



# Lions, Tigers and Bears ...

"Babe in the Woods" Part One

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A One-Round Adventure for the *Legends of the Shining Jewel* Campaign

Wild animals prowl the streets of Amthydor and roam the surrounding countryside. Can they be stopped before serious harm is done? For heroes of levels 1-5.

*Note:* While it is possible to play the events in this series in any order, it is strongly recommended that they be played in chronological order to preserve the continuity of the plot.

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## Legal Text

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## Welcome to LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot.

It is a good idea to have the players and judge place some sort of nametag in front of them, so everyone can easily identify each other and the names of the characters they are playing.

Some of the text in this adventure is in *bold italics*. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

## LSJ GM Empowerment Clause

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or

simple bad luck is one thing, but stupid actions deserve what they get.

## Calculating Average Table Level (ATL)

LSJ uses ATL rather than APL in an effort to offer challenging modules without massacring smaller or imbalanced tables. What this means is that, to factor the ATL for a table, the levels of all the player-characters are added together. That number is divided by six regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the module, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players equals 2 tables of 6, not 3 tables of 4.

## A Note About Tiers and the Power of PCs

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a "role-playing" rather than "battle-ready" party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module).

## Animals in Combat

Animals which are considered 'class features' (Paladin bonded mounts, ranger or druid animal companions, and familiars) do not affect the party for the purpose of determining ATL.

Animals that are purchased or adopted from the Bestiary and are available for combat will have their HD included in the calculation of ATL for the scenario. Adopted animals 2 HD or

greater than accompany PCs on an adventure, that are available/intended for combat, add their HD to the total HD of the party for the purpose of determining ATL. The total HD of the party, including animals, is then divided by the number of PCs to determine the ATL at which combats should occur. An animal does not need to be trained in order to participate in combat. However, animals which have not been trained for Attack, Defend, Guard or War, which are threatened, must make a Will save (DC 15) or flee until combat is resolved.

### Adventure Background

The continuing attacks by undead in the city have left not only orphaned children and empty homes, but pets with no one to care for them. With the approach of winter, many of these have taken to roaming the streets seeking food. These unfortunate strays, as well as a large number of still domestic pets and wild animals from the surrounding area, are being drawn together by someone (or something) to protect a lonely young orphan girl named Kasira. Three months ago Kasira's parents were killed by the Beast, a newly infected weretiger, during its first transformation. The Beast has been driven slightly mad by guilt, and feels responsible for leaving the child without her parents. She has been secretly watching over Kasira, providing food and sending the animals to befriend her. She is very careful to only allow Kasira to see her in her tiger form, as she cannot bear to face the girl's questions in human form. Those who are deemed a threat to the child are attacked. She has been alone for three months following the death of her parents, and still lives in their small hut, with only her animal friends (and her beastly protector) for company. As the scenario proceeds, PCs will be faced with the decision of what to ultimately do with the animals. While the PCs' natural reaction may be to kill something attacking them, and a local furrier will pay for any pelts in good condition, the druids want the animals saved, and Telvik Reston wants them returned to their cages. No matter which solution the PCs chose, someone is going to be unhappy about it.

Introduction – Members of the Diamond Legion: Members of the Diamond Legion are just coming off duty, having been unexpectedly called to service that morning for a day of playing dog catcher. Now off duty, they are on their way to a nearby tavern or home when the attack occurs.

Other PCs: Passing a relaxing afternoon wandering the city, PCs witness the sudden attack on a group of children by a pack of dogs. PCs should jump into the fight to save them, thus earning the attention of the Diamond Legion when they arrive as the fight ends.

Encounter 1 – PCs will be asked to investigate this most recent incident, as well as those that occurred earlier that morning. The PCs will be advised of the locations of encounters 2-5, which they may visit in any order they wish (or not at all, if they do not feel the need to explore all possible sources of information).

Encounter 1a (Optional) – PCs may question the children who were attacked. Successful skill checks for Bluff, Diplomacy, Intimidate or Sense Motive may help to reveal that the children refused to play with a young girl and made fun of her shortly before the dogs attacked.

Encounter 1b – As they are leaving after speaking to the Diamond Legion (or the boys, if they chose to question them) the PCs will be approached by a local furrier, the first of the three parties with an interest in the disposition of the animals.

Encounter 2 – PCs may visit the Ruby Square Marketplace in the Merchants District, to investigate the attack there.

Encounter 3 – PCs may enter the Nobles District to speak with survivors of an attack earlier that day near the country home of House Reilly.

Encounter 3a (Optional) – PCs may, if they wish, investigate the site of the attack on Lady Reilly's party. More cats are waiting, and the PCs may follow their tracks back into the forest in search of answers.

Encounter 4 – PCs may visit a large merchant caravan traveling through the city carrying a cargo of exotic animals, many of which have

escaped/been released and may be responsible for some of the attacks.

Encounter 4a –A mob has learned of the animals missing from the caravan and are coming to demand that the caravan master do *something* about the problem that *he* obviously caused. It will be up to the PCs to prevent a riot.

Encounter 5 –PCs may visit the grove dedicated to the deities of nature, seeking answers from the druids there to explain the strange behavior of the animals.

Encounter 6 (Optional) –For PCs who **insist** on visiting the temple of Meneon.

Encounter 7 –Eventually the PCs will gather enough information to locate the ruined hut where Kasira still lives, watched over by her animal protectors. The Beast will be away when the PCs come to take the child away, but the animals will fight to keep her from being taken by the bare-skinned heroes.

Epilogue – The end result of the scenario will vary depending upon the fate of Kasira and upon what the PCs do with the animals.

## Introduction: Oh My!

**Note to GMs:** Before beginning the introduction: Ask for a Knowledge (Nature) or Survival check (DC 15). Those who succeed realize that while domestic animals walking the streets are not uncommon, in recent weeks there have been more than normally present, and the numbers have been rapidly increasing.

**Gather Information:** Throughout the course of this scenario the PCs will likely seek information which will not be immediately available. In this event, it is not so much a matter of how good they are at getting the information out of who they talk to as it is finding the right person to talk to. Allow them to ask their questions and roll their checks, but any information on missing druids, the Beast, Kasira and her parents, the location of their home or recently missing/orphaned children will require

someone to ‘check into it and get back to them’, and the PCs will be asked to return later to hear what has been discovered. If the PCs do not return for the information, a messenger will bring it to them. All of these answers will be available in time for Encounter Seven, and should be presented to the PCs approximately one hour before the scheduled end of the slot. The various DCs and the eventual answers are contained in **GM Aid #1**.

**Phase of the Moon** — Do not volunteer this information, but if the PCs/Players ask, roll some dice, consult a random page in the scenario and then nonchalantly tell them that it is the afternoon of the 2<sup>nd</sup> night of the full moon.

**Weather** — PCs curious about the weather and the approaching storm may make a Survival check (DC 15) to recognize that the actual storm will not arrive until sometime late the next day.

**Kasira**—Kasira appears repeatedly throughout the scenario, either in person or through reported sightings. She first appears in the Introduction, as the little girl crying on the street after the boys made fun of her. As the PCs get each description of her and ask if it is the same person, have them make an Intelligence check. The starting DC is 20, minus 5 for each additional time they see her or hear a description.

Diamond Legion members:

*You never imagined when you signed on with the Legion that you would be playing dog catcher, but that is exactly how you spent the morning, called to duty unexpectedly on your day off. At least rounding up stray pets is not the worst duty in the Legion. You are sure it could have been much worse.*

All other PCs:

*The bright morning sky has been replaced by darkening clouds that hint at a chill rain. The Port District is filled with locals and foreigners alike, hurrying to finish their errands before the storm arrives. All around you people are sharing the latest news and gossip.*

Ask for Listen checks (DC 10). Present the following snippets of (possibly) useless and

irrelevant information for the PCs to overhear on the street. The first three refer to this scenario, but give them more if they want to actually listen, as the others refer to insignificant events or hint at upcoming scenarios. Roll some dice to make it appear random. Give each piece of gossip only once.

1. **“Not letting anyone in to shop until they get the mess cleaned up.”** (The speaker is referring to the damage caused in the early morning attack at the Ruby Square Marketplace—Encounter 2)

2. **“Beasts like that shouldn’t be allowed near honest folk. It’s not safe. He probably let them out himself.”** (Word has already spread about the animals missing from Telvik Reston’s caravan, and some people think that he released the animals himself.)

3. **“I heard from the gate guards that they ripped the girl’s throat right out. She never had a chance.”** (The speaker is a farmer who was coming into town at the same time as Lady Reilly and her companions were arriving after being attacked. The female cleric who was killed had her throat ripped out by one of the attacking leopards.)

4. **“Spending time with a foreigner is what I heard. No good to come of it if you ask me.”** (The speaker and her companion are well-dressed ladies from the middle-upper class, perhaps wives of wealthy merchants or ambassadors. They are discussing a young female Noble from an unidentified House who is romantically involved with a non-Amthydoran. If they catch the PCs listening to their conversation they will give a look that says ‘how rude, listening to someone else’s conversation’ and hurry on their way. They will not share gossip with the PCs. It has no relevance to this scenario.)

5. **“It was a lovely funeral. He would have liked knowing that all his friends came to say goodbye.”** (An old gentleman, Giuseppe Guignol, who was well known in the Adventures District for making toys for poor children or helping poor widows with chores, has died of natural causes. It has no relevance to this scenario.)

6. **“The ship and crew all gone without a trace. Must have been pirates! Probably Vanyrians if you ask me.”** (A ship bringing goods from Corothia is a tenday late in arriving, and three sailors are speculating on its fate. It has no relevance to this scenario.)

7. **“I heard that she refuses to tell who the father is.”** (A group of young aristocrat women are discussing a noblewoman who has been accused of adultery, and who has a child **not** fathered by her husband. This refers to the scenario ‘Nobles’ and has no impact on this scenario.)

8. **“He spent the night at the shrine to that...that creature.”** (An unhappy and very pregnant wife of a local merchant is talking to her friend and bemoaning the infidelity of her husband, who spent the previous evening at the temple of Dymora. It has no relevance to this scenario.)

9. **“Imagine a nice girl like her going off on adventures when she ought to be at home seeing to her duty.”** (A couple of old grandmothers from the ‘barefoot & pregnant’ generation are discussing an unidentified well-to-do young woman who has taken up the life of an adventurer rather than being a good little girl and getting married & making babies. It has no relevance to this scenario.)

10. **“I heard that he’s going to ask her to marry him. If she knows what’s good for her she’ll say no.”** (Three young women are discussing their friend. She is being courted by the lazy, gambling drunken son of a local farmer. The young man has no real prospects for the future, and they think that their friend deserves much better in a husband. It has no relevance to this scenario.)

*A group of young men pass you, their arms filled with equipment, chatting excitedly about some adventure that they have planned. Sailors hurry to secure their ships against the wind and tides. A small girl darts among the many wagons and horses, crying softly. (She is quickly lost in the crowd if the PCs try to follow her. There will be plenty of time for them to meet her later)*

*Wagons weave amongst the throngs of people, their drivers anxious to get their goods safely delivered. A small patrol of the Diamond Legion*

*nods politely as they pass by, pleased with the normalcy of the scene. The great bell tolls the second hour past midday as you pass the Dauntless Dolphin and its inviting aromas of fresh bread, warm stew and mulled wine. A hot meal would be just the thing to chase away the chill. You have earned a little time for yourself, haven't you? Besides, all that shouting and screaming up the street probably doesn't mean anything important.*

This last line should elicit a “WHAT?!?” from the players/PCs and cause them to look up the street. If they are not paying attention and the players need a ‘clue by four’, then the dogs can chase the children right past them.

*The noise of the crowd around you is suddenly replaced by the screaming of children and the angry snarling and barking of dogs in pursuit of prey as four boys flee into a nearby alley, a pack of dogs hard on their heels.*

The chase will be 60’ away when the PCs take note of it. The alley is located midway between the PCs and the boys. If the PCs choose not to go to the aid of the children then the scenario is over for them. If they move to assist, they will find the boys scrambling up onto some crates to keep away from the animals.

*You turn the corner into the alley in time to see the last boy scrambling up onto a stack of crates, just out of reach of the snapping teeth of the pursuing dogs. Deprived of their chosen prey, the animals turn their attention to you.*

#### ATL 1

**Dog (1+1 per 2 PCs);** Medium Animal; HD 2d8+2; hp 11; Init +2 (Dex); Spd 40 ft.; AC 15 (+1 size, +2 Dex, +2 natural), touch 13, flat-footed 13; BAB/Grapple +1/+3; Atks Bite +3 Melee (1d6+3); Full Atk Bite +3 Melee (1d6+3); Space/Reach 5 ft/5 ft.; SA Nil; SQ Low-light vision, scent; AL N; SV Fort +4, Ref +5, Will +1.

Str 15, Dex 15, Con 13, Int 2, Wis 14, Cha 6.

**Skills:** Jump +8, Listen +6, Spot +6, Swim +3, Survival +2 (+7 when tracking by scent)

**Feats:** Alertness, Track

#### ATL 3

**Dog (1+1 per PC);** Medium Animal; HD 2d8+2; hp 11; Init +2 (Dex); Spd 40 ft.; AC 15 (+1 size, +2 Dex, +2 natural), touch 13, flat-footed 13; BAB/Grapple +1/+3; Atks Bite +3 Melee (1d6+3); Full Atk Bite +3 Melee (1d6+3); Space/Reach 5 ft/5 ft.; SA Nil; SQ Low-light vision, scent; AL N; SV Fort +4, Ref +5, Will +1.

Str 15, Dex 15, Con 13, Int 2, Wis 14, Cha 6.

**Skills:** Jump +8, Listen +6, Spot +6, Swim +3, Survival +2 (+7 when tracking by scent)

**Feats:** Alertness, Track

#### ATL 5

**Wolf (3);** Medium Animal; HD 2d8+4; hp 13; Init +2 (Dex); Spd 50 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB/Grapple +1/+2; Atks Bite +3 Melee (1d6+1); Full Atk Bite +3 Melee (1d6+1); Space/Reach 5 ft/5 ft.; SA Trip; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1.

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

**Skills:** Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+5 when tracking by scent)

**Feats:** Track, Weapon Finesse

*Trip (Ex):* A wolf which hits with a bite attack may attempt to trip its opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

**Dog (6);** Medium Animal; HD 2d8+2; hp 11; Init +2 (Dex); Spd 40 ft.; AC 15 (+1 size, +2 Dex, +2 natural), touch 13, flat-footed 13; BAB/Grapple +1/+3; Atks Bite +3 Melee (1d6+3); Full Atk Bite +3 Melee (1d6+3); Space/Reach 5 ft/5 ft.; SA Nil; SQ Low-light vision, scent; AL N; SV Fort +4, Ref +5, Will +1.

Str 15, Dex 15, Con 13, Int 2, Wis 14, Cha 6.

**Skills:** Jump +8, Listen +6, Spot +6, Swim +3, Survival +2 (+7 when tracking by scent)

**Feats:** Alertness, Track

Thoughtful PCs may wish to see if the children are injured. Present the box text immediately upon ending the combat, before the PCs can take any actions.

*As the last blow is struck and you begin to assess your surroundings, the sound of armed men marching close reaches your ears. A squad from the Diamond Legion has been drawn to the sound of your combat. Two members move quickly to tend to the children, leading them away from the scene while their leader approaches you.*

*“What has happened here? Who is responsible for this?”*

Due to the nature of the attack, he will automatically be suspicious of rangers, druids or PCs traveling with animals (especially dogs or wolves). He allows the PCs a few moments to explain without interruption. Allow the players role play their protests of innocence and explain that they were just helping out.

*As you finish your explanation, he takes a long hard look at each of you, assessing you for a moment. Just as he begins to speak, another member of the squad approaches, carrying a small roll of parchment and a white dove. The new arrival whispers something to him. He looks at all of you again, nods to his companion, and addresses you.*

*“It appears that there may be more to this matter than a simple attack by some roaming animals. It will be necessary for you to speak to my superior, Lt. Collins, at the district headquarters. The children are already being taken there as well.”*

*He provides you with directions to the nearest Diamond Legion post before gathering his remaining men to haul off the carcasses and continue on with their patrol.*

Have the PCs make a Spot check (DC 20) to see the dove bearing the patrol’s initial report winging its way to the nearest outpost.

*As you make your way down the street, a small white shape goes winging overhead.*

It does not occur to him that the PCs might ignore their instructions. In his mind the issue is resolved. They have their orders and are expected to carry them out. He also has no further information to share with them. They will have to get that from the lieutenant. If they ignore their instructions and do not go to speak with the lieutenant then several

more people will be attacked, stranger things will happen in the sequel, and this scenario ends here. The PCs will not be able to recover any animal hides from this encounter. The carcasses will be disposed of by the Diamond Legion following their investigation.

If the PCs follow their instructions and go to speak to the lieutenant **GO TO Encounter 1.**

## Encounter One: Paw Prints

*Following the directions you were given you quickly arrive at the patrol post and make your way inside. A young legionnaire looks up as you enter. (If any of the PCs are female, an Aristocrat or a Noble, he will stand and nod respectfully.)*  
*“May I assist you?”*

As soon as the PCs mention the most recent attack, or that they were sent by the patrol to speak to the lieutenant, he will excuse himself to notify his superior of their arrival.

*He shows you into a small office, barely large enough for a large wooden desk and its occupant, a no-nonsense female lieutenant who looks up from placing a white dove in a wooden cage as her assistant admits you into the room. She holds a small rolled note in her hand as she gestures for you to enter.*

*“Thank you for coming. I am Lt Bailey Collins. I have just received a brief report of what happened on the street. My men reported that you handled yourselves well. Your intervention is appreciated. Such attacks are most disturbing. In light of the continuing problems in the District of the Poor I do not really have the manpower to deal with this at the moment, but perhaps you could be of help. This is the third such incident today, and I am concerned that it will not be the last.” She takes a seat behind the desk before continuing.*

She looks to any members of the Diamond Legion:

*“I understand that you have just come off duty, and any investigation into this matter would be on your own time and completely unofficial, but with everything else that is going on your assistance would be welcome.”*

She looks at each of the PCs in turn.

*“An unusually large number of animals, both pets and wild creatures, have been attacking people in and around the city since early this morning. I realize that this is hardly an appropriate task for adventurers such as yourselves, but are you willing to play dog catcher for a day?”*

Once the PCs agree:

*“Excellent. Please proceed to gather all available information on who may be responsible for these attacks, as well as prevent any additional attacks from occurring. Do you have any questions before you begin?”*

The PCs are certain to have questions. Lt. Collins will answer them as best she can before sending the heroes on their way.

If the players seem lost and do not know where to begin, or just forget to ask, she will mention that the children have been brought here following the attack.

❖ Do we get paid for this?

*A small reward fund has been established by some of the victims. I believe that they have collected approximately 750 gp for the person or persons who can discover and or capture the party responsible for the attacks.*

❖ What happened to the children that we saved from the dogs?

*“The boys who were chased on the street have been brought here. Their wounds are being tended and they are waiting down the hall if you wish to speak with them.”*

❖ What other attacks have taken place?

*“The first incident was early this morning in the Merchant District, at the Ruby Square Marketplace. The injuries seem to be minor, but enough damage was done that it will be a day or two before it reopens. The vendors were still badly shaken when we were there, and their statements did not make much sense. Perhaps you can get better information from them.*

*The second incident occurred just at high sun, on the north road. A cleric of Hyperion was*

*killed, and Lady Kylene Reilly (a younger sister of Lady Consul Reilly) and a member of the Reilly house guard were injured. There has not been time to collect a statement about the incident, but the lady has agreed to see you and to provide what information she can regarding the incident.*

(If there are no PC Nobles at the table she will reach into her desk and produce an ornate card, giving it to the PC with the highest Charisma).

*“This will allow you to enter the Noble District to obtain the lady’s statement.”* If there is a PC Noble present at the table she will nod respectfully to him/her before addressing the party *“Lord (or Lady) \_\_\_\_\_ will be able to vouch for your actions and gain access to the Noble District to obtain the lady’s statement.”*

❖ Do you have any idea where the animals came from?

*“With the recent undead attacks, many domestic pets have lost their owners and have been wandering about the city in search of food. Also, a number of larger and more exotic animals were reported missing last night from a merchant caravan passing through the city, but again we do not yet have a full report on the incident. If those animals were not properly contained then the caravan master, Telvik Reston, will be held responsible for any damage or injuries that the animals cause. The caravan is quartered outside the south gate, with the remaining animals under guard.”*

❖ Do you have any idea why the animals are suddenly acting aggressively?

*“It is possible that the druids from the grove may be able to provide some insight into this strange behavior.”*

❖ Can we have a writ?

*“You are not actually working on behalf of the Diamond Legion, but I can provide you with a letter of introduction to the various parties that you may wish to speak with. It does not grant you any rights or powers, but it may smooth the way.”*

❖ Are you recruiting for the Legion?

*“The Legion is always looking for good and able-bodied people. Should this mission conclude in a manner that is acceptable to our mandate, then*



*perhaps being a Legionnaire is indeed in your future.”*

When the PCs have no further questions she will rise and show them back out into the waiting area.

*“Good luck in your investigation. I look forward to hearing your report.”*

The PCs have about 5 hours until sunset, so they may wish to plan their investigations with an eye to being back inside the gates before dark. The forest can be a scary place at night, even with a full moon, and tracking will be difficult. Nothing unusual will happen, but they do not need to know that right now. Have fun and make them paranoid. If the PCs wish to speak with the boys who were attacked **GO TO Encounter 1a.** If not, **GO TO Encounter 1b.**

## Encounter One A: Reindeer Games (Optional)

**Note:** Unlike most of the other encounters in this scenario, it is not possible to visit this one out of order. This is the only opportunity that the PCs will have to question the boys about the attack. The boys will be sent home as soon as the PCs leave the post to investigate elsewhere, so if they want to question them it is now or never.

*You are shown to a small room at the end of the hall, where the four boys have been taken so that a Diamond Legion cleric may tend to their injuries. He is finishing with the last scratches as you enter and nods courteously to you as he begins to pack up his healer’s bag. The boys are sitting close together, sulking silently as they wait for the verbal thrashing that that they are certain is coming.*

The boys are normally bullies, but the presence of the Diamond Legion and their recent brush with death has left them cowed for the moment. None of the boys was seriously hurt, and their minor scratches and scrapes are being tended.

When first questioned the boys all tell the same story:

*“We weren’t doin’ nuthin’.”*

*“We was just playin’ around, and those filthy mutts attacked us fer no reason.”*

*“Vicious beasts just started chasin’ us.”*

A Sense Motive check DC 15 reveals that they are also feeling somewhat guilty about something. With a successful skill check Bluff (DC 15), Diplomacy (DC 15), or Intimidate (DC 15) the PCs can get a more accurate picture of what took place. Kasira was lonely and ventured into the Port District looking for playmates. When she asked the boys if she could play with them they began to taunt her, making fun of her dirty clothes and ragged appearance. Frightened by the bullies, she fled. Kasira did not incite the animals to attack. It was the Beast, hidden nearby to keep a protective eye on the child, who sent the dogs to attack the boys.

*The boys look to each other, their expressions a combination of guilt and resentment, then they all begin speaking at once.*

*“It was all HER fault.”*

*“We didn’t want to play with a GIRL.”*

*“Told her to go away.”*

*“Never touched her. Only threw the rock at her to scare her off, honest.”*

*“Ran off cryin’ like a baby”*

*“She sicced ‘em on us!”*

In spite of their accusations the boys never actually saw Kasira do anything. They only saw her run away crying. It was after she was gone that the dogs appeared and began chasing them.

❖ **Where did she go?**

*“Away somewhere. She ran off down the street.”*

There is nothing more that the boys can tell the PCs. They were more interested in getting back to their games than in what direction Kasira went when she ran away. The best they can do is gesture vaguely in the that direction the PCs came from.

❖ **What did she look like?**

*“A ‘regular’ girl, and she had light brown hair”.*

The boys cannot tell the PCs anything else, so allow the heroes to decide how best to proceed. If they wish to return to the scene of the attack, there is no evidence to be found.

Regardless of where they decide to go, **GO TO Encounter 1b.**

## Encounter One B: Shepp's Clothing

*Armed with your list of people to talk to and places to investigate, you step out of the Diamond Legion station and into the weak afternoon sun. An average looking middle-aged man leaning against the building straightens and approaches you as you start to move up the street. "Good afternoon. My name is Alger Shepp. I would like to talk to you, if you have a moment."*

He is unarmed and completely non-threatening. The PCs may rebuff him, if they wish. If they do so, he will offer a parting comment and then leave them to their investigation.

*"If you are going to risk your life you may as well get something for it."*

If they choose to listen to him:

*"Word is getting out about the animal attacks. There have been sightings in all the districts. You put on quite a show saving those boys earlier. Naturally you would be asked to help look into the situation. I can't really help you with the investigation, but I might be able to help with something else. The Diamond Legion won't pay you and the merchants in the market really can't afford to offer more than a pittance. I'd like to offer you the chance to make a little real money. Just a simple business agreement. Entirely legal."*

If the PCs seem receptive to his offer then he will continue.

*"I am a furrier and tailor. I have a small shop in the Merchant District. I am just asking for the opportunity to purchase any usable hides when you are done. It's not like you would be hunting*

*the animals for sport. If they attack you then naturally you will have to defend yourselves. The less damage to them the better, of course. If you could avoid slashing them up I would be able to offer you more for them."*

Sense Motive DC 10. He is being entirely honest. All he wants is a simple business deal and the opportunity to purchase any hides that have not been ruined in the process of defeating the animals.

Knowledge (local) (DC 10). His business is legitimate. He is willing to pay the PCs fair value for the hides that they bring him. What he pays will depend upon the type of animal and the condition of the skin. Bludgeoning and piercing weapons will do less damage to the hides, while slashing damage will reduce their value significantly.

If the PCs decline his offer, he will wish them good luck and be on his way.

If the PCs accept his offer he will give them a small card with the address of his shop.

*"Find me at this address when you have the hides, and we can discuss fair payment. I wish you good luck."*

**NOTE:** Regarding distance and direction to locations in the scenario: the Ruby Square Marketplace is the closest, followed by House Reilly in the Noble District. The caravan is located just outside the south gate. The site of the attack on Lady Reilly is 4 miles north of the city. The druid grove is 4 miles south of the city. The final encounter takes place approximately 2 miles east of the grove.

If the PCs wish to visit the Ruby Square Marketplace **GO TO Encounter 2.** If they wish to visit House Reilly **GO TO Encounter 3.** If they wish to go directly to the site of the attack on Lady Reilly **GO TO Encounter 3a.** If they wish to visit the caravan **GO TO Encounter 4.** If they wish to visit the druids **GO TO Encounter 5.**

## Encounter Two: Monkey See, Monkey Do

*The cleanup is already well underway as you make your way to the Ruby Square Marketplace. Judging from the current disarray, the initial damage must have been a sight to behold. Instead of the usual bustle of shoppers, the only people about are the vendors quickly working to repair the wreckage of their once organized stalls. Merchants can be heard swearing at each newly discovered bit of damage or yelling at apprentices to fetch this tool or that to make necessary repairs. Time is money, and the vendors are anxious to reopen as soon as possible. As each stall is put to rights a small jar is added to the counter with a sign reading 'Reward Fund'.*

There are a dozen merchants working to set things to rights. All had their stalls damaged and it will require a Diplomacy check DC 10 to get them to speak to the PCs politely but somewhat hurriedly as they go about their repairs.

Between them they can provide the following information in response to the PCs' questions:

### ❖ What attacked you?

*"Monkey, monkeys everywhere. Big ones, little ones, black ones, brown ones. Smelly, nasty little monkeys. Must have been a hundred of 'em jumping around and screeching. Tearing stuff up, throwing things and scratching anyone they could reach."*

### ❖ Where did they come from?

*"If I knew that you can be sure that I'd be making certain there were no more of them. One minute everything was normal and we were all setting up our stalls, getting ready to open for the day. Next minute they were EVERYWHERE-jumping off roofs, swinging from poles, hanging from the awnings. Some of 'em could have come from that Reston guy who is always passing through selling his beasties, but I'm not sure."*

### ❖ Do you know where the monkeys went when they left?

*Well, we were a little busy trying to crawl out from under our tables, but I think a bunch of them went up the side of that building over there." Points to a two story structure across the street.*

### ❖ Was anything taken?

*"Binson and Welster lost a bunch of food to those little thieves! Who is going to make this right?"*

Another merchant will chime in.

*"Yeah, they even stole a cloak from my stall, and a bunch of 'em were dragging off blankets from over at Neeson's"*

### ❖ Was there anyone else around?

*"Ya know, now that I think about it, there was someone else. A girl, scruffy lookin' little waif she was. Couldn't 'a been more than about six or seven summers. She come by with a little hide bag o' trinkets and beads and such, wantin' to trade for some food and blankets. We weren't open for business yet. Told her to come back later. She looked like she was going to melt into tears right there, but rules is rules. Don't want no trouble with the Diamond Legion, I don't. Anyway, she went off sniffin' and cryin' to herself. Right after that those dratted monkeys showed up and started breaking everything in sight. She was so upset than when she left she even forgot this here dagger that she was wanting to trade."*

He produces a slim silver dagger of obvious elven design and gives it to the PCs. If they cast *detect magic*, the dagger radiates faintly of conjuration/summoning magic. The PCs may use the dagger throughout the scenario, though without the ability to identify it, they should not be told exactly what it's true properties are. It is a +1 silver dagger, with the Bane ability vs shapechangers.

*"Maybe you could find her and give it back to her, seeing as how you're helping out the Diamond Legion? It's a fine piece of work. I could have given her everything she was asking for in exchange for it, if I had been open and ready to sell." (There are laws defining what hours businesses may operate, and selling*

merchandise before or after the designated times is punishable by a fine.)

Allow the PCs wish to investigate the building indicated by the merchants if they wish to do so. The building is that of a candle merchant and glass blower who has his business on the ground floor and his residence above. If the PCs simply begin climbing up his walls he will demand an explanation and threaten to call the Diamond Legion, making it necessary for the PCs to succeed at a Diplomacy check (DC 20) in order to either calm him down or to talk their way out of charges (DC 16 if they produce the letter from Lt Bailey Collins). If they ask permission first, and explain why, the DC is only 14 (DC 10 with the letter). The merchant will look at them a little funny, shrug and show them the way to the roof. Unless the table is running seriously behind the players should role play to talk their way out of trouble/into the building rather than just rolling dice.

*You make your way up to the roof, looking for evidence of the early morning raiders on the market square. The view from atop the building is one of clean, orderly streets and matching roofs in the various districts.*

Allow PCs searching the roof to make Search checks and/or Tracking checks.

*Search (DC 10):* A torn piece of paper **Player Handout #1**. The paper appears to have been torn out of a book, perhaps a ledger, and has rips across the page that look almost like claw marks. An *Appraise check (DC 15)* will reveal that no normal eagle eggs would be worth 2,000 gp each.

*Search (DC 15):* A half dozen small red berries (Knowledge: Nature or Survival DC 15 to recognize them as holly berries. For druids the DC is 5.) Int or Wis check DC 15 to recall that no such berries were available among the ruined market stalls.

*Search (DC 25):* A small tuft of soft orange and black fur, and four strands of long auburn hair, snagged between two roof tiles near the edge overlooking the Ruby Square Market, as if someone lay near the edge of the roof and watched from above.

*Track (DC 12):* At least 25 tiny/small creatures gathered on the roof in a group, then leaped off in various directions (adjoining roofs, the ground below or directly to the canopies of the stalls across the street). Some came back this way when they left, but not all of them. There is no sign of where they went after they left.

*Track (DC 25):* A single track, near the far edge of the roof, and another on the ground just below, showing the front portion of a medium-large clawed foot. Whatever made it appears to be humanoid and walk on its toes. There are no other tracks to follow.

There is nothing else to be found from searching either the market square or the adjacent buildings.

If the PCs wish to visit House Reilly **GO TO Encounter 3**. If they wish to go directly to the site of the attack on Lady Reilly **GO TO Encounter 3a**. If they wish to visit the caravan **GO TO Encounter 4**. If they wish to visit the druids **GO TO Encounter 5**.

## Encounter Three – Into the Lion’s Den

The gate into the Nobles District is guarded by the Diamond Legion. In order to enter the PCs must have either a Noble in the party willing to vouch for them or a pass provided by Lt Bailey Collins.

*As you approach the gate to the Noble District armed legionnaires step forward to block your path and enquire about your visit.*

Allow the PCs to roleplay presenting their pass to enter the district. This should be a formality.

*Following the directions provided it is easy to find the fenced-in manor belonging to House Reilly. While it is smaller than the surrounding estates, it is still an elegant building surrounded by manicured lawns and pleasant gardens. Guards in green and gold take note of you as you approach.*

Again, allow the PCs to present their pass and request for admittance. Once they present their pass and/or the letter from Lt Collins the guards will open the manor gate.

***Your knock is answered by a tall older man with thinning grey hair and a no nonsense demeanor. “How may I help you?”***

This is Smythe, the Reilly family butler. He is nothing if not proper and stuffy. When the PCs explain the purpose of their visit, he will show them inside.

***You are led into a small sitting room, where a young woman with long braided auburn hair and sad grey eyes sits looking out a window into the gardens. Her eyes are red from weeping, and she dabs at them with an embroidered handkerchief. A torn cloak and bloodstained rapier sit on a nearby table. She turns to look as you enter but does not stand.***

***“Please, come in. How can I assist you.”***

Some PCs may have previously adventured with Kylene. If so, she will smile and greet them by name, but remains focused on the issue at hand. A fellow cleric has been killed, and a member of the Reilly house guard injured. While she is glad for the party’s assistance in this matter, and welcomes members of the Noble Hearts adventuring company in particular, this is not a social visit.

Lady Kylene, a fellow cleric of Hyperion and a member of the Reilly house guard were returning from House Reilly’s country estate when they saw what they *thought* was a young girl being chased by leopards. Believing the child to be in danger, they rode forward to assist her. This was in fact Kasira playing ‘tag’ with her newfound feline friends. Responding to Kasira’s fright at being chased by the adults, the leopards attacked in an effort to defend the girl.

Lady Kylene will answer the PCs questions as best she can.

❖ **What happened?**

***“I am not sure what help I can be. Everything happened quite quickly. We were returning from seeing to one of the farm hands who had***

***suddenly taken quite ill. As we were riding back we saw what looked like a child being chased by seven or eight large cats. Naturally we rode to assist. The animals turned to attack us instead. Two of them leaped up in unison and knocked Drestan from his horse. We fought them off as best we could, killing three, but by the time it was over Aridia was dead and the rest of the cats simply ran off. I fear for the farmers who live outside the protection of the city walls. They would be easy prey for such determined predators. Please learn what is behind these attacks, and stop them, before any more innocent lives are lost.”***

If the PCs catch on that the leopards were working together to unhorse the guard, allow them a Skill check Knowledge (nature) (DC 15) to realize that leopards are not pack hunters and do not normally work together to take down ‘prey’.

❖ **Where did the attack take place?**

***“On the north road, just at the edge of the family holdings. Approximately four miles from the city walls. You may investigate the area if you feel that it would be helpful.”***

❖ **May we see the body?**

***“It has been taken to the temple of Hyperion. Her family has requested privacy to mourn.”***

The simple answer-no, as there is nothing to learn from the body.

❖ **May we see the injured guard?**

***“His wounds are being tended as we speak, and then he will need much rest. To delay and speak to him may cause others to be at risk.”***

Again, the simple answer-no. He has no additional information to provide, and the PCs will have plenty of other leads to investigate.

❖ **What happened to the child?**

***“I do not know. We looked when the battle was over, but saw no obvious sign. I can only hope that he or she was able to get away.”***

❖ **Where did the child come from?**

***“I do not know. I only saw the figure from a distance, running through the fields. I do know that all of the children from families who work on the estate are accounted for.”***

❖ Could the attack have been aimed at your family?

*“No, I do not believe so. The animals were running away from the direction of the manor when we saw them.”*

When the PCs reach the end of their questions—

*With your last question, she nods slightly in the direction of the butler and rises.*

*“Now, if there is nothing else, it has been a trying day and I wish to join the faithful at the temple to mourn our fallen sister. Smythe will show you out. I wish you luck in your investigations.”* (The term ‘sister’ refers to a fellow cleric of the faith, rather than a blood relation.)

If the PCs wish to visit the Ruby Square Marketplace **GO TO Encounter 2**. If they wish to visit the scene of the attack on Lady Reilly **GO TO Encounter 3a**. If they wish to visit the caravan **GO TO Encounter 4**. If they wish to visit the druids **GO TO Encounter 5**.

### Encounter Three A – Here Kitty, Kitty, Kitty

*It is easy for you to find the place described by Lady Kylene. The bodies of two leopards still lie in the bloodstained grass a short distance from the road.*

Yes—two bodies. The PCs may skin the bodies of the leopards killed by Lady Reilly and her companions if they wish, but they are too damaged to be worth anything and Alger Shepp will not buy them.

*Search (DC 10):* Near the bodies is a small leather pouch on a cord, filled with various herbs, teeth, bits of fur and small bones. The pouch radiates divination magic.

*Search (DC 15):* PCs can find evidence of the third leopard being carried/dragged away in the direction of some nearby trees. If the PCs search the trees and succeed at another Search check DC

15 they can find a fresh shallow grave containing the body of the leopard.

*Track (DC 20):* To find the partial tracks of a medium-large humanoid that appears to walk on its toes. This is the same track as at the market square. The tracks are quite fresh (less than 30 minutes), but cannot be followed for more than 100’ before they disappear.

During their search of the area, when they are most distracted, have them make a Spot check (DC 20+ATL) to see the surviving leopards preparing to attack them. At ATL 1 the leopards will not Grab, Pounce or Rake.

#### ATL 1

**Leopard (3)**, Medium Animal; HD 3d8+6; hp 19; Init +4 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+4 Dex, +1 natural), touch 14, flat-footed 11; BAB/Grapple +2/+5; Atks: Bite +6 Melee (1d6+3); Full Atk: Bite +6 Melee (1d6+3) and 2 Claws +1 Melee (1d3+1); Space/Reach 5 ft/5 ft.; SA Improved grab, pounce, rake (1d3+1); SQ Low-light vision, scent; AL N; SV Fort +5, Ref +7, Will +2.

Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6.

**Skills:** Balance +12, Climb +11, Hide +8, Jump +11, Listen +6, Move Silently +8, Spot +6

**Feats:** Alertness, Weapon Finesse

A leopard may always choose to take 10 on a Climb check, even when rushed or threatened.

\*One leopard wears a Collar of Resistance +1.

#### ATL 3

**Leopard (4)**, Medium Animal; HD 3d8+6; hp 19; Init +4 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+4 Dex, +1 natural), touch 14, flat-footed 11; BAB/Grapple +2/+5; Atks: Bite +6 Melee (1d6+3); Full Atk: Bite +6 Melee (1d6+3) and 2 Claws +1 Melee (1d3+1); Space/Reach 5 ft/5 ft.; SA Improved grab, pounce, rake (1d3+1); SQ Low-light vision, scent; AL N; SV Fort +5, Ref +7, Will +2.

Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6.

**Skills:** Balance +12, Climb +11, Hide +8, Jump +11, Listen +6, Move Silently +8, Spot +6

**Feats:** Alertness, Weapon Finesse

A leopard may always choose to take 10 on a Climb check, even when rushed or threatened.

**Improved Grab (Ex):** A leopard which hits with its bite attack may 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 leopard charges a foe, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +6 melee, damage 1d3+1.

\*One leopard wears a Collar of Resistance +1, which is not calculated into saving throws in the stats above.

**Lion (1)**, Large Animal; HD 5d8+10; hp 32; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12; BAB/Grapple +3/+12; Atks Claw +7 Melee (1d4+5); Full Atk 2 Claws +7 Melee (1d4+5) and Bite +2 Melee (1d8+2); Space/Reach 10 ft/5 ft.; SA Pounce, improved grab, rake (1d4+2); SQ Low-light vision, scent; AL N; SV Fort +6, Ref +7, Will +2.

Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

**Skills:** Balance +7, Hide +3 (+12 in area of tall grass or heavy undergrowth), Listen +5, Move Silently +11, Spot +5

**Feats:** Alertness, Run

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

**Improved Grab (Ex):** A lion which hits with its bite attack may 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.

**Rake (Ex):** Attack bonus +7 melee, damage 1d4+2.

#### ATL 5

**Leopard (4)**, Medium Animal; HD 3d8+6; hp 19; Init +4 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+4 Dex, +1 natural), touch 14, flat-footed 11; BAB/Grapple +2/+5; Atks Bite +6 Melee (1d6+3); Full Atk Bite +6 Melee (1d6+3) and 2 Claws +1

Melee (1d3+1); Space/Reach 5 ft/5 ft.; SA Improved grab, pounce, rake (1d3+1); SQ Low-light vision, scent; AL N; SV Fort +5, Ref +7, Will +2.

Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6.

**Skills:** Balance +12, Climb +11, Hide +8, Jump +11, Listen +6, Move Silently +8, Spot +6

**Feats:** Alertness, Weapon Finesse

A leopard may always choose to take 10 on a Climb check, even when rushed or threatened.

**Improved Grab (Ex):** A leopard which hits with its bite attack may 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 leopard charges a foe, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +6 melee, damage 1d3+1.

\*One leopard wears a Collar of Resistance +1.

**Lion (2)**, Large Animal; HD 5d8+10; hp 32; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12; BAB/Grapple +3/+12; Atks Claw +7 Melee (1d4+5); Full Atk 2 Claws +7 Melee (1d4+5) and Bite +2 Melee (1d8+2); Space/Reach 10 ft/5 ft.; SA Pounce, improved grab, rake (1d4+2); SQ Low-light vision, scent; AL N; SV Fort +6, Ref +7, Will +2.

Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

**Skills:** Balance +7, Hide +3 (+12 in area of tall grass or heavy undergrowth), Listen +5, Move Silently +11, Spot +5

**Feats:** Alertness, Run

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

**Improved Grab (Ex):** A lion which hits with its bite attack may 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.

**Rake (Ex):** Attack bonus +7 melee, damage 1d4+2.

A search of the bodies when the fight is over will reveal a sturdy leather collar on one of the leopards. (Collar of Resistance +1) There is no sign of who/what made the track and buried the leopard. No matter how long the PCs wait the individual will not return until they leave.

*As you turn to make your way back to the city, the jingle of harness and the sound of hoof beats announces the arrival of a mounted patrol of the Diamond Legion, obviously part of an increased presence due to the attacks.*

Lt Collins has informed the patrol of the possible presence of the PCs in the area, so they are not surprised to see them. They will arrange to transport any unburied carcasses back to the city, so that the PCs may continue with their investigation uninterrupted. Unless the PCs request otherwise, the bodies/animals will be taken to the caravan.

If the PCs wish to visit the Ruby Square Marketplace **GO TO Encounter 2**. If they wish to visit the caravan **GO TO Encounter 4**. If they wish to visit the druids **GO TO Encounter 5**.

## Encounter Four – Grin and Bear It

*The caravan belonging to Telvik Reston has encamped just outside the city’s southern gate, its workers tending to the few animals remaining in their cages or sitting about idle. They seem to welcome your arrival as a relief from the boredom, and when you ask after Telvik they point you in the direction of a large gaily painted wagon. Your knock is immediately followed by a loud crash inside the wagon, and the sound of muffled cursing. The door is flung outward, opening to reveal a harried looking man in a fancy but slightly soiled red and black outfit.*

Ask for a Reflex save (DC 15) for anyone standing on the stairs to the door, to avoid falling from the steps as the door swings quickly outward. The fall

is less than five feet, so the worst that will happen are dirty clothes and a bruised ego.

*Looking past the man and into the interior of the wagon, you can see a small overturned table and broken pitcher that must certainly have been the source of the crash you heard. He rubs a spot on his forehead and looks at all of you.*

*“We’re closed today. No animals for sale, by order of the Diamond Legion. Come back tomorrow.”*

As soon as the PCs say that they are not here to buy he will immediately interrupt, impatient to be rid of anyone he feels is wasting his time.

*“Yes? Why are you here then? Well, speak up. No time to waste. What is it?”*

His impatience will vanish as the first mention of the Diamond Legion and that the PCs are here to assist in the investigation.

*“Well, why didn’t you say so. Come in. Come in. Please, sit. Do you really think that you can find out who took my animals? Can you get them back for me?”*

*“If I cannot get my animals back I am ruined. If the Diamond Legion believes that the animals were improperly caged and escaped they will hold me personally responsible and I will be imprisoned and my business ruined. If you could recover my missing animals and prove that someone else released them then I could save my business and continue my trade. Can you help me to recover my animals? Can you find who stole them? I would be grateful for anything that you can do to assist me and would reward you well if you are successful.”*

### Skill Checks:

*Appraise (DC 15):* While the loss of the animals would certainly set him back somewhat financially, it would not entirely ruin him and he would eventually be able to make up the loss.

*Knowledge (Local) (DC 10):* The penalty for bringing a dangerous creature into the city without written permission is 5000 gp plus repayment of any damages and responsibility for said creature’s actions. Considering the number of animals involved, Reston would indeed be ruined



unless the PCs can prove that the escape of the animals was not his fault.

If the PCs tell him about Shepp's offer:

***"I bought those animals fair and square and I need them back alive if I am to do business. They are my rightful property and mine to deal with as I see fit."***

If the PCs tell him about their conversation with Keir:

***"Those animals are mine, bought and paid for. They are vital to my business. While I am sure that the druids have the best of intentions, they are not the ones who will be ruined if I cannot recover those animals."***

Telvik Reston is clearly anxious to have the investigation concluded in his favor. While there are some secrets that he desperately wishes to keep, he will not impede the investigation and will answer the PCs' questions as truthfully as possible without incriminating himself on a smuggling charge. The only charge that he is actually guilty of is the purchase and possession of the giant eagle eggs without the permission of the Lord Monarch. He can answer the following questions:

❖ **What happened to your head?**

***"It's nothing. I dropped something on the floor and was looking for it under the table when you knocked. It startled me and I bumped my head on the underside of the table."***

This is true, sort of. If asked for specifics, he will tell the PCs that he dropped his letter opener, but he was really looking for the missing page from the ledger that showed his purchase of the eagle eggs. (Player Handout #1.) He discovered that it had been torn out of the book when he was cleaning up after the theft.

❖ **When did the theft occur?**

***"Last night or early this morning, most likely after midnight. My people feed the animals at sundown, and then check them again before they retire. During the last check at two bells before midnight everything was fine, and when I went to bed at midnight I could hear the tiger moving in her cage."***

❖ **Were there any guards?**

***"This close to the walls I didn't see a need. Diamond Legion has always watched out for us in the past. Besides, the animals cause a real ruckus if anyone that they do not know comes to close to the cages."***

❖ **Where were you when the theft occurred?**

***After a bit of hemming and hawing he looks at the floor and stammers a bit.***

***"M-me? I was...that is to say...well, you know how it is....I was...there was a party...I don't have a wife...I was at the shrine of dymora."***  
***This last part comes out in a rush, and an embarrassed flush covers his face and neck.***

***"When I came back I fell asleep in the front of the wagon."***

This is true. Do not take up time with roleplaying the investigation of his alibi, but the 'girls' at the shrine will confirm that he was there from 9pm until midnight, when he made his way back to the caravan. He was rather drunk, and immediately fell asleep, sleeping through the ransacking of the wagon and not waking until sunrise when workers feeding the animals discovered the thefts.

❖ **Did anyone see anything?**

***"Not only did no one see anything, but no one heard anything. Kind of hard to believe, considering that some of those animals were prone to start shrieking and carrying on whenever anyone came within twenty feet of their cages. They should have been making enough noise to wake the dead if someone was close enough to open the locks on the doors. Its almost like they vanished into thin air."***

❖ **Was anything taken besides the animals?**

***"This wagon, that I use as my office, was ransacked. They took a small bag of gold, only about 500 gp, and searched everything they could find. As you can see, they made a shambles of the place."***

❖ **Could they have been looking for anything specific?**

***"As I said, they took only the money and the animals. I have nothing else of value except my wagons themselves."***

❖ What kind of animals are missing?

*“Whoever it was released nearly my entire collection, including my most prized specimen! Here is a copy of the list of missing animals that I gave to the Diamond Legion.*

*The missing animals (Player Handout #2) are:*

- 1 Tiger*
- 7 Leopards*
- 2 Lions*
- 1 Cheetah*
- 3 Black Bears*
- 2 Brown Bears*
- 2 Camels*
- 1 Ape*
- 2 Chimpanzees*
- 1 Baboon*
- 30 Monkeys*

❖ Which is the most valuable?

*“The tiger, of course. I have spent a year trying to acquire it. I have a buyer waiting in Sadahar. It is priceless. I must get it back.”*

*Sense Motive (DC 20)* to realize that there is something about the tiger that he is not saying. If pressed (*Diplomacy* or *Intimidate DC 15*), he will reveal that she is pregnant, and due to deliver any day. There is more to it than that, but the PCs have no way of knowing this, and even if they did, there is nothing that they can do to get him to reveal anything else on the subject.

*Sense Motive (DC 25)* to realize that he is still not being entirely forthcoming. It is just a feeling, but with nothing to back it up there is no way to get additional information from him. Actually, he has left something off the list and is very hesitant to name it. It is this, and not the tiger, that he is most concerned about. The PCs will need the evidence from **Player Handout #1** and the secret compartment in the wagon in order to successfully confront him on this issue.

❖ Was there anyone suspicious hanging around?

*“There are always people curious about the animals, stopping by to take a peek. I should start charging admission.”*

❖ Did you see a little girl/child?

*“You know, now that you mention it, there was a little girl. Scrawny little thing, maybe seven*

*years old. Carried a doll. I remember thinking that she looked a little young to be wandering around outside the walls all alone. Hung around all day yesterday acting like she was talking to the animals. Tried to ask her where her parents were but she just darted in between the wagons and ran away. By the time I got around the wagon to look she was gone.”*

❖ Do you have any enemies or rivals who would benefit from taking your animals?

*“None that I know of.”*

This is actually the truth. Telvik has a friendly relationship with the other merchant traders in the area.

❖ **May we look around?**

***“As long as you do not disturb my remaining animals. They know that something is going on and it is making them nervous. The stress is not good for them.”***

If the PCs search the wagon Telvik will hover about, complaining that they are making an even bigger mess than the thieves did and generally making such a constant nuisance of himself that the PCs should eventually get so annoyed that they ask him to leave them alone to search.

The PCs are welcome to look around the caravan for evidence of who released the animals.

Telvik’s Wagon

Telvik’s wagon is divided into two sections. The office area in the rear contains a small table, a seating bench along one side, a strongbox (broken open) and a pair of trunks containing books and ledgers. The front section is curtained off from the rear and contains a small bed and a chest of clothes.

*Search (DC 15):* Both the trunk and the outside of the door frame have deep scratches in the wood, as if from a clawed hand.

*Search (DC 20):* The bench seat in the office section Telvik’s wagon lifts up, revealing a hidden compartment underneath. The inside is lined with blankets and filled with straw and several stones. Among the stones there are five oval shaped depressions in the straw, all about the size of melons. PCs who find this compartment and also located Player Handout #1 in Encounter 2 may make an intelligence check or Knowledge (nature) check (DC 12) to realize that if this was the hiding place of the eagle eggs then the only bird that they could belong to was a giant eagle. There is also a large golden brown feather. Giant eagles are a protected species in Amthydor, and it is against the law to own, sell or trade either the eggs or the birds without the consent of the Lord Monarch. The penalty is 1 year in prison and a 5,000 gp fine per animal/egg.

The Caravan

If the PCs are able to *speak with animals* they may question some of the creatures who remain in their cages. The animals will communicate what they can.

❖ **About Kasira**

***“Man-cub liked to talk to us. We like her. She brought food. Very nice.”***

❖ **About Telvik**

***“Makes sure we have food, but we want to be free. We not like cages. Sells us to not-so-nice people.”***

❖ **About the Beast**

***“Person that smells like animal. Animal that walks like person. Frees many of us.”***

❖ **About the other animals**

Naturally, the animals were separated by species, so they did not have much opportunity to interact. But if the PCs ask specifically about tigers or large cats:

***“Good that tiger is free. Her cubs due soon. Her cage too small. She was not happy.”***

The tiger’s cage is the largest of all the animals, but not large enough to be obviously unusual.

If the PCs look around the area of the caravan wagons:

*Search (DC 10):* On the ground near one of the empty cages—A beautifully carved wooden disk, with the image of a stag’s head on one side, and sprig of leaves on the other. (Knowledge-Religion DC 10 to recognize the symbol of Brianna. Knowledge (nature) (DC 15) for non-druids to recognize that the plant depicted is mistletoe. DC 5 for druids.)

*Search (DC 15):* A little girl’s rag doll, wearing a green dress with a silver unicorn head stitched over the heart.

*Search (DC 15) or Open Locks (DC 10):* The locks on the cages of the missing animals have all been broken by someone very strong. The locks were not picked.

*Track (DC 10):* The tracks of many different animals—medium and large wild cats, bears, monkeys, apes and camels. The tracks indicate the animals all leaving the area of the caravan and going in separate directions.

*Track (DC 20):* The tracks of a large cat, leading away from a wagon with tarps rolled down over its barred sides. The wagon/cage is now empty except for some straw and a few tufts of orange and black fur. Each print is wider than the span of a man’s spread hand.

*Track (DC 25):* The tracks of a humanoid with bare, clawed feet. The tracks can only be followed for 50' before disappearing.

If the PCs discover the hidden compartment in the wagon and/or the ledger page from Encounter 2 (**Player Handout #1**) they may confront Telvik with this information. Diplomacy or Intimidate DC 20 – Confronted with evidence that he was transporting animals not listed on Player Handout # 2, he will break down and admit that there were five eggs hidden under the bench seat in the back of the wagon. The eggs were taken at the same time that the animals were released. He bought them when he arrived two days ago, from a trader who approached him in the Port District, who said that they were giant eagle eggs. He believes that the eggs are approximately five days from hatching. He had never met the man before and cannot give a detailed description. Giant eagles are a protected species in Amthydor, and may not be owned or sold without the permission of the Lord Monarch. Telvik is afraid that he will be charged with smuggling and the eggs confiscated if they are discovered.

The PCs may not purchase any of Telvik's animals during the course of the scenario. Ask the players where they want to go next.

Regardless of the answer **GO TO Encounter 4a.**

## Encounter Four A: Roar of the Crowd

The point of this encounter is not for the PCs to engage in combat, but rather to prevent the angry crowd from turning into a violent and savage mob. The Beast is here as well, watching the PCs. She will not come close enough to interact with them, but if they are lucky they might just see her.

The members of the crowd are armed with sticks and rocks. They have nothing against the PCs personally, they really just want to know that someone is being held responsible for endangering their families and that something is being done about it.

*As you leave Telvik to his worried pacing and begin making your way in the direction of \_\_\_\_\_ (insert destination), the sound of shouting catches your attention. A large crowd is coming down the road towards the caravan. Men and women, young and old, they move like a giant wave, drawing closer. Individual voices rise above the din, shouting accusations and angry questions.*

*“Where is he? Where is the man who has endangered our children?”*

*“What is he doing about these attacks?”*

*“Who is going to make this right?”*

*“What is being done to make him pay?”*

*“Why isn't he being punished?”*

*Spot (DC 20) for all PCs: At the back of the crowd, watching rather than participating, is a tall, slender figure. A wisp of flame red hair escapes from under the hood of a brown cloak. The face beneath the hood is pale, though too far away to make out features. The figure looks at \_\_\_\_\_ (whichever PC is 1) a worshiper of Meneon, 2) a ranger or druid, 3) motherly female 4) a paladin or protector type) or 5) has the highest charisma. Unseen eyes search your soul, and a cold chill wraps around you. As the crowd draws close the figure turns, almost as if dismissing you, and walks away without looking back.*

If all of the PCs fail the Spot check, only the PC targeted per above:

*A cold chill and the feeling of being watched draw your attention to the far side of the crowd, where you catch a fleeting glimpse of a wisp of flame-red hair as a dark cloaked figure turns away and is lost from sight.*

The PCs may wish to leave the crowd to its ire and follow the figure. It will do them no good and will only serve to upset both Telvik and the Diamond Legion, who will have to deal with the aftermath of the riot.

PCs may examine the place where the figure stood. Narrow booted footprints continue some 25' before vanishing without a trace by using her *wild shape* and *trackless step* abilities. After all, what is one more stray animal wandering around? There is no way to follow the tracks further.

Allow the PCs five rounds to begin attempting to calm the crowd. Once the PCs begin speaking to the people they may talk as long as they wish and the crowd will listen. Calming the crowd requires speaking for at least 2 minutes. This should be role played if time allows, rather than just rolling dice. The crowd can be made to disperse by a successful skill check (Diplomacy or Intimidate) DC 20, with the following modifiers to the die roll:

Each PC with a weapon drawn	-1
PCs mention that they have evidence that a 3 <sup>rd</sup> party is responsible	+1
Main speaker is a Amthydor Noble	+2
Another party member is a Amthydor Noble	+1
A PC is a member of the Diamond Legion	+1
Other Reaction modifier	varies by PC

If the PCs are able to disperse the crowd, or subdue them without violence then the Diamond Legion will praise them for their efforts and look well upon them in the future.

If they do nothing then the Diamond Legion will arrive after 5 rounds and deal with the situation. If the PCs enter the combat and any members of the mob sustain actual damage, the offending PC will be arrested. An arrested PC (or his companions, speaking on his behalf) must succeed at a Diplomacy check (DC 25) or be detained for the remainder of the scenario. No charges will be filed, but the PC may be less than well regarded by members of the Diamond Legion in the future.

#### All ATLS

Angry Citizens (30): hm/f Com1; Medium Humanoid (Human); HD 1d6+2; hp 3; Init +1; Spd 30 ft; AC 11 (Dex); Atk +0 Melee (Dagger 1d4, 19-20/x2); SA None; SQ None; AL varies, mostly LN; SV Fort +2, Ref +1, Will +0; Str 10, Dex 12, Con 14, Int 10, Wis 11, Cha 10.  
**Skills & Feats:** Climb +6, Swim +6  
**Possessions:** Dagger, 5 silver pieces

If the PCs wish to visit the Ruby Square Marketplace **GO TO Encounter 2**. If they wish to visit House Reilly **GO TO Encounter 3**. If they wish to visit the scene of the attack on Lady Reilly

**GO TO Encounter 3a.** If they wish to visit the druids **GO TO Encounter 5**.

### Encounter Five Paws for Thought

*The local druid grove is dedicated primarily to Cerion, but serves as a neutral haven for the followers of the other nature deities as well (Aradra, Ayla and Brianna). It is located an hour's walk south of the city walls (about 4 miles), next to the tiny farming hamlet of Rosewood. This serene collection of about 30 structures and the adjacent grove are under the protection of the Diamond Legion. The structures are small and tidy, many with shade or fruit trees and neat, colorful gardens. There is an attitude of cheerful industry wherever you look. People whistle and hum as they weed vegetable plots or paint fences. Old folks sit on the wide porch of the inn, telling stories to a group of children listening in rapt attention. Strangers nod welcome as you pass, and give directions with a smile. The path to the grove proper is paved with flat stones and lined on each side with shrubs and bright flowers.*

The PCs may wander about the village if they wish, asking questions or whatever. Only Keir, the Cerionite druid in the grove, will have any information for them. The village is small, and has little to offer in the way of goods and services. There is a single inn and tavern with 4 rooms, a blacksmith and farrier, a small meeting hall, a baker, a tanner and harness maker, and a Diamond Legion post staffed by two men who live in the village. Nearly all of the villagers also farm small plots of land. There are plenty of excellent fresh fruits and vegetables for sale.

*You follow the sound of soft humming into the grove itself, and a faint trail leads to the yard of a small cottage. A man stands with his back to you, in front of some sort of table with a wooden ramp leading up to it on one side. Lying on the table and peeking around to regard you with intent yellow eyes is a large grey wolf. The man speaks without turning to face you, his warm baritone voice welcoming and friendly. "Come forward and sit. Pardon me for a moment while I finish this and I will be right with you." After a few*

*more minutes he finishes with the wolf and steps back to admire his handiwork as the wolf sniffs at its newly healed leg. He wipes his hands on a scrap of cloth as he moves forward to greet you. "Welcome to Rosewood. I am Keir, and this fine fellow is Winter. How may I serve you, travelers?"*

If asked about the wolf, Keir will say that Winter is his friend, and was injured by a poacher's trap.

Keir will listen politely to whatever tale the PCs wish to tell. He is a very calm person and does not excite easily.

If the PCs tell him about Shepp's offer:

*"Naturally I would wish that you could capture the animals alive, and return them here so that they could be restored to their natural home and live in balance. If it is absolutely necessary that they be killed then it is best that they be allowed to return fully to nature as part of the cycle of life. While it is not part of the natural cycle to take their hides, the animals will not need them if they are dead."*

If the PCs tell him about Telvik Reston's request to return the animals to the caravan:

*"No creature can truly own another, only cage it for a time. Your merchant bought those animals from thieves who stole them from their homes, from their families, disturbing the natural balance. By caging them he has stripped them of everything that made them what they were. They deserve to be what they were born...free."*

He will do what he can to answer their questions.

❖ If the PCs describe the tracks that they have seen—

*"I have seen tracks like this also, but not the creature that made them. The tracks never continue for very long before disappearing. A ranger or druid would be able to conceal their passage, but I know of no animal capable of such a feat unless it can fly."*

❖ Have there been any strange animal attacks in the area?

*"Anywhere that men and animals occupy the same territory there are bound to be incidents, but*

*thankfully those are rare around here. The needs of all can be met with little conflict."*

He pauses for a moment, considering.

*"There was a series of attacks, about three or four months ago. But mostly they were against other animals. A large predator was killing livestock, and injured a young shepherd who was watching over his flocks. The attacks only lasted a few days. One of the local rangers that were looking into the incident told us that the creature had moved on. Seems strange, now that I think about it, that it would leave when there was such a bountiful food supply available, and the ranger still spent an unusual amount of time stalking around in the woods even after the attacks stopped and the animal supposedly left the area."*

❖ Who was the ranger? Where can we find him?

*"His name is Godric. I'm not really certain where to find him. He and his wife live somewhere within two miles ride north-northeast of this village, but I do not know exactly where."*

It will take nearly a full day of searching, but if the PCs have not made use of the Gather Information skill then they can find the location of the final encounter based upon this information alone.

❖ Do you know anything about a little girl living alone?

*"No, but I would be very worried about such a child with the cold season coming on. If they did not have enough food, firewood and blankets they wouldn't survive until spring. If there is a child living alone in these woods they need to be found quickly."*

❖ Have there been any disappearances recently?

*"People come and go in a large city like Amthydor. Adventurers, rangers and such are always here one day and gone the next. It's impossible to keep track of all of them all the time. Godric hasn't been around for a while, or his wife, for that matter. One or two others who visit the village fairly regularly have not been around in a couple of months. A lot of folks out here like their privacy. They keep to themselves. If something happened to one of them it might be months before anyone even realized it."*

And this is exactly what has happened to Godric and Rowan.

❖ Is there anything else that you can tell us?

*“There was a body found about three...no, four months ago. No one around here recognized him, so it is likely that he was traveling from somewhere else. The man was only wearing a pair of torn breeches. He looked like he had been living out in the wild for a while. He appeared to have been killed with a sword but there was no sign of his own weapon. I didn’t think anything of it at the time, but now that I look back on it I do remember that there were some of those strange tracks nearby. The ranger Godric is the one who found the body. Perhaps he can tell you more if you can find him.”*

As the PCs prepare to depart he will offer the following:

*“I’m sorry that I couldn’t be of more help, but perhaps you could help me. Many of the animals that were released from the caravan are not native to this area. They may be confused by these strange surroundings and possibly are attacking because they feel themselves to be threatened. If you could capture and restrain them, rather than killing them, they could be safely relocated and cared for in their natural environment. My fellow druids and I would be most grateful for your assistance. Can you capture these poor animals and help us to restore the balance?”*

Naturally, he does not want the animals returned to captivity with the caravan, or killed for their hides. The PCs will have to weigh all three offers when deciding what to do with the animals in the end.

If the PCs wish to visit the Ruby Square Marketplace **GO TO Encounter 2**. If they wish to visit House Reilly **GO TO Encounter 3**. If they wish to visit the scene of the attack on Lady Reilly **GO TO Encounter 3a**. If they wish to visit the caravan **GO TO Encounter 4**.

## Encounter Six (Optional): The Moonlight Pavilion

The Moonlight Pavilion is the temple to Meneon, which is overseen by High Priestess Delenia Lunasole. The Moonlight Pavilion resides in the temple to the rear of the district. Its stone and wood construction is as black as its roof, though atop the building is a glass dome to see into the sky. During the night, pinpoints of light can be seen along the black temple walls, simulating the hot stars on the black ribbon of space. The dome is alight in white, a beacon for the Mistress of the Moon to look down upon. Inside the temple, it is a collage of white and black that assaults your senses. There are four main chambers, each dedicated to a phase of the moon. The chamber directly after the entry foyer is The Hall of the New Moon. The room is completely black with the only light coming from candles placed all around. There are hallways leading out to the left and right, each going to its own Hall of the Half Moon. Here, the rooms are painted in shades of gray. Shadows are accentuated with large statues and other totems to Meneon. The final room, which also leads from the Hall of the New Moon, is the Hall of the Full Moon. This room is done up completely in white. Lights shine from every direction driving away all possible shadows. Looking to the ceiling gives you a sense of relief as the night sky filters through the glass dome that was seen from outside.

Clever players (or those who have played the trilogy out of order) may assume that the odd tracks are those of a hybrid-form lycanthrope and wish to visit the temple of Meneon.

Spend as little time as possible here, as the temple has no information at this time regarding stray lycanthropes in the area and no divinations will be available until the following day (after the end of the event). **However, the temple would be grateful to the PCs for sharing any information that they learn about such a creature roaming the area, and would appreciate it if the PCs return later to share what they have learned.**

If the PCs insist on waiting to obtain the divinations, then for every 6 hours that they wait, someone else will be attacked and/or killed. Kasira will always be seen shortly before the attacks take place (trying to buy necessary goods, looking for playmates, wanting to pet someone's dog, asking for a pony ride, etc), and any surviving witnesses (make them up as needed) will say that the girl was upset about being yelled at/laughed at/ignored/told no/etc and went away quietly crying. PCs who let innocent people die needlessly in this fashion should be noted on the back of the Critical Events Summary.

If the PCs wish to visit the Ruby Square Marketplace **GO TO Encounter 2**. If they wish to visit House Reilly **GO TO Encounter 3**. If they wish to visit the scene of the attack on Lady Reilly **GO TO Encounter 3a**. If they wish to visit the caravan **GO TO Encounter 4**. If they wish to visit the druids **GO TO Encounter 5**.

## Encounter Seven: The Lion and the Lamb

**Note:** This encounter may take a variety of forms, based upon the actions of the PCs and the order in which they investigate each section. While certain events happen at fixed predetermined times, where the PCs are and what they are doing at those times will dictate the circumstances of the encounter.

Descriptive text for all of the locations is provided first, detailing each area that the PCs may search, followed by each of the possible circumstances for the combat.

- ❖ If the PCs do not stop to search and go directly to wake Kasira, befriending her, use **Combat Option A**.
- ❖ If the PCs do not stop to search and go directly to wake Kasira, attempting to take her by force, use **Combat Option B**.
- ❖ If the Kasira wakes up before the PCs discover her and before the Beast returns, use **Combat Option C**.
- ❖ If the Beast returns before the PCs find/wake Kasira, use **Combat Option D**.

Statistics for the animals and the untiered NPCs are located at the end of this encounter.

There is no neon carrot to lead the PCs here. They will either need to gather information to learn the exact location or else talk to Keir and then search extensively to find the dwelling. Time and player patience permitting, the PCs should explore at least four of the preceding encounters before locating Kasira and her friends.

As the PCs make their way to Godric's cabin—

*A narrow path winds through the undergrowth and opens into a small (70-foot diameter) clearing with a rustic yet sturdy stone-walled cabin on the far side. A solitary nanny goat munches hay in a pen off to the left and a pair of chickens scratch at the bare ground.*

The back side of the cabin is against the trees, with the clearing on the other three sides. The area immediately around the front and sides of the cabin has *spike growth* in effect (5 ft thick at ATL 1, 10 ft at ATL 3, and 20 ft at ATL 5). It surrounds the cabin on all sides except for a 10-foot wide area at the very back among the trees. There is no visible change to the vegetation in the area, but any creature moving through the effected area suffers 1d4 points of piercing damage for every 5 feet of movement through the spiked area and must make a Reflex save (DC 17) or be slowed by one half. The movement penalty following injury from the spell can be negated per the spell description. The Heal check is DC 17. The spell is there to keep out anyone (like the PCs) that the Beast might consider a danger to the child.

Kasira knows that the spell is in place, but assumes that it has always been there. She goes in an out using a wooden plank located just inside the door of the cabin, or by climbing through the rear window.

PCs may locate the boundaries of the enspelled area by prodding with a weapon, by casting *detect magic*, or with any reasonably creative means that the PCs come up with. A rogue, and only a rogue, can find the enspelled area with a successful Search check (DC 28) without actually stumbling onto it first. The spell has been cast not by Kasira but by the Beast (9<sup>th</sup> level caster). She has cast the spell to block access to the cabin while she takes the animals and forages for the girl, who is



sleeping inside. The Beast has been successful at keeping Kasira from seeing her in humanoid form (she does not wish to frighten the girl by revealing her condition, or raise difficult questions about why mommy & daddy are gone), and will continue to work to avoid being seen by the girl. As a result, the PCs exposure to her in this encounter will be quite brief (which is a good thing for them).

The PCs may investigate the surrounding area, the yard or, if they can bypass the *spike growth*, the cabin itself. Either way, they have **no more than 15 minutes** before things start to happen. Keep careful track of how much time they spend searching, as they may get caught with their hands in the cookie jar when the Beast returns or Kasira wakes up from her nap.

#### The surrounding area

*Search (DC 15):* Several sets of snares, set to catch small game. [Survival or Use Rope DC 15 to note that the snares were set by two different people, one very skilled and one less so and almost childlike.] All snares have been set in the past tenday.

*Search (DC 20):* There are two unmarked graves approximately 100 feet from the cabin. Each has a small pile of flowers on it, the newest of which are perhaps a day old and the oldest of which have been there for at least a month. The graves are those of Godric and Rowan, Kasira's parents, who were killed by *something* three months ago (The Beast, during her first confused transformation after being inflicted with lycanthropy by a rogue weretiger). If the PCs are so unfeeling as to dig up the graves, Godric is wearing his studded leather armor and has his longsword. A Heal check (DC 15) reveals that both Godric and Rowan were killed by some sort of wild beast.

If the PCs are able to cast *speak with dead*: Both Godric and Rowan were NG. Their Will saves to resist the spell are +5 (Godric) and +8 (Rowan). PCs will likely be able to ask no more than three questions. The most likely/relevant ones are:

❖ Who are you?

“Godric” (or “Rowan”).

❖ Who is the child?/How are you related to the child?

“She is my daughter, Kasira.”

❖ Who/What killed you?

“A weretiger.”

❖ Do you want to be raised from the dead?

“No, it would be too traumatic for our daughter to face having us die again in the future.”

*Tracking (DC 25):* Another of the mysterious footprints, like a clawed humanoid foot, from a creature that walks mostly on its toes. Nearby is the track of a *very* large cat (12 inches across).

#### The yard

*Tracking or Search (DC 10):* There are numerous footprints of a smallish humanoid going to and from the cabin in several directions.

*Tracking (DC 15):* There are also the tracks of multiple other animals, such as bears, leopards, lions and wolverines.

#### The cabin

The cabin is small, only one room, dimensions 25 ft by 15 ft. A single window in the rear wall if the living area is large enough for a medium creature to climb through.

**Note:** While the natural reaction of the PCs may be to search the cabin and take anything of interest that they find, these things still belong to Kasira, and she will not look kindly upon the PCs for stealing them. Most of the items in the cabin are not of notable value, and therefore are unlikely to interest the PCs. The *book of lycanthropes* and the *periapt of wisdom* are another matter. If the PCs attempt to take one or both of these items:

If she catches a PC in the act of stealing (not looking at something, but actually putting it among his/her own possessions) she will protest once that the item is hers. If the item is immediately returned, with an apology and a Diplomacy check (DC 15; no other PC may assist—See Epilogue for modifiers), then she will forgive the incident, though she is not likely to forget it soon. If the PC denies the theft, or does not immediately return the item, she will report that person to the Diamond Legion when the group reaches Amthydor and she is out of the control of the PCs.

If she does not catch the PC in the act then the theft will be noticed when her new guardian

(whoever the PCs take her to in the city) takes her back to the cabin to collect her things. Again, she will only ask once to have her things back. If the item is immediately returned, with an apology (Diplomacy check (DC 15, no other PC may assist—See Epilogue for modifiers), then the charges will be dropped and the incident forgiven (though not forgotten). If the PC denies the theft or the item is not immediately returned, charges will be filed against the offender(s).

In either event, the penalty for theft in Amthydor is severe. PCs that refuse to return items belonging to the girl will be tried and convicted of theft, and sentenced to the public removal of their right hand. Justice in Amthydor is swift and certain.

If the PCs have killed Kasira (and not had her *raised*) then they may of course take what they find, though they will suffer a negative reaction from those they meet who might recognize the source of their ill-gotten gain. Killing an innocent child and stealing her possessions—for shame!

#### The main room

***The main room of the cabin holds a hearth with a still-warm pot of stew, a sturdy wooden table with three chairs, a wooden stand holding a basin and pitcher and a bin holding a few root vegetables. Several shelves around the rooms hold pottery jars filled with herbs, salves and oils. Small pots of plants and herbs sit on the windowsill. A quarterstaff stands in the corner next to the door, next to a pair of wooden planks, but there are no other weapons or armor to be seen.***

*Search (DC 10): The wooden floor of the cabin is swept but everything above eye level, including the shelves, shows a thin layer of dust.*

There has not been an adult here for three months, and Kasira is too short to reach the high shelves.

*Search (DC 15):* A loaf of bread on the table wrapped in a seemingly ordinary cloth is actually wrapped in a blue silk scarf, delicately embroidered with a crescent moon; Knowledge (religion) (DC 10) to recognize the symbol of Meneon.

*Knowledge (nature) (DC 20):* One of the plants growing in the windowsill is belladonna

(also known as wolfsbane), commonly used as a cure in the initial stage of lycanthropy.

Take note of how much noise the PCs make while searching the cabin. Kasira is asleep up in the loft, and will wake up at the sound of combat or if the PCs make noise above normal conversation while in the cabin. If they are careless in searching and making excessive noise, roll a Listen check for the sleeping girl (DC 25).

#### The sleeping room

***A smaller adjoining room is simply furnished with a bed, a basin and pitcher and three chests for storing personal items.***

The chests:

#1—This chest was Rowan's. It contains a dark green robe, simple skirts and dresses in shades of green, blue and yellow, a wooden dagger, a pearl on a delicate silver chain (*peripat of wisdom*), a box of dried flowers tied with ribbon, a packet of letters written in elven, and a journal. The letters are romantic in nature, from when Godric was courting her. The journal details her daily life and contains anecdotes and memories about her life with Godric and their daughter Kasira.

#2—This chest was Godric's. It contains his clothes, a small painting of a beautiful human woman with red-gold hair holding a small brown haired girl (Rowan and Kasira), a lock of red-gold hair carefully wrapped in a piece of green cloth, and a book filled with carefully drawn and highly accurate color sketches of various types of lycanthropes.

#3—This chest is Kasira's. It contains child-sized clothes, matching clothes sized for a doll, a slate and chalk, hand-carved wooden toys, a box of pretty stones, a collection of dried leaves and flowers, a carved wooden unicorn, a toy wooden sword and a child-sized bow and arrows.

Spot check DC 20 to notice a wooden ladder on one wall of the sleeping room, leading up to a small loft.

If the PCs climb the ladder and look in the loft

***A small girl with long brown hair is sleeping peacefully on a small bed. A tiny kitten curled up***

*on the pillow opens its eyes and looks sleepily at you for a moment before returning to its own nap.*

## Combat Option A

If the PCs do not waste any time looking around, but go straight into the cabin, it is possible that they will find Kasira asleep in the loft, and wake her before the Beast returns. If they do so, they can easily convince her to accompany them back to Amthydor with a successful Diplomacy check DC 10 + ATL with the following modifiers to the die roll (multiple PCs may assist)

- PCs have weapons drawn -1
- PCs mention Shepp or animal hides -1
- Any PC wears obvious animal trophies other than leather clothing -1
- Party contains a druid or ranger +1
- Party has a worshiper of Brianna +1
- Party contains either a female PC, an elf, a half elf or a Halfling +1
- PCs have Kasira's doll and try to return it +2
- PCs promise not to hurt her friends (either release them or take them to the druids)\* +1

At heart she is still a lonely little girl who wants some friends to play with. If the PCs succeed in negotiating with her, she is willing to talk to them and answer questions. She is only seven, so has a child's understanding of some things, and her front baby teeth have fallen out so she speaks with a slight lisp. The PCs are certain to have several burning questions for her. Though she has no knowledge of who is behind the attacks, she will answer what she can

### ❖ Where are/What happened to your parents?

*"Daddy and Mommy had to go be with Br'anna. After they left we put them out there." She points out into the nearby trees.*

Three months ago Kasira found her parents dead a short distance from the cabin, killed by the Beast, and with the help of the animals dug the graves and buried them nearby. Not knowing where else to go, she has continued to live in alone

in the cabin and goes into Amthydor to get supplies and to try to make friends.

### ❖ Are you all alone here?

*"I'm not alone. My friends are with me, and Br'anna watches over me."*

Sense Motive (DC 10): While she is close to her animal friends, she does seem very lonely for human companionship and parental figures.

### ❖ Who takes care of you?

*"I take care of myself. I can even go into Am'ydor and buy things, but the last time I was there the man said it was too early and he wouldn't sell me any blankets. I need blankets because it is going to get cold soon."*

### ❖ If the PCs try to return the dagger from Encounter 2—

*"That was my Daddy's, but you can keep it. I carried it for a little while, but my kitty doesn't like it very much. I think that it scares her."*

### ❖ What kitty?/Your tabby kitten?

*"My 'iger. I found her in the woods and she likes me. That makes her my kitty."*

If asked, she will describe her 'kitty' as being orange with black stripes, with its head the height of her chest, and over twice her height from nose to tail.

### ❖ Did your tiger kitty come from the caravan?

*"No, my 'iger is smaller. S'rabi plays with me too, but she is too big to come inside my house."*

The tracks in the yard do include those of a normal sized tiger, but not those of a common cat. This should give the players/PCs something to think about. Her 'iger' is not Telvik's tiger, though she has been playing with that big cat as well. It was released from its cage by the Beast and made friends with the little girl. It is not present during this encounter and cannot be recaptured during this event. If the PCs ask for a description of this tiger compared to Kasira's 'kitty', Sarabi is *much bigger*.

### ❖ "S'rabi?"

*"The 'iger kitty from the caravan. Her name is S'rabi. She told me so."*

Sarabi is the name of the tiger released from Telvik's caravan. The child really believes that the cat talks to her, and in a way it does, though the PCs may not be able to prove it. Kasira is not really aware of herself as a 'druid'. She knows that her mother taught her about the energy of nature, and that sometimes when she asks Brianna for help things happen, but otherwise she has no concept of a 'class'.

If the PCs go directly to Kasira and wake her up and befriend her before the Beast returns, then the Beast will be waiting outside with the animals, to confront the PCs as they try to leave with the girl:

***A tall lean figure shrouded in a voluminous dark cloak stands at the edge of the clearing (or in the doorway, if the PCs are somehow inside the cabin), flanked by several large furred shapes (the bears, number per ATL). The figure gestures at your group, calling out in a clear ringing voice. "You are not welcome in this place. I will not allow you to remove this cub from her home! Go now, while you can, and do not return."***

If the PCs insist on attempting to leave with Kasira, then the Beast will cast her Round 1 spell, *sleet storm*, and send the animals forward. If the PCs remain within the cabin then only one bear at a time may attack from the doorway. Kasira has never seen the Beast in human or hybrid form before, and does not realize that it is her 'iger' friend.

**Round 1:** The Beast casts *sleet storm*. Kasira is too surprised and scared to speak

**Round 2:** Kasira acts, shouting "***These are my friends! YOU go away!***" She will also cast entangle in the direction of the Beast. The Beast casts *heat metal*.

**Round 3:** The Beast will cast *fog cloud* and depart, leaving the PCs and Kasira to calm the animals and return to the city. Kasira will not approve of the PCs harming the animals at this point. She will still go with them to the city, but will be less interested in their friendship if they harm her furry friends.

## Combat Option B

**If the PCs go right in the cabin, find Kasira in the loft, and attempt to remove her from the cabin by force, the girl will scream (if she is able).** If she screams, the Beast and the bears will come rushing into the cabin. Kasira will attempt to cast *magic fang* on the nearest bear, and then flee out of the rear window or the door (whichever is closest). If she is somehow silenced, the Beast and the bears will be waiting outside to greet the PCs as they exit. Either way, all bets are off and let the bloodbath begin. Even a Beast does not take kindly to kidnapping. In the unlikely event that one or more of the PCs survive, and they do not kill Kasira, word will get back to the Diamond Legion and the PCs will have some explaining to do. Charges of kidnapping would be appropriate.

## Combat Option C

**If the PCs take the time to explore the area, and if they are noisy and wake the girl before the Beast returns:**

***As you look about, a small voice interrupts your searching. "It isn't nice to go through other peoples' things. You'll have to leave now." Looking for the speaker, you see a young girl with tousled brown hair, wearing a pink flowered nightdress and carrying a small tabby kitten, watching you solemnly from the doorway. "Mommy and Daddy said that what you are doing is rude. How would you feel if someone searched through all of your stuff?"***

Kasira may be befriended as per Combat Option A, and will go with the PCs peacefully. Proceed with the combat as per Combat Option A.

If the PCs attempt to take Kasira by force, proceed as per Combat Option B.

## Combat Option D

**If the PCs take the time to explore the area, don't wake up Kasira, and 15 minutes passes and the Beast returns:**

Ask for Listen checks (DC 15) once the PCs have reached the clearing and spent 15 minutes looking around (inside or out). Several creatures are coming through the trees towards the cabin. It is the Beast and some bears, returning to the cabin with supplies for Kasira. She has been secretly leaving food for the girl and then slipping away unseen.

Roll Listen checks for the Beast and the animals to hear the PCs as well. Unless the PCs are actively attempting to conceal their presence the DC is 15. It is possible that she will not be aware of their presence when she enters the clearing, giving the PCs an advantage, at least for the moment.

This encounter will take different forms, based upon who notices who first.

Regardless of how it starts, the confrontation with the Beast will only last until Kasira wakes up, at which point the Beast will withdraw to avoid being seen by the girl. The animals will remain, and the PCs will have to either fight them or negotiate with Kasira to call off their attack.

Kasira will arrive at the end of the 1<sup>st</sup> round at ATL 1 (the end of the 2<sup>nd</sup> round at ATL 3, the end of the 3<sup>rd</sup> round at ATL 5).

❖ **If neither side is caught off guard:**

*A tall lean figure shrouded in a voluminous dark cloak stands at the edge of the clearing* (or in the doorway, if the PCs are somehow inside the cabin), *flanked by several large furred shapes* (the bears, number per ATL). *The figure gestures at your group, voicing her spell in a clear ringing voice.*

She will cast her Round 1 spell—*sleet storm*.

If the combat begins outside, the bears will pair off with the most dangerous looking PCs to keep them from approaching the cabin. The bears will not attack until a PC attacks one of them, then all will attack. If the combat begins inside, the bears will enter one at a time, with the rest waiting outside, to guard the Beast's escape. There is no negotiating with the Beast in this encounter.

*“You are not welcome in this place. I will not allow you to harm this cub! Go now, while you can, and do not return.”*

❖ **If the PCs are aware and the Beast is caught off guard:**

*A tall lean figure shrouded in a voluminous dark cloak slips into the clearing, closely followed by* (number, per ATL) *bears. A sudden shift of the breeze pushes back the hood, revealing the fine features of a beautiful human woman with flame-red hair. She begins placing several cloth-wrapped bundles on a large, flat table-like rock in the center of the clearing.* If the PCs later search the bundles, they contain dried meat, cheese, bread and fruit, as well as two blankets and a cloth doll.

Roll Listen and Spot checks every round until either she or the bears notice the PCs, the PCs come out of hiding, or Kasira wakes up and comes outside.

If the PCs confront her or if she eventually notices them:

*She speaks in a clear, ringing voice. “You are not welcome in this place. I will not allow you to harm this cub!” With a gesture at your group, a wave of magic washes over you.*

She will cast her Round 1 spell—*sleet storm*. If the combat begins outside, the bears will pair off with the most dangerous looking PCs to keep them from approaching the cabin. Unless the PCs attack them first, the bears will hold their attack until the same round as Kasira's arrival. (They will attack during the normal initiative round; she will arrive at the end of the round.) If the combat begins inside, the bears will be waiting outside, to guard the Beast's escape. There is no negotiating with the Beast in this encounter.

❖ **If the PCs are caught off guard:**

*The inhuman cry of some unseen beast shatters the silence and a wave of magic washes over you.*

She will cast her Round 1 spell—*warp wood* or *sleet storm*, depending whether the PCs are inside or outside.

*“You are not welcome in this place. I will not allow you to harm this cub! Go now, while you can, and do not return.”*

If the combat begins outside, the bears will pair off with the most dangerous looking PCs to keep them from approaching the cabin. The bears will not attack until a PC attacks one of them, then all will attack. If the combat begins inside, the bears will enter one at a time, with the rest waiting outside, to guard the Beast's escape. There is no negotiating with the Beast in this encounter.

❖ If both the Beast and the PCs are caught off guard:

*You stand for a moment, facing a tall lean robed figure who seems as surprised to see you as you are to see....her? Yes, her. A sudden breeze shifts the hood of the cloak, uncovering the fine features of a beautiful woman with flame-red hair. Great hairy bears move up to stand on either side of the woman. Call for initiative.*

On her initiative:

*"You are not welcome in this place. I will not allow you to harm this cub! Go now, while you can, and do not return."*

There is no negotiating with the Beast in this encounter. The PCs may certainly try, but if they do not respond to her demand that they leave, then on her next action she will cast her Round 1 spell—*sleet storm* and the combat will begin. If the combat begins outside, the bears will pair off with the most dangerous looking PCs to keep them from approaching the cabin. The bears will not attack until a PC attacks one of them, then all will attack. If the combat begins inside, the bears will enter one at a time, with the rest waiting outside, to guard the Beast's escape. There is no negotiating with the Beast in this encounter.

Remember that the Beast does not really want to kill the PCs, especially in front of Kasira. Her first goal is to protect the girl and keep her safe. She has not considered the fact that the girl would actually be safer if the PCs take her to the city, but subconsciously she knows it is true, and that is influencing her actions. The animals are also responding to this subconscious reluctance to commit direct violence. If the players speculate on this, do not discourage them from doing so. At these lower levels she is a serious danger to the PCs if she uses her full potential, while the PCs

should not be strong enough to do her serious harm and getting away should not be a problem for her.

She will cast her spells as follows:

**Round 1:** Cast *sleet storm*

**Round 2:** Outdoors—Cast *entangle* on the largest possible group of PCs. If the PCs are scattered, she will cast on the most threatening individual. Alternately, may cast *heat metal*.

Indoors—Cast *heat metal*.

**Round 3:** Cast *rusting grasp* (if engaged in melee) or *heat metal* on a PC weapon

Once Kasira arrives on the scene, the Beast will cast *fog cloud* and then leave using her *trackless step* ability and cannot be tracked. If pursued by the PCs she will use her *wildshape* ability to take the form of either a wolf and run off or a badger to escape down a burrow she has prepared.

**Once Kasira arrives:**

A small voice rises about the sounds of your combat. *"Don't you dare hurt my friends!"*

*Looking for the speaker, you see a young girl with tousled brown hair, wearing a pink flowered nightdress standing in the doorway. One arm clutches a small tabby kitten, the other is propped on her hip as she scowls at you. "This is my house! You aren't supposed to be here!"*

The PCs may find this a bit funny coming from a seven year old child, but she is quite serious. Kasira has brown hair and green eyes. She is only seven years old, and small for her age, but she is a very quick study. She adores her animal friends, but she is still a lonely little girl who misses talking to real people. That loneliness will make it possible for the PCs to negotiate with her. If the PCs attack rather than try the diplomatic path, she will cast *entangle* to delay the PCs and then try to flee with her animal friends. If she is inside the cabin she will attempt to flee out the rear window. If she is outside then she will attempt to flee into the woods.

If Kasira is cornered and forced to fight then she will cast *magic fang* on the largest of the animals before attempting to escape. The animals will fight to cover her withdrawal, even to the point of crossing through the *spike growth*, if necessary, to protect the child. The animals will

not attack as long as the PCs are negotiating peacefully.

Negotiating with Kasira to take her to the city without a fight requires a successful Diplomacy check DC 15 + ATL with the following modifiers to the die roll (multiple PCs may assist)

- PCs have weapons drawn -1
- Each animal already killed in this encounter -1
- PCs mention Shepp or animal hides -1
- Any PC wears obvious animal trophies other than leather clothing -1
- Party contains a druid or ranger +1
- Party contains a worshiper of Brianna +1
- Party contains either a female PC, an elf, a half elf or a Halfling +1
- PCs have Kasira's doll and try to return it +2
- PCs promise not to hurt her friends (either release them or take them to the druids)\* +1

\*If the PCs promise not to hurt her animal friends but are lying, they must make a Bluff check DC 24 or she will know that they are lying. If they lie to her about this then the animals will immediately attack, she will flee, and all bets are off. The PCs will get what they deserve.

#### ATL 1

Black Bear (2) Medium Animal; HD 3d8+6; hp 19; Init +1 (Dex); Spd 40 ft.; AC 13 (+1 Dex, +2 natural), touch 11, flat-footed 12; BAB/Grapple +2/+6; Atks Claw +6 Melee (1d4+4); Full Atk 2 Claws +6 Melee (1d4+4) and Bite +1 Melee (1d6+2); Space/Reach 5 ft/5 ft.; SA Nil; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +4, Will +2.

Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

**Skills:** Climb +4, Listen +4, Spot +4, Swim +8

**Feats:** Endurance, Run

#### ATL 3

Black Bear (4) Medium Animal; HD 3d8+6; hp 19; Init +1 (Dex); Spd 40 ft.; AC 13 (+1 Dex, +2 natural), touch 11, flat-footed 12; BAB/Grapple +2/+6; Atks Claw +6 Melee (1d4+4); Full Atk 2 Claws +6 Melee (1d4+4) and Bite +1 Melee

(1d6+2); Space/Reach 5 ft/5 ft.; SA Nil; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +4, Will +2.

Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

**Skills:** Climb +4, Listen +4, Spot +4, Swim +8

**Feats:** Endurance, Run

#### ATL 5

Black Bear (4) Medium Animal; HD 3d8+6; hp 19; Init +1 (Dex); Spd 40 ft.; AC 13 (+1 Dex, +2 natural), touch 11, flat-footed 12; BAB/Grapple +2/+6; Atks Claw +6 Melee (1d4+4); Full Atk 2 Claws +6 Melee (1d4+4) and Bite +1 Melee (1d6+2); Space/Reach 5 ft/5 ft.; SA Nil; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +4, Will +2.

Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

**Skills:** Climb +4, Listen +4, Spot +4, Swim +8

**Feats:** Endurance, Run

Brown Bear (1) Large Animal; HD 6d8+24; hp 51; Init +1 (Dex); Spd 40 ft.; AC 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14; BAB/Grapple +4/+16; Atks Claw +11 Melee (1d8+8); Full Atk 2 Claws +11 Melee (1d8+8) and Bite +6 Melee (2d6+4); Space/Reach 10 ft/5 ft.; SA Improved Grab; SQ Low-light vision, scent; AL N; SV Fort +9, Ref +6, Will +3.

Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

**Skills:** Listen +4, Spot +7, Swim +12

**Feats:** Endurance, Run, Track

*Improved Grab (Ex):* To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

#### All ATLs –Untiered NPCs

**The Beast:** Weretiger (Afflicted), Human Form (Human, Shapechanger) Druid 9 (Brianna); HD 9d8+9 plus 6d8+18; hp 90; Init +2 (Dex); Spd 30 ft.; AC 18 (+2 Dex, +2 natural, +4 leather bracers of armor), touch 12, flat-footed 16; BAB/Grapple +10/+11; Atks Scimitar +11/+6 Melee (1d6+1); Full Atk Scimitar +11/+6 Melee (1d6+1); Space/Reach 5 ft/5 ft.; SA Nil; SQ Alternate form, tiger empathy, low-light vision, scent; AL N; SV Fort +12, Ref +10, Will +12.

Str 12, Dex 14, Con 12, Int 12, Wis 18, Cha 16.

**Skills:** Balance +4, Climb +3, Concentration +10, Handle Animal +17, Heal +6, Hide +10, Knowledge (Nature) +11, Listen +12, Move Silently +10, Spot +12, Swim +3, Survival +16.

**Feats:** Alertness, Improved Initiative, Improved Natural Attack (Bite), Improved Natural Attack (Claw), Iron Will, Skill Focus (Handle Animal), Skill Focus (Survival), Track.

*Spells (6/5/5/4/3/1):* DC 14 + spell level.

0-level – *know direction, mending, purify food & drink;*

1<sup>st</sup> level –*entangle, magic fang;*

2<sup>nd</sup> level –*fog cloud, heat metal (x2), tree shape, warp wood;*

3<sup>rd</sup> level –*dominate animal, greater magic fang, sleet storm, spike growth;*

4<sup>th</sup> level –*cure serious wounds, rusting grasp, spike stones;*

5<sup>th</sup> level – *awaken*

The PCs are not at risk of being afflicted with lycanthropy in this encounter as she will not take hybrid or tiger form to attack them.

**General Combat Guidelines for the Beast:** At ATL 1 the Beast will do little to nothing, not seeing the PCs as a threat. She will send her bears in as needed, perhaps casting a minor spell or two to aid them. At ATL 3 and 5 she will cast a few spells before fleeing, unless the PCs somehow pose a threat to her personally. Try to gauge the power of the PC party and adjust accordingly.

**Kasira:** Small female humanoid (human); Druid 1 (Brianna), HD 1d8+1; hp 9; Init +3; Spd 20 ft.; AC 15 (+1 size, +3 Dex, +1 amulet of natural armor); touch AC 14, flatfooted 12); Atks +0 melee (1d4, dagger) or +3 ranged (1d4, dagger); AL NG; SV Fort +3, Ref +3, Will +4;

Str 8, Dex 16, Con 12, Int 12, Wis 14, Cha 14.

**Skills and Feats:** Handle Animal +6, Heal +4, Hide +3, Knowledge (Nature) +5, Listen +6, Sense Motive +3, Spot +6, Survival +6; Dodge.

*Spells (3/2):* DC 12 + spell level.

0-level – Know Direction, Light, Mending;

1<sup>st</sup> level –Entangle, Magic Fang

**Items:** Dagger (3), sling, amulet of natural armor +1, holy symbol.

In the unlikely event of a TPK (total party kill),

Kasira has no interest in the PCs or their possessions. Neither she, the animals, nor the Beast, will ransack the PCs' bodies. Rather, their bodies and all equipment will be left outside the city gates to be identified and dealt with by the Diamond Legion. Vengeful PCs who attempt to go back and take care of the girl later will find the cabin deserted and Kasira gone.

## Epilogue: Shepherds

The epilogue is presented in multiple parts—Generic text, three optional sections based upon PC actions, plus additional text based upon the status of Kasira (**Epilogues 1-4**) and the animals (**Epilogues A-D**) at the end of the scenario. Two of the optional epilogues should only be presented after Epilogues 1-4 and A-D have been concluded, as they detail events which take place days after the main endings occur.

*The Ruby Square Marketplace is once again open for business and the animal attacks seem to have ceased.*

*Lieutenant Collins receives your report with grave courtesy. Your investigation may have raised more questions than it answered, but at least you can prove that Telvik Reston is not responsible for the release of the animals. Once you have made your report, she removes a leather pack and a small pouch from a drawer and lays them on her desk in front of you.*

*“Some of the victims took up a collection, to offer as a reward for capturing the party responsible for the attacks. They feel that you have performed this service and they would like you to have the funds that they collected.”*

She gives the PCs a *Handy Haversack* and a pouch containing 750 gp.

**Optional – If the PCs visit the temple of Meneon to share what they have learned:**

*The clergy of Meneon welcomes you as you return to report your findings. A rogue lycanthrope is no small concern, and scouts are immediately dispatched to search for further evidence of such an entity in the area. With her orders given and subordinates rushing to obey, the high priestess thanks you once again for sharing your findings and excuses herself to seek*



*the guidance of her goddess, leaving an acolyte to escort you out.*

**Optional (after other epilogues) – If one or more PCs have stolen items from Kasira and she remains alive in the city:**

If the PCs have taken items from Kasira's cabin, she will ask nicely one time that they be returned. If the PCs deny the theft or refuse to return her things then the offending PC will be charged with theft under Amthydor law. The penalty for theft is the public removal of the offender's right hand. Kasira will drop the charges if the items are returned and the PC succeeds at a Diplomacy check (DC 15) unassisted, but with the following modifiers:

- PC is Lawful +1
- PCs returned her doll +1
- PCs offered to return the dagger +1
- PCs previously attacked her -5
- PCs previously killed her -10

If the items are not returned immediately following the first request (before charges are filed), or if they are returned after charges are filed but the Diplomacy check is failed, the offending PC will be punished per the law, with the removal of his/her right hand.

**Optional (after other epilogues) – If the PCs report Telvik for possessing the giant eagle eggs:**

*Following up on your report, the Diamond Legion discovers further evidence against Telvik Reston and the smuggler who supplied him with the eggs. The trial is quickly resolved, and sentence passed. All of the animals were seized and the wagons and equipment sold to pay Telvik's fines.*

If the PCs testify on Telvik's behalf, his prison sentence will be converted to community service. They will also receive a 2,500 gp reward to divide among themselves.

**Present one of the following 1-4, as appropriate, depending on Kasira's status at the end of the scenario:**

## Epilogue 1: If Kasira is alive and returns with the PCs

Kasira is to become a Ward of Amthydor. She will not stay with a PC or Adventuring Company. The PCs may take her to any temple belonging to the Quorum of Faith (except Dymora), one of the noble houses, the Slate Hall (who will take her to the Lord Monarch), the Diamond Legion (who will take her to the Lord Monarch), etc. If she is taken to the Lord Monarch, either directly or indirectly, then he will, after much consultation and discussion, place her in the care of the temple of Meneon.

*Gathering up what she can carry and clutching her kitten, Kasira says farewell to her other animal friends, telling them to behave themselves and watch out for hunters, and promising to come back and visit them soon. Putting on a brave face, she goes with you back to the city and to \_\_\_\_\_ (wherever the PCs take her).*

*She looks around at her new surroundings with wide eyes, determined to be a 'big girl' and not cry. "I can still go and visit my friends, can't I?" She looks at \_\_\_\_\_ (PC or PCs who have been nicest to her and did not kill her animals) "You will come and visit me, won't you?"*

*An acolyte/servant/etc comes to take the child's hand, smiling warmly. "Welcome to \_\_\_\_\_. Would you like to see your new room?" Kasira takes the offered hand and nods, holding her kitten close, and turns to follow. After only a few steps she stops and turns back to you, handing the kitten to her escort and removing an amulet from around her neck. "My momma made this for me, but I want you to have it. Maybe it will help you."*

If the PCs have not stolen the *book on lycanthropes* and/or the *periapt of wisdom*:

*Reaching into her pack she struggles to take out a heavy book and a necklace with a single large pearl. She gives them to you, smiling shyly. "These belonged to my parents. Daddy used to show me the pictures and tell me stories about all the animals in the book. Maybe you can tell stories to someone too." She reclaims her kitten and follows the acolyte/servant/etc, turning once*

*more to wave goodbye to you before stepping into her new life.*

If the PCs offer to return the silver dagger from Encounter 2 she will give it to them also.

### GO TO Epilogues A-D

#### Epilogue 2: If Kasira is killed by the PCs and then *raised* from the dead

Kasira is to become a Ward of Amthydor. She will not stay with a PC or Adventuring Company. The PCs may take her to any temple belonging to the Quorum of Faith (except Dymora), one of the noble houses, the Slate Hall (who will take her to the Lord Monarch), the Diamond Legion (who will take her to the Lord Monarch), etc. If she is taken to the Lord Monarch, either directly or indirectly, then he will, after much consultation and discussion, place her in the care of the temple of Meneon.

*Three days after you make your report, a messenger delivers a summons, calling you to the temple of Meneon. You are shown immediately into a small room, where Delenia Lunasole waits behind a small table laden with several items (assuming that the PCs did not steal and then refuse to return them). “Kasira remains quiet and withdrawn after everything that has happened. It will be some time before she returns to being the happy laughing youngster that a girl her age should be. While it was unfortunate that the child has had to suffer such a trauma, you have done the right thing in providing for her recovery. She still has not spoken a word since waking up, but she has been able to convey a request. She has asked that you be given these items, as a sign of thanks for the good that you have done and that she hold no ill will towards you for your part in what happened to her. She bids me tell you use them well, and go in peace.”*

The items are the *book of lycanthropes*, the *periapt of wisdom +2*, the *amulet of natural armor +1* and, if the PCs have not previously accepted it, the *silver dagger +1*.

*“Be well, heroes, and may Meneon shine upon you.” With that blessing, she returns to her new charge, leaving you to collect your reward and make your way out of the temple.*

### GO TO Epilogues A-D

#### Epilogue 3: If Kasira is killed by the PCs and not raised

*There have been no further animal attacks, though farmers and travelers often report strange mournful cries coming from the fields and forests around the city at night. There have also been midnight sightings of a tall figure skulking around on the fringes of several small farms and villages. You cannot help but wonder if that figure, and the strange cries in the night, are the same ones that so often haunt your dreams. A young life has been cut short, but yours goes on.*

PCs can find the *amulet of natural armor +1* on Kasira’s body, and the *book of lycanthropes* and *periapt of wisdom +2* in the cabin.

### GO TO Epilogues A-D

#### Epilogue 4: If Kasira gets away

*There have been no further animal attacks, and no sign of the girl that you are certain was at the center of the entire affair. Diamond Legion patrols regularly check the cabin for any sign that she has returned, but the cabin remains unoccupied and unchanged. Your last view of her was as she fled into the trees. You almost have to wonder if she was ever really there at all.*

PCs can find the *amulet of natural armor +1* on the ground where Kasira dropped it as she fled, and the *book of lycanthropes* and *periapt of wisdom +2* in the cabin.

### GO TO Epilogues A-D

Present one of the following A-D, as appropriate, depending on the status of the *majority* of the animals at the end of the scenario. Regardless of which epilogue is presented, Shepp will still pay the PCs for any usable hides that they bring him. Regardless of which ending is presented, the PCs will receive the *Pawbands of Protection +1*. Other rewards will vary by ending.

Epilogue A: If the animals are killed  
but not skinned

*Without animals to sell, Telvik Reston has been forced to move on in hopes of rebuilding his business elsewhere. Thanks to you, his reputation is saved, but without his four-legged merchandise, business will be troubled for some time to come. Before he leaves the city, Telvik arranges for one last gesture of thanks for your efforts on his behalf. The note is brief, and expresses his wish that the contents of the accompanying package may be of some use to one of you should you ever have an animal of your own.*

THUS ENDS “*Lions, Tigers and Bears.....*”

Epilogue B: If the animals are killed  
and skinned

*Without animals to sell, Telvik Reston has been forced to move on in hopes of rebuilding his business elsewhere. Thanks to you, his reputation is saved, but without his four-legged merchandise, business will be troubled for some time to come. Before he leaves the city, Telvik arranges for one last gesture of thanks for your efforts on his behalf. The note is brief, and expresses his wish that the contents of the accompanying package may be of some use to one of you should you ever have an animal of your own.*

*Alger Shepp is waiting when you arrive at his shop to collect on his offer to purchase the skins of the animals. He examines the furs with a*

*critical eye, and then carefully counts out a stack of coins.*

He will pay the PCs as follows:

200 gp for each killed primarily with a bludgeoning weapon.

100 gp for each killed primarily with a piercing weapon.

50 gp for each killed primarily with a slashing weapon.

*“If you ever find yourself in need of decorative clothing, be sure to come and see me. Perhaps in the meantime you will accept these small gifts.”*

*A small bell rings as a richly dressed man and his lady enter the shop with heavy purses, calling for Shepp’s attention. With a last smile and a slight bow in your direction, he excuses himself and moves quickly off to attend to his customers.*

THUS ENDS “*Lions, Tigers and Bears.....*”

Epilogue C: If the animals are  
returned to Telvik Reston:

*The handlers and keepers who were bored and dejected on your first visit are the picture of bustling efficiency as they work to settle the animals back into their cages. Telvik Reston welcomes you with open arms, ushering you into a small tent.*

*“My dear friends, I cannot thank you enough for what you have done for me. Please accept these gifts as a sign of my gratitude. I will be moving on in the morning, but perhaps we may meet again another time. Be well, heroes, and again I thank you.”*

*With a last smile and a brief bow to you, he returns to directing his men in their preparations to depart.*

THUS ENDS “*Lions, Tigers and Bears.....*”

Epilogue D: If the animals are taken  
to the druids:

*The grove at Rosewood has been transformed since your last visit. Strangers move about arranging temporary pens and shelters for the new arrivals as Winter looks on in disdain at this disruption of his nap. Keir breaks away from the workers and greets you warmly.*

*“Welcome, friends. As you can see, there will be no shortage of help in resettling the animals. You made the right decision, and for that I thank you. Some of the animals will want to be returned to their home ranges or family groups, if possible. Druids and rangers have already agreed to escort them safely back to their destinations. Those animals who are unable or do not desire to return to their native homes, or who are unable to care for themselves in the wild will remain here in the care of the grove.*

*Please, accept this token of our gratitude and respect. You have done these animals a great service, and we would like to help you in caring for one more, if we can.”*

*A team of men working to raise a wooden wall into place call him away, and with a last wave at you he excuses himself and returns to his labors.*

THUS ENDS *“Lions, Tigers and Bears.....”*

The PCs should be left with some unanswered questions, especially about the nature of the Beast, and several snippets of information that may prove useful at a later time. For the answers they will have to play Part 2: Dire Considerations.

**EXPERIENCE POINT SUMMARY**

Total the XP earned from the following:

**Introduction**

- ❖ Defeat the dogs 25 XP

**Encounter 1a**

- ❖ Questioning the boys about Kasira 25 XP

**Encounter 2**

- ❖ Get the description of Kasira 25 XP

**Encounter 3**

- ❖ Get the description of Kasira 25 XP

**Encounter 3a**

- ❖ Capture the cats 75 XP  
or  
Defeat the cats 50 XP

**Encounter 4**

- ❖ Get the description of Kasira 25 XP
- ❖ Confront Telvik about the eggs 75 XP

**Encounter 4a**

- ❖ Calming the crowd and preventing a riot without the aid of the Diamond Legion 50 XP

**Encounter 5**

- ❖ Collect information about Godric (either in this encounter or by using the Gather Information skill) 50 XP

**Encounter 7**

- ❖ Negotiate with Kasira 100 XP  
or  
Rescue/Capture Kasira by force 75 XP  
or  
Kill Kasira 50 XP
- ❖ Capture the bears 75 XP  
or  
Kill the bears 50 XP

**Discretionary Roleplaying Award** 0-100 XP

Total Possible Experience:	650 XP
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**Treasure Summary**

If it's not on this list, the PCs cannot keep it.

**Encounter 2**

- *Silver Dagger +1, Chameleon Bane* (1 available), sale value 4151 gp (Value: 8302gp, Size: Tiny, Tradable: Yes, Rarity: Common, 8<sup>th</sup> level caster, Legality: Legal). This dagger has the Bane ability vs. shapechangers.

**Encounter 3a**

- *Collar of Resistance +1* (1 available), sale value 500 gp (Value: 1000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 5<sup>th</sup> level caster, Legality: Legal).
- *Spirit Totem of the Enemy—Lycanthropes* (1 available)  
This tiny pouch is worn as an amulet. It is made of leather, often from the hide of the type of creature to which it is keyed. The totem pouch contains bits of fur, bone and teeth of the target creature-type, as well as herbs and plants inimical to it.

In the possession of a creature of the target type, the totem has the effect of causing the wearer to be shaken, suffering a –2 penalty on attack rolls, saving throws, skill checks and ability checks. The creature incurs these penalties as long as the amulet is worn. If worn by a ranger, or another creature with the favored enemy ability, that has chosen as its favored enemy the creature type that the totem is keyed to, the totem increases the damage and skill check bonuses vs. the target creature type by +2. When worn by any other creature, the totem amulet provides a +1 competence bonus to attack rolls against the target creature type.

Sale value 1050 gp (Value: 2100 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 11<sup>th</sup> level caster, Legality: Legal).

- Hides, per ATL (up to 3, 5 or 6, based upon ATL). See Epilogue B for GP value.

**Encounter 7**

- Hides, per ATL (up to 2, 4 or 5, based upon ATL) See Epilogue B for GP value.

## Epilogue

- 750 gp reward from the victims
- *Handy Haversack* (1 available), sale value 1000 gp (Value: 2000 gp, Size: Small, Tradable: Yes, Rarity: Common, 9<sup>th</sup> level caster, Legality: Legal).
- *Periapt of Wisdom +2* (1 available), sale value 2000 gp (Value: 4000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 8<sup>th</sup> level caster, Legality: Legal).

- *Book of Lycanthropes* (1 available)  
This tome is filled with detailed color drawings of fifteen different types of lycanthropes, including human, hybrid and animal forms. The entry for each species also contains extensive information on their habits, usual alignment, preferred habitat, and common prey. It contains information on both natural and afflicted lycanthropes, common weaknesses and strengths, and on various treatments of the disease.

It gives information on the following species:

Badger, Bear, Boar, Crocodile, Dragon, Eagle, Fox, Jackal, Leopard, Otter, Rat, Raven, Shark, Tiger, Wolf.

This book provides a +1 bonus to Survival or Knowledge (Nature) checks when researching or dealing with Lycanthropes.

To gain this benefit, you must spend 10 day units studying the book and you must keep this book for reference. If you trade away or lose the book, you lose all benefits gained from it. The book was the lifelong work of Godric of Serandor.

Sale value 50 gp (Value: 100 gp, Size: Small, Tradable: Yes, Rarity: Uncommon, Legality: Legal).

- *Amulet of Natural Armor +1* (1 available) sale value 1,000 gp (Value: 2,000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 3<sup>rd</sup> level caster, Legality: Legal).
- *Pawbands of Protection +1* (1 available), sale value 1000 gp (Value: 2000 gp, Size: Small, Tradable: Yes, Rarity: Common, 3<sup>rd</sup> level caster, Legality: Legal).

## Epilogue 1

- Enmity of the Beast

## Epilogue 2

- Enmity of the Beast

## Epilogue 3

- The Mark of the Beast

## Epilogue B

- Gift of Fine Clothing
- Variable GP award for selling animal hides to Alger Shepp

## Epilogue C

- Appreciation of Telvik Reston
- 3,000 gp reward for returning the majority of the animals to Telvik
- Variable GP award for selling animal hides to Alger Shepp

## Epilogue D

- Gratitude of the Druids
- Variable GP award for selling animal hides to Alger Shepp

## Epilogue (Optional)

- Mark of Punishment—Lost Hand
- 2,500 gp reward for turning Telvik in for smuggling giant eagle eggs

## Miscellaneous

- **Gift of Fine Clothing:**  
Alger Shepp has presented you with a gift—An outfit of fine clothing. The clothing is the height of fashion. It is elegant and durable, beautiful yet practical. The seams resist tearing and the fabric resists all but the most persistent stains. It is decorated with rich embroidery and fur, and is valued at 125% of the normal price. You may choose from the following:  
Cleric's vestments  
Courtier's outfit  
Entertainer's outfit  
Explorer's outfit  
Noble's Outfit (Aristocrat or Noble only)  
(Value: Varies, Size: Varies, Tradable: Yes, Rarity: Common, Legality: Legal).

- **Enmity of the Beast:**

You have taken Kasira from her proper home, earning the enmity of the Beast who is her protector. You may not see her, but she is watching you. The effect of this may come into play in a future event.

- **Mark of the Beast:**

You have killed Kasira. On the morning after your unfortunate adventure, you awaken from a fearful yet barely remembered dream to find yourself scarred as if by a clawed hand. Though the scars may be covered so as not to be visible to the eye, or even physically removed, nothing can remove the taint upon your aura and that is still apparent to druids, rangers, animals and beasts, resulting in a -1 to all reaction and charisma based checks when dealing with these creatures. There is just something *wrong* about you. (1 per PC, Value: N/A gp, Size: N/A, Tradable: No, Rarity: Uncommon, Legality: N/A).

- **Gratitude of Telvik Reston:**

You have collected the missing animals and returned them to Telvik Reston, proving his innocence and saving his business. The PC may purchase a single animal at 50% of normal price (animals normally available in the PHB only-the type of animal must be written on the certificate at the time of purchase. Animal has standard stats as listed in the Monster Manual)

(Value: Varies, Size: n/a, Tradable: No, Rarity: Common, Legality: Legal).

- **Mark of Punishment—Lost Hand**

For the crime of theft, you have been punished according to Amthydoran Law and your right hand has been severed at the wrist.

(Value: N/A, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal).

- **Gratitude of the Druids**

In recognition of your assistance, the druids of Rosewood will provide training for one animal at reduced or no gp cost. They will train up to three individual commands or one purpose at no gp cost, or one Training package at one half of the regular gp cost. You must still spend the required DUs to complete the training. The animal trained should be noted on this certificate.

(Value: N/A, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal).





## GM Aid # 1

### Gathering Information

Information will be available after the PCs have visited at least four of the possible victims or locations, or when there is an hour remaining in the slot. Allow the PCs to ask what questions they will in the search for information. In most cases, if they ask anything close to the questions below give them the information indicated. Allow other PCs to assist if needed. Every 25gp that they spend seeking the information grants +1 to the die roll, to a maximum of +5.

#### Missing or orphaned children—DC 10

*“Diamond Legion patrols help keep the crime down. Kidnappers don’t last long in prison, and not too many people want to risk getting caught. No local children missing. Plenty of orphans, especially in the District of the Poor, but Lord Monarch Torestyn and the churches take care of finding them new homes with loving families. Any stray kids running around would have to be from outside the city.”*

#### The ranger named Godric—DC 20

*“Half elven ranger. He could track anything that moved, and he really had this thing against shapechangers. Godric and Rowan (his druid wife) haven’t been around for two or three months. He used to come into town once or twice a month. Never stayed long. Lived a couple of miles east of Rosewood in a little cabin with his family.”*

#### Missing rangers or druids with children—DC 15

*“That sort come and go as they please, you know. Not that many of them stick around long enough to have children, much less raise them. There was one couple, both worshipers of Brianna, used to come around once or twice a month for supplies. Always got a treat for their little girl, too. Sweetest little thing, about seven or so. He’s a ranger, best bow shot you ever saw. She’s a druid, always trading herbs and things that she grew herself, helping out with tending a lame animal, that sort of thing. They haven’t been seen in two or three months. Used to live in a little cabin in a clearing just east of Rosewood and the druid grove. It would be horrible if something happened to them and there was no one to take care of that dear little girl of theirs.”*

#### Missing druids or rangers in general—DC 15

*“Folks like that never seem to stay around long, so its tough to tell if they’re missing or just moved on. There have been a few come and go in the past several months. Two that were married to each other, a druid and a ranger, haven’t been around in a couple of months. There was another druid who used to come around every so often, one of those Moonies (a Meneonite). Haven’t seen her for a while either, at least four or five months. Probably just went adventuring.”*

#### Strange deaths or other odd occurrences—DC 15

*There was a series of attacks, about three months ago. Mostly they were against other animals, a large predator was killing livestock, but a young shepherd was attacked while watching over his flocks. The attacks only lasted a few days. Seems strange, that the attacks would suddenly cease when there was such a bountiful food supply available. There was a body found about three...no, four months ago. No one around here recognized him, so it is likely that he was traveling from somewhere else. The man was only wearing a pair of torn breeches. He looked like he had been living out in the wild for a while. He appeared to have been killed with a sword but there was no sign of his own weapon. He was tall and lithe, and had very long fingernails and pronounced canine teeth, but appeared to be human.*

#### Humanoid beasts—DC 20

*There have been sightings of strange tracks, like a humanoid walking on its toes, and strange bloodcurdling cries heard in the night. Some farmers claim to have seen a large bipedal figure moving about in the night. When dawn comes there are often lambs or other small livestock missing or found half eaten.*

#### Lycanthropes—DC 25

It is important that they ask specifically about lycanthropes/werecreatures to get this information. Simply asking about shapechangers is not enough in this case.

*“Used to be a ranger around here that hunted them. Just the bad ones, mind you, not the ones from the temple of Meneon. Those ones are good folk. He knew everything there was about tracking them. Even had a special dagger just to use on them.”* The ranger is, of course, Godric, whose first favored enemy was lycanthropes.

## Player Handout # 1

(a page torn from some sort of ledger)

4 Cerridian mares	Paid 800 gp	Sold 1,200 gp
1 Ape	Paid 1,000 gp	_____
3 Lions	Paid 2,800 gp	Sold 1@ 1,150 gp
1 Bactrian Camel	Paid 75 gp	_____
1 Black Leopard	Paid 750 gp	Sold 900 gp
1 Polar Bear	Paid 1,000 gp	Sold 1,650 gp
5 eggs [eagle]	Paid 10,000 gp	_____

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## Player Handout # 2

***1 Tiger***  
***7 Leopards***  
***2 Lions***  
***1 Cheetah***  
***4 Black Bears***  
***2 Brown Bears***  
***2 Camels***  
***1 Ape***  
***2 Chimpanzees***  
***1 Baboon***  
***30 Monkeys***

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## Roster of Heroes: Lions, Tigers and Bears

**Judge Name:** \_\_\_\_\_

**Convention:** \_\_\_\_\_ **Date:** \_\_\_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Gained a level:  Out of Play:  Dead:  Lost level(s):

Please send completed form to: Jay Fisher, 8932 Manor Loop Apt 107, Bradenton, FL 34202, or e-mail to [lsi-plots@ucc-online.com](mailto:lsi-plots@ucc-online.com).

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