear, 100' silk rope (currently tying up the giant owl), traveler's outfit, potion of blur, potion of hiding, scroll of misdirection, 100gp.

Familiar (toad): Diminutive magical beast; HD 8d8; hp 24; Init +1 (Dex); Spd 5 ft.; AC 19 (touch 15, flat-footed 18); Atk –1 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; Face/Reach 1 ft. by 1 ft./0 ft.; AL CE; SV Fort +2, Ref +3, Will +8; Str 1, Dex 12, Con 11, Int 9, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

APL 8 (10)

✦ **Homminy:** Male human Sor10 (Iuz); CR 10; Medium-size humanoid; HD 10d4+30; hp 61; Init +2

(Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +5 melee (1d6-1/x3, masterwork halfspear) or +7 ranged (1d8/19-20, light crossbow); SA Spells; AL CE; SV Fort +6, Ref +7, Will +7; Str 8, Dex 14, Con 16, Int 12, Wis 10, Cha 20.

Skills and Feats: Bluff +11, Concentration +16, Disguise +10, Knowledge (arcana) +9, Spellcraft +10; Combat Casting, Lightning Reflexes, Silent Spell, Spell Focus (Enchantment), Still Spell.

Spells (6/7/7/7/6/4; base DC = 15 + spell level): 0 – daze, detect magic, disrupt undead, ghost sound, mage hand, mending, ray of frost, read magic, resistance; 1st – burning hands, charm person, mage armor, magic missile, shield; 2nd – cat's grace, mirror image, misdirection, ray of enfeeblement; 3rd – haste, suggestion, vampiric touch; 4th – confusion, stoneskin; 5th – dominate person.

Enchantment Spells (base DC = 17 + spell level)

Possessions: masterwork halfspear, 100' silk rope (currently tying up the giant owl), traveler's outfit, potion of blur, potion of hiding, scroll of misdirection, scroll of acid fog, 100gp.

Familiar (toad): Diminutive magical beast; HD 10d8; hp 30; Init +1 (Dex); Spd 5 ft.; AC 20 (touch 15, flat-footed 19); Atk +0 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; Face/Reach 1 ft. by 1 ft./0 ft.; AL CE; SV Fort +3, Ref +4, Will +9; Str 1, Dex 12, Con 11, Int 10, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

ENCOUNTER 3

APL 2 (EL 3)

➤ **Black Bear, Advanced:** CR 3; Medium-size animal; HD 6d8+12; hp 45 (25); Init +1 (Dex); Spd 40 ft.; AC 13 (touch 11, flat-footed 12); Atk +8 melee (1d4+4, 2 claws) and +3 melee (1d6+2, bite); SQ Scent; AL N; SV Fort +7, Ref +6, Will +3; Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills: Climb +6, Listen +4, Spot +7, Swim +8.

APL 4 (EL 5)

➤ **Brown Bear, Advanced:** CR 5; Large animal; HD 9d8+36; hp 72 (45); Init +1 (Dex); Spd 40 ft.; AC 15 (touch 10, flat-footed 14); Atk +14 melee (1d8+8, 2 claws) and +9 melee (2d8+4, bite); SA Improved grab; SQ Scent; AL N; SV Fort +10, Ref +7, Will +4; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills: Listen +4, Spot +7, Swim +14.

APL 8 (EL 9)

➤ **Dire Bear, Advanced:** CR 9; Huge animal; HD 18d8+36; hp 180 (135); Init +0; Spd 40 ft.; AC 19 (touch 8, flat-footed 19); Atk +25 melee (2d6+14, 2 claws) and +20 melee (2d10+7, bite); SA Improved grab; SQ Scent; AL N; SV Fort +17, Ref +12, Will +7; Str 39, Dex 11, Con 23, Int 2, Wis 12, Cha 10.

Skills: Listen +7, Spot +7, Swim +13.

ENCOUNTER 4

➤ **Krishena of Dapple:** Female human Drd8; CR 8; Medium-size humanoid; HD 8d8+8; hp 51; Init +2 (Dex); Spd 30; AC 14 (+2 leather armor, +2 Dex); Atks +5/+0 melee (1d6-1/18-20, scimitar) or +6/+1 melee (1d8-1/x3, longspear) or +8/+3 ranged (1d4-1, sling); SA Spells; SQ Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape (3/day, large); AL NG; SV Fort +7, Ref +4, Will +10; Str 8, Dex 14, Con 12, Int 12, Wis 19, Cha 13.

Skills and Feats: Animal Empathy +11, Concentration +12, Craft (pottery) +5, Handle Animal +4, Heal +10, Hide +4, Knowledge (nature) +6, Listen +6, Profession (herbalist) +10, Sense Motive +8, Spellcraft +2, Spot +6, Wilderness Lore +14; Dodge, Combat Casting, Combat Reflexes, Track.

Spells Prepared (6/5/4/4/3; base DC = 14 + spell level): 0 – create water (2), cure minor wounds, detect magic, light, mending; 1st – calm animals, cure light wounds, endure elements, entangle, magic fang; 2nd – barkskin, charm person or mammal, chill metal, speak with animals; 3rd – cure moderate wounds, neutralize poison, speak with plants, summon nature's ally III; 4th – dispel magic, rusting grasp, summon nature's ally IV.

Possessions: leather armor, masterwork longspear, scimitar, traveler's outfit, healer's kit, 1 vial of antitoxin.

ENCOUNTER 6

➤ **Swiftwing:** Male giant owl leader, Advanced; Huge magical beast; HD 8d10+24; hp 70; Init +2 (Dex); Spd 10 ft., fly 70 ft. (average); AC 16 (touch 10, flat-footed 14); Atk +14 melee (1d8+8, 2 claws) and +9 melee (2d6+4, bite); SQ Superior low light vision; AL NG; SV Fort +9, Ref +8, Will +5; Str 26, Dex 15, Con 16, Int 10, Wis 14, Cha 10.

Skills and Feats: Knowledge (nature) +7, Listen +17, Move Silently +10*, Spot +11*, Alertness, Fly-By Attack.

➤ **Giant Owl Guard, Advanced (6):** Huge magical beast; HD 5d10+15; hp 45; Init +2 (Dex); Spd 10 ft., fly 70 ft. (average); AC 16 (touch 10, flat-footed 14); Atk +11 melee (1d8+8, 2 claws) and +6 melee (2d6+4, bite); SQ Superior low light vision; AL NG; SV Fort +7, Ref +6, Will +3; Str 26, Dex 15, Con 16, Int 10, Wis 14, Cha 10.

Skills and Feats: Knowledge (nature) +6, Listen +16, Move Silently +10*, Spot +10*, Alertness.

APPENDIX 2: REGIONAL NOTATIONS

NPC SPELLCASTING

The availability of divine spellcasting aid varies by location. If there is not a sufficiently high level spellcaster in the character's area, he or she may journey, or have others carry the body if he is incapable of travel, to an area with a higher-level caster. In such circumstances, if the trip takes longer than 4 days, one Time Unit must be spent in addition to the costs below. Each traveler who makes this journey must pay the Time Unit cost. Unless specifically stated in the scenario, characters are able to find clerics capable of casting 1st and 2nd levels spells without having to spend TUs in travel. Higher level spells are available within modules or by traveling to one of the churches outlined below (in which case travel time must be calculated if required to reach a temple).

This adventure occurs in Chendl and the Fairwain Province Clerics of the following faith and levels are available for purchasing spells: Heironeous (15th), Pholtus (12th), Pelor (12th), Istus (10th), Rao (14th), Delleb (10th), St. Cuthbert (14th), Kord (9th), Allitur (11th), and Trithereon (13th)

Spell	Cost	Infl.	Cost
Cure minor wounds	5 gp	0	5 gp
Cure light wounds	10 gp	0	10 gp
Endure elements	10 gp	0	10 gp
Goodberry	60 gp	0	60 gp
Cure moderate wounds	60 gp	0	60 gp
Gentle repose	60.02 gp	0	60.02 gp,
Lesser restoration	60 gp	0	60 gp
Cure serious wounds	150 gp	1	250 gp
Dispel magic	150 gp	1	250 gp
Remove blind/deafness	150 gp	1	250 gp
Remove curse	150 gp	1	250 gp
Remove disease	150 gp	1	250 gp
Cure critical wounds	280 gp	1	380 gp
Neutralize poison	280 gp	1	380 gp
Restoration	380 gp	1	480 gp
Break enchantment	450 gp	2	650 gp
Healing circle	450 gp	2	650 gp
Raise dead	950 gp	2	1150 gp
Greater dispelling	660 gp	5	N/A
Heal	660 gp	5	N/A

SHELTERING WINGS

CRITICAL EVENT SUMMARY

Instructions: Circle the appropriate answer for each question for each table of this event that is run at the premiere of the event (each table gets its own event summary). For question 11, complete the information on the characters if required. When complete, turn this form in with the scoring packet to the convention coordinator or a member of the local triad if present.

- | | | | |
|---|---------|---------|------------------|
| 1) What was the fate of Ellyana? | Killed | Escaped | Freed from spell |
| 2) What was the fate of Homminy? | Killed | Escaped | Captured |
| 3) Did the characters kill any owls?
If so, how many? _____ | | Yes | No |
| 4) Did the characters steal any eggs or fledglings? | | Yes | No |
| 5) Did Homminy leave with any eggs or fledglings?
If so, # of eggs: _____ # of fledglings: _____ | | Yes | No |
| 6) What happened to Krishena and Striped Paw? | Injured | Killed | Left Alone |
| 7) Did the characters negotiate a settlement with the owls? | Yes | No | |
| 8) Did the characters discover Sharpeye? | | Yes | No |
| 9) Was Sharpeye healed? | | Yes | No |
| 10) Was Sharpeye returned to his own kind? | | Yes | No |

11) If the characters did not kill any owls (answered "No" to question 3), did not steal eggs or fledglings (answered "No" to question 4), and the answers to questions # 6, 7, 8, and 9 are yes, then provide the following information about each character who is a native of Furyondy in the following table:

Player Name	RPGA #	Character Name	Align	Class/Lvl	Diplomacy score	Email Address

This information may be used by the local triad in distributing a special certificate

- | | | | | |
|--|---|---|---|---|
| 12) How many characters participated in the adventure? | 3 | 4 | 5 | 6 |
| 13) At what APL was the adventure played? | 2 | 4 | 6 | 8 |

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.