

FUR4–03

Bells in Gold

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

Version 1.0

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Someone is doing Ralishaz's work in the Gold County. Can you help Lord Ogart Goldsaex discover what or who is behind his recent stream of bad luck? A Furyondy regional adventure for characters of level 1 to 13 (APL 2 to 12).

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, 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 you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work 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 you run your game. Be sure to familiarize yourself with 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 is 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 as 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. As well, 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 the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, 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.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

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. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. 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 Web site, 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 PCs participating in the adventure. To determine the Average Party Level (APL):

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being 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 two 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. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) 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.

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.

Adventure Background

This module is the sequel to *FUR2-06 More than Gold* and will conclude with the announcement of the engagement of Countess Kyaren Rhavelle (closest relation to the king) to one of her two primary suitors. *More than Gold* was set near the city of Libernon, in the Gold County, and involved recent attacks by wild animals on several merchant caravans, lone travelers and the Countess's own guards. These attacks were instigated by a druid seeking to regain control of the area to "bring it back" to its "natural" state. Misled by Iuz, he allied with the Old One due to a promise to leave the area to grow wild. The druid, Sir Tarik, is actually one of Countess Rhavelle's primary suitors. In *More than Gold*, he was trying to convince people to withdraw to the town by increasing danger in the outlying areas. This is still in progress, although due to PC actions in that module, he is withdrawing somewhat from this plan. Sir Tarik is trying to eventually gain control of the Gold County through an alliance with the Countess. If he is able to woo and win her, he believes that over time he will wrest control of the area and his voice will be heard increasingly in council.

Sir Tarik Einar's main rival for Countess Rhavelle's affections is Lord Ogart Goldsaex. Lord Goldsaex has been vocal in encouraging greater support of his home Shield Lands, particularly monetary support. Despite this, he is genuine in his affection for the Countess and his loyalty to Furyondy is equal to that of his loyalty to his home.

In the year since *More Than Gold* occurred, Sir Tarik has grown frustrated in his failure to conclusively win the lady's affections and has begun taking more direct steps. He has been arranging increasingly dangerous "accidents" for his rival. Once Ogart is permanently out of the picture, he is certain his engagement will follow shortly. Prior to the beginning of the module, a few such accidents have occurred. PCs will be thrown together as possible allies of Ogart and will assist in conclusively resolving this political event. The results of this event will determine whom Kyaren accepts as her suitor (since one or the other will likely be dead). PC actions at the premiere will determine this for the region based on the critical event summary, so GMs at the premiere are reminded to complete and turn in the adventure summary.

Adventure Summary

This module is a low to high level adventure set in the Gold County of Furyondy.

PCs are traveling near Libernon and will come upon Lord Ogart's carriage. They will witness the horses

running as though spooked and the carriage come unlatched, careening about the road. They will have a chance to assist and interact with him. He will be injured and in need of transport to the city.

PCs then travel with him towards Libernon and are assaulted on the way. These will appear common brigands but actually are in alliance with Tarik.

Upon safe arrival in town, Lord Ogart will reveal to them his series of misfortunes and request their assistance. These include things such as damage to his armor (straps chewed by mice), weapons coming up missing from his forge, sharp objects in his horse's blankets, etc.

Lord Ogart is to go to a hunt at the Rhavelle estate and asks the PCs to accompany him, hoping their extra eyes will discover what is happening and who is behind his difficulties. Some PCs may choose to remain with others during the hunt and question them. If this is the case, they will miss the next encounter.

During the hunt, Lord Ogart's horse loses a shoe and he is thrown. There is an attack on Ogart by some creatures in the area. If he is alone, he is slain. Otherwise, his fate is in the hands of the PCs.

The PCs are invited to stay at the Lord's lodge that evening when a fire is started. During the confusion, there is a direct assault on Lord Ogart. Successful questioning will reveal Sir Tarik's involvement in this. If the animals are not questioned and PCs do not discover who is behind this from other clues, Tarik lays off for a couple weeks. Thinking it is resolved, Ogart thanks the PCs and sends them on their way. A week later, they hear of his sudden, tragic, accidental death. Kyaren is engaged to Tarik.

PCs who discover Tarik's involvement will need to determine their actions. Giving proof to the authorities (particularly at lower APLs) will be most effective and he will be caught, found guilty of treason, and hanged. PCs who wish to go after him themselves may do so. Tracking down Tarik will cost PCs an extra TU and is optional. This is an untiered event and not recommended for lower APLs.

Introduction

The PCs will be joining this story in progress. Prior to the beginning of the story, Lord Ogart Goldsaex has encountered several accidents. The PCs will begin by witnessing another such accident, which will introduce them to Lord Goldsaex. In addition, the PCs will have the opportunity to assist Lord Goldsaex in uncovering the source of his bad luck.

Word of difficulties in Chendl has gradually spread to the outlying provinces. Lack of

communication with the capital is causing anxiety in the outer areas of the kingdom. Rumors are spreading that undead roam the capital and that the king himself has been ill and unable to address this new scourge.

Many are anxious for word of the capital, especially with increasing hostilities towards Iuz in the north. Hence you find yourself traveling towards Chendl through the dresadoe fields of the Gold County. Traffic has begun to pick up somewhat, as you approach within a few hours of Libernon.

Encounter One

The first accident that the PCs witness is a runaway carriage charging at them. The PCs are traveling in the Gold County a couple of days from Libernon.

Pounding hooves and rattling of harnesses grows louder and louder. Not far away and growing closer is a large cloud of dust.

The PCs will have two rounds before the carriage is upon them. After the first round, read the box text below prior to PC actions in the second round. Note there are likely a few bystanders about, but they have adequate time to vacate the path of the runaway carriage (being all on foot) and lose no time doing so.

A moment later the source of the racket becomes apparent. A team of wild-eyed spooked horses charge straight towards you, the carriage careening wildly behind them. A dark-haired man hangs out the window of the carriage, shouting instructions to the driver and apparently attempting to join him to provide assistance.

Most likely, the carriage will become unlatched and crash over at that point, dumping Lord Ogart unto the ground. However, PCs able to prevent this with quick thinking will be able to do so. If this is the case, adjust the box text accordingly, noting that Lord Ogart will be grateful for their assistance in averting any accident and will be slightly more positive towards the PCs in subsequent encounters.

The driver of the carriage reaches wildly for the reins as the horses' violent movement pulls them from his grasp. At that moment, the carriage wheel strikes a rut in the road with considerable force and with a lurch the axle snaps in two. The horses continue running forward while the finely made carriage tumbles on the road, throwing the driver. His head strikes a rock and he lays quite still. As you turn your head in shock from the impact of his body hitting the

ground some distance from the carriage, you notice the door of the carriage swing open as another body comes flying out. The black-haired man attempts to roll with the fall and thus does not hit as hard as his driver. However, he also hits the ground heavily some distance from the carriage.

The dark-haired man is Lord Ogart Goldsaex. He was attempting to jump from the carriage and by controlling his exit, decreased the damage he sustained. However, he has taken considerable damage at this point. PCs will hopefully approach to determine if they can assist him. If not, he will call out to them to attempt to gain transport to the city.

Creatures:

☛ **Lord Ogart Goldsaex**, male human, hp 71, see Appendix for statistics.

Lord Ogart was on his way home to his estate from Libernon, where he had met with Sir Kalin Trennell regarding news from the capital. Of course, if PCs ask, he merely notes that he had “personal business” in town and was heading home. He will admit to having dinner at the Eagle's Aerie before leaving town and that he had stayed in town overnight. Note that Lord Goldsaex will be warmer to and address by name those PCs who previously earned his favor (from FUR2-06 More Than Gold). Personally, Lord Goldsaex is polite and chivalrous, even to commoners. He will not, however, take them into his confidence at this point even if they have his favor from a previous module.

☛ **Drehn**: male human Cm2 hp 10 (currently at -8).

The unfortunate driver of the carriage is dying. PCs have two rounds to stabilize him before he bleeds to death. Drehn is/was a servant of Ogart for several years and was in no way involved in the sabotage, nor does he know much of it if asked. He will note that he thinks he saw some sort of large animal (actually size medium “as big as you or I”) just before the horses spooked. However, because the horses began at that moment to bolt, his attention was focused rather quickly on them and he did not get a good look at the animal.

He knows Ogart was in town on personal business, and will be happy to discuss with PCs who heal him the various stops made. Of note to the PCs, should they ask, is that he was allowed to see to some of his own business while in town (mainly shopping for his wife) and therefore left the carriage unattended at several points during the past two days.

Development: PCs who look for the source of the problem causing the carriage accident will likely notice

(Search DC 15) that the axle appears to have been weakened with a sharp instrument and may assume that this was intentional. PCs attempting to repair the hitch/axle may also notice (Spot DC 25) this effect. PCs can successfully restore the carriage through magical means fairly quickly (e.g. *Mending* or *Make Whole*) or PCs may use the Craft (blacksmithing) skill (DC 15). Also, the carriage is going nowhere without the horses. PCs may catch the horses after tracking them down, although calming them enough to do so and bring them back requires a successful Handle Animal or Profession (Teamster or Driver) check (DC 15).

As they are quite close to town and he is currently injured, he will ask PCs to accompany him into town and will offer to buy them dinner as incentive for doing so (he is not expecting trouble and town is only a couple of hours away). Ogart intends to go to the temple in town for healing, arrange to have his carriage fully fixed (if needed) and either obtain new horses or have his checked for injury.

PCs who decline to assist him in going into town will hear him assaulted shortly after leaving him (see Encounter Two). If they still chose not to assist, the adventure is concluded for them at this point.

Encounter Two

This encounter assumes the PCs agree to accompany Lord Goldsaex into Libernon. Should they decline, adjust the box text and combat accordingly (assume in that case that PCs enter after two rounds of combat and Lord Goldsaex is all ready struck a couple times by the bandits). Also note that PCs may opt not to assist in this combat. Should that be the case, the adventure is over for them. Assume that Lord Goldsaex is slain either by the bandits or the subsequent “accident” and give the PCs the appropriate conclusion.

Ogart has not traveled far when bandits attack him. PCs should be given Spot checks (opposed by the bandits Hide, assume they rolled a 15 on their check) to avoid being surprised.

Having agreed to accompany Lord Goldsaex into Libernon, you find yourselves moving slowly out of deference to his injuries. You have barely traveled for fifteen minutes when arrows come sailing towards him from the small hillock to your left.

Creatures: Creos, Crosis and Cronus are brothers. The eldest, Crosis, has always been the “face man” and is the one the other two twins listen to and take orders from. They know that he made arrangements for this job from some man named Derenford. Crosis is the only one whose actually seen Derenford. The others (that are

fought by Ogart) are cousins (Jeb, Ned and Jekk) but are built similar. All the men are human, with brown eyes and short-cropped brown hair.

APL 2 (EL 5)

✚ **Crosis**, hp 13, see Appendix.

✚ **Creos** and **Cronus**, hp 16, see Appendix.

APL 4 (EL 7)

✚ **Crosis**, hp 25, see Appendix.

✚ **Creos** and **Cronus**, hp 30, see Appendix.

APL 6 (EL 9)

✚ **Crosis**, hp 37, see Appendix.

✚ **Creos** and **Cronus**, hp 46, see Appendix.

APL 8 (EL 11)

✚ **Crosis**, hp 49, see Appendix.

✚ **Creos** and **Cronus**, hp 62, see Appendix.

APL 10 (EL 13)

✚ **Crosis**, hp 71, see Appendix.

✚ **Creos** and **Cronus**, hp 76, see Appendix.

APL 12 (EL 15)

✚ **Crosis**, hp 82, see Appendix.

✚ **Creos** and **Cronus**, hp 90, see Appendix.

Tactics: Note that at all APLs, Crosis has pre-cast *Mage Armor* and thus has one fewer first level spell slot available. When available, he will begin with *Enlarge Person* on his brothers, who will focus on flanking one opponent until they drop him or her. The “bandits” primary target is Lord Ogart. However, PCs who cause them injury will quickly gain their attention, resulting in a switch in targets. Lord Ogart will attempt to assist but will have three opponents of his own to contend with. Describe this to the PCs as additional opponents, which they do not need to worry about at this time.

Development: Some PCs may capture the bandits for questioning. Note that the bandits are actually in league with Tarik (whom they know as Derenford), although only Crosis has seen him, and that in a *shifted* form so the description they give will not fit him. They will describe him as a bearded red-haired Suloise man, slender and frail looking. However, they DID see his animal companion (a dire bear) and this should give the PCs a clue and a place to start, as it suggests a druid is involved.

Any of the group know that someone powerful wants Ogart dead and is willing to pay well. They were told to make this look random if possible (so it would be less thoroughly investigated). They will not give this

information up willingly, although if captured they may be Intimidated (for this purpose, use rules outlined in the PHB page 76 on Intimidate and assume the NPC rolled a 10 on their level check) into revealing it. Note that Derenford told the PCs he would contact them to pay the remainder of their gold (they've spent most of it all ready on alcohol and food).

Assuming the PCs are successful in once again assisting Ogart, he will be convinced of their competence and seek their assistance upon arrival in town (e.g. see encounter three). If not, he will be dead – go to the appropriate conclusion.

Treasure: In addition to the loot from the bandit's equipment, PCs may also acquire a *Lesser Metamagic Rod of Silence* (APL 2), *Wand of Comprehend Languages* (APL 4), *Hat of Disguise* and *Scroll of Silence* (APL 6) and *Cloak of Charisma* (APL 6) from Crosis. Crosis is also wearing a *Ring of Protection +1* at most APLs. His brothers also each have an *elixir of hiding* (APL 4) and at higher APLs (8 and up) are wearing mithril shirts. At APL 12, Creos wears *Boots of Elvenkind* while Cronus wears a *Ring of Lockpicking*.

APL 2: L: 26 gp; C: 0 gp; M: 291 gp

APL 4: L: 26 gp; C: 0 gp; M: 520 gp

APL 6: L: 26 gp; C: 0 gp; M: 854 gp

APL 8: L: 191 gp; C: 0 gp; M: 854 gp

APL 10: L: 191 gp; C: 0 gp; M: 1854 gp

APL 12: L: 191 gp; C: 0 gp; M: 2703 gp

Encounter Three

PCs continue their trek and arrive in Libernon. Lord Ogart will invite them to join him at the Eagle's Aerie for dinner. If Drehn is still alive, he will send him to arrange for repairs for the carriage and for a farrier to check the horses. If Drehn did not survive, he will hire one of the pages at the Aerie to do so for him after his arrival.

The Eagle's Aerie is a high-class establishment featuring fine china and exotic foods. Meals, rooms and drink cost three times the price listed in the PHB for "good" quality and is typically only available to PCs paying "luxury" lifestyle. The Aerie is most often utilized by nobility and individuals who are not "suitably attired" or accompanying a *recognized* noble are not admitted. However, given that the PCs are with Lord Ogart, they will be allowed inside.

The remainder of your journey to Libernon passes without incident, and you pass by the gate guards in early evening. You are stopped only briefly at the gate by guards who respectfully ask your business and seem concerned to hear of Lord Ogart's misfortune. Lord Ogart threads his way confidently through the streets of town and eventually stops outside a two

story building on a quiet, dignified looking street. The sign out front features an eagle landing on a tree and golden letters spell out "The Eagle's Aerie" in Common.

Creatures: The Aerie is run by **Saysha** (Exp 2, hp 10, Ch 16), an attractive half-elven woman with graying black hair and sapphire blue eyes. She is dressed conservatively in a sky blue dress trimmed with royal blue ribbons, which are also entwined through her hair. She greets Ogart warmly, giving a raised eyebrow to any PCs not suitably dress and verbally expressing uncertainty if any half-orcs are present in the group. However, she is reassured by Lord Ogart vouching for the PCs and will show them herself to a private room on the second floor. There are two waitresses also working the floor: Reinal and Greta.

Reinal, a younger human woman (Saysha's neice) will serve the party. Reinal (Cm 1, hp 5, Ch 14) has green eyes and blond hair, is quick to smile but generally shy and quiet. Reinal is in her early teen years.

After the PCs are settled, have finished their dinner and are getting ready to start on dessert (some nice fruit pies), Ogart will begin to tell them of some of his misfortunes recently to determine their reaction to it. This will initially be done in passing, as a story to amuse. Once he is certain of the PCs willingness to help out he will give more detail as he is interested in assistance at this point, having determined on his own that something is just not quite right.

Lord Ogart will reveal the following to the PCs:

- He has been having an exceptional string of bad luck for about a month and a half.
- The first incident was discovering that the straps on his armor were close to breaking, having been chewed by mice. He noticed this before using the armor, as he checks it over carefully at least once a week even if he does not need to wear it. It is a good thing he did because otherwise it would likely have come loose or even fallen off in battle, causing considerable harm. This happened six weeks ago, approximately.
- About a week later, a couple of his back-up weapons had loose pommels and were in his forge for repair but turned up missing. His blacksmith has no idea what happened to them.
- The following week he went for a hunt and was almost thrown by his horse. Only his riding skills saved him from serious injury. Further investigation revealed some sharp stones in the horse's blanket.
- The following week (three weeks ago), the stirrups of his saddle were discovered rusted through.

- Nothing happened two weeks ago that he can think of. No – wait, there was that Xill attack on a small village nearby his home. (Xills are reptilian outsiders with red scales and four arms). He had some difficulty locating the creature to put it down. The infernal creature was obviously summoned, as it vanished when slain.
- Last week, several of his staff got very ill and were unable to work for days. None of them died, but that was due to healing magic provided by the local cleric of Trithernon. This cost Lord Ogart a pretty penny, and he is not pleased about it.
- Earlier this week, he had a series of small, poisonous vermin turn up in his bedchamber. He had to have the room cleared out and stay in town a few days.
- The most recent incident was the one the PCs witnessed. He does not know what spooked the horses, but the carriage was obviously tampered with.

Lord Goldsaex then indicates to the PCs that he is heading to the Rhavelle estate the following morning for a hunt. Due to his fondness of the countess, he does not want to miss the hunt and certainly does not want to leave the field open to any other suitors. At the same time, he has been suspecting for the past month that this is more than just bad luck but this was confirmed today. He is now certain someone is trying to injure him. He feels that given the likelihood of separation at the hunt from the group it is a likely place for another attack and would appreciate more sets of eyes to guard his back. He indicates that he will supply them with a horse for the hunt, which they are free to keep (roughly 75 gold a piece). If they are successful, he will also consider what favor he may do for them in the future. He will not say more at this time.

If asked, he will confirm that Countess Kyaren Rhavelle's other most favored suitor, Sir Tarik Einar, and he do not get along well. He does not like or trust Tarik and he knows Tarik does not like him. However, as a fellow noble, he would never accuse Tarik of anything unless he had absolute proof. Sir Tarik is the youngest son of a knight from the Duchy of the Reach. Lord Goldsaex is an immigrant from the Shield Lands.

Treasure: Lord Ogart also arranges for each PC to be given a bottle of wine from the inn stores as thanks (can be sold for 50 gp).

Development: If the PCs decline to assist Lord Goldsaex, feel free to role-play for the remainder of the module and then proceed to the appropriate conclusion. PCs who travel out of town could potentially run into Ogart at the hunt. If they assist anyway they can be offered a chance at that point to proceed with the investigation.

Encounter Four

Assuming the PCs agree to go on the hunt the following day, Ogart will arrange a room for them at the Eagle's Aerie. He will pick up the carriage in the morning. Note that the previous evening he sent a message to his estate to meet him with the PCs horses at the Rhavelle estate.

PCs will be given the option to ride with Ogart in the morning if they do not have horses of their own. He will have hired another driver if Drehn did not survive.

Setting out early the next day, you head towards the Rhavelle estate. The sky is overcast and the wind chill. Lord Ogart's carriage sets a brisk pace, but those of you riding have no difficulty keeping up. It takes most of the day to reach the Rhavelle estate.

Jurstin, the Rhavelle's older chamberlain greets Lord Goldsaex, giving you a raised eyebrow before leading the group back to the stables and returning to the house. Several horses, saddled but riderless, wait in the courtyard. Countess Rhavelle sits on the back of a chestnut horse, resplendent in her grey riding habit, petting a black cat with green eyes. A grey horse next to her bears Sir Tarik Einar, a tall man with dark brown hair and piercing gray eyes. Three other men also sit horses nearby, dressed for a hunt. All are chatting amiably.

Lord Ogart will approach the group, assuming the PCs will follow him. He mounts quickly and assuming the PCs do not cause any delay, the hunt begins quickly. The purpose of the hunt, should any ask, is to bring down a bear spotted in the area. There are sufficient horses for those PCs who did not bring one with them. Ogart had sent word ahead of the reason for his delay and Kyaren does express concern for his well-being before the group heads out. Note that Nakky (the black cat) does not accompany them on the hunt and will jump off the horse as they are heading out.

You have been moving steadily with the group for about a half hour. Suddenly, several of the horses spook and begin moving forward rapidly, many in different directions.

It is expected that PCs will stay relatively close to Lord Ogart, who is doing his best to remain close to Kyaren but will become separated from her at this point, after about a half-hour ride. At this point, PCs who chose to remain with Kyaren, Sir Tarik or one of the other nobles may attempt to gather information through conversation with them but will not be present for the next encounter (e.g. Ogart's accident and the subsequent combat). Note

that some PCs may have acquired the favor of Countess Rhavelle and/or Sir Tarik from a previous module (FUR2-06 *More Than Gold*). In that case, the individual in question will have recognized the PC and greeted them by name.

Basic information is provided for the judge to assist in roleplaying the individuals present, should the PCs choose this route. Otherwise, skip to the next encounter.

Creatures:

🐾 **Kyaren Rhavelle** (Wiz 5, hp 26) is a pleasant but strong-willed woman. She considers the PCs beneath her (which, after all, not being landed nobility of her rank, they are). However, she is polite to them as long as they are diplomatic. She does not forget this is her County. She will be somewhat more cordial to PCs who have her favor. Note that Kyaren is rather private regarding her personal affairs, but she does know the following:

- She has been courted by both Sir Tarik and Lord Ogart for a couple of years now. She is genuinely fond of both of them.
- She will not admit to caring for one more than the other and will not tolerate rude comments about either (or herself for that matter) or any challenges to either.
- Although most of the attacks noted in FUR2-06 *More Than Gold* have decreased in frequency, although they still appear sporadically. The commoners remain concerned.
- Problems with the bear(s) currently being hunted began about two weeks ago, although she just learned of them five days ago.

🐾 **Sir Tarik Einar** (Drd 13/Shifter 3, hp 143, see Appendix) remains close to Kyaren for most of the hunt. PCs trying to speak with the two individuals privately may contrive to do so after Ogart is separated from the rest. He is brusque bordering on rude, unless the PCs have his favor. In that case, he is polite but not overly friendly.

- He is participating in this hunt to protect his lady (he doesn't usually hunt).
- He does not like Ogart and if he is able to relay this without making derogatory comments, he will. He carefully avoids any criticism that would anger Kyaren.
- He professes great affection and fondness of Kyaren.
- He moved here from the Duchy of the Reach. His father is a knight in the service of Duke Tyneman. The family lived in Baranford. (This is true).

- He will deny any knowledge of Ogart's string of bad luck and will shortly thereafter end any privacy in his discussion with the PCs.

PCs accusing him of anything at this point will anger him and, if he previously favored them, this will negate/cancel the favor. PCs who attack him for some reason will face both him and Kyaren and will face trial and subsequent imprisonment for a year (52 TUs). If they break off immediately on Kyaren's joining the fight, this imprisonment is slightly reduced (36 TUs). Note that the PCs have no proof he has done anything at this point and this is, therefore, considered an alignment infraction for lawful good characters.

🐾 **Sir Reggdon**, (hm, Ari 1/Rgr 4, hp 35) is a green jerkin ranger. He has quite a reputation as a hunter. He is a younger man, flamboyant and charming, fond of practical jokes but displaying panache. He gets along with Sir Tarik quite well and has no quarrel with Ogart. He knows nothing of Ogart's trouble and is just here to go after the bear.

🐾 **Sir Frehicald Azkagar** (hm, Ari1/Ftr 4, hp 39) is withdrawn, morose and tactiturn. He always wears a small rosebud in his armor, given to him by his eldest daughter (Frahalla), shortly before the raid that killed her (in Crockport). He is short on conversation. Generally he is fonder of Ogart over Tarik, as Ogart served in the war. He knows nothing of Ogart's trouble and is just here to go after the bear.

🐾 **Sir Hywed Sorenathal** (hm, Ari1/Ftr 4, hp 34) is a slight, weaselish man with beady eyes and a bushy brown moustache. Despite his physical appearance, he is kind and generous to a fault. He is a mediocre hunter but here as a favor to Sir Azkagar, with whom he served in Crockport. He really does not know Tarik, and knows Ogart only remotely. He knows nothing of Ogart's trouble and is just here to go after the bear.

Development: As noted earlier, any PCs who do NOT follow Ogart at the point of split should skip Encounter Five. If any of the PCs have gone with Ogart and he is still alive, the PCs should go to Encounter Six. If none of the PCs assisted him or all were slain, go to the appropriate conclusion.

Encounter Five

When the horses spook, Lord Goldsaex is separated from the other members of the hunt, with the exception of the PCs, should they chose to follow him. His horse loses a

shoe and he is thrown. Following his injury, he is attacked and his survival depends on PC actions.

Galloping wildly through the trees, he hear Lord Ogart trying to regain control of his horse. After a few moments, you have almost managed to catch him when his horse stumbles and he is thrown over its head to land in a nearby bush. The horse gallops off.

PCs are able to move forward, as desired and confirm that Lord Ogart is alive (though unconscious) before the creatures attack.

APL 2 (EL 2)

🐾 **Black bear**, hp 19, see Monster Manual p. 269.

APL 4 (EL 4)

🐾 **Black bear** (2), hp 19, see Monster Manual p. 269.

APL 6 (EL 6)

🐾 **Brown bear** (2), hp 51, see Monster Manual p. 269.

APL 8 (EL 8)

🐾 **Brown bear** (2), hp 51, see Monster Manual p. 269.

🐾 **Dire bear**, hp 90 (injured), see Monster Manual p. 63.

APL 10 (EL 10)

🐾 **Dire bear** (3), hp 105, see Monster Manual p. 63.

APL 12 (EL 12)

🐾 **Displacer Beast Pack Lord**, hp 203, see Monster Manual p. 66.

Encounter Six

Assuming that PCs assisted Lord Ogart on the hunt, they will be asked to accompany him home and offered to stay that evening. A fire will begin and Ogart will be attacked in the confusion.

Later that day, you head towards Lord Ogart's hunting lodge, arriving later that evening. Given the late hour, you are invited to stay with him that evening as partial thanks for your assistance. The lodge is fairly small compared with the Rhavelle estate, but still larger than many homes. It features a kitchen, living area with a large fireplace and three bedrooms. You are given use of two of the rooms that evening, following a meal of simple but filling fare with good ale to wash it down.

Allow PCs to determine who is sleeping where and if they are setting any watches. The fire will be started at

the entrance to the building. (Tarik casts the spell in animal form and then leaves).

PCs will realize the fire has started immediately if they have set a watch. They can, in that case, use *create water* or other reasonable methods to put out the fire themselves. Otherwise, they can make a Spot check (DC 18) to realize in one round or be awakened, coughing in smoke, three rounds later. If no one makes their Spot check, the lodge is burning quite well when the PCs realize this. Given the lack of a nearby water source, their best bet is to evacuate and attempt to confine the fire to the lodge. Ogart will be awake and able to assist in confining the fire, although he still has residual injuries. Also, again he should be described as participating in combat but do little to assist the PCs themselves. Rather, describe him as involved with other creatures.

The animals wait until the PCs and Ogart leave the building to attack, hoping the fire will do some of the work for them. Round three after the fire is set, the PCs will be inside a burning building and need to make a Fortitude save (DC 15 + 1 for each prior check) each round or spend the round choking and coughing. PCs who fail this check two rounds in a row take 1d6 nonlethal damage. It will take the PCs only 1d2 rounds to vacate the lodge, once they decide to do so, regardless of where they are in it. At round four and successive rounds, PCs must succeed at a Reflex save DC 15 each round inside to avoid catching on fire. Failure means the PC takes 1d6 burning damage each round until they succeed at the save (indicating they have put out the fire). Rolling on the ground or other methods of putting out fire give a +4 circumstance bonus. See the DMG for additional details. Note that this is elemental damage and likely not subject to damage reduction.

The animals will attack as soon as Ogart exits the building. They will target those who assisted Ogart in the hunt first, assuming the PCs split. Otherwise, they will focus on those in closest proximity to him.

APL 2 (EL 5)

🐾 **Willie Flashpaws**, hp 27, see Appendix.

🐾 **Willie's companion (owl)**, hp 15, see Appendix.

🐾 **Snakecatcher**, hp 27, see Appendix.

🐾 **Snakecatcher's companion (wolf)**, hp 16, see Appendix.

APL 4 (EL 7)

🐾 **Willie Flashpaws**, hp 39, see Appendix.

🐾 **Willie's companion (ape)**, hp 29, see Monster Manual (plus add link and share spell ability).

🐾 **Snakecatcher**, hp 39, see Appendix.

🐾 **Snakecatcher's companion (leopard)**, hp 19, see Monster Manual (plus add link and share spell ability).

APL 6 (EL 9)

- **Willie Flashpaws**, hp 60, see Appendix.
- **Willie's companion (dire ape)**, hp 35, see Monster Manual (plus add link and share spell ability).
- **Snakecatcher**, hp 46, see Appendix.
- **Snakecatcher's companion (dire wolf)**, hp 45, see Monster Manual (plus add link and share spell ability).

APL 8 (EL 11)

- **Willie Flashpaws**, hp 74, see Appendix.
- **Willie's companion (dire lion)**, hp 60, see Monster Manual (plus add link and share spell ability).
- **Snakecatcher**, hp 60, see Appendix.
- **Snakecatcher's companion (dire ape)**, hp 35, see Monster Manual (plus add link and share spell ability).

APL 10 (EL 13)

- **Willie Flashpaws**, hp 100, see Appendix.
- **Willie's companion (dire lion)**, hp 76, see Appendix.
- **Snakecatcher**, hp 67, see Appendix.
- **Snakecatcher's companion (dire lion)**, hp 60, see Monster Manual (plus add link and share spell ability).

APL 12 (EL 15)

- **Willie Flashpaws**, hp 116, see Appendix.
- **Willie's companion (dire bear)**, hp 105, see Monster Manual (plus add link and share spell ability).
- **Snakecatcher**, hp 100, see Appendix.
- **Snakecatcher's companion (dire lion)**, hp 76, see Appendix.

Development: If PCs are able to capture and question the animals, they will learn who is behind this. Successful questioning requires a Diplomacy (DC 20) or Intimidate check. This may also be done posthumously through *Speak with Dead*. If PCs have not discovered who is behind it at this point, Tarik will lie low for a few weeks and then strike after the PCs move on.

Assuming the PCs determine who is behind the attacks, they will need to decide what to do. Especially at lower APLs, it is assumed (and most survivable) if the PCs report this to the authorities and have them handle it. This can be done in Libernon. Go to the appropriate conclusion. PCs may also decide to go after Tarik. This will cost an extra TU (two for out of region characters) and in this case go to Encounter Seven (optional encounter). This extra option is only available to parties that are APL 10 or higher.

Treasure: At most APLs, Willie is wearing *bracers of armor +1*. At APL 8 and above, Snakecatcher also wears bracers and they each carry a *potion of cure moderate*

wounds. At APL 12, Willie also has a *potion of greater magic fang +3*.

- APL 2: L: 0 gp; C: 0 gp; M: 83 gp
- APL 4: L: 0 gp; C: 0 gp; M: 83 gp
- APL 6: L: 0 gp; C: 0 gp; M: 0 gp
- APL 8: L: 0 gp; C: 0 gp; M: 216 gp
- APL 10: L: 0 gp; C: 0 gp; M: 216 gp
- APL 12: L: 0 gp; C: 0 gp; M: 366 gp

Encounter Seven

This is an optional encounter in case the PCs decide to challenge Sir Tarik themselves (APLs 10+, those below APL 10 cannot locate him). Once Tarik realizes they are coming after him, he will likely attempt to flee. As a shifter, he can also plot to attain his goals later wearing a different face. At the same time, he will have no problem taking on the PCs himself, at least initially, as this would take them out of his concern. So he will allow them to track him down (Survival DC 25). PCs unable to Track Tarik down cannot complete the optional portion of the module (e.g. this encounter). Should that be the case, proceed to the most appropriate conclusion.

Creatures: Sir Tarik is a very wise adversary and quite familiar with survival in the outdoors. He is confident in his ability to handle the PCs on his own. At the same time, he will try to avoid combat, which requires him to use spells he may need later and possibly sustain an injury. As a result, he will initially attempt to parlay and convince the PCs of the "error" of their conclusion. If that does not work, he will point out the legal ramifications of assaulting a knight. Note that although he IS a knight, in this case the PCs would have adequate justification within the law; use Bluff if they attempt to Sense Motive. If the PCs ask about the legal aspects of attacking him, allow a successful Knowledge – local (DC 15) to obtain this information. Once any PC begins to cast a spell or moves in a hostile manner, he will attack. However, if he is injured within ten hit points of death, he will attempt to flee.

ALL APLs (EL 16)

- **Sir Tarik Einar**, hp 143, see Appendix.
- **Tarik's companion (Dire Bear)**, hp 105, see Monster Manual (plus add link and share spell ability).

Development: If the PCs manage to slay Sir Tarik, refer to the appropriate conclusion. At any rate, any PC who attacks Tarik for whatever reason loses his favor if they previously gained it. If PCs fight Tarik and he flees, he will use his druidic ability to prevent them from following him if at all possible. If he gets away, he will plot for another day. Go to the appropriate conclusion.

Conclusion

It should be noted that PCs with the favor of Sir Tarik will lose it if he dies or is captured. Also those with Lord Ogart's favor will lose it if he is slain. Mark these off their AR sheets if they have not yet been used.

Conclusion A:

The PCs discover Sir Tarik's involvement, reporting and proving it to the authorities.

This assumes that the PCs have discovered Tarik's involvement and reported this to the authorities for investigation. PCs may succeed at this in two ways. The first involves producing some evidence beyond just a reference to a druid. The most likely method of doing so is to question the animals in Encounter Six. A second method would be to present some circumstantial evidence (e.g. involvement of a druid as well as Tarik's motive and means to do the things in question) AND to succeed at a Diplomacy check DC 25 (PCs may assist each other on this, but cannot take 20). Note that if the PCs succeed here, they will earn the Gratitude of Sir Tarik and the Ire of Nakky; please note this on their AR. PCs who also behaved diplomatically and in a chivalrous manner also receive the recognition of the Knights of the Hart. If the PCs do not have adequate evidence or do not manage to persuade the authorities, then go to conclusion D.

The sky is overcast as you head down the streets of Libernon a few days later. Somehow, you were able to convince the Kingsmen in town of Tarik's involvement in the series of attempts on Lord Ogart's life. Lord Ogart treated you to another fine dinner in town at the Eagle's Aerie and has agreed to assist you in the future. The arrest of Sir Tarik is the talk of the county for several weeks.

Just as that news is dying down, the county is again buzzing: this time, with word of the engagement of its Countess, Kyaren Rhavelle to Lord Ogart Goldsaex. Although the wedding date is not yet set, rumors spread of upcoming wedding bells in the gold county. Good King Belvor's cousin will marry!

Conclusion B:

The PCs do not discover Sir Tarik's involvement or discover it and do not report it.

This assumes that the PCs do not discover Tarik's involvement or discover it and for some reason do not report it to the authorities for investigation. In this case, the PCs do not earn the Gratitude of Sir Tarik or the

Recognition of the Knights of the Hart; please mark these off their AR. PCs who mistreated Nakky or insulted or attacked Tarik receive the Ire of Nakky.

You leave the county saddened by your inability to determine who exactly was behind the various attacks and streak of bad luck Lord Ogart was experiencing. The good news was that your presence and investigation seemed to have scared off the individual, for following the attack at the hunting lodge; things are quiet for several weeks.

Unfortunately, you are to discover that perhaps Lord Ogart was premature in assuring you the situation was well in hand. About two weeks after your departure, the county is in an uproar over the Lord's sudden death in a hunting accident. The Countess is distraught for a time, and is comforted by Sir Tarik. The two announce their plans for marriage about three months later. It seems there will soon be wedding bells in the gold county. Good King Belvor's cousin will marry!

Conclusion C:

The PCs discover Sir Tarik's involvement and he is slain.

This assumes PCs have tracked down and slain Sir Tarik. Note that if he escapes them, the conclusion given should depend on their next action. If they then report his guilt and are successful, go to conclusion A. If they chose not to, go to conclusion D, etc. Remember that regardless of what conclusion is given, the module costs an extra TU (two for out of region players) if the PCs track down and fight Tarik. If the PCs succeed here, they will earn the Gratitude of Sir Tarik and the Ire of Nakky; please note this on their AR. PCs who also behaved diplomatically and in a chivalrous manner also receive the recognition of the Knights of the Hart.

After a challenging battle, you have managed to defeat Sir Tarik and his bear companion. You rejoice that you have conclusively ended the threat to Lord Ogart's life. Lord Ogart treated you to another fine dinner in town at the Eagle's Aerie and has agreed to assist you in the future. The death of Sir Tarik is the talk of the county for several weeks.

Just as that news is dying down, the county is again buzzing: this time, with word of the engagement of its Countess, Kyaren Rhavelle to Lord Ogart Goldsaex. Although the wedding date is not yet set, rumors spread of upcoming wedding bells in the gold county. Good King Belvor's cousin will marry!

Conclusion D:

The PCs discover Sir Tarik's involvement and report it, but do not convince the authorities of his guilt.

In this case, the PCs do not earn the Gratitude of Sir Tarik or the Recognition of the Knights of the Hart; please mark these off their AR. Because of the report to the authorities and the associated hassle, PCs receive the Ire of Nakky and this should be so indicated on their AR.

You leave the county saddened by your inability to convince the lawful authorities that Sir Tarik Einar instigated multiple attacks upon his rival, Lord Ogart. The good news is that your presence and investigation seemed to have scared him off, for following the attack at the hunting lodge; things are quiet for several weeks.

Unfortunately, you are to discover that perhaps Lord Ogart was premature in assuring you the situation was well in hand. About two weeks after your departure, the county is in an uproar over the Lord's sudden death in a hunting accident. The Countess is distraught for a time, and is comforted by Sir Tarik. The two announce their plans for marriage about three months later. It seems there will soon be wedding bells in the gold county...for good or ill – good King Belvor's cousin will marry!

Conclusion E:

Lord Ogart is slain before the PCs discover Sir Tarik's involvement.

In this case, the PCs do not earn the Gratitude of Sir Tarik or the Recognition of the Knights of the Hart; please mark these off their AR. It is unlikely they have earned the Ire of Nakky but if they do encounter him or Tarik and insult or attack them for whatever reason, this should be indicated on their AR.

Despite your assistance and attempts, Lord Ogart has fallen. You are saddened at the death of such a gallant man. The nation has lost another sword to fight Iuz. The death of Lord Ogart is the talk of the county for several weeks.

Just as that news is dying down, the county is again buzzing: this time, with word of the engagement of its Countess, Kyaren Rhavelle to Sir Tarik Einar. Although the wedding date is not yet set, rumors spread of upcoming wedding bells in the gold county. Good King Belvor's cousin will marry!

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 Two

Defeat bandits

APL2 150 xp; APL4 210 xp; APL6 270 xp;
APL8 330 xp; APL10 390 xp; APL12 450 xp.

Encounter Five

Defeat animals

APL2 60 xp; APL4 120 xp; APL6 180 xp;
APL8 240 xp; APL10 300 xp; APL12 360 xp.

Encounter Six

Defeat awakened animals

APL2 150 xp; APL4 210 xp; APL6 270 xp;
APL8 330 xp; APL10 390 xp; APL12 450 xp.

Story Award

Question awakened animals

APL2 30 xp; APL4 40 xp; APL6 50 xp;
APL8 65 xp; APL10 75 xp; APL12 90 xp.

Story Award

Report and prove Sir Tarik's guilt

APL2 40 xp; APL4 60 xp; APL6 80 xp;
APL8 95 xp; APL10 120 xp; APL12 135 xp.

Discretionary roleplaying award

APL2 20 xp; APL4 35 xp; APL6 50 xp;
APL8 65 xp; APL10 75 xp; APL12 90 xp.

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;
APL8 1125 xp; APL10 1350 xp; APL12 1575 xp.

Encounter Seven (OPTIONAL)

If the PCs track down and slay Sir Tarik (spending an additional TU):

ALL APLs: 480xp.

Total possible experience with optional encounter:

APL6 1380 xp; APL8 1605 xp; APL10 1830 xp; APL12 2055 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 Two:

APL 2: L: 26 gp; C: 0 gp; M: 291 gp
APL 4: L: 26 gp; C: 0 gp; M: 520 gp
APL 6: L: 26 gp; C: 0 gp; M: 854 gp
APL 8: L: 191 gp; C: 0 gp; M: 854 gp
APL 10: L: 191 gp; C: 0 gp; M: 1854 gp

APL 12: L: 191 gp; C: 0 gp; M: 2704 gp

Encounter Three:

APL 2: L: 0 gp; C: 50 gp; M: 0 gp
APL 4: L: 0 gp; C: 50 gp; M: 0 gp
APL 6: L: 0 gp; C: 50 gp; M: 0 gp
APL 8: L: 0 gp; C: 50 gp; M: 0 gp
APL 10: L: 0 gp; C: 50 gp; M: 0 gp
APL 12: L: 0 gp; C: 50 gp; M: 0 gp

Encounter Six:

APL 2: L: 0 gp; C: 0 gp; M: 83 gp
APL 4: L: 0 gp; C: 0 gp; M: 83 gp
APL 6: L: 0 gp; C: 0 gp; M: 0 gp
APL 8: L: 0 gp; C: 0 gp; M: 216 gp
APL 10: L: 0 gp; C: 0 gp; M: 216 gp
APL 12: L: 0 gp; C: 0 gp; M: 366 gp

Total Possible Treasure

APL 2: L: 26 gp; C: 50 gp; M: 374 gp;
total 450 gp
APL 4: L: 26 gp; C: 50 gp; M: 603 gp;
total 679 gp
APL 6: L: 26 gp; C: 50 gp; M: 854 gp;
total 930 gp.
APL 8: L: 191 gp; C: 50 gp; M: 1070gp;
total 1311 gp.
APL 10: L: 191 gp; C: 50 gp; M: 2070 gp;
total 2311 gp.
APL 12: L: 191 gp; C: 50 gp; M: 3070 gp;
total 3311 gp.

Encounter Seven: (optional)

ALL APLs: L: 0 gp; C: 0 gp; M: 3500 gp (max for APL).

Special

Ring of Lockpicking: This ring is made up of tiny prongs, wires and other small devices that spring to life on command. It grants a +5 competence bonus to Open Lock checks and can cast Knock three times daily, as the spell from a twelfth level caster. Caster level: 12th; Prerequisites: Forge Ring, knock. Price: 7700 gp. (as presented in *Arms and Equipment Guide*).

Gratitude of Lord Ogart: This PC has earned Lord Ogart’s gratitude by uncovering the culprit responsible for his recent run of misfortune. He will speak for the PC at the church of Rao in Libernon. This gratitude will serve as an influence point with the church of Rao for purposes of spell casting. Alternatively, the PC may have cast (at eighth level) Remove Curse, Remove Disease or Restoration once free of charge following a Furyondy regional event. If this event takes place in another area of

Furyondy rather than the Gold County, the PC may still use this favor, provided they pay 1TU to travel to the Gold County to have the spell cast.

Recognition of the Knights of the Hart: Lord Ogart has recognized this PC's assistance in the fight against minions of the Old One. He has spoken to his fellow knights on the behalf of the PC.

Ire of Nakky: Due to their treatment of his friend, Sir Tarik, Nakky (Countess Rhavelles pet cat) has taken a strong dislike of this PC and spreads the word to his feline friends. There is a 50% chance that any feline foe will target this PC, to the exclusion of all others, during any hostile action. Nakky's Ire may also have other future game effects in later Furyondy modules.

Items for the Adventure Record

Item Access

APL 2:

Lesser Metamagic Rod of Silence (Adventure, DMG)

Elixir of Hiding (Regional, DMG)

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

Wand of Comprehend Languages (Adventure, First Level, DMG)

APL 6: (All of APLs 2-4 plus the following)

Hat of Disguise (Adventure, DMG)

APL 8: (All of APLs 2-6 plus the following)

Mithril Shirt (Adventure, DMG)

APL 10: (All of APLs 2-8 plus the following)

Cloak of Charisma +4 (Adventure, DMG)

APL 12: (All of APLs 2-10 plus the following)

Metamagic Rod of Silence (Adventure, DMG)

Boots of Elvenkind (Adventure, DMG)

Potion of Greater Magic Fang +3 (Adventure, DMG)

Ring of Lockpicking (Adventure, Arms and Equipment Guide)

ALL APLs (Optional Encounter ONLY):

+2 Longspear (Adventure, DMG)

Torc of Animal Speech (Masters of the Wild, DMG)

Ring of Protection +2 (Adventure, DMG)

Elixir of Firebreath (Adventure, DMG)

DM AID #1

Monster Appendix

Encounter One:

ALL APLs

☛ **Lord Ogart** Human male Ftr 9; CR 9, HD 9d10+18; hp 71; Init +2; Spd 20 ft; AC 22 (touch 11, flatfooted 21)[+9 armor, +2 shield, +1 Dex]; BA/G: +9/+12; Atk: +14 melee (1d8+5 crit 17-20 *keen longsword* +2); Full Atk: +14/+9 melee (1d8+5 crit 17-20 *keen longsword* +2) or +13/+8 melee (1d8+3 crit X3 mw heavy lance); AL NG; SV Fort +10, Ref +7, Wil +5; Str 17, Dex 14, Con 14, Int 13, Wis 10, Cha 14.

Skills and Feats: Diplomacy +11, Gather Information +4, Handle Animal +9, Knowledge: Nobility and Royalty +4, Ride +18 (+20 with military saddle), Swim +8, Sense motive +5, Speak Common, Elven, Goblin; Animal Affinity, Cleave, Combat Reflexes, Great Cleave, Mounted Combat, Power Attack, Power Lunge, Ride By Attack, Spirited Charge, Trustworthy.

Possessions: Fullplate +1, Adamantine shield, +2 keen longsword, masterwork heavy lance, masterwork warhammer, Cloak of Resistance +2; Heavy war horse, banded mail barding (AC 20), Military saddle, Horseshoes of a zephyr

Encounter Two:

APL 2

☛ **Crosis**: male human Sor 2; CR 2; medium humanoid (human); HD 2d4+6; hp 13; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 armor]; BA/G +1/+0; Atk +0 melee (1d6-1 club); Full Atk +0 melee (1d6-1 club); AL CN; SV Fort +3, Ref +1, Will +2; Str 8, Dex 12, Con 16, Int 12, Wis 8, Cha 16.

Skills and Feats: Bluff +8, Concentration +10, Diplomacy +10, Profession (scribe) +0, Sense Motive +3, Spellcraft +3; Combat Casting, Negotiator

Possessions: club, dagger, *Metamagic Rod of Silence – Lesser*.

Spells Known (6/5; base DC = 13 + spell level): 0—[*Acid Splash*, *Detect Magic*, *Flare*, *Light*, *Ray of Frost*]; 1st—[*Mage Armor*, *Magic Missile*].

☛ **Creos and Cronus**: male human Rog 2; CR 2; medium humanoid (human); HD 2d6+6; hp 16; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 armor]; BA/G +1/+2; Atk +4 melee (1d6+1 crit 18-20 rapier); Full Atk +4 melee (1d6+1 crit 18-20 rapier); SQ sneak attack +1d6, trapfinding, evasion; AL NE; SV

Fort +3, Ref +6, Will -1; Str 12, Dex 16, Con 16, Int 12, Wis 8, Cha 8.

Skills and Feats: Disable Device +6, Disguise +2, Escape Artist +8, Hide +8, Knowledge (local) +4, Listen +2, Move Silently +8, Open Lock +8, Search +6, Sense Motive +2, Spot +4, Tumble +8; Combat Reflexes, Weapon Finesse.

Possessions: chain shirt, rapier, shortbow, quiver with 20 arrows, dagger, *elixir of hiding*.

APL 4

☛ **Crosis**: male human Sor 4; CR 4; medium humanoid (human); HD 4d4+12; hp 25; Init +1; Spd 30 ft.; AC 16 (touch 12, flat-footed 15) [+1 Dex, +4 armor, +1 ring]; BA/G +2/+1; Atk +1 melee (1d6-1 club); Full Atk +1 melee (1d6-1 club); AL CN; SV Fort +5, Ref +3, Will +4; Str 8, Dex 12, Con 16, Int 12, Wis 8, Cha 17.

Skills and Feats: Bluff +8, Concentration +10, Diplomacy +12, Knowledge (arcane) +3, Profession (scribe) +0, Sense Motive +4, Spellcraft +3; Combat Casting, Negotiator, Silent Spell.

Possessions: club, dagger, *Metamagic Rod of Silence – Lesser*, *Wand of Comprehend Languages*, *Ring of Protection* +1.

Spells Known (6/6/3; base DC = 13 + spell level): 0—[*Acid Splash*, *Detect Magic*, *Flare*, *Light*, *Prestidigitation*, *Ray of Frost*]; 1st—[*Enlarge Person*, *Mage Armor*, *Magic Missile*], 2nd—[*Scorching Ray*].

☛ **Creos and Cronus**: male human Rog 4; CR 4; medium humanoid (human); HD 4d6+12; hp 30; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 17) [+3 Dex, +4 armor]; BA/G +2/+3; Atk +5 melee (1d6+1 crit 18-20 rapier); Full Atk +5 melee (1d6+1 crit 18-20 rapier); SQ sneak attack +2d6, trapfinding, trap sense +1, evasion, uncanny dodge; AL NE; SV Fort +4, Ref +7, Will +0; Str 12, Dex 16, Con 17, Int 12, Wis 8, Cha 8.

Skills and Feats: Disable Device +6, Disguise +4, Escape Artist +10, Hide +10, Knowledge (local) +6, Listen +4, Move Silently +10, Open Lock +10, Search +8, Sense Motive +2, Spot +6, Tumble +10; Blind Fight, Combat Reflexes, Weapon Finesse.

Possessions: chain shirt, rapier, shortbow, quiver with 20 arrows, dagger, *elixir of hiding*.

APL 6

☛ **Crosis:** male human Sor 6; CR 6; medium humanoid (human); HD 6d4+18; hp 37; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 armor]; BA/G +3/+2; Atk +2 melee (1d6-1 club); Full Atk +2 melee (1d6-1 club); AL CN; SV Fort +5, Ref +3, Will +4; Str 8, Dex 12, Con 16, Int 12, Wis 8, Cha 17 (19).

Skills and Feats: Bluff +9, Concentration +13, Diplomacy +15, Knowledge (arcane) +6, Profession (scribe) +0, Sense Motive +4, Spellcraft +3; Combat Casting, Energy Substitution (sonic), Negotiator, Silent Spell.

Possessions: club, dagger, *Metamagic Rod of Silence – Lesser*, *Cloak of Charisma +2*, *Wand of Comprehend Languages*, *Hat of Disguise*, *Scroll of Silence*.

Spells Known (6/7/7/5; base DC = 14 + spell level): 0—[*Acid Splash*, *Detect Magic*, *Flare*, *Light*, *Prestidigitation*, *Ray of Frost*, *Read Magic*]; 1st—[*Burning Hands*, *Enlarge Person*, *Mage Armor*, *Magic Missile*], 2nd—[*Scorching Ray*, *Spectral Hand*], 3rd—[*Lightning Bolt*].

☛ **Creos and Cronus:** male human Rog 5/Ftr1; CR 6; medium humanoid (human); HD 5d6+1d10+16; hp 46; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 17) [+3 Dex, +4 armor]; BA/G +3/+4; Atk +6 melee (1d6+1 crit 18-20 rapier); Full Atk +6 melee (1d6+1 crit 18-20 rapier); SQ sneak attack +3d6, trapfinding, trap sense +1, evasion, uncanny dodge; AL NE; SV Fort +6, Ref +9, Will +0; Str 12, Dex 16, Con 17, Int 12, Wis 8, Cha 8.

Skills and Feats: Disable Device +6, Disguise +4, Escape Artist +12, Hide +12, Knowledge (local) +6, Listen +4, Move Silently +12, Open Lock +12, Search +10, Sense Motive +2, Spot +8, Tumble +12, Use Rope +5; Blind Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Finesse.

Possessions: chain shirt, rapier, shortbow, quiver with 20 arrows, dagger, *elixir of hiding*.

APL 8

☛ **Crosis:** male human Sor 8; CR 8; medium humanoid (human); HD 8d4+24; hp 49; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 armor]; BA/G +4/+3; Atk +3 melee (1d6-1 club); Full Atk +3 melee (1d6-1 club); AL CN; SV Fort +5, Ref +3, Will +5; Str 8, Dex 12, Con 16, Int 12, Wis 8, Cha 18 (20).

Skills and Feats: Bluff +12, Concentration +15, Diplomacy +18, Knowledge (arcane) +6, Profession (scribe) +0, Sense Motive +5, Spellcraft +3; Combat Casting, Energy Substitution (sonic), Negotiator, Silent Spell.

Possessions: club, dagger, *Metamagic Rod of Silence – Lesser*, *Cloak of Charisma +2*, *Wand of*

Comprehend Languages, *Hat of Disguise*, *Scroll of Silence*.

Spells Known (6/7/7/6/4; base DC = 15 + spell level): 0—[*Acid Splash*, *Detect Magic*, *Flare*, *Light*, *Mage Hand*, *Prestidigitation*, *Ray of Frost*, *Read Magic*]; 1st—[*Burning Hands*, *Enlarge Person*, *Mage Armor*, *Magic Missile*, *Ray of Enfeeblement*], 2nd—[*Scorching Ray*, *Shatter*, *Spectral Hand*], 3rd—[*Dispel Magic*, *Lightning Bolt*], 4th—[*Enervation*].

☛ **Creos and Cronus:** male human Rog 6/Ftr2; CR 8; medium humanoid (human); HD 6d6+2d10+32; hp 62; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 17) [+3 Dex, +4 armor]; BA/G +5/+6; Atk +8 melee (1d6+1 crit 18-20 rapier); Full Atk +8 melee (1d6+1 crit 18-20 rapier); SQ sneak attack +3d6, trapfinding, trap sense +2, evasion, uncanny dodge; AL NE; SV Fort +9, Ref +10, Will +1; Str 12, Dex 16, Con 18, Int 12, Wis 8, Cha 8.

Skills and Feats: Disable Device +8, Disguise +6, Escape Artist +14, Hide +14, Knowledge (local) +6, Listen +6, Move Silently +14, Open Lock +14, Search +12, Sense Motive +2, Spot +10, Tumble +14, Use Rope +5; Blind Fight, Combat Reflexes, Hold the Line, Improved Initiative, Lightning Reflexes, Weapon Finesse.

Possessions: mithril shirt, rapier, shortbow, quiver with 20 arrows, dagger, *elixir of hiding* (2).

APL 10

☛ **Crosis:** male human Sor 10; CR 10; medium humanoid (human); HD 10d4+30+10; hp 71; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 armor]; BA/G +5/+4; Atk +4 melee (1d6-1 club); Full Atk +4 melee (1d6-1 club); AL CN; SV Fort +6, Ref +4, Will +6; Str 8, Dex 12, Con 16, Int 12, Wis 8, Cha 18 (22).

Skills and Feats: Bluff +13, Concentration +21, Diplomacy +20, Knowledge (arcane) +6, Profession (scribe) +1, Sense Motive +7, Spellcraft +5; Combat Casting, Empower Spell, Energy Substitution (sonic), Improved Toughness, Negotiator, Silent Spell.

Possessions: club, dagger, *Metamagic Rod of Silence – Lesser*, *Cloak of Charisma +4*, *Wand of Comprehend Languages*, *Hat of Disguise*, *Scroll of Silence*.

Spells Known (6/7/7/7/6/4; base DC = 16 + spell level): 0—[*Acid Splash*, *Detect Magic*, *Flare*, *Light*, *Mage Hand*, *Prestidigitation*, *Ray of Frost*, *Read Magic*, *Touch of Fatigue*]; 1st—[*Burning Hands*, *Enlarge Person*, *Mage Armor*, *Magic Missile*, *Ray of Enfeeblement*], 2nd—[*Cats Grace*, *Ghoul Touch*, *Scorching Ray*, *Shatter*, *Spectral Hand*], 3rd—[*Dispel Magic*, *Haste*, *Lightning Bolt*, *Vampiric Touch*], 4th—

[*Confusion, Enervation, Improved Invisibility*], 5th—
[*Cloudkill, Teleport*], 6th—[*True Seeing*].

☛ **Creos and Cronus:** male human Rog 8/Ftr2; CR 10; medium humanoid (human); HD 8d6+2d10+40; hp 76; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 17) [+3 Dex, +4 armor]; BA/G +7/+8; Atk +10 melee (1d6+1 crit 18-20 rapier); Full Atk +10/+5 melee (1d6+1 crit 18-20 rapier); SQ sneak attack +4d6, trapfinding, trap sense +2, evasion, improved uncanny dodge; AL NE; SV Fort +11, Ref +11, Will +1; Str 12, Dex 16, Con 18, Int 12, Wis 8, Cha 8.

Skills and Feats: Balance +5, Climb +5, Disable Device +8, Disguise +6, Escape Artist +16, Hide +16, Knowledge (local) +6, Listen +8, Move Silently +21, Open Lock +16, Search +14, Sense Motive +2, Spot +12, Tumble +16, Use Rope +5; Blind Fight, Combat Reflexes, Great Fortitude, Hold the Line, Improved Initiative, Lightning Reflexes, Weapon Finesse.

Possessions: mithril shirt, rapier, shortbow, quiver with 20 arrows, dagger, *elixir of hiding*.

APL 12

☛ **Crosis:** male human Sor 12; CR 12; medium humanoid (human); HD 12d4+36+12; hp 82; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 armor]; BA/G +6/+5; Atk +5 melee (1d6-1 club); Full Atk +5/+0 melee (1d6-1 club); AL CN; SV Fort +5, Ref +3, Will +2; Str 8, Dex 12, Con 16, Int 12, Wis 8, Cha 19 (23).

Skills and Feats: Bluff +12, Concentration +19, Diplomacy +20, Knowledge (arcane) +6, Profession (scribe) +0, Sense Motive +6, Spellcraft +3; Combat Casting, Empower Spell, Energy Substitution (sonic), Improved Toughness, Negotiator, Silent Spell.

Possessions: club, dagger, *Metamagic Rod of Silence - Lesser*, *Cloak of Charisma +4*, *Wand of Comprehend Languages*, *Hat of Disguise*, *Scroll of Silence*.

Spells Known (6/7/7/7/6/4; base DC = 16 + spell level): 0—[*Acid Splash*, *Detect Magic*, *Flare*, *Light*, *Mage Hand*, *Prestidigitation*, *Ray of Frost*, *Read Magic*, *Touch of Fatigue*]; 1st—[*Burning Hands*, *Enlarge Person*, *Mage Armor*, *Magic Missile*, *Ray of Enfeeblement*]; 2nd—[*Ghoul Touch*, *Scorching Ray*, *Shatter*, *Spectral Hand*]; 3rd—[*Dispel Magic*, *Lightning Bolt*, *Vampiric Touch*]; 4th—[*Enervation*, *Improved Invisibility*]; 5th—[*Cloudkill*].

☛ **Cronus:** male human Rog 10/Ftr2; CR 12; medium humanoid (human); HD 10d6+2d10+46; hp 90; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 17) [+3 Dex, +4 armor]; BA/G +8/+9; Atk +11 melee (1d6+1 crit 18-20 rapier); Full Atk +11/+6 melee (1d6+1 crit 18-20 rapier);

SQ sneak attack +5d6, trapfinding, trap sense +3, evasion, improved uncanny dodge, improved evasion; AL NE; SV Fort +12, Ref +12, Will +2; Str 12, Dex 16, Con 19, Int 12, Wis 8, Cha 8.

Skills and Feats: Balance +7, Climb +7, Disable Device +8, Disguise +6, Escape Artist +18, Hide +18, Knowledge (local) +6, Listen +10, Move Silently +18, Open Lock +18 (+5 more with ring), Search +16, Sense Motive +2, Spot +14, Tumble +18, Use Rope +5; Blind Fight, Combat Reflexes, Great Fortitude, Hold the Line, Improved Initiative, Lightning Reflexes, Resistance to Energy (sonic), Weapon Finesse.

Possessions: mithril shirt, rapier, shortbow, quiver with 20 arrows, dagger, *elixir of hiding*, *Ring of Lockpicking*.

☛ **Creos:** male human Rog 10/Ftr2; CR 12; medium humanoid (human); HD 10d6+2d10+46; hp 90; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 17) [+3 Dex, +4 armor]; BA/G +8/+9; Atk +11 melee (1d6+1 crit 18-20 rapier); Full Atk +11/+6 melee (1d6+1 crit 18-20 rapier); SQ sneak attack +5d6, trapfinding, trap sense +3, evasion, improved uncanny dodge, improved evasion; AL NE; SV Fort +12, Ref +12, Will +2; Str 12, Dex 16, Con 19, Int 12, Wis 8, Cha 8.

Skills and Feats: Balance +7, Climb +7, Disable Device +8, Disguise +6, Escape Artist +18, Hide +18, Knowledge (local) +6, Listen +10, Move Silently +18, Open Lock +18, Search +16, Sense Motive +2, Spot +14, Tumble +18, Use Rope +5; Blind Fight, Combat Reflexes, Great Fortitude, Hold the Line, Improved Initiative, Lightning Reflexes, Resistance to Energy (sonic), Weapon Finesse.

Possessions: mithril shirt, rapier, shortbow, quiver with 20 arrows, dagger, *elixir of hiding*, *boots of elvenkind*.

Encounter Six:

APL 2

☛ **Willie Flashpaws**, male raccoon Drd 3; CR 3; Tiny-sized awakened animal (raccoon); HD 3d8+6; hp 27; Init +7; Spd 30 ft.; AC 16 (touch 15, flatfooted 13)[+3 dex, +2 size, +1 armor]; BA/G: +2/+1; Atk: +1 melee (1d2-1 claws); Full Atk: +1 melee (1d2-1 2 claws) and +0 melee (1d4-1 bite); SQ: nature sense, animal companion, wild empathy, woodland stride, trackless step, scent, low light vision; AL: NE; SV: Fort +5, Ref +4, Will +5; Str 8, Dex 17, Con 15, Int 16, Wis 14, Cha 8. *Skills and Feats:* Concentration +8, Escape Artist +4, Handle Animal +5, Hide +6, Listen +4, Move Silently +6, Search +5, Spot +4, Survival +6, Speak Common, Infernal, Orc, Ordai, Swim +2; Improved Initiative, Natural Spell.

Possessions: Bracers of armor +1.

Spells Prepared (4/3/2; base DC = 12 + spell level):
o – *Cure Minor Wounds, Detect Magic, Flare, Know Direction*; 1st – *Entangle, Magic Fang, Speak with Animals*; 2nd – *Barkskin, Flaming Sphere*.

☛ **Willie's companion: Owl:** tiny animal; HD 3d8; hp 15; Init +8; Spd 10 ft., fly 40 ft. (average); AC 20 (touch 16, flat-footed 16) [[+2 size, +4 Dex, +4 natural]]; BA/G +2/-9; Atk +8 melee (1d4-3, talon); Full Atk +8 melee (1d4-3, 2 talons); SQ Link, share spells, evasion, low light vision; AL N; SV Fort +3, Ref +7, Will +3; Str 5, Dex 18, Con 10, Int 2, Wis 14, Cha 4.

Skills and Feats: Listen +14, Move Silently +17, Spot +8; Improved Initiative, Weapon Finesse.

☛ **Snakecatcher**, male raccoon Drd 3; CR 3; Tiny-sized awakened animal (raccoon); HD 3d8+6; hp 27; Init +7; Spd 30 ft; AC 15 (touch 15, flatfooted 13)[+3 dex, +2 size]; BA/G: +2/+1; Atk: +1 melee (1d2-1 claws); Full Atk: +1 melee (1d2-1 2 claws) and +0 melee (1d4-1 bite); SQ: nature sense, animal companion, wild empathy, woodland stride, trackless step, scent, low light vision; AL: CN; SV: Fort +5, Ref +4, Will +5; Str 8, Dex 17, Con 15, Int 16, Wis 14, Cha 8.

Skills and Feats: Concentration +8, Escape Artist +4, Handle Animal +5, Hide +6, Listen +4, Move Silently +6, Search +5, Spot +4, Survival +6, Speak Common, Infernal, Orc, Ancient Baklunish, Swim +2; Improved Initiative, Natural Spell.

Spells Prepared (4/3/2; base DC = 12 + spell level):
o – *Cure Minor Wounds, Detect Magic, Flare, Know Direction*; 1st – *Entangle, Magic Fang, Produce Flame*; 2nd – *Flaming Sphere, Summon Nature's Ally II*.

☛ **Snakecatcher's Companion (Wolf):** medium animal; HD 5d8+10; hp 38; Init +3; Spd 50 ft.; AC 15 (touch 13, flat-footed 12) [[+3 Dex, +2 natural]]; BA/G +3/+5; Atk +6 melee (1d6+2, bite); Full Atk +6 melee (1d6+2 bite); SA: Trip; SQ Link, share spells, evasion, low light vision; AL N; SV Fort +5, Ref +5, Will +1; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +3, Move Silently +4, Spot +3, Survival +1; Combat Reflexes, Track, Weapon Focus (bite)

APL 4

☛ **Willie Flashpaws**, male raccoon Drd 5; CR 5; Tiny-sized awakened animal (raccoon); HD 5d8+10; hp 39; Init +7; Spd 30 ft; AC 18 (touch 15, flatfooted 15)[+3 dex, +2 size, +2 natural, +1 armor]; BA/G: +3/+2; Atk: +2 melee (1d2-1 claw); Full Atk: +2 melee (1d2-1 2 claws) and +1 melee (1d4-1 bite); SQ: nature sense, animal companion, wild empathy, woodland stride, trackless

step, scent, low light vision, resist nature's lure, wild shape; AL: NE; SV: Fort +6, Ref +4, Will +6; Str 8, Dex 17, Con 15, Int 16, Wis 15, Cha 8.

Skills and Feats: Concentration +11, Escape Artist +5, Handle Animal +5, Hide +7, Listen +6, Move Silently +6, Search +5, Spot +5, Survival +8, Speak Common, Infernal, Orc, Ordai, Swim +3; Improved Initiative, Natural Spell.

Possessions: Bracers of armor +1.

Spells Prepared (5/4/3/1; base DC = 12 + spell level): o – *Cure Minor Wounds, Detect Magic, Flare (2), Know Direction*; 1st – *Entangle, Magic Fang, Obscuring Mist, Speak with Animals*; 2nd – ~~*Barkskin*~~, *Flaming Sphere, Owl's Wisdom*; 3rd – *Summon Nature's Ally III*.

☛ **Snakecatcher**, male raccoon Drd 5; CR 5; Tiny-sized awakened animal (raccoon); HD 5d8+10; hp 39; Init +7; Spd 30 ft; AC 17 (touch 15, flatfooted 14)[+3 dex, +2 size, +2 natural]; BA/G: +3/+2; Atk: +2 melee (1d2-1 claws); Full Atk: +2 melee (1d2-1 2 claws) and +1 melee (1d4-1 bite); SQ: nature sense, animal companion, wild empathy, woodland stride, trackless step, scent, low light vision, resist nature's lure, wild shape; AL: CN; SV: Fort +6, Ref +4, Will +6; Str 8, Dex 17, Con 15, Int 16, Wis 15, Cha 8.

Skills and Feats: Concentration +10, Escape Artist +5, Handle Animal +5, Hide +7, Listen +6, Move Silently +6, Search +5, Spot +6, Survival +8, Speak Common, Infernal, Orc, Ancient Baklunish, Swim +3; Improved Initiative, Natural Spell.

Spells Prepared (5/4/3/1; base DC = 12 + spell level): o – *Cure Minor Wounds, Detect Magic, Flare (2), Know Direction*; 1st – *Entangle, Magic Fang, Obscuring Mist, Speak with Animals*; 2nd – ~~*Barkskin*~~, *Flaming Sphere, Summon Nature's Ally II*; 3rd – *Call Lightning*.

APL 6

☛ **Willie Flashpaws**, male raccoon Drd 8; CR 8; Tiny-sized awakened animal (raccoon); HD 8d8+16; hp 60; Init +7; Spd 30 ft; AC 18 (touch 15, flatfooted 15)[+3 dex, +2 size, +3 natural]; BA/G: +6/+5; Atk: +5 melee (1d2-1 claws); Full Atk: +5 melee (1d2-1 2 claws) and +2 melee (1d4-1 bite); SQ: nature sense, animal companion, wild empathy, woodland stride, trackless step, scent, low light vision, resist nature's lure, wild shape (3/day, large); AL: NE; SV: Fort +8, Ref +5, Will +8; Str 8, Dex 17, Con 15, Int 16, Wis 16 (20), Cha 8.

Skills and Feats: Concentration +14, Escape Artist +6, Handle Animal +6, Hide +8, Listen +9, Move Silently +6, Search +5, Spot +9, Survival +10, Speak Common, Infernal, Orc, Ordai, Swim +3; Improved Initiative, Fast Wild Shape, Natural Spell.

Possessions: Bracers of armor +1.

Spells Prepared (6/5/4/4/2; base DC = 15 {13} + spell level): 0 – *Cure Minor Wounds* (2), *Detect Magic*, *Flare* (2), *Know Direction*; 1st – *Entangle*, *Magic Fang*, *Obscuring Mist*, *Produce Flame*, *Speak with Animals*; 2nd – ~~*Barkskin*~~, *Flaming Sphere*, ~~*Owl's Wisdom*~~, *Summon Swarm*, 3rd – *Call Lightning*, *Spike Growth*, *Wind Wall*.

☛ **Snakecatcher**, male raccoon Drd 6; CR 6; Tiny-sized awakened animal (raccoon); HD 6d8+12; hp 46; Init +7; Spd 30 ft; AC 19 (touch 15, flatfooted 16)[+3 dex, +2 size, +3 natural, +1 armor]; BA/G: +4/+3; Atk: +3 melee (1d2-1 claws); Full Atk: +3 melee (1d2-1 2 claws) and +1 melee (1d4-1 bite); SQ: nature sense, animal companion, wild empathy, woodland stride, trackless step, scent, low light vision, resist nature's lure, wild shape (2/day); AL: CN; SV: Fort +7, Ref +5, Will +7; Str 8, Dex 17, Con 15, Int 16, Wis 15, Cha 8.

Skills and Feats: Concentration +16, Escape Artist +6, Handle Animal +6, Hide +8, Listen +6, Move Silently +6, Search +5, Spot +6, Survival +9, Speak Common, Infernal, Orc, Ancient Baklunish, Swim +3; Combat Casting, Improved Initiative, Natural Spell.

Possessions: Bracers of armor +1.

Spells Prepared (5/4/4/2; base DC = 12 + spell level): 0 – *Cure Minor Wounds*, *Detect Magic*, *Flare* (2), *Know Direction*; 1st – *Entangle*, *Magic Fang*, *Obscuring Mist*, *Speak with Animals*; 2nd – ~~*Barkskin*~~, *Flaming Sphere*, *Resist Energy*, *Summon Nature's Ally II*; 3rd – *Call Lightning*, *Summon Nature's Ally III*.

APL 8

☛ **Willie Flashpaws**, male raccoon Drd 10; CR 10; Tiny-sized awakened animal (raccoon); HD 10d8+20; hp 74; Init +7; Spd 30 ft; AC 20 (touch 15, flatfooted 17)[+3 dex, +2 size, +4 natural, +1 armor]; BA/G: +7/+6; Atk: +6 melee (1d2-1 claws); Full Atk: +6 melee (1d2-1 2 claws) and +6 melee (1d4-1 bite); SQ: nature sense, animal companion, wild empathy, woodland stride, trackless step, scent, low light vision, resist nature's lure, wild shape (4/day, large), venom immunity; AL: NE; SV: Fort +9, Ref +6, Will +9; Str 8, Dex 17, Con 15, Int 16, Wis 16 (20), Cha 8.

Skills and Feats: Concentration +16, Escape Artist +7, Handle Animal +6, Hide +9, Listen +10, Move Silently +7, Search +6, Spot +11, Survival +11, Speak Common, Infernal, Orc, Ordai, Swim +3; Blindsight, Improved Initiative, Fast Wild Shape, Natural Spell.

Possessions: Bracers of armor +1, Potion of Cure Moderate Wounds.

Spells Prepared (6/5/5/4/3/2; base DC = 15 {13} + spell level): 0 – *Cure Minor Wounds* (2), *Detect Magic*, *Flare* (2), *Know Direction*; 1st – *Entangle*, *Magic Fang*,

Obscuring Mist, *Produce Flame*, *Speak with Animals*; 2nd – ~~*Barkskin*~~, *Chill Metal*, *Flaming Sphere*, ~~*Owl's Wisdom*~~, *Summon Swarm*, 3rd – *Call Lightning*, *Poison*, *Spike Growth*, *Wind Wall*, 4th – *Dispel Magic*, *Freedom of Movement*, *Ice Storm*, 5th – *Stoneskin*, *Wall of Fire*.

☛ **Snakecatcher**, male raccoon Drd 8; CR 8; Tiny-sized awakened animal (raccoon); HD 8d8+16; hp 60; Init +7; Spd 30 ft; AC 18 (touch 15, flatfooted 14)[+3 dex, +2 size, +2 natural, +1 armor]; BA/G: +6/+5; Atk: +5 melee (1d2-1 claws); Full Atk: +5 melee (1d2-1 2 claws) and +2 melee (1d4-1 bite); SQ: nature sense, animal companion, wild empathy, woodland stride, trackless step, scent, low light vision, resist nature's lure, wild shape (3/day, large); AL: CN; SV: Fort +8, Ref +4, Will +8; Str 8, Dex 17, Con 15, Int 16, Wis 16 (20), Cha 8.

Skills and Feats: Concentration +19, Escape Artist +6, Handle Animal +6, Hide +8, Listen +9, Move Silently +6, Search +5, Spot +8, Survival +10, Speak Common, Infernal, Orc, Ancient Baklunish, Swim +3; Combat Casting, Improved Initiative, Natural Spell.

Possessions: Bracers of armor +1, Potion of Cure Moderate Wounds.

Spells Prepared (6/5/4/4/2; base DC = 15 {13} + spell level): 0 – *Cure Minor Wounds* (2), *Detect Magic*, *Flare* (2), *Know Direction*; 1st – *Entangle*, *Magic Fang*, *Obscuring Mist*, *Produce Flame*, *Speak with Animals*; 2nd – ~~*Barkskin*~~, *Flaming Sphere*, ~~*Owl's Wisdom*~~, *Summon Nature's Ally II*, 3rd – *Call Lightning*, *Regenerate Ring*, *Spike Growth*, *Summon Nature's Ally III*, 4th – *Flame Strike*, *Rusting Grasp*.

APL 10

☛ **Willie Flashpaws**, male raccoon Drd 12; CR 12; Tiny-sized awakened animal (raccoon); HD 12d8+24+12; hp 100; Init +7; Spd 30 ft; AC 21 (touch 15, flatfooted 18)[+3 dex, +2 size, +5 natural, +1 armor]; BA/G: +9/+8; Atk: +8 melee (1d2-1 claws); Full Atk: +8 melee (1d2-1 2 claws) and +4 melee (1d4-1 bite); SQ: nature sense, animal companion, wild empathy, woodland stride, trackless step, scent, low light vision, resist nature's lure, wild shape (4/day, large, tiny, plant), venom immunity; AL: NE; SV: Fort +10, Ref +7, Will +10; Str 8, Dex 17, Con 15, Int 16, Wis 17 (21), Cha 8.

Skills and Feats: Concentration +16, Escape Artist +8, Handle Animal +8, Hide +11, Listen +12, Move Silently +7, Search +7, Spot +11, Survival +12, Speak Common, Infernal, Orc, Ordai, Swim +3; Blindsight, Improved Initiative, Improved Toughness, Fast Wild Shape, Natural Spell.

Possessions: Bracers of armor +1, Potion of Cure Moderate Wounds.

Spells Prepared (6/6/5/5/3/3/2; base DC = 15 {13} + spell level): 0 – *Cure Minor Wounds* (2), *Detect Magic*, *Flare* (2), *Know Direction*; 1st – *Cure Light Wounds*, *Entangle*, *Magic Fang*, *Obscuring Mist*, *Produce Flame*, *Speak with Animals*; 2nd – ~~*Barkskin*~~, *Chill Metal*, *Flaming Sphere*, ~~*Owl's Wisdom*~~, *Summon Swarm*; 3rd – *Call Lightning*, *Poison*, *Spike Growth*, *Summon Nature's Ally III*, *Wind Wall*; 4th – *Dispel Magic*, *Freedom of Movement*, *Ice Storm*; 5th – *Call Lightning Storm*, *Stoneskin*, *Wall of Fire*; 6th – *Bear's Endurance (Mass)*, *Dispel Magic (Greater)*, *Fire Seeds*.

☛ **Willie's Companion (dire lion)**; Large Animal; HD 10d8+30; hp 76; Init +2; Spd 40 ft; AC 18 (touch 12, flat-footed 15) [-1 size, +3 Dex, +6 natural]; BA/G +7/+19; Atk +15 melee (1d6+8, claw); Full Atk +15 melee (1d6+8, 2 claws) and +8 melee (1d8+4, bite); SA improved grab, pounce, rake 1d6+3; SQ low light vision, scent, link, share spells, evasion; AL N; SV Fort +10, Ref +9, Will +8; Str 26, Dex 16, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +3 (+9 in tall grass or heavy overgrowth), Listen +8, Move Silently +5, Spot +7; Alertness, Combat Reflexes, Run, Weapon Focus (claw).

Improved grab (Ex): To use this ability, the dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

☛ **Snakecatcher**, male raccoon Drd 9; CR 9; Tiny-sized awakened animal (raccoon); HD 9d8+18; hp 67; Init +7; Spd 30 ft; AC 19 (touch 15, flatfooted 16)[+3 dex, +2 size, +3 natural, +1 armor]; BA/G: +6/+5; Atk: +5 melee (1d2-1 claws); Full Atk: +5 melee (1d2-1 2 claws) and +2 melee (1d4-1 bite); SQ: nature sense, animal companion, wild empathy, woodland stride, trackless step, scent, low light vision, resist nature's lure, wild shape (3/day, large), venom immunity; AL: CN; SV: Fort +8, Ref +5, Will +8; Str 8, Dex 17, Con 15, Int 16, Wis 16 (20), Cha 8.

Skills and Feats: Concentration +19, Escape Artist +6, Handle Animal +6, Hide +8, Listen +11, Move Silently +7, Search +5, Spot +9, Survival +11, Speak Common, Infernal, Orc, Ancient Baklunish, Swim +4; Combat Casting, Dodge, Improved Initiative, Natural Spell.

Possessions: *Bracers of armor +1*, *Potion of Cure Moderate Wounds*.

Spells Prepared (6/5/5/4/2/1; base DC = 15 {13} + spell level): 0 – *Cure Minor Wounds* (2), *Detect Magic*, *Flare* (2), *Know Direction*; 1st – *Entangle*, *Magic Fang*, *Obscuring Mist*, *Produce Flame*, *Speak with Animals*; 2nd – ~~*Barkskin*~~, *Flaming Sphere*, ~~*Owl's Wisdom*~~, *Summon Nature's Ally II*, *Resist Energy*; 3rd – *Call Lightning*, *Spike Growth*, *Summon Nature's Ally III*, *Regenerate Ring*; 4th – *Flame Strike*, *Rusting Grasp*; 5th – *Animal Growth*.

APL 12

☛ **Willie Flashpaws**, male raccoon Drd 14; CR 14; Tiny-sized awakened animal (raccoon); HD 14d8+28+14; hp 116; Init +7; Spd 30 ft; AC 21 (touch 15, flatfooted 18)[+3 dex, +2 size, +5 natural, +1 armor]; BA/G: +10/+9; Atk: +9 melee (1d2-1 claws); Full Atk: +9 melee (1d2-1 2 claws) and +5 melee (1d4-1 bite); SQ: nature sense, animal companion, wild empathy, woodland stride, trackless step, scent, low light vision, resist nature's lure, wild shape (5/day, large, tiny, plant), venom immunity, thousand faces; AL: NE; SV: Fort +11, Ref +7, Will +11; Str 8, Dex 17, Con 15, Int 16, Wis 17 (21), Cha 8.

Skills and Feats: Concentration +18, Escape Artist +9, Handle Animal +10, Hide +13, Listen +14, Move Silently +8, Search +7, Spot +13, Survival +12, Speak Common, Infernal, Orc, Ordai, Swim +3; Blindsight, Improved Initiative, Improved Toughness, Fast Wild Shape, Natural Spell.

Possessions: *Bracers of armor +1*, *Potion of Cure Moderate Wounds*, *Potion of Greater Magic Fang +3*.

Spells Prepared (6/6/6/5/4/3/3/2; base DC = 15 {13} + spell level): 0 – *Cure Minor Wounds* (2), *Detect Magic*, *Flare* (2), *Know Direction*; 1st – *Cure Light Wounds*, *Entangle*, *Magic Fang*, *Obscuring Mist*, *Produce Flame*, *Speak with Animals*; 2nd – *Adrenaline Surge*, ~~*Barkskin*~~, *Chill Metal*, *Flaming Sphere*, ~~*Owl's Wisdom*~~, *Summon Swarm*; 3rd – *Call Lightning*, *Cure Moderate Wounds*, *Poison*, *Spike Growth*, *Summon Nature's Ally III*, *Wind Wall*; 4th – *Dispel Magic*, *Flame Strike*, *Freedom of Movement*, *Ice Storm*; 5th – *Call Lightning Storm*, *Stoneskin*, *Wall of Fire*; 6th – *Bear's Endurance (Mass)*, *Dispel Magic (Greater)*, *Fire Seeds*; 7th – *Heal*, *Sunbeam*.

☛ **Snakecatcher**, male raccoon Drd 12; CR 12; Tiny-sized awakened animal (raccoon); HD 12d8+24+12; hp 100; Init +7; Spd 30 ft; AC 21 (touch 15, flatfooted 18)[+3 dex, +2 size, +5 natural, +1 armor]; BA/G: +9/+8; Atk: +8 melee (1d2-1 claws); Full Atk: +8 melee (1d2-1 2 claws) and +4 melee (1d4-1 bite); SQ: nature sense, animal companion, wild empathy, woodland stride, trackless step, scent, low light vision, resist nature's lure, wild shape (4/day, large, tiny, plant), venom

immunity; AL: CN; SV: Fort +10, Ref +7, Will +10; Str 8, Dex 17, Con 15, Int 16, Wis 17 (21), Cha 8.

Skills and Feats: Concentration +21, Escape Artist +7, Handle Animal +8, Hide +10, Listen +11, Move Silently +8, Search +9, Spot +11, Survival +13, Speak Common, Infernal, Orc, Ancient Baklunish, Swim +5; Combat Casting, Dodge, Improved Initiative, Improved Toughness, Natural Spell.

Possessions: *Bracers of armor +1, Potion of Cure Moderate Wounds.*

Spells Prepared (6/6/5/5/3/3/2; base DC = 15 {13} + spell level): 0 – *Cure Minor Wounds (2), Detect Magic, Flare (2), Know Direction*; 1st – *Entangle (2), Magic Fang, Obscuring Mist, Produce Flame, Speak with Animals*; 2nd – ~~*Barkskin*~~, *Flaming Sphere, Owl's Wisdom, Summon Nature's Ally II, Resist Energy*; 3rd – *Call Lightning, Greater Magic Fang, Spike Growth, Summon Nature's Ally III, Regenerate Ring*; 4th – *Flame Strike, Freedom of Movement, Rusting Grasp*; 5th – *Animal Growth, Cure Critical Wounds, Insect Plague*; 6th – *Fire Seeds, Dispel Magic (Greater).*

🐍 **Snakecatcher's Companion (dire lion);** Large Animal; HD 10d8+30; hp 76; Init +2; Spd 40 ft.; AC 18 (touch 12, flat-footed 15) [-1 size, +3 Dex, +6 natural]; BA/G +7/+19; Atk +15 melee (1d6+8, claw); Full Atk +15 melee (1d6+8, 2 claws) and +8 melee (1d8+4, bite); SA improved grab, pounce, rake 1d6+3; SQ low light vision, scent, link, share spells, evasion; AL N; SV Fort +10, Ref +9, Will +8; Str 26, Dex 16, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +3 (+9 in tall grass or heavy overgrowth), Listen +8, Move Silently +5, Spot +7; Alertness, Power Attack, Run, Weapon Focus (claw).

Improved grab (Ex): To use this ability, the dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Encounter Seven:

ALL APLs

🗡️ **Sir Tarik Einar,** Human male, Drd13 Shifter3; HD 16d8+20+15; hp 143; Init +1; Spd 30 ft.; AC 27 (touch 13, flatfooted 26)[+8 armor, +2 deflection, +1 Dex, +5 natural]; BA/G: +11/+11; Atk: +13 melee (1d8+2 crit X 3 *Longspear +2*); Full Atk: +13/+8/+3 melee (1d8+2 crit X

3 *Longspear +2*) or +15/+10/+5 ranged (1d4 sling); SA: nature sense, animal companion, wild empathy, woodland stride, trackless step, scent, low light vision, resist nature's lure, greater wild shape (7/day; large, tiny, dire, humanoid, beast or plant), venom immunity; Fort +13, Ref +9, Will +14; Str 10, Dex 14, Con 14, Int 14, Wis 20, Cha 16; AL CN.

Skills and Feats: Climb +6, Concentration +22, Diplomacy +15, Disguise +11, Heal +15, Hide +6, Knowledge (Nature) +11, Listen +11, Move Silently +6, Sense motive +10, Spot +13, Survival +18, Swim +4; Alertness, Endurance, Fast Wild Shape, Improved Toughness, Multiattack, Natural Spell, Track

Languages: Common, Elven, Goblin, Orc, Druidic

Greater Wild Shape (Ex): A shifter can take the form of another creature, as per the polymorph self spell, but may only take one form per use. The druid does regain hit points as though he rested a full day. A druid is not disoriented when using this ability. As a shifter, he may a non-animal form; including humanoid, beast or plant; up to the maximum hit dice that he possesses. He may designate what pieces of equipment meld into the new form and which do not. He may use his standard wild shape ability as greater wild shape and can mix and match benefits of the two abilities as desired (e.g. becoming a large humanoid).

Suggested Favored Forms: Chimera (combat), dire bear (combat), Grey render (combat), Pegasus (to flee if room), owl (to flee if less room, then switches to faster Pegasus form when able).

Possessions: *Ironwood Fullplate +1, +2 Longspear, Boots of Speed, Ring of Protection +2, 2 Potions of cure moderate wounds, Torc of animal speech, Elixir of Firebreath*

Spells Prepared (6/6/6/5/5/4/2/1; base DC = 15 + spell level): 0 – *Detect Magic, Flare, Guidance (2), Know Direction, Light*; 1st – *Entangle, Cure Light Wounds, Faerie Fire, Obscuring Mist, Produce Flame (2)*; 2nd – ~~*Barkskin*~~, *Flaming Sphere, Lesser Restoration, Heat Metal, Chill Metal, Resist Energy*; 3rd – *Call Lightning, Greater Magic Fang, Poison (2), Cure Moderate Wounds*; 4th – *Air Walk, Flame Strike, Freedom of Movement, Dispel Magic, Ice Storm*; 5th – *Animal Growth, Cure Critical Wounds, Tree Stride, Stoneskin*; 6th – *Greater Dispel Magic, Liveoak*; 7th – *Firestorm.*

DM AID #2

New Rules Items

Feats

Blindsight [Wild]

Your senses are as keen as the bats.

Prerequisites: Ability to use *wild shape* to become a dire bat.

Benefit: You gain the extraordinary ability blindsight (as described in the DMG), which operates regardless of your form. Like the dire bat, you emit high frequency sounds, inaudible to most creatures, as a form of sonar that allows you to locate objects and creatures within 120 feet. Since this ability relies on hearing, any circumstance that deprives you of that sense also negates your blindsight.

Reference: Masters of the Wild, page 21.

Energy Substitution [Metamagic]

You can modify a spell that uses one type of energy to use another type of energy.

Prerequisites: Any other metamagic feat, 5 ranks in Knowledge (arcane).

Benefit: Choose one type of energy: acid, cold, electricity, fire or sonic. You can modify a spell with an energy designator to use the chosen type of energy instead. A substituted spell works normally in all respects except the type of damage dealt. A substituted spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Reference: Tome and Blood, page 40.

Fast Wild Shape [General]

You assume your *wild shape* faster and more easily than you otherwise could.

Prerequisites: Ability to use *wild shape* to become a dire animal, Dex 13.

Benefit: You gain the ability to use wild shape as a move equivalent action.

Reference: Masters of the Wild, page 22.

Hold the Line (General)

You are trained in defensive techniques against charging opponents.

Prerequisites: Base attack bonus +2, Combat Reflexes.

Benefit: You may make an attack of opportunity against an opponent who charges you when he enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Reference: Sword and Fist, page 7.

Multiattack [General]

You are adept at using all your natural weapons at once.

Prerequisites: Access to a form that has three or more natural weapons, either naturally or through shapechanging.

Benefit: Your secondary attacks with natural weapons suffer only a –2 penalty.

Reference: Masters of the Wild, page 24.

Power Lunge (General)

Your ferocious attack may catch an opponent unprepared.

Prerequisites: Base attack bonus +3, Power Attack.

Benefit: A successful attack roll during a charge allows you to inflict double your normal Strength modifier in addition to the attack's damage. You provoke an attack of opportunity from the opponent you charged.

Reference: Sword and Fist, page 8.

Resistance to Energy [General]

You channel the power of nature to resist a particular energy type (fire, cold, electricity, acid or sonic).

Prerequisites: Base Fort save bonus +8.

Benefit: Choose an energy form. You gain resistance 5 against that energy type. For example, if you choose fire, you ignore the first 5 points of fire damage you take each round, regardless of whether that damage stems from a mundane or magical source.

Reference: Masters of the Wild, page 25.

Spells

Adrenaline Surge (Transmutation)

Level: Drd 2, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 action

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

Area: Your summoned creatures within a spherical emanation with a radius equal to the range, centered on you.

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Each of your summoned creatures within the area receives a +4 enhancement bonus to Strength. This

effect lasts until the spell ends or the creature leaves the area.

Reference: Masters of the Wild, p. 82.

Regenerate Ring (Conjuration/Healing)

Level: Drd 3

Components: V, S

Casting Time: 1 action

Range: 20 feet

Area: One creature/two levels, no two of which can be more than 30 feet apart.

Duration: 10 rounds + 1 round/2 levels

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You invoke energy over a group of creatures, granting each the fast healing ability for the duration of the spell. This healing applies only to damage sustained during the spells duration, not to that from previous injuries. Each subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time. *Regenerate ring* does not restore hit points lost from starvation, thirst or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *regenerate* spells do not stack: only the highest level effect applies. Applying a second regenerate spell of equal level extends the first spells duration by the full duration of the second spell.

Reference: Masters of the Wild, p. 93.

Critical Event Summary

LG FUR4–03 – Bells in Gold

(Return to HQ or to Michelle Sharp)
Please be sure to answer all questions. Thanks.

- | | | | | |
|----|---|---------------|------------|-------------------|
| 1. | Is Sir Tarik's part in the attacks reported to the authorities? | YES | NO | |
| 2. | What is Lord Ogart's final status? | Alive/Engaged | Dead | |
| 3. | What is Sir Tarik's final status? | Dead | Captured | Fled Engaged |
| 4. | What is Willie Flashpaws final status? | Dead | Captured | Fled |
| 5. | What is Snakecatcher's final status? | Dead | Captured | Fled |
| 6. | With whom is the Countess Engaged? | Sir Tarik | Lord Ogart | |
| 7. | Comments (Optional). Please explain any unusual circumstances | | | |