



Lost Child, Angry Bear

228

By Lynn Miller

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

A tragedy of selfishness in the Commoner's District has unleashed a strange construct on Amthydor. The Quorum of Faith is overwhelmed and needs help containing the threat. For Levels 1-7.

WWW.THESHININGJEWEL.COM

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See Paizo.com for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility and does not endorse this product.



CREDITS

Author Lynn Miller
Editor(s) David Samuels
Plots Coordinator Eric V Clark
Playtesters (Names)

LEGAL TEXT

PATHFINDER is a registered trademark of PAIZO PUBLISHING, LLC, and the PATHFINDER ROLEPLAYING GAME and the PATHFINDER ROLEPLAYING GAME COMPATIBILITY LOGO are trademarks of PAIZO PUBLISHING, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

THE SHINING JEWEL, LLC; TSJ, LLC; TSJ, LLC LOGO; LEGENDS OF THE SHINING JEWEL; LSJ; LSJ LOGO; and RAI A are trademarks of The Shining Jewel, LLC. Tournament detail copyright 2018 by The Shining Jewel, LLC. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the Legends of the Shining Jewel Campaign.

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

This module takes place after the Devil invasion of Amthydor so the city's resources are quite taxed. It is assumed that the PCs are aware of the problems the city had with the designer drug LimeAid that was brought into the city by evildoers associated with D'Gar. If they have never played any of the Nancy Clark's series, give them a tip off that not all the LimeAid in the city was rounded up, and it is still a potent mind and spirit altering drug, particularly in the aftermath of the demon/devil invasion.

ADVENTURE SUMMARY

GM's NOTE: THIS IS A HORROR MODULE. DO NOT ACT JOVIAL OR FLIPPANT. IF YOUR TABLE IS FULL OF INDIVIDUALS WHO MIGHT BE SENSITIVE TO THE THEMES OF CHILD ABUSE, DRUG ADDICTION AND CHILD SLAVERY, WARN THEM.

Introduction – Poor Bartholomew gets a vision from Destine of an older brother committing suicide and the younger boy's Teddy animating. A few moments later Bartholomew is approached by a legionnaire who tells him about the reports of trafficking in child labor in the Commoner's District and he has a sinking feeling. He hires the PCs to go to the area where the reports are coming and look into it and capture the Teddy.

Encounter 1: PCs search the area and find one house with a bad smell and a dead male human. Very classic horror, but no inclinations on where the bear has gone. This thing doesn't leave classical tracks. They can find out clues to where the boys played and who they hang out with.

Encounter 2(school) + 3(park): Interview the neighborhood teachers to get more backstory. There are clues to find in the park. PCs will potentially encounter the teddy's trap laid at the park.

Encounter 4: The neighbor's house. The PCs will encounter a little girl playing with her Teddy. The girl and her parents will only part with the bear if they go to the temple together.

Encounter 5 (optional): At the temple, the Teddy freaks out and starts running away. If the PCs harm it physically, or try to stuff it in the bag, it explodes. Leading to the girl running off crying.

Encounter 6: If the PCs chase the girl and teddy, this is the chase sequence that will lead to Encounter 7a.

Encounter 7a: The girl and her teddy run off to join up with their friends. The PCs follow them and finally meet

the boy and his teddy- who is actually the boy's reincarnated older brother.

Encounter 7b: IF the PCs destroy the teddy at the Temple, the rest of the Teddies and other kids ambush them in an alleyway thinking the PCs are slavers.

Conclusion- There are three conclusions based on PC actions. Each has its own reward.

INTRODUCTION

You were just having lunch at your favorite spot, when a messenger child pushes a scroll into your hand. "It's prepaid," she says, and then she disappears into the crowd.

Give PCs Player Handout 1 via a messenger child.

The Temple of Destine is a place crowded full of books and lost souls searching for a glimpse of a future more pleasant than the current day. The Goddess has been slightly less recalcitrant than usual with her gifts of dreams and prophecy, as if she recognizes the need for hope. Her High Priest, a middle aged human man named Bartholomew, has a line of people waiting to see him.

When you present your invitation to a nearby acolyte, you are ushered straight into Bartholomew's office, much to the indignation of everyone else in line.

He looks at you with a tired, grave face. I assume you got my message? The job I have for you is to investigate one of my most recent visions.

Questions to ask Bartholomew:

☞ **How much?**

"If you can successfully retrieve this little magical construct for me intact, I will pay you {20 gold x ATL}. If you can bring back a piece of it, it will be half as much. Destine gives me the impression I need to study the power keeping it alive while it's still working."

☞ **What is the vision?**

"I had an odd and disturbing dream, of a teenage boy committing suicide, cut his own wrists the sad thing, and a little teddy bear nearby in the house coming to life. There was fear, but also a strong desire to protect something in the teen's eyes. The teen was fair skinned with blue eyes and brown hair, around 15-16"

years old, wearing a workman's outfit. The house was quite shabby and run down, with what looked like a bottle of LimeAid in the corner on the floor. If you weren't in Amthydor during the LimeAid drug crisis, be grateful. The substance is extremely addicting and causes numerous horrible side effects on one's health. From the angle of my dream, I couldn't see if the boy was acting drugged or if the LimeAid belonged to someone else."

Bartholomew shudders.

"I need to study this little magical construct the bear has become and discern to which god this young man prayed. Arcane magic could have also yielded such a result, but not in this way. I am not a mage, but my sources tell me even the most accomplished magister would have needed a sigil, or a word of power or an arcane script to keep the Teddy up and running after its maker's life was snuffed out. In the dream, he spoke no words nor made any gesture that I associate with casting spells. And a lad that young does not come to know how to cast spells without a component in his hand." Bartholomew hands you a bag covered in divine runes and tells you that the bag should hold the teddy in stasis.

☞ What will happen when we place the teddy in the bag?

Bartholomew sighs. I don't know. It depends on how the bear itself works. Destine has been remarkably silent on this subject while she waxes eloquent on other problems of the day. I think it would depend on what's animating the creature. This bag is like a bag of holding and a jail cell. So unless the teddy needs air, he should be fine....this was made by a good friend of mine in the LOTS.

☞ Where should we look?

"A home in that much disrepair causes my heart to ache for the very destitute in the Commoner's district. Additionally, only moments after the dream, a pair of young Legionnaires approached my office and told me they heard rumors of trafficking in child labor in the city. Some teachers from a free school that focuses on the crafts, the School for the Practical Arts, run by the Temple of Glissande, informed the Watch officers that some of their children had recently stopped coming to class after years of dutiful tutelage, and their younger siblings were too scared to speak. The Watch is spread so thin, I can only assume this is Destine's roundabout way of warning

me that these events are connected. I would start searching near the school, perhaps some locals could lead you in the right direction."

Bartholomew looks at you with hope and Faith. "I know Destine sent me these visions for a reason. Here is a set of directions to the School. Destine watch over us!" With that, the little man practically shoves you out the door in his haste to attend to the line of faithful that have gathered outside his office door.

➤ GO TO Encounter 1 (page 4).

ENCOUNTER 1 ON THE WAY...

Your group makes its way through the Commoner's District towards the School for the Practical Arts, picking through the tattered remains of this part of the city. Residents can be seen putting homes and businesses back together, patching up damage left over from the devil invasion. Broken tatters of families, all who seem to have lost something dear, join together to try to rebuild a new life for themselves in the way that only those accustomed to a life of hardship and unmet needs can.

Eventually you arrive about a block away from where the school should be when your nose is assaulted by a stench of decay. Very over-ripe decay...

Your eyes spot three small, two-story homes, each more decrepit than the last, but the farthest one is completely unattended, while the first two have laborers struggling to repair the walls and doors.

Skill checks outside the abandoned house:

Perception DC 10+ATL: The PCs find a ball, and a dirty baby doll, neither of which looks like it has been moved from underneath the weeds they were partially hidden in for many days.

Perception DC 13+ATL: In addition to the above, the PCs find evidence of claw marks on the side of the wall leading to the upstairs window, which has its shutters ripped off. If PCs wish, a Knowledge Nature DC 10+ATL will tell them it looks like a bear claw, but not a normal one, the width between the scratches are too narrow.

You push open the door to the lower level of this dilapidated home, and the stench nearly paralyzes you. The interior is dark, with no windows aside from one in the kitchen above the stove and small cabinet. The first floor is completely open and across from you is the stairs leading up. To your right there is a table with some chairs and a fireplace. The entire place is covered in dirt and dust, obviously poorly maintained, and for quite some time. The body laying in the corner at the base of the stairs has a cloud of flies around it and is obviously the source of the stench. It's also covered in a mat of maggots...

Skill checks on the dead body:

Perception DC 10: *There is a bloated, rotten corpse lying on the stair case with claw marks all over its face. He appears to be a middle-aged human, but the condition of the body is so bad, you can't tell much more.*

A **Heal Check** of >11 will tell you he has been dead for at least a couple of days. His neck is not broken. There is a laceration in his head with a crowd of maggots growing out of it.

GM's Note: PCs can cast Speak with Dead, but other than identifying himself as Ralf McCallister, and accusing his son Tony of the murder, he has nothing else to say to them and is genuinely uncooperative. Spells such as Blood Biography will confirm that the body is Ralf McCallister. He was killed by a magic bear three days ago after a heated argument about his daughter's future.

Skill checks inside the first floor of abandoned house:

Perception DC 10+ATL: *On the table in the dining area, is a book on basket making. It says it was checked out to a "Dina McCallister" from the School for the Practical Arts. It is very clean, and well cared for clearly at odds compared to everything else here.*

Perception DC 15+ATL: *In the fireplace are some bloody linens that were partially burned. The broken pieces of a loom sit in the corner of the room, covered in dust. A **Heal check** can be performed on the linens, DC 8+ATL will tell the PC that the pattern of the blood splatter is consistent with someone coughing or sneezing, not mopping up a wound.*

Upstairs skill checks:

The PCs can use magic to move or contain the body and the mat of maggots inside and on top of it, or they can jump or climb over it. The DC of the Jump or Climb check should be easy (DC 7 for ATL 1-3 and 10 for ATL 5-7) since they can use the rail of the bannister for support.

Description for everyone:

Perception DC 5: *There are two bedrooms. One is clearly the parent's room with some simple dresses and work clothes hanging on the wall, a small table with some seamstress tools, a dresser and a bed. It appears oddly desolate and empty of normal trinkets and personal effects. There is one window, with its shutters blasted off their hinges lying on the floor a yard away. The room across the hall has a bunk bed with faded blue linens and a single bed with faded purple linens. There is a chest next to the bunk bed. A window is adorned with heavy brown curtains. Some drawings are nailed on the wooden walls depicting a happy trio of children with their mother. There is a closet on the right side of the room.*

Parents' Room:

Bed: *The bed appears as if it was been unused for some time. It is covered in a layer of dust and some leaves and dirt which may have blown in through the window.*

Dresser: *The dresser is full of small feminine trinkets and clothing in the first two drawers. The third drawer has some leatherworking tools and some clothes for an adult male.*

****If they detect magic or succeed on a Perception DC 13+ATL, they will find the father's stash of 3 more LimeAid bottles in a secret compartment****

Table: *The table is adorned with well cared for seamstress tools and patches of cloth. There are a few designs for what look like children's outfits for young teens. A fine layer of dust covers everything, as if it hasn't been disturbed in weeks.*

Kids room:

Investigate closet: *It is full with assorted boy and girl's clothes packed inside sized for a pair of teens and a younger boy perhaps around 9-11 years.*

Investigate the chest: *You look through a chest in the boys' half of the room and find several colored chalk drawings of a black bestial creature ripping the head off an angel (who bears a surprising resemblance to their mother), a box of well used colored chalks, a bottle of cough suppressant, and a pair of goal posts. There*

are also very detailed drawings of a local park with a small boy playing soccer with his friends. A **Knowledge (local) DC 10+ATL** will tell the PCs there are only two parks in the Commoner's district, given the details in the background, this is likely the smaller one that is only two blocks away, on the other side of the School.

Alchemy or Profession (medicine) DC 10: *The cough syrup is very simply made and appears to be a mixture of common herbal ingredients and some opium. It is potent and likely an addictive substance.*

Investigate the girl's bed:

Perception DC 15+ATL: *Underneath the girl's bed is a diary, poorly hidden underneath a loose board in the floor. Her last entries describe the efforts that she and her brother made to conduct their mother's funeral without her father's help, her little brother Michael's insistence on only talking to his Teddy Bear that mom made for him, and some oddly accurate and strange descriptions of "friends" her father invites over the house to drink with. The individuals are all humans. There are crude sketches of their faces.*

Investigate the bunk bed: The bed is plain and old, but well made. The bottom bunk has more childish drawings of the three children and their mother. The top bunk is somewhat bare.

Perception 10+ATL: *You find a few small linen handkerchiefs covered in a small amount of blood splatter. A **Heal check** can be performed on the linens, DC 8+ATL will tell the PC that the pattern of the blood splatter is consistent with someone coughing or sneezing, not mopping up a wound*

- If the PCs want to find the School **GO TO Encounter 2 (page 5).**
- If the PCs got the tip about the Park and want to go there **GO TO Encounter 3 (page 7).**
- If the PCs want to ask the neighbor's questions, **GO TO Encounter 4 (page 8).**

ENCOUNTER 2 **THE SCHOOL**

Your party quickly decides that the best place to go is the School for the Practical Arts. Someone there must know what happened. The building is a small, single story structure with a couple small windows on each wall. From the outside, you estimate that it cannot be more than a 40' square. There is an area outside with grass and trees for the children to play.

Upon approach, you are greeted by a friendly, raven haired half elf woman, with worker's clothes. She was busy weeding the little garden full of herbs. Her sad brown eyes are lively but troubled. "Greetings adventurers. We definitely don't get many of your sort down here. My name is Tabitha Shilonar. What can I do for you? Right now the children are having their nap or reading, so we must talk out here."

☛ The PCs mention the McCallister children.

Tabitha's fear and anxiety break through her mask of calm. She starts ranting with fervor. "Do you know where they've gone?! We have been searching everywhere! First young Dina went missing two weeks ago, she was one of our best pupils. Then her teenage brother, Tony, started leaving young Michael here during the day and going out, but we figured he was searching for Dina or found some work to support the family.

Glissande curse their father, Ralf, he hasn't worked in years. Then, seven days ago, Tony stopped bringing Michael to class. We got very worried, and Priestess Miyala, our superintendent, went over to their home. She found no one there and feared for the worst. Their father is the worst sort of human! We all know he's as likely to sell his kids for drugs and drink than see the light and raise them proper. I canvassed the neighborhood myself yesterday, and I managed to divine that Tony went missing about three days ago. No one has seen him since. No one has seen their father for about 48 hours, and he's not a hard one to miss- always cursing and carrying on. Young Michael was seen by some of his classmates at the park yesterday, but they wouldn't say any more. They said he was happy and being taken care of but the children didn't know who he was with! He's only ten years old! Someone needs to find him!"

At that, she pulls out a folded parchment from her herb satchel. It's a dirty, but very well drawn image of both the McCallister boys in startling detail, from the tiny scar above Michael's eye to the wavy curls of Tony's hair. She pushes it in your faces with a practice air of a Diamond Watch member.

"Who sent you?! Is the Watch finally looking for them?"

☛ PCs mention that Bartholomew sent them.

“Oh for the love of the gods. NOW Destine decides to get off her divine backside. I guess it’s just as well, we knew the Watch was spread too thin to start a search for a trio of impoverished children.”

☛ Any sight of a Teddy bear walking around?

Tabitha fixes you all with a stare of hatred. “What kind of joke are you playing at! There are missing children and you’re implying that they what, followed a walking stuffed animal?!?!”

{Let PCs explain Bartholomew’s dream}

Tabitha’s eyes get very large. “Oh. OHHH. I’m sorry for my outburst. Oh Glissande bless his heart, poor Tony. Heaven’s help us, his faith in our lady was always so devout. He believed so strongly in the value of hard work and creativity. Did you know, he and his mother Sasha made that bear for little Michael when he was just a baby. Sasha was a seamstress of some repute in her younger days, and Tony doted at being her assistant. It was such a tragedy when she died during the attack. And why didn’t Tony come seek help instead of wasting his life away?!”

Tabitha starts sobbing openly. Then she gasps.

“There is a way. A prayer more advanced than what I am capable of, to animate a constructed thing, from the days of when the dwarves and halflings and elves worked together. I have no idea how Tony managed to work the magic of it, I certainly never taught him more than simple healing. Perhaps our Goddess heard his plea and sent the magic herself.”

☛ Where should we look for Michael next?

“His best friend was the only one willing to talk to me. Her name is Tally, she’s a fifteen year old half elf who lives over across the square, by the park. Her house has wonderful blue shutters, a paint she made from some of my dyes for a project. The other children may be playing in the park soon, we are about to let out school in an hour. Tally didn’t show up today, her mother said her brother was ill.”

☛ Are you guys the ones who reported the rumors of slavery to the Diamond Watch?

Of course! We first started to suspect when Dina’s young friend Tikka went missing, and her older brothers suddenly had nicer clothes and full stomachs. Then, Dina started describing the men her

father would bring over the house. Their conversations made no sense and had to be a form of code. I had Dina tell me all of it, and I wrote it down and provided it to the Watch. Then, I worked with Dina to make sketches of the three men. Once Dina went missing, I knew something was really wrong. I gave all the sketches to the Watch officer who originally started the case for me. Poor man looked like he hadn’t slept in days. I always keep a copy of the sketches on me. Here, this is what they look like.”

She will show the PCs a trio of humans, all with brown hair and blue eyes. They appear middle aged and rough, with multiple facial scars. She will NOT give her copy of the sketches over. If they have the skill to do so, she will let them make a copy.

Tabita slowly regains her composure at the sound of children stirring from their naps. “Go, check on Tally, or search the park for Michael and the teddy. They are never separate. Glissande guide your steps.” With that, she walks back inside the school calling, “Snack time kiddos! Who wants cheese and crackers?”

- If the PCs want to visit the Park **GO TO Encounter 3 (page 7).**
- If the PCs want to speak with Tally’s family **GO TO Encounter 4 (page 8).**

ENCOUNTER 3 **THE PARK**

You wander across the little road, past some more old houses in varying states of disrepair, to a small park with a few goal posts set up for common sports and physical activity. The weather has gotten dismal, as heavy storm clouds roll in and the atmosphere becomes oppressive and dark.

There are three small trees providing some shade on the near side of the park, and a small copse of bushes about five feet in diameter. The faded blue shutters of Tally’s windows are just barely visible on the other end of the park, some fifty feet away. In the far-right corner of the park is a 10’ by 10’ community vegetable garden that appears well tended.

- **PCs search veggies:**

- Knowledge (nature) DC 10: *Most of these plants are simple fare that naturally grow in Amthydor's soil. They do not appear to be magically altered.*
- Knowledge (nature) DC 15: *There is a type of squash planted here that does not typically grow in Amthydor and is more common south of the Protectorate, in D'Gar...*
- Perception DC 5: *Yup they're veggies. You ID tomatoes, several kinds of squash, and some potatoes.*
- Perception DC 10: *On the edge of the plot, squashed in the dirt, is a paw print from some animal that has claws and an oddly circular foot.*
- Perception DC 15: *You find a partially buried cloth bag, containing some swatches of what looks like fur, a few black buttons, some undyed cotton thread, and a few needles.*
- Profession (gardner or herbalist): DC 10: *Some clever soul hid a few very simple ingredients for healing potions in here, nestled between some tomato plants. Likely the work of the Priestesses of Glissande.*
- PCs search bushes:
 - Perception DC 10: *You see some wispy snatches of fiber hanging on a thorn, and some spare thread lying about. The fiber is light and fluffy, similar to that seen in a stuffed toy or pillow.*
 - Perception DC 15: *You uncover a poorly buried bag of personal items, a painted wooden cup, a wooden spork, a pair of shoes sized for an older male child.*
- PCs search trees:
 - Perception DC 10: *PCs see a large tree with a small rope ladder hanging around a taller branch, about 15' off the ground*
 - Perception DC 20: *PCs spot a furry black head hiding in the dense branches of the upper canopy of this old tree. It makes an odd little squeak and ducks behind the trunk.*
 - Survival DC 10: *You notice that the layout of the rope bridge is carefully placed to allow some small person access to the more densely packed branches above where visibility is poor.*
 - PCs fly up somehow: *They trigger the sleep trap as soon as they get up into the middle branches where they saw the Teddy.*
 - PCs somehow summon/magically manipulate the rope bridge down. Climb check to get up is now DC 7, but the rope bridge is only strong enough to hold a child sized person!! Anything other than a halfling or a gnome will break it.

- PCs pass a DC 15 Climb check: *They trigger the sleep trap as soon as they get up into the middle branches where they saw the Teddy.*

The Sleep Trap: There is a sleeping powder trap concealed in the upper branches of the tree. Once the PCs trigger it, a cloud of powder will cover an area 20' around the tree. The powder works its magic on inhalation AND contact, although the save DCs are different. It is a combination of a poison and a enchantment spell. ****ELVES ARE NOT IMMUNE TO THIS UNLESS THEY ARE ALSO IMMUNE TO POISON****

The PCs inhale powder:

Will Save DC: ATL +15

AND Fort save DC: ATL +15

The PCs have some way to not breathe and just contact the powder with their skin:

Will Save DC: ATL +12

AND Fort save DC: ATL +12

For PCs that fail BOTH saves or just the WILL save:
You are showered in a cloud of light blue dust. It smells wonderful, like freshly baked bread AND your favorite blanket. You drop to the ground, exhausted and discover that this is the softest grass EVER. It's five times better than that bed at the Dauntless Dolphin. You quickly fall asleep. You are woken up by a small child, poking you in the forehead as the afternoon gets late and the sun is starting to set. Her mother yells at her to get away from you, and you blink groggily, wondering what just happened.

For PCs that fail the Fort save:

You are showered in a cloud of light blue dust. It's oddly powdery and clings to your skin. You feel exhausted, like you just marched at a forced, breakneck pace for days if not a week. Sinking to the ground, you see a pair of black Teddy bears jump to the ground on the opposite side of the tree. They have cute little white faces with a black button for a nose.

They wave at you and then run away down an alley at a shocking pace for a small stuffed toy. You lie there for what feels like hours, taking small sips of water, until you can put your feet under you. Children and their parents have started gathering in the park for their nightly social hours, and they stare at you in wonder as you try to get your wobbly legs to move.

WHAT TO DO IF THE PCs PASS BOTH SAVES:

The Teddies are not meant to be fought here, and they have several tricks up their sleeves to hinder any PCs that

have escaped their first line of defense. Tell the PCs they see two little black Teddy bears, each about a foot tall. They are startlingly nimble with the following tricks:

- Sorcerer spells: Can cast Grease, Sleep, And Color Spray 3 times Each (Save DC: Base 10+1+CHA)
- **GM NOTE:** *Every time the Teddies cast a spell, they make an incantation that is some variation of the word "Sleep". Feel free to make it nice and creepy, draw out the "s" or "ee" really long or put a big emphasis on the "P". Creep those PCs out right good!!*

The Teddies' CHA modifier is equal to table ATL+2 or 4, whichever is greater.

- Have a CMD: 10+1+Str(0)+Dex(ATL)+Size (4)
- Have an Escape Artist = Stealthy (+2) + Dex (ATL) + ranks in skill (ATL) + Racial bonus (2)
- The Teddies have a base speed of 40 ft.
- If they can evade the PCs for at least 2 rounds or gain more than 30 ft of a lead on them, they will escape.

You have NO idea how these little bears exist, but here's proof that they do, and they're really good at incapacitating people looking to catch them. You hope to whatever god you worship that there are only these two, and theoretically...the one that never leaves Michael's side. You swear emphatically and search around, empty handed with no stuffed animals in sight.

- If the PCs want to visit the School **GO TO Encounter 2 (page 5).**
- If the PCs want to speak with Tally's family **GO TO Encounter 4 (page 8).**

ENCOUNTER 4 NEIGHBOR'S HOUSE

Tally's house is a small two-story affair, with a couple of cheerful windows with blue shutters and some old, tattered wool curtains flapping. A middle-aged half elf woman, presumably her mom, is cleaning a rug outside. From inside the house, you hear the happy voices of two young teens, one female, one male. The woman looks up at you and says "Hello, can I help you?"

- PCs mention that Bartholomew sent them looking for teddies.

"Oh, magical teddy bears? I can't say we've seen anything out of the ordinary. Tally's little human

friend Michael made her a pretty unique looking bear, but there's nothing special about it. Come inside and we can ask her about it."

- What's your name?

"My name is Gil Watersong. My family and I have lived here and helped tend the garden for years. My husband Tomas is a laborer at the docks."

- What do you know about the McCallisters going missing?

"We don't get wrapped up in those people. They're nothing but trouble. If anything has happened to them, I'm sure it's their monstrous father's fault. I haven't seen any of them in days, and I hope they stay gone."

Proceed if PCs enter the house.

You follow Gil into the house. It is a cramped affair, with a large table, some old wooden chairs, a small bookshelf, a few rugs and a chest full of toys. Two children, one male and one female, are reading books with a pair of stuffed animals. One is an old, faded tiger, the other is an odd-looking Teddy, with multiple different color patches of fur composing his outer shell. Both children appear to be of similar age and appearance, and you suspect they may be twins.

GM's Note: If the PCs cast any kind of "detect evil" spell, the Teddy is NOT evil. But he is very strong enchantment and conjuration magic. Also, if the PC's start slinging magic without explanation, the mother will scream for them to get out and start yelling for the watch. If they can't calm her down with a DC 10 Diplomacy check, the Teddy will activate and hit the PCs with a sleep spell similar to the Trap Teddies on page 8 and Teddy will run off with Tally into encounter 6.

- PCs mention that they're looking for magic Teddy bears.

Tally, the girl, looks at you and laughs. "You must be adventurers, because all their stuff is magical! Look Timothy, it's adventurers. You always wanted to meet some in person. My name's Tally." Her twin brother waves at you in awe. "Little Tuffy is special because my friend Michael made him with his brother for me, but he's not magic."

GM's Note: Tally is absolutely lying about the bear. Her Bluff skill modifier is +9, so feel free to let any

PCs roll to detect her lie, but don't prompt them for it.

GM's note: If the PC's try to grab the bear away from Tally, she will start screaming and crying and run away, then her mom will threaten to summon the Watch and press charges against the PCs. The PCs can try to use Diplomacy or Intimidate. Depending on the skill, they will get two very different reactions.

☛ When did Michael give him to you?

"I've had Tuffy since my birthday party last year! He was the best gift because he's really soft and cuddly."

☛ When is the last time either of you have seen Michael or any of his family?

Tally looks sad, "We haven't seen Dina in weeks. Tony came over for dinner last week with Michael, but Tony looked sick and they left early. And I saw Michael in the park yesterday." Tim pipes up, "I saw Michael this morning hanging around the garden outside trying to pick some tomatoes."

☛ If the PCs have already triggered the Teddy Sleep Trap and describe any part of the tree or situation:

They both look sheepish. Tally tries to be suave with a smooth, "Oh, that's so neat! Did the priests of Illudra play a trick on you? Or maybe the gnomes are making magic bears! I'd want one."

Diplomacy: DC 10-15- Tally will let them take the bear to Bartholomew, but she insists on going with them

DC >16- Tally will also volunteer the information that the bear can talk and move when he wants to, but its not all the time.

Intimidate: DC 10-15- Tally screams and runs away. DC >16 Tally screams for Tuffy to defend himself. He will turn into his animated form, hit the PCs with a sleep spell like the Trap Teddies on page 8. Then he and Tally will run out of the house.

- If the PCs convince Tally to take the Teddy to the Temple **GO TO Encounter 5 (page 9).**
- If the PCs try to subdue the Teddy by force here, or they trigger Tally to run, PCs will start chase outside and down an alley, **GO TO Encounter 6 (page 11).**

ENCOUNTER 5

TEDDY GOES TO TEMPLE

Tally is hesitant as she and her mom follow you to the temple of Destine. "You think my Teddy's really

special? He talks sometimes and then he needs to rest. Teddies get tired easily." The teddy stays motionless. As you walk through the city streets, you cannot shake the sensation of being hunted. Every time you turn around, all you see are long shadows and a dark overcast day.

As you approach the temple steps, the Teddy comes to motion as if he senses a threat. "Noooo! Don't take me in there!!! They'll tear me apart!" The bear thrashes in Tally's arms. Tally gasps and says "Run Tuffy!" And she chucks him off the temple steps into the streets. As he goes running, she is not far behind.

GM's Note: The PCs have two options, they can track the Teddy into Encounter 6 without fighting it, or they can attempt to violently stuff the Teddy into the bag here. Stuffing the Teddy into the magic bag requires three successful subsequent grapple checks. At most, two PCs can contribute to stuffing him in the bag in one round.

For every round Tuffy is not grappled, he will lead them into the subsequent parts of the chase scene in Encounter 6. IE, Teddy evades first round, he and Tally automatically jump the garbage bins and trigger Chase Part 1. If the PCs manage to pass the first part of the chase and grab onto him, they will stall there. If he evades again, they will progress to Part 2, ect.

If they manage to fully put him in the bag, he will EXLPODE in a shower of stuffing and Tally will scream for help, triggering Encounter 7b.

Tally's stats are listed in GM's Aid Appendix 1, she CAN die if the PCs use lethal area of affect abilities or target her specifically. She is a noncombatant in that she won't attack the PCs directly, but she will throw buff spells on Tuffy.

ATL 1

Small Teddy

N Tiny construct

Init +1; **Senses** low-light vision; Perception +4

AC 18, touch 13, flat-footed 15 (+1 Dex, +1 natural, +4 size, +2 Dodge)

hp 18 (2d8+4)

Fort +4, **Ref** +2, **Will** +3

Speed 20 ft., climb 20 ft.; sprint

Melee claw +2 (1d4 -1)

Space 0.5 ft.; **Reach** 0 ft.

Special Attacks Sleep paw (+2 1d8 subdual)

Str 8, **Dex** 12, **Con** 14, **Int** 6, **Wis** 12, **Cha** 18

Base Atk +1; **CMB** +0; **CMD** 16

Feats Stealthy

Skills Escape Artist +6 Perception +4, Stealth +6; **Racial Modifiers** +2 to Escape Artist

SQ Squish, Face of Cuddliness

Face of Cuddliness (Su) The Teddy is as harmless looking as it could appear, and is too cute to plow a sword into. Dodge +2.

Squish (Ex) Once per day, the Teddy can increase its Escape Artist modifier by the table ATL for a number of rounds equal to table ATL.

Sprint (Ex) Once per minute a Teddy may sprint, increasing its land speed to 40 feet for 1 round.

ATL 3

Small Teddy

N Tiny construct

Init +3; **Senses** low-light vision; Perception +4

AC 20, touch 15, flat-footed 15 (+3 Dex, +1 natural, +4 size, +2 Dodge)

hp 31 (4d8+8)

Fort +6, **Ref** +4, **Will** +5

Speed 20 ft., climb 20 ft.; sprint

Melee claw +5 (1d6 -1)

Space 0.5 ft.; **Reach** 0 ft.

Special Attacks Sleep paw (+5 1d8 subdual)

Str 8, **Dex** 16, **Con** 14, **Int** 6, **Wis** 12, **Cha** 18

Base Atk +2; **CMB** +1; **CMD** 18

Feats Stealthy, Spell Focus Enchantment

Skills Climb +3 Escape Artist +10 Perception +6, Stealth +8;

Racial Modifiers +2 to Escape Artist

SQ Squish, Sprint, Face of Cuddliness

Face of Cuddliness (Su) The Teddy is as harmless looking as it could appear, and is too cute to plow a sword into. Dodge +2.

Squish (Ex) Once per day, the Teddy can increase its Escape Artist modifier by the table ATL for a number of rounds equal to table ATL.

Sprint (Ex) Once per minute a Teddy may sprint, increasing its land speed to 40 feet for 1 round.

ATL 5

Small Teddy

N Tiny construct

Init +9; **Senses** low-light vision; Perception +8

AC 25, touch 18, flat-footed 17 (+5 Dex, +3 natural, +4 size, +3 Dodge)

hp 38 (5d8+10)

Fort +8, **Ref** +6, **Will** +7

Speed 20 ft., climb 20 ft.; sprint

Melee claw +7 (1d8 -1)

Space 0.5 ft.; **Reach** 0 ft.

Special Attacks Sleep paw (+7 1d12 subdual)

Str 8, **Dex** 20, **Con** 14, **Int** 6, **Wis** 12, **Cha** 20

Base Atk +3; **CMB** +2; **CMD** 20

Feats Stealthy, Spell Focus Enchantment, Improved Initiative

Skills Climb +5 Escape Artist +12 Perception +5, Stealth +10;

Racial Modifiers +2 to Escape Artist

SQ Squish, Sprint, Face of Cuddliness

Face of Cuddliness (Su) The Teddy is as harmless looking as it could appear and is too cute to plow a sword into. Dodge +3.

Squish (Ex) Once per day, the Teddy can increase its Escape Artist modifier by the table ATL for a number of rounds equal to table ATL.

Sprint (Ex) Once per minute a Teddy may sprint, increasing its land speed to 40 feet for 1 round.

ATL 7

Small Teddy

N Tiny construct

Init +9; **Senses** low-light vision; Perception +8

AC 28, touch 21, flat-footed 17 (+6 Dex, +3 natural, +4 size, Dodge +5)

hp 50 (7d8+12)

Fort +10, **Ref** +8, **Will** +9

Speed 20 ft., climb 20 ft.; sprint

Melee claw +9 (1d8 -1)

Space 0.5 ft.; **Reach** 0 ft.

Special Attacks Sleep paw (+9 1d12 subdual)

Str 8, **Dex** 22, **Con** 14, **Int** 6, **Wis** 12, **Cha** 22

Base Atk +5; **CMB** +4; **CMD** 21

Feats Stealthy, Spell Focus Enchantment, Improved Initiative

Skills Climb +5 Escape Artist +12 Perception +7, Stealth +10;

Racial Modifiers +2 to Escape Artist

SQ Squish, Sprint, Face of Cuddliness

Face of Cuddliness (Su) The Teddy is as harmless looking as it could appear and is too cute to plow a sword into. Dodge +5.

Squish (Ex) Once per day, the Teddy can increase its Escape Artist modifier by the table ATL for a number of rounds equal to table ATL.

Sprint (Ex) Once per minute a Teddy may sprint, increasing its land speed to 40 feet for 1 round.

➤ If the PCs chase the girl and Teddy, **GO TO Encounter 6 (page 11).**

➤ If the PCs don't chase the girl and explode the Teddy, Teddies come for them as they walk to their next destination, **GO TO Encounter 7b (page 12).**

ENCOUNTER 6

CHASE SEQUENCE (OPTIONAL)

Your quarry is fast. And small. AND agile. Plus, these alleyways are very tight and very full of trash and

detritus. Fortunately, you are not lagging far behind your little ninjas.

GM's Note: Chase sequence is as follows

1. Jump over garbage, climb over or fly over.
2. Spot checks/track(survival) to discern left vs right
3. Spotting the pool of fat turned over by the butcher's shop vs falling in it.
4. Breaking through the wooden gate vs jumping or climbing over it.

CHASE PART 1

Tally and Tuffy run down a dark alleyway and you just barely glimpse the girl tossing the Teddy over a stack of slick garbage bins, followed by her own acrobatics across the obstacle. Who is this girl? A messenger child in training? Running up to the stash of bins, you realize you can either jump over it all, climb it or nimbly balance your way across like Tally.

SKILL CHECK 1: CLIMB DC: 20

SKILL CHECK 2: ACROBATICS DC: 15+ATL

SPELL OPTIONS: FLY, DIM DOOR, SPIDER CLIMB, ECT

CHASE PART 2

Tally and Tuffy are just ahead of you, as you come out of the dark alley. You find yourselves at a "T" intersection with no visible sign of either. Time to employ your best means of tracking them...

SKILL CHECK 1: SURVIVAL DC: 12+ATL

SKILL CHECK 2: PERCEPTION (LISTEN) DC: 12+ATL

SPELL OPTIONS: A DETECT MAGIC SPELL WOULD FIND THE TEDDY'S TRAIL.

CHASE PART 3

Tally and Tuffy slide through the intersection to the left, and you are hot on their trail. The little girl is just ahead of you, Teddy in arms. She passes a butcher shop and knocks over a vat of old animal fat to complicate your pursuit as she nimbly jumps a wooden fence into the back yard of a nice-looking house.

SKILL CHECK 1: REFLEX DC: 12+ATL

SKILL CHECK 2: ACROBATICS (JUMP) DC: 10+ATL

SPELL OPTIONS: A PRESTIDIGITATE WILL CLEAN THE GREASE. OR SOME WAY TO FLY OR CLIMB OVER IT

CHASE PART 4

Having evaded the nasty, stinky pile of rancid fat, you now find yourself at a very sturdy wooden fence with metal bars reinforcing it. Someone get this kid a scholarship at the dance school so she has better things to do with her agility...

SKILL CHECK 1: ACROBATICS (JUMP) DC: 14+ATL

SKILL CHECK 2: CLIMB DC: 10+ATL
STRENGTH CHECK TO BREAK FENCE DOWN: 18, HARDNESS 5, 15 HP

SPELL OPTIONS: FLY, TRANSMUTE SPELLS TO MAKE THE WOOD SOFT, OR PASS THROUGH IT.

- If the PCs make it over the fence, **GO TO Encounter 7a (page 12).**
- If the PCs don't chase the girl, Teddies come for them as they walk to their next destination, **GO TO Encounter 7b (page X).**
-

ENCOUNTER 7A

THE MEETING WITH MICHAEL

You navigate yourself over the fence, unsure of what to expect on the other side. But, it definitely wasn't this. The well-manicured yard has two tents pitched in it, with a small fire ring. There is a group of five children, all about Tally's age, sitting around the fire. There is a pair of halfling boys wearing clothing typical of a middle-class lifestyle, one plays a small lute. Two cheerful looking, cream-colored Teddy Bears dance to the music. A sad looking, dwarven girl in ragged clothing is being cuddled by Tuffy.

Next to her is an older elven teen, dressed in a scholarly outfit typical of the apprentices of LOTS. He stares at you with thinly veiled hostility as he pulls out some spell components. The little human boy that sits next to him puts a hand on his shoulder and says "wait". This child you recognize all too well as Michael McCallister, his facial features perfectly captured by the skilled Priestesses of Glissande in their flyer. Tally has placed herself between you and the group, occupying some sort of leadership role. She looks exhausted, but puffs herself up and says, "Go away. This is Mitch and Sam's house, and you aren't welcome." The two halfling teens nod vigorously in agreement, with choruses of "yeah!" and "Don't make us call mum!"

Just as you wonder, “none of these teddy constructs look like the drawing of Michael’s bear??”, you hear a thud to your right. Dropping out of the branches of a tree is a massive Teddy. He is just short of 4’ tall. His fur is thick and full of patches sewn to it. Patches of leather and hide surround his torso in a strange pattern of armor. His eyes are glass buttons that glow with an amber light and an unnatural intelligence. It’s fluffy mouth opens and closes, but the teeth you see are...spectral. It raises one paw towards your group and on the end of the appendage are wicked looking spectral claws. It speaks in a slow, sibilant voice, “Gooooo aaaawaaayyy. We carrre foorr themmm.”

GM’s note: The PCs can negotiate and talk it out and take Michael’s deal, or they can fight it out. The kids will run if fighting breaks out, with the exception of Tally and Michael. The Teddies here will fight to the death. Tony the Teddy has the option to soak HP from his smaller constructs and absorb them to stay fighting. If Tony is reduced to 0 hit points at any time, he will explode in a shower of stuffing even if the damage that got him there was partly subdual.

☛ **How did this happen?/What are you?**

The large Teddy looks at Michael and nods for him to explain. Michael steps up to his Teddy’s side, “Tony was sick. Really sick, and there was no one else to protect me from dad. Tony was scared he’d just sell me like he did Dina. So he started looking for ways to stay around after his death, but they were all really evil. Except, this one ancient spell his friend Shille found in a book at LOTS. And hey, it worked. And no one here is evil.”

**If any PCs care to check, Michael is telling the truth, none of the Teddies or the kids will Detect as Evil.

☛ **What’s your goal?/Why are you here?**

“We’re just a bunch of friends who want to live together because our parents suck. My dad’s a drunk slaver high on LimeAid. Tally’s mom is always pushing her to use her looks to get money. Mitch and Sam are always alone.

Their parents are traveling merchants who leave them with their crummy aunt who is too old and useless to do anything. Shille’s been Tony’s friend since forever, and he just wants to help us. He’s been enhancing Tony’s ability to exist and defend us with his claws and teeth, and Shille helped Tony make the little bears for the rest of us. Daga over there was kidnapped by the same people that had Dina and we

rescued her. Her whole family got killed in the demon invasion. Tally helps us get money, because she’s really good at puppet shows and she uses the little teddies for those.”

☛ **Why not go to the orphanage?**

“We don’t want to. We don’t have any friends there and it’s overcrowded, plus it smells. If we stay here, we can grow food from the Glissande garden, and we can go back to the school and learn trades and help Mitch and Sam’s family business. They’re toymakers and tinkerers. Their parents will probably be pleased when they EVER get back from their latest trip.”

☛ **We got hired to help the temple of Destine look into what happened here and to bring the teddies back for examination. Can you tell us why they explode if they get put in the bag?**

Michael takes the bag and Shille comes over to look at the runes on its surface. Shille says “It’s the magic of the bag. It severs the smaller constructs from Tony’s life force...er magic, so they disintegrate. I don’t know what would happen if you tried to put Tony in the bag. Part of the ritual that keeps him alive requires his connection to Glissande to stay active and I don’t know that she has power in that little pocket dimension. It’s like a mini bag of holding.” At this, Tony the Teddy growls, loudly, and puts his claws up in a defensive posture. “Don’t worry silly, we won’t let them take you.” Michael looks at you all and says, “If you let us hide here, we will give you the ritual book that Shille found, and you can take that back. We don’t need it any more, we all have the spell memorized. Plus, Shille and Tony will make you teddies of your own. They’re good for cold nights around the camp fire.”

***Know(Religion) DC 15+ATL:** The book belonged to an ancient and revered High Priestess of Glissande. It requires Comprehend Languages to read successfully. If the PCs manage to read it, it is basically her memoir of all the fantastic items and works of art that she ever made and how she did it.

☛ **Care to explain what killed your loser dad?**

Michael shrugs. “He must have gotten shanked by one of his evil friends. Oops. He might have squealed where they were holding Dina. We might have already used that information. We already left a tip with the Diamond Watch to check out the warehouse at the most southwest part of the docks, they’ll find

something useful and a couple dead losers. The rest we chased out of town.”

GM Note: A sense motive check against Michael’s Bluff (See GM Aid 1 for his stats) could reveal that Michael is absolutely lying about what killed his dad. But all the kids will swear to that statement as the truth and give nothing up, Tally the most convincing of them all.

☛ Where’s Dina?

Michael grimaces. “She was dead when we got to the warehouse where they had her and the other kids. She tried to escape, and they flogged her in front of the others. The other 3 kids are all back home safe. With little furry friends to keep them safe in case their parents were in on the deal. Daga’s family is from far away, plus they sold her on purpose, so she’s staying with us.”

☛ So you guys are vigilantes?

Tally puffs up at this, “No we aren’t! We just take care of our own. We needed to find Dina, we did. We got revenge on her killers. We got everyone else as “home” and “safe” as they wanted to be. Now we can focus on making cool stuff, like her ladyship.”

Tally points to a little open air workshop at the side of the house, with a little shrine to Glissande neatly tucked into the side of it. It seems a mix of seamstress tools, some dwarven engineering, and some gnomish tinkering.

The halfling boys pipe in, “Our grandmum was a priestess of Glissande and we’re going to make her proud! We make stuff that brings joy to the city.” He brandishes a very intricate automaton toy made out of bits of metal and wood.

- If the PCs decide to fight anyway, **GO TO Encounter 7b for stat blocks (page 13).** **GM’s Note:** Shille will immediately turn invisible if a fight breaks out and he is a non combatant. Tally and Michael will stay with the Teddies, the other kids will run into the house. See GM’s Handout 1 for their stats.
- If the PCs take the deal, **GO TO Conclusion A (page 18).**

ENCOUNTER 7B

THE MEETING WITH MICHAEL

You throw up your hands. Who could have known the Teddy had a self-destruct? And the little half-elf brat

is screaming at the top of her lungs as if you murdered a real-life person.

Just then, a wave of darkness settles in as the sun ducks behind another storm cloud. You hear a young boy shout, “There they are! Save Tally!” Before you can figure out where he is hiding, a massive Teddy drops down on you from a second story balcony. It’s easily 4’ tall, and appears to have patches of leather armor woven into him. Who armors a Teddy bear? Tally huddles behind it, clearly unafraid of the creature.

It swivels towards you with glass buttons for eyes and they glow. The color is something of a dark amber, and they promise unnatural intelligence. It’s fluffy mouth opens and closes, but the teeth you see are...spectral. It raises one paw towards your group and on the end of the appendage are nasty looking spectral claws.

It speaks, with a voice that sounds oddly musical and masculine at the same time. “Gooooo aaaawaaayyy. We carrre fooorrrr themmm.” Looking around, you see two more pairs of glittering eyes looking down from the balcony above.

The Teddies hold their ground. What do you do?

GM’s Note: If the PC’s want to talk to the Teddy, use the questions in Encounter 7a. Otherwise, proceed to the stat blocks below for the Teddies and GM’s Handout 1 for the kids. If Tony is reduced to 0 hit points at any time, he will explode in a shower of stuffing even if the damage that got him there was partly subdual. Michael and Tally will fight with Tony to the death/unconsciousness. Tony can, at any time, absorb HP from his little constructs in order to stay up. If the constructs get to 0 HP, they also explode.

- If the PCs get knocked unconscious, **GO TO Conclusion C (page 19).**
- IF the PCs win the battle, **GO TO Conclusion B (page 18).**

ATL 1

Michael’s Teddy/Tony
Human male cleric of Rest/Repose 2

CG Small Construct

Init +1; **Senses** Perception +8

AC 18, touch 12, flat-footed 17 (+4 armor, +2 NA, +1 Dex, Size +1)

hp 18 (2d8+4)

Fort +5, **Ref** +2, **Will** +8

Construct traits: Immune to poison, disease, mind-affecting spells (sleep type only). Does not need to eat, drink or breath.

Speed 30 ft.

Melee Claws x2 + 5 (1d6+3, x3), Bleed 2
or

Bite +5 (1d8+5) plus poison

Special Attacks

Sleep poison: The teddy's spectral fangs are dripping in a narcotic. Fort Save DC 15 on bite, sleep for 1d4 rounds.

Spell-Like Abilities channel energy 5/day, 1d6 positive energy, DC 15, +1 to all saves

Spells Known (DC 14 + spell level, Concentration +10)

Orisons (4) - *Mending, create water, Purify food and drink, detect magic*

1st level (4+1) - *bless, Cause Fear, obscuring mist, shield of faith, Sleep^D (DC 16)*

Domains – Night, Repose, Protection

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

Base Atk +1 ; CMB + 4; CMD 14

Feats Combat Casting, Extra Domain (protection), Blind-Fight (Domain), Spell Focus (Sleep spells)

Skills Climb +7, Heal +6, Knowledge (arcana) +2, Knowledge (religion) + 8 Perception +8, Spellcraft +8

Languages Common, Elven, Halfling

SQ channel energy, orisons, spontaneous casting (cure spells),

Special Abilities

Night Hunter (Su): As a [standard action](#), you can blend into the shadows of the night, becoming nearly [invisible](#). As long as you are in an area of dim light or darkness, you are [invisible](#) (as per [invisibility](#)) to creatures without [darkvision](#). This ability lasts for a number of rounds equal to 1/2 your [cleric](#) level (minimum 1). You can use this ability for a number of times per day equal to 3 + your [Wisdom](#) modifier.

Gentle Rest (Sp): Your touch can fill a creature with lethargy, causing a living creature to become [staggered](#) for 1 round as a melee touch attack. If you touch a [staggered](#) living creature, that creature falls asleep for 1 round instead. Undead creatures touched are [staggered](#) for a number of rounds equal to your [Wisdom](#) modifier. You can use this ability a number of times per day equal to 3 + your [Wisdom](#) modifier.

Squish (Ex) Once per day, the Teddy can increase its Escape Artist modifier by the table ATL for a number of rounds equal to table ATL.

Sprint (Ex) Once per minute a Teddy may sprint, increasing its land speed to 40 feet for 1 round.

Thick Fur (Su): Armor bonus woven into body.

Small Teddy

N Tiny construct

Init +1; **Senses** low-light vision; Perception +4

AC 18, touch 13, flat-footed 15 (+1 Dex, +1 natural, +4 size, +2 Dodge)

hp 18 (2d8+4)

Fort +4, **Ref** +2, **Will** +3

Speed 20 ft., climb 20 ft.; sprint

Melee claw +2 (1d4 -1)

Space 0.5 ft.; **Reach** 0 ft.

Special Attacks Sleep paw (+2 1d8 subdual)

Str 8, Dex 12, Con 14, Int 6, Wis 12, Cha 18

Base Atk +1; **CMB** +0; **CMD** 16

Feats Stealthy

Skills Escape Artist +6 Perception +4, Stealth +6; **Racial**

Modifiers +2 to Escape Artist

SQ Squish, Face of Cuddliness

Face of Cuddliness (Su) The Teddy is as harmless looking as it could appear, and is too cute to plow a sword into. Dodge +2.

Squish (Ex) Once per day, the Teddy can increase its Escape Artist modifier by the table ATL for a number of rounds equal to table ATL.

Sprint (Ex) Once per minute a Teddy may sprint, increasing its land speed to 40 feet for 1 round.

ATL 3**Michael's Teddy/Tony****Human male cleric of Rest/Repose 4**

CG Small Construct

Init +1; **Senses** Perception +8**AC** 20, touch 12, flat-footed 19 (+4 armor, +4 NA, +1 Dex, Size +1)**hp** 31 (4d8+8)**Fort** +6, **Ref** +3, **Will** +9**Construct traits:** Immune to poison, disease, mind-affecting spells (sleep type only). Does not need to eat, drink or breath.**Speed** 30 ft.**Melee** Claws x2 + 9 (1d6+5, x3), Bleed 4
or

Bite +9 (1d8+7) plus poison

Special Attacks**Sleep poison:** The teddy's spectral fangs are dripping in a narcotic. Fort Save DC 15 on bite, sleep for 1d4 rounds.**Spell-Like Abilities** channel energy 5/day, 2d6 positive energy, DC 15, +1 to all saves**Spells Known** (DC 14 + spell level, Concentration +12)**Orisons (4)** - *Mending, create water, Purify food and drink, detect magic***1st level (5+1)** - *bless, Cause Fear, obscuring mist, shield of faith, Sleep^D x2* (DC: 16)**2nd level (3+1)** -, *Bull's Strength, Darkness^D, Hold Person, Silence***Domains** - Night, Repose, Protection**Str** 20, **Dex** 12, **Con** 13, **Int** 12, **Wis** 18, **Cha** 14**Base Atk** +3; **CMB** +8; **CMD** 18**Feats** Combat Casting, Selective Channeling, Extra Domain (protection), Blind-Fight (Domain), Spell Focus (sleep)**Skills** Climb +7, Heal +8, Knowledge (arcana) +4, Knowledge (religion) +8, Perception +8, Spellcraft +8**Languages** Common, Elven, Halfling**SQ** channel energy, orisons, spontaneous casting (cure spells),**Special Abilities****Night Hunter (Su):** As a [standard action](#), you can blend into the shadows of the night, becoming nearly [invisible](#). As long as you are in an area of dim light or darkness, you are [invisible](#) (as per [invisibility](#)) to creatures without [darkvision](#). This ability lasts for a number of rounds equal to 1/2 your [cleric](#) level (minimum 1). You can use this ability for a number of times per day equal to 3 + your [Wisdom](#) modifier.**Gentle Rest (Sp):** Your touch can fill a creature with lethargy, causing a living creature to become [staggered](#) for 1 round as a melee touch attack. If you touch a [staggered](#) living creature, that creature falls asleep for 1 round instead. Undead creatures touched are [staggered](#) for a number of rounds equal to your [Wisdom](#) modifier. You can use this ability a number of times per day equal to 3 + your [Wisdom](#) modifier.**Squish (Ex)** Once per day, the Teddy can increase its Escape Artist modifier by the table ATL for a number of rounds equal to table ATL.**Sprint (Ex)** Once per minute a Teddy may sprint, increasing its land speed to 40 feet for 1 round.**Thick Fur (Su):** Armor bonus woven into body.**Small Teddy**

N Tiny construct

Init +3; **Senses** low-light vision; Perception +4**AC** 20, touch 15, flat-footed 15 (+3 Dex, +1 natural, +4 size, +2 Dodge)**hp** 31 (4d8+8)**Fort** +6, **Ref** +4, **Will** +5**Speed** 20 ft., climb 20 ft.; sprint**Melee** claw +5 (1d6 -1)**Space** 0.5 ft.; **Reach** 0 ft.**Special Attacks** Sleep paw (+5 1d8 subdual)**Str** 8, **Dex** 16, **Con** 14, **Int** 6, **Wis** 12, **Cha** 18**Base Atk** +2; **CMB** +1; **CMD** 18**Feats** Stealthy, Spell Focus Enchantment**Skills** Climb +3 Escape Artist +10 Perception +6, Stealth +8;**Racial Modifiers** +2 to Escape Artist**SQ** Squish, Sprint, Face of Cuddliness**Face of Cuddliness (Su)** The Teddy is as harmless looking as it could appear, and is too cute to plow a sword into. Dodge +2.**Squish (Ex)** Once per day, the Teddy can increase its Escape Artist modifier by the table ATL for a number of rounds equal to table ATL.**Sprint (Ex)** Once per minute a Teddy may sprint, increasing its land speed to 40 feet for 1 round.

ATL 5**Michael's Teddy/Tony****Human male cleric of Rest/Repose 6**

CG Small Construct

Init +5; **Senses** Perception +10**AC** 24, touch 14, flat-footed 21 (+6 armor, +4 NA, +1 Dex, +2 deflection, Size +1) Absorb fire (72 points)**hp** 44 (6d8+12)**Fort** +8, **Ref** +5, **Will** +11**Construct traits:** Immune to poison, disease, mind-affecting spells (sleep type only). Does not need to eat, drink or breath.**Speed** 30 ft.**Melee** Claws x2 + 10 (1d6+5, x3), Bleed 4
or

Bite +10 (1d8+7) plus poison

Special Attacks**Sleep poison:** The teddy's spectral fangs are dripping in a narcotic. Fort Save DC 16 on bite, sleep for 1d6 rounds.**Spell-Like Abilities** channel energy 5/day, 3d6 positive energy, DC 15, +1 to all saves**Spells Known** (DC 14 + spell level, Concentration +12)**Orisons (4)** - *Mending, create water, Purify food and drink, detect magic***1st level (5+1)** - *bless, Cause Fear, obscuring mist, shield of faith, Sleep^D x2* (DC: 16)**2nd level (4+1)** -, *Bull's Strength, Darkness^D, Hold Person, Silence***3rd level (3+1)** - *Blindness/Deafness, Deeper Darkness^D, Prayer, Protection from energy (fire)***Domains** - Night, Repose, Protection**Str** 20, **Dex** 12, **Con** 13, **Int** 12, **Wis** 18, **Cha** 14**Base Atk** +4 ; **CMB** + 9; **CMD** 20**Feats** Combat Casting, Improved Initiative, Selective Channeling, Extra Domain (protection), Blind-Fight (Domain), Spell Focus (sleep)**Skills** Climb +9, Heal +8, Knowledge (arcana) +4, Knowledge (religion) + 8, Perception +10, Profession (Tailor) +5, Spellcraft +8**Languages** Common, Elven, Halfling**SQ** channel energy, orisons, spontaneous casting (cure spells),**Special Abilities****Night Hunter (Su):** As a [standard action](#), you can blend into the shadows of the night, becoming nearly [invisible](#). As long as you are in an area of dim light or darkness, you are [invisible](#) (as per [invisibility](#)) to creatures without [darkvision](#). This ability lasts for a number of rounds equal to 1/2 your [cleric](#) level (minimum 1). You can use this ability for a number of times per day equal to 3 + your [Wisdom](#) modifier.**Gentle Rest (Sp):** Your touch can fill a creature with lethargy, causing a living creature to become [staggered](#) for 1 round as a melee touch attack. If you touch a [staggered](#) living creature, that creature falls asleep for 1 round instead. Undead creatures touched are [staggered](#) for a number of rounds equal to your [Wisdom](#) modifier.You can use this ability a number of times per day equal to 3 + your [Wisdom](#) modifier.**Squish (Ex)** Once per day, the Teddy can increase its Escape Artist modifier by the table ATL for a number of rounds equal to table ATL.**Sprint (Ex)** Once per minute a Teddy may sprint, increasing its land speed to 40 feet for 1 round.**Thick Fur (Su):** Armor bonus woven into body.**Small Teddy**

N Tiny construct

Init +9; **Senses** low-light vision; Perception +8**AC** 25, touch 18, flat-footed 17 (+5 Dex, +3 natural, +4 size, +3 Dodge)**hp** 38 (5d8+10)**Fort** +8, **Ref** +6, **Will** +7**Speed** 20 ft., climb 20 ft.; sprint**Melee** claw +7 (1d8 -1)**Space** 0.5 ft.; **Reach** 0 ft.**Special Attacks** Sleep paw (+7 1d12 subdual)**Str** 8, **Dex** 20, **Con** 14, **Int** 6, **Wis** 12, **Cha** 20**Base Atk** +3; **CMB** +2; **CMD** 20**Feats** Stealthy, Spell Focus Enchantment, Improved Initiative**Skills** Climb +5 Escape Artist +12 Perception +5, Stealth +10;**Racial Modifiers** +2 to Escape Artist**SQ** Squish, Sprint, Face of Cuddliness**Face of Cuddliness (Su)** The Teddy is as harmless looking as it could appear and is too cute to plow a sword into. Dodge +3.**Squish (Ex)** Once per day, the Teddy can increase its Escape Artist modifier by the table ATL for a number of rounds equal to table ATL.**Sprint (Ex)** Once per minute a Teddy may sprint, increasing its land speed to 40 feet for 1 round.

ATL 7**Michael's Teddy/Tony****Human male cleric of Rest/Repose 8**

CG Small Construct

Init +6; **Senses** Perception +10**AC** 29, touch 17, flat-footed 23 (+8 armor, +4 NA, +2 Dex, +4 deflection, Size +1) Absorb fire and electric (96 points each) Resist 5 (all)**hp** 80 (8d8+8+8+16+8)**Fort** +9, **Ref** +6, **Will** +12**Construct traits:** Immune to poison, disease, mind-affecting spells (sleep type only). Does not need to eat, drink or breath.**Speed** 30 ft.**Melee** Claws x2 + 14/+8 (2d6+7, x3), Bleed 6

or

Bite +16/+10 (2d8+11) plus poison

*Divine Favor- get one additional attack at full bonus Bite or Claw.

Special Attacks**Sleep poison:** The teddy's spectral fangs are dripping in a narcotic. Fort Save DC 20 on bite, sleep for 2d6 rounds.**Spell-Like Abilities** channel energy 5/day, 4d6 positive energy, DC 16, +1 to all saves**Spells Known** (DC 15 + spell level, Concentration +12)**Orisons (4)** - *Mending, create water, Purify food and drink, detect magic***1st level (6+1)** - *bles*, *Cause Fear, obscuring mist, shield of faith, Sleep^D x2* (DC: 16), *Resistance***2nd level (5+1)** - ~~*Bull's Strength, Darkness^D, Hold Person x2, Silence,*~~**3rd level (5+1)** - ~~*Blindness/Deafness, Deeper Darkness^D, Dispel Magic, Prayer, Protection from energy (fire), Protection from energy (electricity),*~~**4th level (4+1)** - ~~*Air Walk, Blessing of Fervor, Divine Power, Magic Weapon, Greater (bite),*~~ Spell Immunity^D(Magic Missile, Acid arrow)**Domains** - Night, Repose, Protection**Str** 20, **Dex** 14, **Con** 14, **Int** 12, **Wis** 20, **Cha** 14**Base Atk** +6/1 ; **CMB** + 14; **CMD** 22**Feats** Combat Casting, Improved Initiative, Selective Channeling, Extra Domain (protection), Blind-Fight (Domain), Spell Focus (sleep), Toughness**Skills** Climb +10, Escape Artist +4, Heal +8, Knowledge (arcana) +4, Knowledge (religion) + 8, Perception +10, Profession (Tailor) +7, Spellcraft +8**Languages** Common, Elven, Halfling**SQ** channel energy, orisons, spontaneous casting (cure spells),**Special Abilities****Night Hunter (Su):** As a [standard action](#), you can blend into the shadows of the night, becoming nearly [invisible](#). As long as you are in an area of dim light or darkness, you are [invisible](#) (as per [invisibility](#)) to creatures without [darkvision](#). This ability lasts for a number of rounds equal to 1/2 your [cleric](#) level (minimum 1). You can use thisability for a number of times per day equal to 3 + your [Wisdom](#) modifier.**Gentle Rest (Sp):** Your touch can fill a creature with lethargy, causing a living creature to become [staggered](#) for 1 round as a melee touch attack. If you touch a [staggered](#) living creature, that creature falls asleep for 1 round instead. Undead creatures touched are [staggered](#) for a number of rounds equal to your [Wisdom](#) modifier. You can use this ability a number of times per day equal to 3 + your [Wisdom](#) modifier.**Aura of Protection (Su):** At 8th level, you can emit a 30-foot aura of protection for a number of rounds per day equal to your [cleric](#) level. You and your allies within this aura gain a +1 deflection bonus to [AC](#) and [resistance](#) 5 against all elements (acid, cold, electricity, fire, and sonic). **Squish (Ex)** Once per day, the Teddy can increase its Escape Artist modifier by the table ATL for a number of rounds equal to table ATL.**Sprint (Ex)** Once per minute a Teddy may sprint, increasing its land speed to 40 feet for 1 round.**Thick Fur (Su):** Armor bonus woven into body.**Small Teddy**

N Tiny construct

Init +9; **Senses** low-light vision; Perception +8**AC** 28, touch 21, flat-footed 17 (+6 Dex, +3 natural, +4 size, Dodge +5)**hp** 50 (7d8+12)**Fort** +10, **Ref** +8, **Will** +9**Speed** 20 ft., climb 20 ft.; sprint**Melee** claw +9 (1d8 -1)**Space** 0.5 ft.; **Reach** 0 ft.**Special Attacks** Sleep paw (+9 1d12 subdual)**Str** 8, **Dex** 22, **Con** 14, **Int** 6, **Wis** 12, **Cha** 22**Base Atk** +5; **CMB** +4; **CMD** 21**Feats** Stealthy, Spell Focus Enchantment, Improved Initiative**Skills** Climb +5 Escape Artist +12 Perception +7, Stealth +10;**Racial Modifiers** +2 to Escape Artist**SQ** Squish, Sprint, Face of Cuddliness**Face of Cuddliness (Su)** The Teddy is as harmless looking as it could appear and is too cute to plow a sword into. Dodge +5.**Squish (Ex)** Once per day, the Teddy can increase its Escape Artist modifier by the table ATL for a number of rounds equal to table ATL.**Sprint (Ex)** Once per minute a Teddy may sprint, increasing its land speed to 40 feet for 1 round.

CONCLUSION A

You agree to Michael's deal, unable to argue with the kid's logic and surprising self-sufficiency. You sit at their fire and watch with curiosity while Shille, Michael and Tally stitch the new Teddies together with a practiced efficiency. Every now and then they hold up some fur or fabric and ask you for your color preference. Tally has a large chest of material, and if asked, she will solemnly declare that it was Dina's, and now they use it to make other kids happy in her memory.

Eventually, the Teddies are stuffed and ready to go. Tony picks each bear up and seems to breath into it, while he, Tally and Michael all chant a very ancient prayer to Glissande in what seems to be an equally obscure dialect of Halfling. Shille stands ready, and casts the last of the spells, inscribing a rune on the Teddy's bum that holds the magic inside. They tell each of you to pick up your bear and speak only one word into its ears; the activation phrase that will awaken each is unique and of your choosing.

While you experiment with your bears, Mitch and Daga begin to prepare a modest dinner of grilled veggies and fish, eager to have guests to play "The Jade Palace" with, complete with wild and crazy names of drinks and dishes that they want to cook someday. Tally and Sam, the boy with the lute, quickly decide that the Jade Palace needs entertainment, and their comedy show soon has you chuckling merrily. A flash of thunder streaks across the night sky, and for just one moment, you see them not as children frolicking around a campfire, but as grown adventurers fighting their way out of a tomb. A heavy thump behind you snaps you out of your stunned vision. "I ssssee it, toooo. Futurresss I guarrd." Tony's construct form nods its large head towards the door. His paws hold out the ritual book. "Take tooo him. Wee willll haaave it baaack laaatterrr." With that, he shuffles the children into the house with the other smaller teddies, as the rain comes pouring down. In minutes, the torrential downpour has extinguished the fire and left you in the dark.

You stumble your way back to the temple of Destine in the middle of night, uncertain if the Teddies and their charges are going to chase you down and rip the book from your hands in a second thought. Bartholomew is, strangely enough, waiting for you at

the alcove protecting the temple entrance from the rain. "Have something for me already?," he says.

As you recount the strangest day you've had in a while, his eyes get bigger and bigger. Per your agreement with Michael, you smartly avoid telling Bartholomew about the small teddy bears you all have stuffed in your backpacks. The high priest seems to sense that you've left something unsaid, but he lets it go. "Well, the Goddess' will is a strange thing indeed. I've never known Glissande to muck about in mortal affairs this much, but perhaps she's decided that the snippets of inspiration and creative genius she normally grants her faithful need a boost. I will attempt to divine whether another god could be imitating her, this does sound like something Illudra would do, but since the punch line is already played, I wonder why the game would continue if it was her. Regardless, here is the payment I promised. Thank you for your service."

CONCLUSION B

Michael and Tally fight to protect their "big brother" until they lie broken and unconscious or dead. Tony's stuffed body lies ripped and broken, the magic that was keeping it animated spent and wasted away like so much chaff. The smaller teddies lie motionless, their magic absorbed back from where it came. You hear the halfling boys screaming in the streets for the Watch, calling you all murderers. How did it come to this?

You are quickly apprehended for questioning by an enraged looking Sergeant while his team secure the remaining children who are still alive. "We let you adventurers save the day and rule the city, and look what you do? Assaulting children! You are all under arrest. Private Snuffy, get those kids over to their matrons at the Temple of Glissande. They'll sort the kids out." He gleefully throws you all in chains and leads you down the Shining Way to the city's Prison.

High Priest Bartholomew comes to visit you in the prison holding cells. He looks exhausted and forlorn, but he is holding the ritual book that was in Shille's possession.

"Apparently, I trusted the wrong team in this mission. All the magic I hired you to find, gone, destroyed and scattered to the wind. I hope you found some very good information to exonerate yourselves.

Beating up small children? Even if the bear itself was dangerous, could you not contain your love of violence? Could you not restrain them in some nonviolent way? Is this battered tome the only thing we have to go from?"

He stares at you for a long time, listening to your side of the story. "A cascade of tragedies then. Hopefully the Watch will be able to pick up tracking these slavers where the children left off. What kind of world are we coming to when children must rescue themselves?" He shakes his head slowly and walks away, stopping at the door for a moment. "I will tell the Watch to let you go and pray to Destine that you have learned something about yourselves today. And I will follow up with my kindred priests at the Temple of Glissande to see what they are willing to divulge about the childrens' stories." With that, he leaves in haste, and you think he will not be happy to see you in quite some time.

You find him at his desk, head in his hands. "I take it from the fact I'm having visions of animated Teddies in foreign lands, that you were NOT successful in your task." As you tell your version of the events, he fixes you with a stare of the most disapproving Cleric that you've ever met.

"I generally do not approve of the use of violence against children. Hopefully these kids haven't gotten themselves into too much trouble, but clearly, I need to have some words with the faithful of Glissande. They must know something about their goddess' goals in all this, if it really was her. Thank you for expending your effort to investigate this for me. Your payment is with my Steward outside. I must be off." With that, he gets up, escorts you all to the Steward, and then makes haste in the general direction of the Temple of Glissande.

CONCLUSION C

The last of you falls to the ground, beaten by the impressive amount of magic the bears can throw around while aided by their young charges. You see Michael wave goodbye as he and his young friends pack up their adventuring gear and leave out the door to the house, Teddies in tow.

You are woken up hours later by a Diamond Watch Sergeant. "Oye, adventurers. What the heck are you doing here? The neighbors are screeching about fighting noises and spell slinging." He takes your statement and shifts his shoulders wearily. "Those pack of kids and their wagon full of toys? Yeah, we saw them leave town. No one knows where they went. They befuddled the gate guards. Never known a bunch of kids to do that."

You gaze around for any proof that the children were here and are left utterly empty handed. Beleaguered, you trudge back to Bartholomew with what you do know about the Teddies and their creation.

THUS ENDS "**LOST CHILD, ANGRY BEAR**"

TIME UNIT COST: 1 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7
Module Experience	600	850	1200	1800
Bonus 1: Negotiated instead of fighting (Conclusion A)	50	50	100	100
Bonus 2: Book on Teddy Ritual obtained (Conclusion A, B)	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.

➤ **Potion of Healing (1 per PC)**

- ATL 1-3 cure light wounds (CL 1, 50gp)
 - ATL 5 cure moderate wounds (CL 3, 300gp)
 - ATL 7 cure serious wounds (CL 5, 750gp)
- (Value: varies, CL: varies, Tradable: Yes, Real Value \$0, Rarity: Common, Legality: Legal)**

Conclusion A

➤ **Teddy bear (1 per PC)**

For not turning the children in, they have created a cute and cuddly little teddy bear for you. The teddy bear was created to your preferred color pattern. When the activation word is spoken, the teddy bear will animate and will either start talking to you, or dance to/sing a popular children’s song. The teddy bear can do this for

up to 1 hour per day, but the duration can be broken into several smaller periods of time.

In addition, once per day, as a standard action, the teddy bear can cast *sleep* (**DC 15**), or *daze*, (**DC 14**) as a sorcerer with a caster level equal to the ATL this adventure was played. As the teddy bear was empowered to protect you, it also has the ability once per day to cast *protection from evil*, as a swift action. **(Value: 2,200, CL: 9, Tradable: Yes, Real Value \$0, Rarity: Common, Legality: Legal)**

Conclusion B

➤ **Disappointment of the Temple of Destine**

Bartholomew is disappointed in you and the fact that you didn’t see any way to complete your mission other

than attacking the children. This displeasure has the following penalties

For the next 5 modules you play, where you are hired by the temple of Destine, you receive half the monetary reward offered by the temple. In addition, you have a -2 modifier to all Diplomacy checks to gather information from the temple of Destine

□ □ □ □ □

(Value: Priceless CL: N/A, Tradable: No, Real Value \$0, Rarity: Common, Legality: Legal)

➤ **Disappointment of the Diamond Legion**

The Legion is disappointed in you and the fact that you didn't see any way to complete a mission other than attacking children. This displeasure has the following penalties

For the next 5 modules you play, where you are hired by the Legion, you receive half the monetary reward offered by the temple. In addition, you have a -2 modifier to all Diplomacy checks to gather information from the temple of Destine

□ □ □ □ □

(Value: Priceless CL: N/A, Tradable: No, Real Value \$0, Rarity: Common, Legality: Legal)

PLAYER'S HANDOUT #1

Heroes, Destine has need of you once again. Dark dreams trouble me, and I have worrisome leads from the Diamond Legion about child trafficking in our poor and destitute areas. Evil has taken advantage of our weakness, please meet me as soon as possible in my office to discuss the task I would send you on.

In Health,

High Priest Bartholomew, Servant of Destine

GM PLAY AID #1

Tally (ALL ATLS)

Half-elf bard 3

CG Humanoid

Init +3; **Senses** Perception +6

AC 14, touch 14, flat-footed 10 (+1 Dodge, +3 Dex)

hp 22 (3d8+3)

Fort +0, **Ref** +5, **Will** +2

Speed 30 ft.

Melee Dagger +3 (1d4/x3)

Range Sling +3 (1d4/x3)

Spells Known (DC 13 + spell level, Concentration +6)

Cantrips (6) – *Daze, Ghost Sound, Lullaby, Mage Hand, Mending*

1st level (3+1) – *Alarm, Grease, Confusion (Lesser), Sleep*

Str 10, **Dex** 16, **Con** 10, **Int** 14, **Wis** 10, **Cha** 16

Base Atk +0; **CMB** +0; **CMD** 14

Feats Dodge, Skill Focus(Perform)

Skills Acrobatics/Perform(dance) +12, Bluff (+9), Knowledge (local) +9, Perception +6, Perform (puppet show) +6, Spellcraft +6

Languages Common, Elven, Halfling

Treasure Dagger, Commoner's outfit, flute

Special Abilities: **Versatile Performer** – Allows Tally to use her Perform Dance skill in place of Acrobatics.

Fascinate (Su): At 1st level, a bard can use his performance to cause one or more creatures to become [fascinated](#) with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a [Will save](#) (DC 14) to negate the effect. If its [saving throw](#) fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a –4 penalty on all [skill checks](#) made as reactions, such as [Perception](#) checks. Any potential threat to the target allows the target to make a

new [saving throw](#) against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an [enchantment \(compulsion\)](#), mind-affecting ability.

Inspire Courage (Su): A 1st-level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on [saving throws](#) against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls.

Inspire Competence (Su): A bard of 3rd level or higher can use his performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the bard. The ally gets a +2 competence bonus on [skill checks](#) with a particular skill as long as she continues to hear the bard's performance.

Michael

N Human Rogue 2

Initiative +3; **Space/Reach** 5 ft./5 ft.

AC 15, **Touch** 13, **FF** 12 (+2 armor, +3 Dex)

HP 16 (2d8 + 2 + 2 favored) **Speed** 30'

Fort +1, **Ref** +5, **Will** +1

SQ None **DR** No **SR** No **Immune** No

Full Attack Dagger +5 (1d4+2, 18-20x2) or Shortbow +4 (1d6, 20x3)

Special Attacks Sneak Attack +1d6

Spell-Like Abilities None

Str 12 **Dex** 16° **Con** 12 **Int** 10 **Wis** 12 **Cha** 12

Base Atk +0; **CMB** +1; **CMD** 14

Feats Toughness*, Weapon Finesse

Languages Common, Elven, Dwarven

Gear Dagger, Leather Armor, Shortbow (20 arrows)

Skills: Acrobatics +8, Bluff +8, Climb +7, Disable Device +6, Escape Artist +7, Perception +5, Sense Motive +6, Stealth +8

Special Abilities Trapfinding, Evasion, Rogue talent (weapon focus (dagger))

OPEN GAME LICENSE Version 1.0

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The LSJ Campaign Player's Guide, Copyright 2009, The Shining Jewel, LLC; Authors LSJ Staff.

Shopping Spree Rules & Certs, Copyright 2006, The Shining Jewel, LLC; Author Keith Knecht

Lost Child, Angry Bear, Copyright 2018, The Shining Jewel Campaign Author Lynn Miller.