



Hare Today, Gone Tomorrow

LSJ217

By Jay Fisher

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

While most people pay attention to the bigger picture, the smallest of things can tend to go unnoticed. The High Druid of Brianna would like you to correct that oversight. For ATLS 1-7.

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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. 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 an encounter, feel free to do what is necessary to assist the PCs to succeed. 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 ATL (AVERAGE TABLE LEVEL) AND THE POWER OF PCs

Add up the levels of all characters at the table (plus cohorts and entourages) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

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)

LIFESTYLE IN LSJ

Player Characters have to spend money on many things during downtime: food, rent, repairs on weapons and armor and other daily expenses. In the LSJ Campaign this is reflected in Lifestyle Costs, which are paid at the start of every LSJ adventure. See page 147 of the *LSJ Campaign Guide*. If this is a player’s first time playing LSJ and an introduction module, he is not to be charged lifestyle. This is an encouragement for him to keep playing.

ADVENTURE BACKGROUND

Actions have consequences. Unbeknownst to many within the city of Amthydor, little things have started to go wrong. It wasn't noticeable at first. A bump here. A bruise there. Packages slipping through one's fingers. Singularly, these incidents are nothing out of the ordinary. However, these incidents (and more) have been happening more frequently in and around the city. It was about a week after the incidents began to happen that certain luck totems have gone missing. While as a whole, the city isn't superstitious about such things, but anything to appease the Goddess of Tricksters can be a good thing. It came to Rycine Nightfeather's attention as to which luck totem is being affected. She then started setting things in motion to find out what exactly is going on

ADVENTURE SUMMARY

Introduction

Encounter 1: Meet at the Druid's Grove.

Encounter 2: Travel to Rosewood to speak with the Pixies.

Encounter 3: Battle with transformed pixie/squirrels.

Encounter 4: Meet with the Dryad.

Encounter 5: Meet with the Hermit.

Encounter 6: Meet with Blaze the Ranger.

Encounter 7: Combat with squirrels.

Conclusion: One of three conclusions.

Epilogue

INTRODUCTION

It is a hot and humid day in the Shining Jewel. You find yourselves contemplating recent events as you travel along the Great Way leaving the Port District behind you. Amthydor is no longer a city-state with protectorate villages and towns. It is now known as the Kingdom of the Shining Coast with Raphe Torestyn as its king. You knew that something like this was bound to happen, but now that it has, it seems all a bit surreal. Even the Darkwood forest is included in the kingdom's expanded territory. Perhaps the rumors are true that

Your thoughts are interrupted as the sudden flapping of wings can be heard. Something gray-white closely passes by your head, quickly dropping to the ground. With a flutter of its wings, the pigeon ruffles its feathers before settling down. It stands before you as if waiting for something.

The pigeon is a messenger from Rycine Nightfeather, the High Druid of Brianna. Attached to one of the pigeon's legs is a small scroll case. Inside the case is a message for the PCs. PCs with ranks in **Handle Animal** can easily coax the message from the pigeon. All other PCs would need to make a **Charisma DC10** check to get the message. Failure of this check will result in the pigeon being startled and to flutter a couple feet away from the PC. This can/will continue until the PC succeeds the check and retrieves the message. Once the PC has the message, the pigeon will fly away.

The message reads:

Good day and well met! I have need of your expertise if you are available. Please drop by the Grove of the White Heart in the Temple District for a mission of great importance.

**Thank you very much!
Rycine Nightfeather
High Druid of Brianna**

The Grove of the White Heart is about 15-20 minutes away from the PC(s) current position. A successful **Knowledge (local) DC10** will allow the PC(s) to know where the Grove is located within the Temple District.

- If the PCs go to the Grove, **GO TO Encounter 1 (page 4).**
- If the PCs don't go to the Grove, **GO TO Conclusion 1 (page 17).**

ENCOUNTER 1

GROVE OF THE WHITE HEART

It takes less than a half-hour to get to the Temple District. Along the way, you've seen a number of people trip and fall, bump into one another, or inadvertently running into walls. While none of it seems out of the ordinary, and no one was hurt, the frequency of the witnessed events gnaw at the back of your mind.

Within the Temple District, there aren't as many incidents seen as you travel north to the northwest district wall. The Grove of the White Heart isn't an official shrine that is recognized by the Quorum of Faith, but it is a location in which people may gather within the city for one reason or another. There is a copse of trees next to a small pond. The eyes dozens of animals watch from under cover of dense vegetation as you make your way to the heart of the grove. It's uncanny to see a stag and a family of rabbits graze only a few yards from a trio of young wolves.

Familiars, animal companions, and pets traveling with the PCs will be met with polite interest by the animals here. The Grove is a place of truce for the animals, where even natural enemies mingle peacefully. Have the PCs roll a **Perception** check. A successful **Perception DC20** check will allow the PC(s) to notice a squirrel watching them. The squirrel will know if it was discovered and will run away at that point.

A lean woman in faded leathers waits patiently at the opposite side of the grove, as if she has been expecting your arrival.

"Welcome to the Grove of Brianna. What you seek from the servants of the Huntress?"

This is High Druid Rycine Nightfeather. She will greet fellow worshippers of Brianna by name. This is also a good time for PCs to introduce themselves to the group as they introduce themselves to the High Druid.

The PCs were obviously brought to the grove by Rycine's letter. When this is mention, she will continue.

The High Druid smiles. "Yes, of course. Many thanks for your prompt arrival. And it arrived in one piece as well. That is most excellent. But before I begin, might I ask if you noted anything unusual in your journey here?"

High Druid Rycine is looking for confirmation of strange accidents and other stuff.

Rycine nods gravely. "Yes, it seems to have started." With the look of confusion apparent on your faces, she continues. "Please forgive me for being so cryptic. What you have witnessed is the beginning of luck becoming out of control."

☛ How is luck becoming out of control?

"Most people have a luck totem, correct? The most common of these totems is a lucky rabbits foot. While I don't condone the hunting of rabbits specifically to gain such totems, the rabbits have graciously agreed to donate their feet to such a cause upon their passing."

☛ What does this have to do with luck getting out of control?

"Well, in the recent days, it has been discovered that all the rabbit foot totems have been transformed into frog legs. And since then, more and more accidents have been happening all around the city."

☛ Why does this concern you and not Illudra?

"My concern is that people will actively pursue and kill rabbits before their time in an effort to return their lost luck. Also, my concern is for the Balance. Something, or someone, is doing this to the city. If it isn't corrected, it will continue. And a city without luck is ripe for other actions to be done against it."

☛ I don't need luck.

"Shhh! While luck isn't my, or Brianna's, purview, it is of the Goddess of Tricksters. While She might not do anything to prevent what is going on, he could make matters worse. Saying such things invites his hand in perverting luck even more."

☛ You said Goddess and then said "he"? Mix your pronouns much?

"No one really knows what Illudra's gender actually is. He... she... whatever has appeared to her clergy as both genders. And from what I understand through the grapevine, she has coyly kept this secret from the other deities as well."

☛ So what do you want us to do?

"I would like you to seek out the source of the problem, identify it, and restore the balance if at all possible. Something certainly is afoot. And while the accidents so far have not hurt anyone, I'm afraid it will progressively get worse as time goes by."

☛ Do you have any ideas on where we should begin?

“Divinations into the matter has given you a starting point for your search. You should seek out a group of pixies within the Rosewood forest. They should set you on the correct path.”

☛ Pixies? Aren't they notorious pranksters?

“Perhaps. But they would never upset the balance in such a way. I am confident that they had nothing to do with the current situation.”

☛ How much?

“I can see how the restoration of balance would be costly. So I am willing to offer (100 x ATL) gold pieces to each of you.”

☛ What about hazard pay? Without luck, won't it be more difficult?

“Perhaps.”

If the PC(s) are successful in a **Diplomacy DC15+ATL** check, then Rycine will increase the reward to 150gp x ATL.

☛ That's not enough.

The look of disappointment crosses the High Druid's face. “Well, it is all that we have available for you. If it is not satisfactory, then perhaps I should look elsewhere for help.”

Rycine is giving the PCs one more chance to take his offer. If they continue to complain or balk at the amount, he will simply say, “**We are done here.**” and take his leave of the party. Use **Conclusion 1 (page 17)** and modify the text appropriately for this ending.

Knowing that the PCs will be heading outside the city, allow them to purchase only last-minute mundane items for their trip.

➤ When the PCs are ready to go, **GO TO Encounter 2 (page 5).**

ENCOUNTER 2

IT'S A PIXIE PARTY IN THE ROSEWOOD

A note about Luck: Anytime a PC (or GM) needs to make a d20 roll (attacks, skill checks, saves, etc.), the current wildness of Luck may affect such roll. Have the PC/GM roll percentile dice and note the result.

Roll	Normal Result	Influenced Result
01-10	Bad Luck -2	Bad Luck -3
11-30	Bad Luck -1	Bad Luck -2
31-70	No Luck Change	Bad Luck -1
71-90	Good Luck +1	No Luck Change
91-00	Good Luck +2	Good Luck +1

If any of the PCs claimed that they did not need luck, Illudra heard them. Use the second column (for those PCs) instead.

Ready to go, you head out the South Gate and follow the main trail. Rosewood is about a half a day's journey from Amthydor.

The PCs have the possibility of encountering the natural wildlife on their way to meet with the pixies. Roll a 1d20 to determine what the PCs encounter. (Remember to roll for the possible variation in luck as well. It could affect the result of the d20 die roll.)

Roll	Result
1	Bear (1)
2-5	Boar (1d3)
6-15	No Encounter
16-19	Rabbits (1d3)
20	Deer (2d3)

This encounter does not have to result in combat. If the PCs attack the more timid animals, they will simply run off. If the PCs attack the more aggressive animals, they will fight (but not the death). Animals will run away when they reach 50% hit points or less.

Also, have the PCs roll a **Luck** roll and a **Perception** check. A successful **Perception DC20** check will allow the PC(s) to notice a squirrel watching them. The squirrel will know if it was discovered and will run away at that point.

ALL ATLs**GRIZZLY BEAR**

N Large animal

Init +1; **Senses** low-light vision, scent ; Perception +6**AC** 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size)**hp** 42 (5d8+20)**Fort** +8, **Ref** +5, **Will** +2**Speed** 40 ft.**Melee** 2 claws +7 (1d6+5 plus grab), bite +7 (1d6+5)**Space** 10 ft.; **Reach** 5 ft.**Str** 21, **Dex** 13, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +3; **CMB** +9 (+13 grapple); **CMD** 20 (24 vs. trip)**Feats** Endurance, Run, Skill Focus (Survival)**Skills** Perception +6, Survival +5, Swim +14; **Racial****Modifiers** +4 Swim**BOAR**

N Medium animal

Init +0; **Senses** low-light vision, scent; Perception +6**AC** 14, touch 10, flat-footed 14 (+4 natural)**hp** 18 (2d8+9)**Fort** +6, **Ref** +3, **Will** +1**Defensive Abilities** ferocity**Speed** 40 ft.**Melee** gore +4 (1d8+4)**Str** 17, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 4**Base Atk** +1; **CMB** +4; **CMD** 14**Feats** Toughness**Skills** Perception +6

Any non-combat method to distract or make friends with the animals should be allowed to succeed. Unbeknownst to the PCs, the pixies are watching, gauging their reactions. If the PCs are friendly with the animals, the animals will lead the PCs to the pixies. If the PCs are not friendly with the animals, the animals will run to the pixies for protection.

The forest opens into a clearing. In this clearing there appears to be a large picnic table. Upon the table is a number of place settings, food, drink, and ... pixies! They note your approach and beckon you to them.

"Come! Come! You're expected! Please sit and help yourselves! We have much to discuss, but first we eat!"

The pixies have put together a feast in the PCs' honor. You can be elaborate with the types of food and drink that's available. They will be extremely upset if they don't partake in this glorious spread. They will continue to ask (pester) the PCs about the food/drink's quality until everyone has given an answer. The pixies will not

continue with any questioning until all the PCs have given their answers on how they liked the food (an answer to the food/drink's quality will indicate that the PCs had indeed ate/drank the food that was provided). This will be an important factor later.

"So, we know of your quest. What do you want to know? We will provide any answers that we can."

Again, have the PCs roll a **Luck** roll and a **Perception** check. A successful **Perception DC20** check will allow the PC(s) to notice a squirrel watching them. The squirrel will know if it was discovered and will run away at that point.

☛ **How did you know we were coming?**

"Oh, that one's easy! A little bird told us."

High Druid Rycine send a messenger pigeon to inform the pixies of the PCs' arrival.

☛ **What's your name?**

"Thistleswitch. What's yours?"

Roll a **Luck** roll and an additional 1d20 for each PC name that is mentioned. If the roll is 12 or greater, then Thistleswitch will accept that PC's name. If the roll is 11 or less, he will continuously shake his head and say **"No, no, no. That will not do. That will not do at all. I don't see you as <PC's name>. I shall call you . . . <make up a new name for the PC>. Yes, that sounds MUCH better."**

☛ **Do you know who/what's behind this?**

"No. We have only just learned of the problem through the High Druid and haven't done much investigating. But that, as I understand it, is your job. Investigate, right? How's that going so far?"

☛ **Do you know who might know? We were directed in this direction for a reason.**

Thistleswitch thinks for a moment. "Hmmm. Well, there a couple of locals that might know. They sometimes venture out being curious and all when busybodies make a ruckus."

☛ **And who would they be?**

"Well, there's Doug. Well, we call him Doug. I haven't met him and he hasn't given us his name. Doug is a hermit living to the southeast about a few hours from here. He might know something. There is also Red. We call her Red because of the red leaves in her hair. Red is a dryad living in a large redwood to the southwest of here. Maybe 4-6 hours distance? But she could be closer. It's her tree that is that far away."

☛ Anything/anyone else?

“There is a wild card that could be around. A ranger that goes by the name of Blaze. Yes, that is actually her name. And if we were to give her a name, it'd probably be that name anyway. It's fitting. Anyway, she could be around and might know something.”

☛ Where can we find Blaze?

“Well, that's the rub of it. You can't. Not really. Blaze normally finds you. Hopefully she's in the area.”

☛ Anything else?

“That's all we got.”

Continue on with boxed text:

Thistleswitch lets out a huge belch, a deep, resonating elongated sound that would seem to be impossible coming from something so small. Thistleswitch immediately covers his mouth with a napkin. "Whew! Excuse me. Whataminute! That's not right"

➤ GO TO Encounter 3 (page 7).

ENCOUNTER 3 FIGHT WITHOUT THE FOOD!

Even as the pixie speaks, you see brown fur quickly covers his skin. His wings disappear and his body begins to change shape. Looking around, the same can be seen happening to all of the other pixies as well. And then you feel a strange rumbling in your own stomach. Something is definitely not right.

Have the PCs make a **Luck** roll and then a **Fortitude** save. Consult the chart below.

Roll	Result
DC10+ATL	PC shrinks to the size of a squirrel, has squirrel ears, teeth, and tail.
DC14+ATL	PC shrinks to the size of a squirrel and has squirrel ears.
DC18+ATL	PC shrinks to the size of a squirrel.
DC22+ATL	Nothing happens.

Certain classes and/or races may normally grant bonuses or immunities to the save roll vs. poison, disease, etc. It is not the case in this instance. This is a unique malady which may act like a poison, but it is not. It is magical in nature and bypasses any resistances the PC(s) might gain based upon race and/or class abilities. *Detect magic* will reveal magic on all the PCs (beyond the magic they are carrying).

These saves are continuous and the PCs will need to make an additional save at the beginning of each encounter beyond this one.

As you witness the pixies becoming furrier, you also note that they are becoming larger as well. And then you realize that the table and everything upon it is getting large. Soon you realize that the table's edge is over your head as you find yourself standing on the bench seat. Jumping up, you manage to grab the edge of the table before it is completely out of reach. Pulling yourself up, you see that you are now the same size as the pixies well, former pixies. They no longer look as they once did. With their transformations complete, the squirrels before you scream out in a high-pitched squeak. "Attack!"

For all intents and purposes, combat for the PCs will not change due to their change in size. The PC's combatants is, however, a different story. Combat stats have been adjusted up appropriately as the PCs and squirrels are now fighting on the same playing field. Tiny creatures are now considered as medium creatures during this time. All of the PCs' equipment has shrunk as well.

For simplicity sake, if you wish to allow one **Luck** roll to work for the entire combat, go ahead and allow it. Especially if you need to save time. The ATL of the table will determine the number of squirrels that are available for the PCs to fight. If a squirrel is reduced to 30% hits points or less, it will flee.

ATL	# of Combatants
1	vs. 6 squirrels
3	vs. 9 squirrels
5	vs. 12 squirrels
7	vs. 15 squirrels

ALL ATLs**SQUIRREL**

N Medium animal

Init +8; **Senses** low-light vision, scent; Perception +5**AC** 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)**hp** 19 (3d8+6)**Fort** +5, **Ref** +7, **Will** +2**Speed** 30 ft.; climb 30 ft.**Melee** bite +6 (1d6+3), 2 claws +6 (1d3+3)**Str** 17, **Dex** 19, **Con** 15, **Int** 4, **Wis** 12, **Cha** 6**Base Atk** +2; **CMB** +5; **CMD** 19**Feats** Improved Initiative, Weapon Finesse**Skills** Acrobatics +8, Perception +5, Stealth +8 (+12 in tall grass); **Racial Modifiers** +4 Stealth in tall grass

NOTE: There is a very slim chance that a PC may not be affected and stay his normal size. If this is the case, then allow the combat to take place, but the normal-sized PC is too slow to affect the battle in any way. The shrunken PCs and squirrels move too darn fast to properly be of any help. Area of effect spells will definitely affect both squirrels and PCs alike as the combat takes place on a much smaller playing field.

When the battle is over, all will become quiet. If the PCs had reacted in a non-combat manner with the random encounter in **Encounter 2** (or had no encounter), rabbits will show up and present themselves as mounts. The PCs at this point will also discover, as a side effect, that they can understand animals (temporarily) with no problem.

"We know rabbits disappear. We come to help. We move through forest fast."

Rabbits used as mounts will result in a -5 circumstance penalty to the PC's **Riding** check for any extraordinary actions or stunts.

Also, the sun is setting at this point. The PCs will need to decide to either spend the night or continue traveling in the dark. If necessary, adjust the boxed texts accordingly to reflect night or day.

- If the PCs wish to seek out the Dryad, **GO TO Encounter 4 (page 8).**
- If the PCs wish to seek out the Hermit, **GO TO Encounter 5 (page 10).**

ENCOUNTER 4

A DRYAD CALLED RED

As the PCs continue their search, the magic in their system will continue to attempt to change them further. Have the PCs make a **Luck** roll and a **Fortitude DC15** save. Those that are successful in their save don't feel any further effects (for now). PC(s) that fail their save will feel the effects of the magic once again and take on an additional aspect in their continuing transformation into a squirrel. Consult the chart below to determine what additional effects the PC gains.

Stage One	Shrink to the size of a squirrel.
Stage Two	PC's ears transform to that of a squirrel.
Stage Three	PC grows a squirrel's tail.
Stage Four	PC's gains claws and teeth of a squirrel.
Stage Five	PC grows fur all over body.
Stage Six	PC's body change shape to a squirrel.
Stage Seven	Will Save: The PC is now squirrel-minded.

NOTE: Should the PC be successful in making their Fortitude save three times (including the initial save), the magic will dissipate from their system and will cause no further attempts at transformation.

When all the effects have been noted, continue:

Heading southwest, the forest grows denser as you travel.

Have the PCs make a **Perception (sound) DC15** check. Those that succeed will be alerted to something moving in the trees.

After about a couple of hours, you realize that you are not alone. The rustling of leaves and branches catch your attention every so often. Continuing along the path, the disturbances become more frequent. It's to the right of you. No, it's behind you now. No wait, it is in front of you. It is almost as if you are being surrounded.

Red will use her *tree stride* ability to put the PCs in a tizzy. She's having fun with them and will continue this for a minute or two. If time is getting short, don't dwell on this for too long. After a sufficient amount of time, continue on.

The rustling suddenly goes quiet, and you realize that you are holding your breath. A figure quietly steps out from a tree in front of you. She is tall! At least, tall from your current perspective. She also appears to be very beautiful with her light brown bark-like skin. The vibrant leaves and blossoms in her hair is a rusty reddish hue. She smiles as she squats down to get a closer look at you.

"Oh my! Aren't you adorable! I might have trouble not keeping one of you as a pet," she giggles.

☛ Are you Red?

"The pixies call me Red. So yes. Did the pixies do this to you? They are known pranksters, but this is new for them. You must have really pissed them off for them to do something like this to you."

☛ Do you have another name?

"Fiora. But you can call me Red if you want to. I don't mind."

If the PCs choose to use Fiora's name, adjust the boxed texts accordingly.

☛ We don't know who/what did this.

"Oh my. I imagine that would be unsettling."

☛ Do you know what might be happening to us?

Red looks at you for a moment. "No. I sense great change in you. And there is magic in you as well. But beyond that, I don't know."

☛ Do you know anyone that might know?

"There is someone to the east of here that might have the knowledge you seek. But he likes to live alone. He can't be very cranky if his wishes aren't met."

This is the hermit named Doug.

☛ The pixies mentioned your name as possibly knowing something about luck going wonky/haywire. Is there anything you can tell us?

Red thinks for a moment. "I don't know if this means anything or have anything to do with luck going bad, but I have seen an awful lot of squirrels lately. And less and less of rabbits. Come to think of it, the number of squirrels I've seen is far above normal from how many I usually encounter. It's very weird."

☛ Have you seen any squirrels recently?

"Sure I have. There is one right over there." Red gestures in the direction behind you. You turn to look and, sure enough, a squirrel seems to be looking in your direction. After a moment, it scampers off into the brush.

PCs may attempt to Sense Motive DC15 on the squirrel. If successful, the PC(s) will know that the squirrel realized that the PCs discovered its presence and ran away before it could be caught.

☛ Do you know of a hermit named Doug?

Red giggles for a moment. "The pixies do like naming people. I don't think that is his real name. However, I do know of a hermit that might be the one that you speak of. He lives in an extremely wooded area east of here. A word of warning, though. He doesn't like visitors."

☛ Do you know of the ranger Blaze?

Red's normal smile seems to fall a little bit. "Yes, I know her. Or at least I know of her. She hasn't been around to see me in such a long, long time. It's almost as if she's avoiding me. But why? I haven't done anything wrong. At least, not that I know of. Could you ask her to come visit me if you see her? I miss her."

☛ How long has it been since you're seen her last?

"Years."

☛ Do you know where we can find Blaze?

"No. She's been staying out of my normal area of influence here in the forest. But I do know she's around. Somewhere. The animals have said so to me. Perhaps they might be able to bring you to her."

If the PCs have rabbits with them as mounts, they can speak to them to find out Blaze's location. The rabbits won't be able to describe where she is, but they can take the PCs to her. Otherwise, the PCs will need to seek out local animals to discern Blaze's location.

☛ You aren't near your tree?

Red smiles coyly. "If I keep one of you as a pet, perhaps I will show you my home. But you are all strangers to me. I don't normally invite strangers to see my home."

☞ **Have you heard of a dryad named Heloise?**

Red's expression seems to sadden upon hearing that name. "Yes I have. Her tree resides in the Darkwood forest. It is times like this in which I almost resent the fact that we are rooted to one spot. There was no way in which she could escape the Darkwood's influence and its evil has warped her perception. She is very unstable and I can't fathom to guess what she's now capable of."

When the PCs are ready to continue, read on:

"Good luck in your search. If you change your mind about being my pet, let me know. Of course, if you get all big again, that might not work out. Just saying."

- If the PCs wish to seek out the Hermit, **GO TO Encounter 5 (page 10).**
- If the PCs wish to seek out Blaze, **GO TO Encounter 6 (page 12).**

ENCOUNTER 5 **A HERMIT CALLED DOUG**

As the PCs continue their search, the magic in their system will continue to attempt to change them further. Have the PCs make a **Luck** roll and a **Fortitude DC15** save. Those that are successful in their save don't feel any further effects (for now). PC(s) that fail their save will feel the effects of the magic once again and take on an additional aspect in their continuing transformation into a squirrel. Consult the chart below to determine what additional effects the PC gains.

Stage One	Shrink to the size of a squirrel.
Stage Two	PC's ears transform to that of a squirrel.
Stage Three	PC grows a squirrel's tail.
Stage Four	PC's gains claws and teeth of a squirrel.
Stage Five	PC grows fur all over body.
Stage Six	PC's body change shape to a squirrel.
Stage Seven	Will Save: The PC is now squirrel-minded.

NOTE: Should the PC be successful in making their Fortitude save three times (including the initial save), the magic will dissipate from their system and will cause no further attempts at transformation.

Traveling east (or southeast), you head into a particularly dense wooded area of forest. Your size, in this instance, works in your favor as you pass through brush and thickets much easier than if you were normal size.

A successful **Knowledge (nature) DC15** will allow the PC to determine that this area was intentionally built up to prevent passersby from entering.

PCs not intentionally searching for traps (**DC15**) will set off an *entangle* spell. PCs will need to make a **Reflex** save **DC15**. Those that save can move normally. Those that fail gain the entangled condition. PCs that fail can make a **Strength** or **Escape Artist** check **DC15** to break free. This area is also full of thorns, so PCs failing their save will take 1 point of damage every time they fail.

Don't forget the **Luck** rolls for all checks and saves.

As you are struggling to get out of the entanglement, a cracked, old voice can be heard.

"Whoever you are, go away. You aren't wanted or welcome here."

This is Doug. At least, this is the hermit in which the pixies had named as Doug. In addition to being a hermit, Doug is also a druid. If he feels confident that he is safe, he *might* dispel the entangle. He also might simply watch and see how long it will take for the PCs to free themselves. Doug doesn't get any visitors, so he might actually enjoy this little bit of entertainment.

☞ **Are you Doug the hermit?**

The man rolls his eyes upon hearing that name. "Who wants to know?"

☞ **Is Doug your real name?**

"No, but it will suffice for now."

☞ **We want to know.**

"And just who are you?"

After the PCs introduce themselves, Doug will chuckle. "Aren't you a little short to be adventurers?"

☞ We weren't always short.

“Oh really? What happened?”

After the PCs explain their story, Doug will laugh out loud. “Oh this is rich! Hoisted by your own petard!”

☞ What do you mean?

“You really don't know, do you? Your own actions, or at least the actions of your fellow adventurers, have consequences.”

☞ What consequences?

“Seeing a lot of squirrels lately?”

☞ Yes. / What of it?

“You lot think you're so smart. Polymorphing bad guys into squirrels. Not a bad idea on the surface. But what happens to the few of them that retain their knowledge? What do you think they might do?”

Again, have the PCs roll a **Luck** roll and a **Perception** check. A successful **Perception DC20** check will allow the PC(s) to notice a squirrel watching them. The squirrel will know if it was discovered and will run away at that point.

☞ What does this have to do with luck being screwy?

“Adventurers rely on luck, whether it is intentional or not. Take away that luck, and a simply cut could mean a death sentence. Your former foes know this and have been, apparently, systematically destroying your outlets of good luck. Unfortunately, such actions affect us all. It might be a good idea to get a handle on this quickly before it escalates out of control.”

☞ How do you suppose we do that?

“Find the cause of the problem and stop it.”

☞ Do you know where we can find these squirrels?

“Humph! There's a reason why I live this far out. To get away from things. I don't care what goes on beyond these trees unless it affects me too. But no, I don't know where you can find the squirrels.”

☞ Do you know who can find them?

Doug thinks about this for a moment. “You know, there is one person that gets around a lot. I haven't seen her personally, but she is known to be in and around the area helping out. Her name is Blaze. If

anyone might know where the squirrels are, she would.”

☞ Do you know where we can find Blaze?

Doug rubs his nose in thought. “There's the rub. Blaze is a ranger and travels a lot. Finding her might be problematic at best.”

☞ Do you know who might know where Blaze is?

“Well, Red might know. She's a dryad to the west of here. She has a larger sphere of influence in which she travels than I do. Perhaps she knows.”

☞ You seem pretty knowledgeable for a hermit.

“While it really isn't any of your business, I used to be an adventuring druid. However, many things lately has upset the natural order . . . the reemergence of the Tome of Ultimate Dragon Magic, the Elf war, the fall of the high elves and the creation of the dark elves. And now this Cruciatu? I know none of this is any of your doing, but times are a changing, and I don't think it's for the better. So I'd rather get as far away from it as possible and not have to worry about it.”

☞ Red said that she can feel the magic in us.

“Really? That is interesting. Did you drink or eat anything recently? (Yes) Well then. Apparently the polymorphed squirrels are out for a bit of revenge. They must have used their blood as a catalyst to change you and the pixies. The pixies changed quickly because of their size and higher metabolisms. You were much larger target so your transformations are taking longer.”

☞ Is there any way to stop/reverse the transformation?

“A *dispel magic* might do the trick, but you'd need a separate spell for each person affected. And it might not work. It depends on if you can override the strength of the original caster. Other than that, kill the squirrel that donated its blood for your transformation. Once that is done, everyone and everything that was affect should revert back to normal.”

The CL of the *baleful polymorph* spell that was cast was at 13th level, so the PC(s) need a **DC23** or better. Remember to have the PC(s) roll their **Luck** rolls as well.

☞ **Thank you for your time.**

Doug nods grudgingly. “You're welcome. And you may want to find whatever is causing your changes and stop it before your transformations are complete. Otherwise . . .” Doug trails off and then shrugs.

- If the PCs wish to seek out the Dryad, **GO TO Encounter 4 (page 8).**
- If the PCs wish to seek out Blaze, **GO TO Encounter 6 (page 12).**

ENCOUNTER 6 **A RANGER CALLED BLAZE**

As the PCs continue their search, the magic in their system will continue to attempt to change them further. Have the PCs make a **Luck** roll and a **Fortitude DC15** save. Those that are successful in their save don't feel any further effects (for now). PC(s) that fail their save will feel the effects of the magic once again and take on an additional aspect in their continuing transformation into a squirrel. Consult the chart below to determine what additional effects the PC gains.

Stage One	Shrink to the size of a squirrel.
Stage Two	PC's ears transform to that of a squirrel.
Stage Three	PC grows a squirrel's tail.
Stage Four	PC's gains claws and teeth of a squirrel.
Stage Five	PC grows fur all over body.
Stage Six	PC's body change shape to a squirrel.
Stage Seven	Will Save: The PC is now squirrel-minded.

NOTE: Should the PC be successful in making their Fortitude save three times (including the initial save), the magic will dissipate from their system and will cause no further attempts at transformation.

After speaking with the rabbits (or the local wildlife), you know it is time to find this ranger named Blaze. The things that you have learned is pretty disturbing and, unless you put a stop to it, it will only get worse.

The rabbits head south, travelling at a fantastically fast speed. The rabbits stop every so often, their noses twitching furiously as if they're getting their bearings. And then they are off once more.

You zigzag through the forest for about an hour until you enter a clearing. The rabbits slow as they look around and then stop. They're breathing is more rapid than normal as they begin to rest from the exertion. Unlike the other stops, the rabbits don't continue any further.

Blaze is here, but she is in the trees. She watches and waits to see what the PCs do or say. When the PCs call out to Blaze, she will make her presence known.

You hear and see rustling of tree branches across the clearing. A woman drops from her hidden location and lands in a crouched position, her gaze never leaving your direction. She slowly stands as she quietly takes measure of your group. She stands about 5'5" and has fiery red hair tied back into a pony tail. Her brown leathers are well worn from both travel and use, but are in good repair. She has both a long bow and a sword, neither of which are being wielded at the moment. However, you can tell that might change at a moment's notice as you take notice that her hand rests on the pommel of her sword.

Blaze breaks the almost awkward silence. "So you found me. What do you want?"

☞ **Are you Blaze?**

“Yes I am.”

If the PCs desire to **Sense Motive** here, go ahead and allow it. But don't prompt them for it. A successful **Sense Motive DC20** will allow the PC(s) to determine that Blaze's answer is very practiced. Don't forget the **Luck** roll when determining the result.

☞ **If the PCs press about Blaze's identity.**

Blaze frowns a bit. “Was there something you wanted or should I leave now?”

If the PCs persist in this line of questioning, Blaze will leave without giving the PCs any information. A successful **Sense Motive DC10** check will reveal this to be true. And Blaze can easily outpace the PCs so they are unable to catch up with her. Don't forget the **Luck** roll when determining the result.

☞ **We spoke to Red, the Dryad, and she said you might know where a gathering of squirrels might be.**

A look of surprise briefly crosses Blaze's face, and then it is gone just as quickly. “Squirrels? What are you talking about?”

Allow the PCs to explain the predicament. When done, Blaze will nod in understanding.

Blaze nods as if suddenly understanding something she previously thought was unimportant.

"Yes, that makes more sense. I have seen a squad of squirrels further to the south. I didn't think anything of it besides it being unusual that there was so many of them. But now that you've explained things, their actions seem highly suspicious."

☛ Suspicious how?

"Normally, you only see about one to six squirrels together at any one given time. I saw a lot more than that. At the time, though, it didn't set off any alarms. So I don't look into it any further."

☛ Can you tell us where they are located?

"Yes, of course."

Blaze will give the PCs the proper directions to the squirrels' gathering.

☛ Will you help us?

Blaze looks at you for a moment and then shakes her head. "I don't know about you, but I'd feel very strange combating creatures that are a tenth of my size. It'd be a slaughter. You, on the other hand, are sized perfectly for such a task. But be careful. While a squirrel's bite might seem inconsequential to someone of my size, it would definitely hurt more to someone of your size."

☛ Red says that she hasn't seen you in years.

"I've been busy."

A successful **Sense Motive DC10+ATL** will determine that what Blaze says is true, but it is not complete. Don't forget the **Luck** roll when determining the result.

☛ Busy?

"If you must know, keeping people, and adventurers like yourselves, out of danger from the denizens of the Darkwood forest is almost a full-time job. You should try it sometime . . . but maybe after you are big again. Right now, you'd be nothing more than an hors d'oeuvre."

☛ How many squirrels are there?

"Overall, I think there are (10 + ATLx10) or so? But I think many of those are only followers."

☛ Doug the hermit said that many of the bad guys are polymorphed into squirrels by adventurers?

"That makes sense. Now that you mention it, some of the squirrels seem to be organizing the others. Take out the 'leaders' and the others should disperse."

When the PCs are ready to go, continue with the following:

Knowing the locations of the squirrels and ready to confront them once and for all, you head back to your rabbit mounts. But before you reach them, they are bathed in an eerie green glow. And then there is a blinding flash. Once your eyes clear, your rabbit mounts are no more. In their place stands slimy, green frogs. They 'riddip' at you and hop away.

The PCs may continue on their own on foot or they can ask Blaze for help. While she won't fight the PCs' battles for them, she can help transport them to the squirrels' location.

☛ Can you give us a lift?

"Sure."

➤ If the PCs wish to seek out the Squirrels, **GO TO Encounter 7 (page 13).**

ENCOUNTER 7 A SQUIRRELLY PREDICAMENT

As the PCs continue their search, the magic in their system will continue to attempt to change them further. Have the PCs make a **Luck** roll and a **Fortitude DC15** save. Those that are successful in their save don't feel any further effects (for now). PC(s) that fail their save will feel the effects of the magic once again and take on an additional aspect in their continuing transformation into a squirrel. Consult the chart below to determine what additional effects the PC gains. PCs that fail their **Will** save will be fully transformed and fight on the boss squirrel's side. Give the PC(s) **Handout 1** for their current stats.

Stage One	Shrink to the size of a squirrel.
Stage Two	PC's ears transform to that of a squirrel.
Stage Three	PC grows a squirrel's tail.
Stage Four	PC's gains claws and teeth of a squirrel.
Stage Five	PC grows fur all over body.
Stage Six	PC's body change shape to a squirrel.
Stage Seven	Will Save: The PC is now squirrel-minded.

NOTE: Should the PC be successful in making their Fortitude save three times (including the initial save), the magic will dissipate from their system and will cause no further attempts at transformation.

It takes a few hours to get to the location in which Blazed had described. The forest looks all alike when you're only six inches tall. But then considering the type of woods you are in, the forest would probably look the same if you were normal size as well.

If the PCs came here on their own, it will have taken them three times the time to do so.

You stop short of the clearing about fifty feet. Well, fifty feet seems a lot longer distance than it used to be. Ahead of you there is a clearing. You hear light chittering, however, it is too far to understand what is being said.

PCs can take this opportunity to prepare themselves for combat. They will not be able to surprise the squirrels. The boss squirrel has made sure that the PCs have been spied upon the entire adventure.

When the PCs finally enter the clearing, the boss squirrel will turn to them and speak.

A rather large looking squirrel turns and looks in your direction. It's high-pitched voice sounds off as it tries to sound menacingly towards you.

"It is about time you had gotten here. I was beginning to wonder if you would find this place at all. I hope you are feeling 'lucky.' Because your luck is about to completely run out."

And with that, the squirrels attack.

The area is an open clearing. For simplicity sake, use a normal map. With the PCs being the same scale as the squirrels, five inches would seem like five feet. The PCs and the squirrels are approximately 100 feet apart.

TACTICS: The regular squirrels will continue to attack until they reach 30% hit points or less. Then they will break off. However, while the boss squirrel and his lieutenant(s) are present, they will continue to attack as instructed. If one of the lieutenants is killed, the injured squirrel(s) will have a +5 bonus to its Will save (DC12+ATL) to retreat. If the squirrel fails its save, it will continue to fight. If the boss is killed, the PCs will revert to normal and all the squirrels will retreat whether they are injured or not.

The squirrel lieutenants are polymorphed victims just like their boss. Unlike the boss, they didn't retain their knowledge. They are, however, hardier than the average squirrel and support their boss to the end. The lieutenants will fight to the death and protect their boss at all cost. If their boss is killed, they will run away.

The boss squirrel is a polymorphed victim that had managed to retain his intelligence. His hatred for the PCs is obvious and he will not falter in his goal: kill any and all adventurers. It was his blood that the PCs consumed in the food and drink at the pixie party to cause their transformations. If the PCs kill the boss, then the spell will be broken, resulting in all PCs and rabbits returning to normal (even those PCs that had fully transformed).

The boss does, however, have an ace up his sleeve. He may, as a standard action, concentrate and invoke the blood still lingering in the PC's system. This concentration will necessitate the need of an additional saving throw (**Fort** or **Will**) for the targeted PC. The boss may only focus on one PC at a time and may do this action once every three rounds. PCs that complete their transformation will fall under the boss squirrel's influence.

- If the PCs win the battle with the squirrels, **GO TO Conclusion 2 (page 17).**
- If the PCs lost the battle with the squirrels, **GO TO Conclusion 3 (page 18).**

ATL 1**BOSS SQUIRREL**

NE Medium Animal

Init +7; **Senses** low-light vision, scent; Perception +9**AC** 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)**hp** 30 (4d8+8)**Fort** +6, **Ref** +7, **Will** +5**Speed** 50 ft.**Melee** bite +7 (1d8+5 plus trip), 2 claws +7 (1d4+5)**Str** 21, **Dex** 17, **Con** 15, **Int** 16, **Wis** 12, **Cha** 6**Base Atk** +3; **CMB** +9 (+13 grapple); **CMD** 22 (26 vs. trip)**Feats** Improved Initiative, Run, Skill Focus (Perception)**Skills** Acrobatics +11, Perception +9, Stealth +8 (+12 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)**SQUIRREL LIEUTENANT**

NE Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)**hp** 26 (4d8+8)**Fort** +6, **Ref** +6, **Will** +4**Speed** 50 ft.**Melee** bite +6 (1d6+4 plus trip), 2 claws +6 (1d3+4)**Str** 18, **Dex** 15, **Con** 15, **Int** 12, **Wis** 13, **Cha** 6**Base Atk** +3; **CMB** +8; **CMD** 20 (24 vs. trip)**Feats** Skill Focus (Perception, Stealth)**Skills** Perception +8, Stealth +7 (+11 in tall grass or heavy undergrowth); **Racial Modifiers** +4 Stealth in tall grass**SQUIRRELS (x4)**

N Medium animal

Init +8; **Senses** low-light vision, scent; Perception +5**AC** 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)**hp** 19 (3d8+6)**Fort** +5, **Ref** +7, **Will** +2**Speed** 60 ft.**Melee** bite +6 (1d6+3), 2 claws +6 (1d3+3)**Str** 17, **Dex** 19, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +2; **CMB** +5; **CMD** 19 (23 vs. trip)**Feats** Improved Initiative, Weapon Finesse**Skills** Acrobatics +8, Perception +5, Stealth +8 (+12 in tall grass); **Racial Modifiers** +4 Stealth in tall grass**ATL 3****BOSS SQUIRREL**

NE Medium Animal

Init +7; **Senses** low-light vision, scent; Perception +9**AC** 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)**hp** 45 (6d8+18)**Fort** +8, **Ref** +7, **Will** +5**Speed** 50 ft.**Melee** bite +9 (1d8+6 plus trip), 2 claws +10 (1d6+6)**Str** 23, **Dex** 17, **Con** 17, **Int** 16, **Wis** 12, **Cha** 6**Base Atk** +4; **CMB** +10 (+14 grapple); **CMD** 23 (27 vs. trip)**Feats** Improved Initiative, Skill Focus (Perception), Weapon Focus (claw)**Skills** Acrobatics +11, Perception +9, Stealth +8 (+12 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)**SQUIRREL LIEUTENANT**

NE Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)**hp** 26 (4d8+8)**Fort** +6, **Ref** +6, **Will** +4**Speed** 50 ft.**Melee** bite +6 (1d6+4 plus trip), 2 claws +6 (1d3+4)**Str** 18, **Dex** 15, **Con** 15, **Int** 12, **Wis** 13, **Cha** 6**Base Atk** +3; **CMB** +8; **CMD** 20 (24 vs. trip)**Feats** Skill Focus (Perception, Stealth)**Skills** Perception +8, Stealth +7 (+11 in tall grass or heavy undergrowth); **Racial Modifiers** +4 Stealth in tall grass**SQUIRRELS (x6)**

N Medium animal

Init +8; **Senses** low-light vision, scent; Perception +5**AC** 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)**hp** 19 (3d8+6)**Fort** +5, **Ref** +7, **Will** +2**Speed** 60 ft.**Melee** bite +6 (1d6+3), 2 claws +6 (1d3+3)**Str** 17, **Dex** 19, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +2; **CMB** +5; **CMD** 19 (23 vs. trip)**Feats** Improved Initiative, Weapon Finesse**Skills** Acrobatics +8, Perception +5, Stealth +8 (+12 in tall grass); **Racial Modifiers** +4 Stealth in tall grass

ATL 5**BOSS SQUIRREL**

NE Medium Animal

Init +7; **Senses** low-light vision, scent; Perception +9**AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)**hp** 60 (8d8+24)**Fort** +9, **Ref** +8, **Will** +6**Speed** 50 ft.**Melee** bite +12 (1d8+7 plus trip), 2 claws +13 (1d6+7)**Str** 25, **Dex** 18, **Con** 17, **Int** 16, **Wis** 12, **Cha** 10**Base Atk** +6; **CMB** +13 (+17 grapple); **CMD** 27 (31 vs. trip)**Feats** Improved Initiative, Run, Skill Focus (Perception), Weapon Focus (claw)**Skills** Acrobatics +11, Perception +11, Stealth +8 (+12 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)**SQUIRREL LIEUTENANTS (x2)**

NE Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)**hp** 26 (4d8+8)**Fort** +6, **Ref** +6, **Will** +4**Speed** 50 ft.**Melee** bite +6 (1d6+4 plus trip), 2 claws +6 (1d3+4)**Str** 18, **Dex** 15, **Con** 15, **Int** 12, **Wis** 13, **Cha** 6**Base Atk** +3; **CMB** +8; **CMD** 20 (24 vs. trip)**Feats** Skill Focus (Perception, Stealth)**Skills** Perception +8, Stealth +7 (+11 in tall grass or heavy undergrowth); **Racial Modifiers** +4 Stealth in tall grass**SQUIRRELS (x7)**

N Medium animal

Init +8; **Senses** low-light vision, scent; Perception +5**AC** 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)**hp** 19 (3d8+6)**Fort** +5, **Ref** +7, **Will** +2**Speed** 60 ft.**Melee** bite +6 (1d6+3), 2 claws +6 (1d3+3)**Str** 17, **Dex** 19, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +2; **CMB** +5; **CMD** 19 (23 vs. trip)**Feats** Improved Initiative, Weapon Finesse**Skills** Acrobatics +8, Perception +5, Stealth +8 (+12 in tall grass); **Racial Modifiers** +4 Stealth in tall grass**ATL 7****BOSS SQUIRREL**

NE Medium Animal

Init +7; **Senses** low-light vision, scent; Perception +9**AC** 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)**hp** 75 (10d8+30)**Fort** +10, **Ref** +9, **Will** +7**Speed** 50 ft.**Melee** bite +17 (2d6+8 plus trip), 2 claws +17 (2d4+8)**Str** 27, **Dex** 18, **Con** 17, **Int** 16, **Wis** 12, **Cha** 10**Base Atk** +8; **CMB** +16 (+20 grapple); **CMD** 30 (34 vs. trip)**Feats** Improved Initiative, Run, Skill Focus (Perception), Weapon Focus (bite, claw)**Skills** Acrobatics +11, Perception +12, Stealth +8 (+12 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)**SQUIRREL LIEUTENANTS (x3)**

NE Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)**hp** 26 (4d8+8)**Fort** +6, **Ref** +6, **Will** +4**Speed** 50 ft.**Melee** bite +6 (1d6+4 plus trip), 2 claws +6 (1d3+4)**Str** 18, **Dex** 15, **Con** 15, **Int** 12, **Wis** 13, **Cha** 6**Base Atk** +3; **CMB** +8; **CMD** 20 (24 vs. trip)**Feats** Skill Focus (Perception, Stealth)**Skills** Perception +8, Stealth +7 (+11 in tall grass or heavy undergrowth); **Racial Modifiers** +4 Stealth in tall grass**SQUIRRELS (x8)**

N Medium animal

Init +8; **Senses** low-light vision, scent; Perception +5**AC** 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)**hp** 19 (3d8+6)**Fort** +5, **Ref** +7, **Will** +2**Speed** 60 ft.**Melee** bite +6 (1d6+3), 2 claws +6 (1d3+3)**Str** 17, **Dex** 19, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +2; **CMB** +5; **CMD** 19 (23 vs. trip)**Feats** Improved Initiative, Weapon Finesse**Skills** Acrobatics +8, Perception +5, Stealth +8 (+12 in tall grass); **Racial Modifiers** +4 Stealth in tall grass

CONCLUSION 1 NO THANK YOU

After reading the message from Rycine Nightfeather, you realize that you have better things to do. Crumpling up the message and tossing it over your shoulder, you continue on your way. Faintly feeling something land on your shoulder, you crane your neck to look down. Something white and maybe a little purple inside? Looking to the sky there isn't a cloud to be seen. The only thing that can be seen is a pigeon receding from sight . . .

THUS ENDS
“HARE TODAY, GONE TOMORROW”

EXPERIENCE: 0 XP
TIME UNIT COST: 0 TU

CONCLUSION 2 YOU'RE A WINNER!

With the boss squirrel dead, you feel a bit dizzy. Then you receive the ultimate head rush as your body quickly readjusts to its normal size. Realizing they are now completely out-sized, the remaining squirrels disperse and you are now alone in the clearing. Searching the area, there is not a squirrel to be seen. However, there is what seems to be a horde of items left behind. Perhaps there is something in there that can be of use . . .

Heading back to pick up your horses, you return to the clearing in which you had met the pixies. The pixies are there once more, happily flitting about. They become real excited upon seeing you.

"You did it! You did it! You did it!" They chant over and over. Thistleswitch calms the others down so he can be heard.

"I think you will find that everything has returned back to normal. If you had any rabbits feet, or frog legs, they are back to what they once were, too. All is well once more! Great job! You are the best! You are the ultimo numero uno head honcho! You are . . ." Thistleswitch is drowned out as the other pixies join in. A celebration is definitely in order. Maybe this time the food and drink will be okay . . . if you're lucky.

EXPERIENCE: SEE CHART
TIME UNIT COST: 3 TU

➤ **GO TO Epilogue (page 18).**

CONCLUSION 3

LOSER!

As the last one of your group that falls, you welcome the dark oblivion that is about to come. However, instead of everything going completely dark, your mind goes a bit hazy. It's hard to remember exactly what happened after the battle. There was a lot of scampering, some nut finding, and then being told to protect the squirrel leader. You felt being hurt and then whoosh!

Feeling dizzy, you receive the ultimate head rush as your body readjusts to its normal size. Realizing they are now completely out-sized, the remaining squirrels disperse and you are now alone in the clearing. No, that's not true. Other people are here as well.

"Are you okay?" One of them asks. The look of confusion on your faces gives him the answer he needs. "When you didn't return, Rycine Nightfeather sent a group out to find you. Us. We managed to defeat the boss squirrel and everything seems to be back to normal." He says as you quickly gather your belongings, quietly noting there are a few extra items here than you remember.

"Well, almost normal," he continues as some his party members cannot contain their giggles. Looking at the source of amusement it seems you have indeed changed back to normal except that you still have a large, fluffy squirrel tail. You sigh a bit thinking about the all the ridicule you'll be receiving from here on out. But then again, you could have been made a squirrel for the rest of your life. Perhaps that is a little bit lucky

EXPERIENCE: SEE CHART
TIME UNIT COST: 10 TU

➤ **GO TO Epilogue (page 18).**

EPILOGUE

Once the clearing had emptied, time goes by. One squirrel enters the clearing. And then another. They both see one another and approach.

"Ed's dead."

"Yes, I know. But that won't stop us. We will soon have our revenge. And we will get them where it hurts," he says as he smashes open a walnut. The other squirrel winces and chitters with excitement.

THUS ENDS
“HARE TODAY, GONE TOMORROW”

EXPERIENCE POINT SUMMARY

	ATL 1	ATL 3	ATL 5	ATL 7
Module Experience	600	850	1200	1800
Combat or aggressiveness was avoided in the random encounter for Encounter 2.	50	50	100	100
None of the transformed pixies were killed.	50	50	100	100
Roleplaying XP Bonus	50	50	100	100
Maximum Possible XP	750	1000	1500	2100

Experience earned is based on the Average Table Level (ATL), and no PC received experience greater than the ATL at which the adventure was run. However, the maximum experience a specific PC can earn is also limited to the next higher ATL above his “personal ATL” level (his character level rounded up to the nearest odd number). For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of experience the 3rd level PC can earn would be based on ATL 5, but a 6th level PC (personal ATL 7) would earn XP based on ATL 9. With such a disparaging range of experience earned from 1st all the way to 19th levels, this is the only way to make sure that low-level PCs don't earn experience too quickly.

TREASURE SUMMARY

Treasure earned (other than gold) is based on the PCs Average Table Level that experience was earned at, not the Average Table Level (ATL) at which the PC played. See example under experience for further explanation.

Conclusion 2

- **Rabbit's Foot (6):** Because of your help in defeating the squirrels, the local rabbits have managed to drum up a number of lucky rabbit's feet for you. The rabbit's foot gives you a +1 Luck bonus to one of the following aspects (choose 1):

- Armor Class
- Saving Throws
- Skill Checks
- To-Hit Rolls

If more than one aspect is selected, this cert is Void.

Value: 5,000 gp; CL: 5th; Tradable: No; Rarity: Uncommon; Legality: Legal

Conclusion 2 & 3

- **Gold:** PCs each get gold based on their ATL (100gp x ATL). If the PCs successfully haggled for hazard pay, they each get 150gp x ATL.

- **Bunny Slippers (feet):** These fluffy slippers have rabbit ears and a bunny face on them. When worn, they act like *boots of speed* in all respect. Also, they also give the wearer a +5 competence bonus to all Acrobatics skill checks when jumping.

Value: 14,500 gp; CL: 10th; Tradable: Yes; Rarity: Uncommon; Legality: Legal

- **Carrot of Healing:** This rather large carrot has been imbued with magic and acts like a potion of *cure serious wounds*. Because of its size, it has a number of doses based on the ATL played. The doses are not cumulative.

- ATL 1:** 1 dose (Value 750)
- ATL 3:** 3 doses (Value 2,250)
- ATL 5:** 5 doses (Value 3,750)
- ATL 7:** 7 doses (Value 5,250)

Value: Varies; CL: 5th; Tradable: Yes; Rarity: Uncommon; Legality: Legal

➤ **Figurine of Wondrous Power: Serpentine Owl:** This figurine becomes either a normal-sized horned owl or a giant owl (use the stats for the giant eagle) according to the command word used. The transformation can take place once per day, with a maximum duration of 8 continuous hours. However, after three transformations into giant owl form, the statuette loses all its magical properties. The owl communicates with its owner by telepathic means, informing her of all it sees and hears.

Value: 9,100 gp; CL 11th; Tradable: Yes; Rarity: Uncommon; Legality: Legal

➤ **Ring of Animal Friendship (ring):** A ring of animal friendship always bears some sort of animal-like design in its craftsmanship. On command, this ring affects an animal as if the wearer had cast *charm animal*, causing the animal to regard the wearer as a trusted friend.

Value: 10,800 gp; CL: 3rd; Tradable: Yes; Rarity: Uncommon; Legality: Legal

➤ **Sipping Jacket:** (chest) Absorbent fibers line this heavy canvas coat. Once per day as a standard action, the wearer can pour a potion onto this lining, suffusing it into the coat. If the potion has an instantaneous duration, the wearer can activate the coat as a swift action to consume the potion. If the potion's duration is measured in rounds, the wearer can activate the coat as a swift action to gain the potion's benefits for 1 round, repeating as desired each round until the potion's entire duration has been used. These rounds do not need to be consecutive. The coat absorbs only potions with instantaneous or round-based durations, and only those which affect creatures (for example, it does not work on oils). Once the coat absorbs a potion, the potion cannot be retrieved from it, only used as described above. The absorbed potion loses its powers after 24 hours, even if unused.

Value: 5,000 gp; CL: 7th; Tradable: Yes; Rarity: Uncommon; Legality: Legal

➤ **Staff of Belittling:** Someone who carries this blue-and-white staff need never feel small nor weak, as the staff brings everybody and everything down to size. This staff allows the use of the following spells:

- *Reduce person* (1 charge)
- *Reduce animal* (2 charges)
- *Shrink item* (2 charges)
- *Mass reduce person* (4 charges)

Value: 20,000 gp; CL: 8th; Tradable: Yes; Rarity: Rare; Legality: Legal

Miscellaneous

➤ **Feeling a Bit Squirrely (As needed):** Because you had fully transformed into a squirrel, your transformation back was met with one minor complication. You now have a proportionally-sized soft, fluffy squirrel tail. You've discovered that the squirrel tail is not without its benefits. You gain a +5 competence bonus to all Acrobatics skill checks. However, you have also discovered that tailoring (clothes and armor) costs you 25% more than actual price.

Value: NA; CL: 13th; Tradable: No; Rarity: Uncommon; Legality: Legal

PLAYER'S HANDOUT #1

POLYMORPHED PC SQUIRREL

N Medium animal
Init +2; **Senses** low-light vision, scent; Perception +8
AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)
hp (Current PC hit points)
Fort +6, **Ref** +6, **Will** +4
Speed 50 ft.
Melee bite +6 (1d6+4 plus trip), 2 claws +6 (1d3+4)
Str 18, **Dex** 15, **Con** 15, **Int** 12, **Wis** 13, **Cha** 6
Base Atk +3; **CMB** +8; **CMD** 20 (24 vs. trip)
Feats Skill Focus (Perception, Stealth)
Skills Perception +8, Stealth +7 (+11 in tall grass or heavy undergrowth); **Racial Modifiers** +4 Stealth in tall grass

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CRITICAL EVENT SUMMARY
HARE TODAY, GONE TOMORROW

Convention: _____

Date: _____

Do Not Return After 08/31/2018

Author's Email Address: rhikhan@yahoo.com

1. What was the ATL in which the PCs had played? ATL _____
2. Did the PCs use aggression/combat to get past the random encounter in Encounter 2? Yes / No
3. Did the PCs kill any of the transformed pixies in Encounter 3? Yes / No
4. Did the PCs realize that Blaze was hiding something in Encounter 6? Yes / No
5. Were any of the PCs completely transformed into a squirrel? Yes / No

If so, then who?

PC Name _____ Player Name _____

PC Name _____ Player Name _____

PC Name _____ Player Name _____

PC Name _____ Player Name _____

PC Name _____ Player Name _____

PC Name _____ Player Name _____

6. Which conclusion did the PCs finish with? Conclusion 1 Conclusion 2 Conclusion 3

Please send completed form to:
Eric V. Clark, 300 Indiana
Avenue. Pendleton, IN 46064,
or lsj-
roster@theshiningjewel.com.



Convention: _____
Judge: _____
Date: _____

ROSTER OF HEROES
HARE TODAY, GONE TOMORROW

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____ Class: _____
Level: _____ Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____
Special items or comments: _____
Leveled: _____ Lost level(s): _____ Dead: _____ Out of Play: _____ Future Events: _____ Author Future Events: _____

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____ Class: _____
Level: _____ Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____
Special items or comments: _____
Leveled: _____ Lost level(s): _____ Dead: _____ Out of Play: _____ Future Events: _____ Author Future Events: _____

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____ Class: _____
Level: _____ Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____
Special items or comments: _____
Leveled: _____ Lost level(s): _____ Dead: _____ Out of Play: _____ Future Events: _____ Author Future Events: _____

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____ Class: _____
Level: _____ Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____
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Player Name: _____ Home State: _____
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Level: _____ Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____
Special items or comments: _____
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Player Name: _____ Home State: _____
Email address: _____ (optional)
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Special items or comments: _____
Leveled: _____ Lost level(s): _____ Dead: _____ Out of Play: _____ Future Events: _____ Author Future Events: _____

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