



Aww, Nuts!

LSJ234

By Jay Fisher

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

It is said that the more you grow into your abilities, the bigger the problems you are met with. Truer words were never spoken.

Aww, Nuts! is sequel to the module ***LSJ217 Hare Today, Gone Tomorrow***. ***Hare Today, Gone Tomorrow*** should be played first for the sake of continuity, but each module can be played unto themselves and can be played individually.

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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.

It was determined that a number of polymorphed squirrels that had managed to retain their intelligence decided to enact revenge upon the very adventurers that put them in their current state. While their first attempt at revenge wasn't entirely successful, they did manage to leave their mark on a few of the adventurers (squirrel tails anyone?). Now it is time to take their plan to the next level some several months after their initial actions and the battle with the blood beasts between them . . .

ADVENTURE SUMMARY

Introduction

Encounter 1: On the way

Encounter 1A: Montgar's Horse Outlet

Encounter 1B: Pauline's Pet Emporium

Encounter 2: League of Thaumaturgical Studies

Encounter 3: Grove of Brianna

Encounter 4: Squirrel Attack

Encounter 5: The Farmer

Encounter 6: Olek the Giant

Encounter 7: Attack on the Fraternity

Conclusion

Epilogue

INTRODUCTION

Life in Amthydor is slowly getting back to some semblance of normal. The streets are a bustle with activity. The docks within the Port District have been repaired and shipping has begun anew . . . albeit in a limited fashion. Dock hands and repair crews work hard on a seemingly unending line of damaged ships. All merchant and noble fleets each had to provide a ship or two to replenish the losses taken upon the Amthydoran Navy. While many weren't happy about this order, they knew the necessity of it upon hearing that an Erikas ship was beseeched by pirates and sank about a couple miles away from the city (oh, the irony of that happenstance).

It is shortly after mid-sun. The temperature has been gradually rising as winter finally releases its hold and gives way to spring. A slight westerly breeze comes off the harbor as you stroll down one of the Port District streets looking for work. You pause for a moment, closing your eyes, as you enjoy the warm rays of Sorena's light as a sudden scream breaks you from your moment of peacefulness and immediately grabs your attention. As you turn towards the direction of the scream, you feel the ground rumble slightly. Looking in the distance you see a billowing cloud of dust obscure the street. Shop owners and customers alike desperately try to get out of the way from the oncoming onslaught. What you are seeing appears to be a stampede of some sorts. Carts are overturned and smashed as displays are destroyed as the stampede continues their rampage forward. You quickly realize that this isn't a normal group of animals rampaging through the street. A variety of animals (cats, dogs, or horses), much larger than they should be, continue their reign of destruction without any indication of stopping.

In fact, you realize the predicament you find yourselves in. Not only are you in their path, but the stampede is on a direct course for the inner city gates. And without the protective walls that once stood separating the inner districts, who knows what kind of damage and harm such a stampede will incite.

The type of animals stampeding through the street varies depending on the ATL of the table. The animals themselves seem both wild and crazed; however they can be identified as domesticated animals albeit much larger than normal. Because of the nature in which the animals are currently in, an **Animal Handling** skill check may not succeed. The skill check DC is **20+ATL** and can only affect one animal at a time.

The PCs may wish to subdue the animals. However, should the animals cross the threshold of the inner city gates, the Legionnaires will kill them to prevent any further harm or destruction.

If the PCs detect for magic, they will find a faint trace of it on the animals. The magic won't be anywhere specific on the animal, just permeating throughout. A successful **Knowledge (arcana) DC15+ATL** skill check will determine that the magic has a transmutation aura about it.

When the battle is concluded, continue on.

There is stillness in the street as things begin to settle down. Citizens begin to peek out of doorways from shops and buildings to see if the coast is clear. Several Legionnaires approach your position from the inner city gate, their weapons drawn and at the ready. Seeing that everything seems to be under control, they sheath their weapons and walk over to you.

“Well met. Thank you for stopping the stampede. We were ready at the inner gate. Had they crossed that line, we would have ended their advance for sure.”

🗣️ **What is your name?**

“Sgt. Martin Jeffries. Pleased to make your acquaintance. And you are?”

🗣️ **Where did the animals come from?**

“My guess? That direction,” Sgt. Jeffries says as he points down the street to an obvious trail of carnage and destruction.

If the PCs succeed in a **Perception DC 10** skill check, they can discover something on the animals.

- **ATLs 1-7:** a pink ribbon around the neck of the cats/dogs that says: Pauline's Pet Emporium.
- **ATL 9:** a collar around the neck of the horses that says: Montgar's Horse Outlet.

🗣️ **Why are the animals so large?**

“I don't know. Perhaps you can follow the trail and determine that.”

🗣️ **Who would be the best to find out what happened to the animals?**

Sgt. Jeffries thinks for a moment. “Most likely the League of Thaumaturgical Studies. They do weird. And this is right up their alley. We'll see that the animals get there.”

🗣️ **Can we go see the people at LoTS right now?**

Sgt. Jeffries shrugs after a moment. “You can I suppose. They won't have learned anything yet if you go right now. Give us a chance to bring these animals to LoTS before you give them a visit.”

🗣️ **How much?**

Sgt. Jeffries nods at you, expecting this question. “Money is tight and everyone needs it. I am sure we can make <xxx> gold available to each of you.”

Sgt. Jeffries will offer 50 gp/ATL per person.

If a PC wishes to haggle with the Legionnaire, a successful **Diplomacy DC25+ATL** will increase the amount to 75 gp/ATL per person.

- If the PCs want to go to Pauline's Pet Emporium, **GO TO Encounter 1 (page 6).**
- If the PCs want to go to Montgar's Horse Outlet, **GO TO Encounter 1 (page 6).**

ATL 1**ENLARGED CAT (x6)**

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +7**AC** 14, **touch** 12, **flat-footed** 12 (+2 Dex, +0 size, +2 natural)**hp** 9 (1d8+5)**Fort** +4, **Ref** +4, **Will** +3;**Speed** 30 ft.**Melee** 2 claws +8 (1d4+2), bite +8 (1d6+2)**Space** 5 ft. **Reach** 5 ft.**Str** 15, **Dex** 15, **Con** 14, **Int** 2, **Wis** 16, **Cha** 11;**Base Atk** 0; **CMB** 8; **CMD** 14 (18 vs. trip)**Feats** Weapon Finesse**Skills** Climb +12, Perception +7, Stealth +6; **Racial****Modifiers** +4 Climb, +4 Stealth**ATL 7****ENLARGED DOG (x12)**

N Large animal

Init +5; **Senses** low-light vision, scent; Perception +14**AC** 23, **touch** 14, **flat-footed** 18 (+5 Dex, -1 size, +9 natural)**hp** 37 (2d8+29)**Fort** +11, **Ref** +5, **Will** +5;**Speed** 40 ft.**Melee** bite +13 (1d8+19)**Space** 10 ft. **Reach** 10 ft.**Str** 37, **Dex** 21, **Con** 33, **Int** 2, **Wis** 24, **Cha** 18;**Base Atk** 1; **CMB** 14; **CMD** 28 (32 vs. trip)**Feats** Skill Focus (Perception)**Skills** Acrobatics +5, Perception +14, Survival +7;**Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent.**ATL 3****ENLARGED CAT (x9)**

N Medium animal

Init +4; **Senses** low-light vision, scent; Perception +9**AC** 18, **touch** 14, **flat-footed** 14 (+4 Dex, +0 size, +4 natural)**hp** 22 (2d8+14)**Fort** +6, **Ref** +6, **Will** +5;**Speed** 30 ft.**Melee** 2 claws +10 (1d4+4), bite +10 (1d6+4)**Space** 5 ft. **Reach** 5 ft.**Str** 19, **Dex** 19, **Con** 18, **Int** 2, **Wis** 20, **Cha** 15;**Base Atk** 0; **CMB** 10; **CMD** 18 (22 vs. trip)**Feats** Weapon Finesse**Skills** Climb +14, Perception +9, Stealth +8; **Racial****Modifiers** +4 Climb, +4 Stealth**ATL 9****ENLARGED HORSE (x12)**

N Huge animal

Init +7; **Senses** low-light vision, scent; Perception +14**AC** 25, **touch** 15, **flat-footed** 18 (+7 Dex, -2 size, +10 natural)**hp** 51 (3d8+38)**Fort** +14, **Ref** +10, **Will** +7;**Speed** 50 ft.**Melee** 2 hooves +13 (1d6+16)**Space** 15 ft. **Reach** 10 ft.**Str** 36, **Dex** 24, **Con** 33, **Int** 2, **Wis** 25, **Cha** 19;**Base Atk** 2; **CMB** 15; **CMD** 32 (36 vs. trip)**Feats** Endurance, Run**Skills** Perception +12**ATL 5****ENLARGED DOG (x9)**

N Large animal

Init +3; **Senses** low-light vision, scent; Perception +12**AC** 20, **touch** 12, **flat-footed** 17 (+3 Dex, -1 size, +7 natural)**hp** 33 (2d8+25)**Fort** +11, **Ref** +5, **Will** +5;**Speed** 40 ft.**Melee** bite +11 (1d8+16)**Space** 10 ft. **Reach** 10 ft.**Str** 33, **Dex** 17, **Con** 29, **Int** 2, **Wis** 20, **Cha** 14;**Base Atk** 1; **CMB** 12; **CMD** 24 (28 vs. trip)**Feats** Skill Focus (Perception)**Skills** Acrobatics +3, Perception +12, Survival +5;**Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent.

ENCOUNTER 1 ON THE WAY

As you backtrack the direction in which the animals had come from, you can see all the carnage and destruction that had lain in their wake. Many carts have been overturned and smashed with merchant wares strewn all over the street. You see injured people on the side of the road being tended to as first-aid is applied to those who are in need.

Have the PCs roll a **Perception DC14+ATL** skill check. A successful check will allow the PC(s) to notice the next boxed text passage. If all fail the check, proceed to **Encounter 1A / 1B** as intended.

While most of the injured appear to be tended to, out of the corner of your eye you see something off. An upturned cart, with one of its wheels smashed, draws your attention. While that in itself doesn't seem remarkable compared to the damage in which you have already seen, you notice a hand reaching out from beneath the wreckage. The hand gives way to a forearm and tries to grab onto something, but then the arm suddenly goes limp and no longer moves.

There is a man beneath the demolished cart. In addition to being hurt by the stampeding animals and the overturned cart upon him, the man was also impaled by kitchenware implements (a long two-pronged fork and a paring knife). The man is currently bleeding out and if no one attempts to help him he will most certainly die.

In the event that the PCs are unable (or unwilling) to cast any curative magicks, a successful **Heal DC15** skill check will stabilize the man and prevent him from bleeding out.

☛ **Who are you?**

You see a human male, perhaps in his late 20s. He has brown hair and brown eyes and wears garments that would be befitting of a colder day. "My name is Desmond. Thank you so much for helping me."

☛ **How did you get that fork/knife in your back?**

"When the cart was overturned, I was caught by surprised. All my kitchenware was projected in my direction as well."

☛ **What kind of kitchenware do you sell?**

"Oh, all sorts. Wares for indoor cooking and outdoor cooking. Knives of various sizes. Peelers, cutting boards, cooking vessels. You name it. And since you saved my life I will give 25% off on anything you wish to purchase."

☛ **Since we saved your life, we should get whatever we want for free.**

Desmond frowns at you upon hearing this. And then sighs. "Yes, I owe you my life. But I have to make a living, too. I'll tell you what. One item for free, but if you want anything else then it will have to be at normal price."

☛ **Did you see where the animals came from?**

"They came from that direction," Desmond says as he points south towards the continuing carnage.

☛ **Do you know of any place that normally carry animals that large?**

"No, not at all."

☛ **Thank you for your time.**

"It is I who should be thank you for your time. You've saved my life. I won't forget it."

- If the PCs want to go to Montgar's Horse Outlet, **GO TO Encounter 1A (page 7).**
- If the PCs want to go to Pauline's Pet Emporium, **GO TO Encounter 1B (page 8).**

ENCOUNTER 1A

MONTGAR'S HORSE OUTLET

Continuing southward down the main thoroughfare, you eventually find your way to Montgar's Horse Outlet. The stables that you see seem to be of better quality than the normal stables that are located at the entrances to Amthydor. Thick square posts rise about 15 feet and similar posts are used as crossbeams connecting each vertical post. Well-constructed high-quality stables can be seen beneath a thickly thatched roof.

To the right of the stables is a decent sized corral with a large fence encircling the grassy area. Although it seems like the fence had taken some damage as there is a 20 foot wide gap between the fence posts. A male human, perhaps in his early 30, works hard at clearing the debris of the broken fence. He stands about 5'9" and seems to be in decent shape. You cannot help but notice the sweat stains upon his dark shirt.

He pauses for a moment to wipe the glistening sweat from his brow when he sees you approach. He nods to you, but seems wary of your arrival.

"Good day to you. How may I help you?"

☛ Are you Montgar?

"Yes. Arim Montgar. You can call me Arim. How can I help you?"

☛ Having trouble with the fence?

Arim frowns at the comment and seems annoyed. "What do you want me to say? No, no trouble at all. I always have a big hole in my fence to let all my livestock escape. Or, of course I'm having trouble. What does it look like?"

Arim pauses for a moment as he rubs the bridge of his nose. "I'm sorry. I've had a very bad day and I shouldn't be taking it out on you."

☛ Can you tell us what happened?

Arim thinks for a moment. "Well, everything seemed okay at first. The horses had a good exercise and they were cooling off by having a drink at the trough. I went inside to get them some treats when they started baying suddenly. I heard a smash and

as I returned to the corral I saw the horses rearing up with crazed looks in their eyes. It sounded as if they were in pain and, no matter what I did, I couldn't calm them down. They started running around the corral in circles until one of them tried jumping over the fence. He smashed the fence and ran down the street with the others following his lead."

☛ Did you notice anything strange about the horses?

"I didn't realize it at the time, but I think they got larger. This would explain their great strength and the way they were able to easily smash both the fence and the water trough"

☛ We stopped your horse.

"Really? They didn't hurt anyone did they? Where are they now?"

☛ They've been taken to LoTS.

Montgar nods. "That makes sense," he pauses for a moment in thought. "Do you think they will return them to me?"

☛ I don't know.

Montgar nods. "I am sure someone at LoTS will contact me when they know more."

☛ Can we see the water trough?

"Of course. It's over here." Arim leads you inside the corral towards the stables. You can easily see where the horses are kept and wide covered paths that are used to take to the horses to and from the corral. Near the currently open swing gate, you see a water trough. Or, at least, what appears to be what's left of a water trough. Originally perhaps 10 feet in length, it has been smashed in at least three places.

If the PCs wish, they can make a **Perception** skill check. A successful **DC15+ATL** skill check will allow the PC(s) to find a little water remaining in the trough. Otherwise, the trough is empty.

The water, if *detect magic* is cast upon it, will have a faint aura of magic detected upon it. A successful **Knowledge (arcana) DC15+ATL** skill check will allow the PC to determine that the kind of magic used was from the transmutation school. If the PCs wish, they can take some of the water for further study, but it will lose any magical properties at the end of this adventure. Allow the PC collecting the water to make a

Wisdom ability check. If the total of the roll exceeds **DC20**, then the PC will be able to collect two doses.

☛ **Do you regularly feed your horses magical water?**

Arim looks at you with a shocked expression upon his face. “No, of course not.”

The PCs may wish to Sense Motive on Arim. They may attempt to do so, but any result will determine that Arim is genuinely surprised that there was something in the water and he knew nothing about it.

☛ **Thank you for your time.**

Arim nods his head. “Thank you as well. And maybe when things calm down you can come back horse? I’ll give you 25% off since you were injured by one of my animals.”

➤ If the PCs want to go to the League of Thaumaturgical Studies, **GO TO Encounter 2 (page 10).**

NOTE: There is a 50/50 chance that the PCs will be attacked by enlarged squirrels (**Encounter 4**) after they complete **Encounter 1A/1B** or **Encounter 2**. Roll percentile dice. A result of 50 or less, **GO TO Encounter 4 (page 14).**

ENCOUNTER 1B **PAULINE’S PET EMPORIUM**

Continuing southward down the main thoroughfare, you eventually find your way to Pauline’s Pet Emporium. This is a modest shop with open shuttered windows. There is a double-sided chalkboard tented near the propped open door. The board has fancy circular lettered writing upon it that reads: “**SPECIAL: Lap Dogs – 2 for 25gp. Regular 15gp each.**”

Walking inside you see what appears to be a cozy little shop. There are small cages with a variety of small animals and birds. On the floor next to the window are a couple of pens with larger animals. The coziness, however, is disturbed by what appears to be a young halfling female working on cleaning up the mess of a broken pen. Broken wood and

ripped chicken wire can be seen with straw scattered all about.

The halfling looks up at your approach. She has short sandy blonde hair and stands just under three feet tall. She wears a pink frilly blouse and white shorts that extend to her knees. Her feet are bare as a shoe-wearing halfling would be an odd sight indeed. She brushes herself off and forces her concerned expression into a smile.

“Welcome to Pauline’s Pet Emporium. I am Pauline. How can I help you?”

☛ **What happened here?**

Pauline’s smile fades as she crosses her arms in frustration. “Everything seemed okay. I had just fed and watered the animals. They were still playing when I left them. Then not two minutes later I heard snarling, hissing, and a couple of crashes. I hurried back to see what was the matter when I noticed that the animals were gone.”

☛ **Did you notice anything strange about the cats?**

“I did manage to see a glimpse of one of them as it escaped through the open door. It was several times larger than it should have been. It was the size of a cougar and it was larger than me!”

☛ **Did you notice anything strange about the dogs?**

“I did manage to see a glimpse of one of them as it escaped through the open door. It was several times larger than it should have been. It was the size of a horse and it was much larger than me!”

☛ **What was damaged?**

“Only the pen in which they were kept was damaged. However if the door wasn’t propped open like it was, I’m sure that would have been damaged too.”

☛ **We stopped your cats/dogs.**

“Really? They didn’t hurt anyone did they? Where are they now?”

☛ **They’ve been taken to LoTS.**

Pauline nods. “That makes sense,” she pauses for a moment in thought. “Do you think they will return them to me?”

☞ I don't know.

Pauline nods. "I am sure someone at LoTS will contact me when they know more."

☞ Can we see the destroyed pen?

"Sure. It's over here." Pauline leads you to the area in which she was when you found her. There is straw everywhere and an upturned bowl of food.

If the PCs wish, they can make a **Perception** skill check. A successful **DC15+ATL** skill check will allow the PC(s) to find a little water remaining in the water bowl. Otherwise, the bowl is empty.

The water, if *detect magic* is cast upon it, will have a faint aura of magic detected upon it. A successful **Knowledge (arcana) DC15+ATL** skill check will allow the PC to determine that the kind of magic used was from the transmutation school. If the PCs wish, they can take some of the water for further study, but it will lose any magical properties at the end of this adventure. Allow the PC collecting the water to make a **Wisdom** ability check. If the total of the roll exceeds **DC20**, then the PC will be able to collect two doses.

☞ Do you regularly feed your cats/dogs magical water?

Pauline looks at you with a shocked expression upon her face. "No, of course not."

The PCs may wish to Sense Motive on Pauline. They may attempt to do so, but any result will determine that Pauline is genuinely surprised that there was something in the water and she knew nothing about it.

☞ What other animals do you have for sale?

Pauline's smile immediately returns at the thought of making a possible sale. "Oh, we have a number of animals available to be a forever pet."

Give PCs **Player's Handout #1**.

☞ I see you have squirrels for sale. Can we see them?

Happy to be moving on from the earlier subject, Pauline leads you to a number of cages sitting on a shelf. "Of course. Right this way." And then she turns to reach for the cage, her hand stopping suddenly. "They're gone! How could they gotten out?"

☞ What's gone?

"The squirrels are gone!"

☞ Where did you get the squirrels?

"A farmer caught them for me in his field."

☞ Do you know the name of the farmer?

"Yes. His name is Zeke."

☞ How many squirrels are missing?

"A dozen. And they can all be identified with a pink ribbon around their neck with the name of my shop upon it."

☞ We encountered your squirrels.

"Are they alright? What happened?"

☞ Your squirrel bit me.

"Oh my! Did you provoke them in any way? Most animals will bite if you antagonize them. But you should get that looked at right away."

☞ The squirrels were human-sized and attacked us.

"Really?" Pauline asks with an astonished gasp. "How'd they do that? I don't see any other damages in the shop. Just an open cage."

☞ Perhaps the squirrels are more intelligent than the average squirrel.

"Perhaps."

☞ Thank you for your time.

"Thanks as well. And maybe when things calm down you can come back for a pet? I'll give you 25% off since you were injured by one of my animals."

- If the PCs want to go to the League of Thaumaturgical Studies, **GO TO Encounter 2 (page 10)**.
- If the PCs want to go see the Farmer, **GO TO Encounter 5 (page 17)**.

NOTE: There is a 50/50 chance that the PCs will be attacked by enlarged squirrels (**Encounter 4**) after they complete **Encounter 1A/1B** or **Encounter 2**. Roll percentile dice. A result of 50 or less, **GO TO Encounter 4 (page 14)**.

ENCOUNTER 2

LEAGUE OF THAUMATURGICAL STUDIES

The League (or LoTS as it is also called) is situated in the area that was once known to be the Academy District. You pass many other learning institutions before reaching your destination. It takes you about ten minutes to reach the League's main building from the Royal Way.

The building looks unimpressive as you enter through the double doors. One floor with eight foot high ceilings that is barely big enough to fit three covered wagons within. You walk up to the receptionist that sits patiently behind a darkwood-finished desk. The woman sitting before you appears to be in her mid-20s or 30s . . . until you notice her elven ears. Only she knows what her true age is! Her hair is tied back into a ponytail and you see her furiously writing with a feathered quill upon a long piece of parchment paper. She seem oblivious of you as you approach. However, without looking up or missing a single pen stroke, she inquires, "How may I help you?"

The elven woman's name is Eliscialla (el-lis-SEE-ay-lee-ah), a forest elf from the Thornwater region. She is an intern at the League and is currently working on several assignments given to her. She will continue to write until she is forced to look up. Those that have been to the League before might recognize her. If the PCs inquire about it, go ahead and allow it.

☛ The PC(s) explain that they are here concerning the enlarged animals that stampeded through the Port District.

"Go left through the door and follow the hall until it ends. Knock three times. Stand back and wait three seconds. If there is no flash, then open the door and proceed."

There is 30% chance that the door will flash when knocked upon. The flash is a warning that the transit is in use and the door will not open. A successful **Knowledge (local) DC 20** will allow the PC(s) to know this. PC(s) that are members of the League would automatically know this.

☛ What if there is a flash?

"Then wait three minutes before trying again."

☛ What happens if we don't heed your instructions (and go immediately after the flash)?

"Then you get what you deserve."

Should the PCs not heed Eliscialla's instructions and attempt to enter the door after the flash, the door will not open (and unless the PC(s) make a **Reflex Save DC15**, they will walk into the closed door).

If the PCs present the letter of invitation for Eliscialla to see, she will stop writing and look up, scanning the parchment. She's give the same directions as above.

Entering through the door, you see a small room barely large enough to fit all of you within. There is a door on the opposite wall.

The door on the opposite wall will remain locked (the door cannot be picked or magically opened). When the PCs are all in the room, the door they entered from will close and lock behind them. There will be a quick flash that fills the room and the door in front will then open.

Stepping through the door, you enter what appears to be a 20 by 20 foot office. On the right wall is a large bookcase filled with books and scrolls. On the left wall there appears to be an unmade cot with several pillows upon it. In front of you along the back wall is a plain looking wooden desk. The woman sitting behind the desk appears to be scrawling something upon a piece of parchment. She looks up to you and smiles as you enter. At first glance you might have thought she was human in her thirties, but her angular face and slightly pointed ears give way to her partial elven ancestry, which would place her age upwards in the 50 year range by the looks of her. Her white-blonde hair is simply tied back pulled together with a maroon scrunchie. She wears a white robe with a maroon vest; a silhouette of some sort of lizard-like creature emblmed on her left chest area. She stands and gestures to the chairs in front of her desk.

"Ah, good. I assume you are the ones that are seeking information concerning the oversized creatures? Please be seated. We have much to discuss."

☛ Who are you?

"My name is Dinalta. I am the Head Counselor for the Chapter of the Basilisk, the school of transmutation."

☛ **What can you tell us of the animals?**

“Well, whatever they consumed, it worked similar to an *enlarge* spell, but with more oomph! I’ve never seen anything quite like it.”

☛ **Consumed? We have a sample of the water. It has magical properties.**

“Let me see. Let me see.” She says, reaching her hands out similar to that a child saying ‘gimmee.’ Upon acquiring your sample, she immediately pours the contents into a small clear vial and holds it to the light. While looking clear, faint swirls can be seen slowly turning in the liquid. Her bright blue eyes are alight with wonder.

“Fascinating . . .” she says as she opens one of the desk drawers that is beyond your sight. Reaching inside, she removes a few items from the drawer and places them upon the desk; a clear glass, a wine skin, and a feather. Pouring yellow-tinged liquid into the glass, Dinalta begins stirring the contents with the feather while saying an incantation. Her eyes flash with a blue-white arcane light as she looks upon the vial of water once more. “Fascinating . . .”

☛ **What’s fascinating?**

Dinalta seems startled as you being her back to reality. She smiles sheepishly. “Please excuse me. Usually I am alone and I get completely wrapped up in my work.”

☛ **What did you find out?**

“Well, the liquid you found is mixed with water. Usually such an action will either dilute the magic to a very weaker state or ruin it completely. But the magicks within this vial is very potent. I would surmise that the this small portion can affect you or I if consumed,” and then she frowns a little upon hearing her own comment, “but I wouldn’t recommend it.”

Dinalta writes a couple of things down before continuing. “It definitely has transmutation properties. At first, based on the results I discovered with the animals, I considered the magicks to be similar to an *enlarge*-type spell, but now I think it is something different. It has similar characteristics to that of a *polymorph* spell, but without the ability to shift to a different creature. I would venture to guess that someone is doing some experimentation and working on a super growth potion? I don’t know for

sure based on what I have seen so far. I feel it isn’t complete.”

☛ **Is there anything else?**

“Yes, there is. There is a variable in both the animals and the water sample that I cannot identify. I pretty much can determine all the arcane influences, but this is something different. Something almost . . . wild.”

☛ **Perhaps it is divine in nature?**

Dinalta thinks for a moment and then slowly nods. “Yes, that could be it. Perhaps we need a second opinion on this. Someone that has knowledge in the priestly arts. Yes, I am sure that is the answer.”

If players are having a hard time coming up this question, allow an **Intelligence DC15** ability check. A successful check will result in the PC knowing the question to ask.

☛ **Who do you recommend that we speak to?**

Dinalta finishes writing a few things, rolls up the parchment, and inserts it into a scroll case with practiced ease. “These are my findings. Perhaps someone in the Brianna clergy can help.”

A successful **Knowledge (religion) DC10** skill check will allow the PC(s) to know that Brianna is the Goddess of Animals and her grove/temple is in the Temple District.

☛ **What about Destine?**

Dinalta looks at you for a moment. The expression on her face suggests you might have just recently grew a new head or something. “While the temple of Destine does happen to provide a lot of pertinent information, what we need to know needs to come from someone who is specialized in that area. The Destinities will most likely refer you to the Temple of Brianna anyway. So it’s best not to waste time.”

☛ **Is there anything else that you can tell us?**

“The sample you gave me is temporary in nature. That is, based on the amount present of course. If consumed, it may last anywhere from six to twenty-four seconds and will enlarge the consumer by one size category. But it is also unstable. There is a ‘wildness’ within, for a lack of a better term, that could affect the consumer’s judgement. Without further testing, I cannot be certain.”

ENCOUNTER 3 GROVE OF BRIANNA

☞ What if more than one does is consumed?

Dinalta looks at you with a blank expression and then one of disbelief. She then sighs. "I don't know. The duration might persist or it might do something completely different altogether. However if you wish to do something this stupid, I hope you are in good favor with whatever deity you worship."

☞ What about the animals? What is their condition?

"The animals are in stable condition for the moment and it seems like their 'wildness' has subsided. But I can't rule out that it won't return on a future date. I would like to observe them a little more before I am comfortable releasing them. Their size, on the other hand, is permanent. It is as if the *dispel magic* spells we cast upon them have nothing to grasp onto to dispel."

☞ So what will happen to the animals?

"That will be up to their owner. You should check with them."

☞ You know, this sound like something similar that happened a while ago. Only then, we got smaller.

"Oh really? What happened?"

LSJ217 *Hare Today, Gone Tomorrow*

☞ I even have a squirrel tail from the ordeal.

Dinalta blinks and looks to you, seeing your tail as if it just magically appeared. "Extraordinary! Do you think you can hang around a bit for some tests?"

☞ Thank you for your time.

"You are welcome. Now if you will excuse me, I still have much work to do."

- If the PCs want to go to Pauline's Pet Emporium, **GO TO Encounter 1B (page 8).**
- If the PCs want to go to the Grove of Brianna, **GO TO Encounter 3 (page 12).**
- If the PCs want to go see the Farmer, **GO TO Encounter 5 (page 17).**

NOTE: There is a 50/50 chance that the PCs will be attacked by enlarged squirrels (**Encounter 4**) after they complete **Encounter 1A/1B** or **Encounter 2**. Roll percentile dice. A result of 50 or less, **GO TO Encounter 4 (page 14).**

It takes less than a half-hour to get to the Temple District. 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 grazes 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.

As you look around for someone to speak to, a woman steps out from behind a tree. She is just over five feet tall, with honey blonde hair and hazel eyes. Her well-worn leather clothing cannot hide a sense of quiet confidence and serene authority. Perhaps the wooden disk hanging about her neck, with the symbol of a stag's head, the symbol of Brianna, has something to do with it.

"Welcome to the Grove of Brianna. My name is Nysia. How may this servant of the Huntress help you this day?"

This is Nysia. On a successful **Perception DC15** skill check, the PC(s) will be able to make out an emblem slightly concealed by the folds of her tunic and cloak. The emblem is slightly faded from age and has a silver horse and gauntlet upon it. PCs may attempt to identify this emblem. A successful **Knowledge (local) DC15** skill check or a **Knowledge (nobility) DC10** skill check will allow the PC(s) to know that this emblem is the heraldry of House Jirin. If the **Knowledge (nobility)** check was **DC15** or greater, the PC(s) also know that this woman is Lady Nysia Jirin, daughter of the Lady Consul. Lady Nysia avoids the public eye in favor of her duties as a druid of Brianna.

☛ We are here concerning the incident with the rampaging animals that happened in the Port District earlier this day.

Nysia looks to you with both wonder and concern. “I heard about that. What happened? Are the animals okay? Was anyone else hurt?”

☛ The animals are at LoTS and have been examined by Dinalta.

“Oh really? What were her findings?”

☛ She found a number of things / PCs give Nysia the scroll case with Dinalta’s findings.

Nysia slides the parchment from the scroll case and unfurls it to read. Although reading in silence, her expressions change as she reads one passage to the next. Finishing the scroll, she begins to chew on a fingernail, lost in thought.

PCs may wish to Sense Motive DC10 on Nysia to discern the gamut of expressions. If successful, the PC(s) will see her expressions range from surprise to concern to irritation to exasperation.

☛ Do the findings mean anything to you?

“Oh, I’m sorry. I just got lost in thought. Yes, they do mean something to me. The polymorph aspects concern me, although none of the animals have had their forms changed. It sounds similar to an incident that happened several months ago. Shortly before the attack on the city.”

☛ Can you tell us anything about the variable that Dinalta couldn’t identify?

There is a look of both concern and exasperation on Nysia’s face as she considers her words. “It’s actually two things. But I can see how it could be easily mistaken for one. The easy part first: the first aspect she couldn’t identify was indeed divine in nature. You can’t get more divine than the blood of a deity, right? It’s Graala’s blood. While I am thankful that she stepped in and brought many back from the brink of death during the final fight with the blood beasts, we’ve been cleaning up her blood spray escapade for months now. Who knows when it will be completely cleaned up.”

☛ You said two aspects. What was your other discovery?

The look of concern returns to Nysia’s eyes. “There is giant blood mixed in as well. It is a small amount, but it is there nonetheless. I imagine this was a kind of ‘let’s see what this can do’ type of test. I would

hate to see what might happen if there was more giant blood in the compound.”

☛ Where would they get giant blood?

“Well, Olek has returned. He came back a few weeks ago. While people were happy to see him, he felt bad for not being able to help in the city’s time of need. He’s been sulking in his tent ever since.”

☛ You think they got the blood from Olek?

“Do you know of any other giant in these parts? I don’t think that this is a coincidence that these events happened shortly after Olek’s return.”

☛ Do you think it’d be okay to visit Olek?

Nysia bites her lip for a moment before responding. “Maybe. Just be careful how you say things to him. He’s very sensitive and has the mind of a child. And he’s already glum for not being able to help us.”

☛ Where can we find Olek?

“His tent is outside the north gate city walls on the northern harbor bank.”

Nysia will give the PCs directions to Olek’s tent.

If the PCs were attack on their way to this location, Nysia will pick up on the known signs.

Nysia looks at you with concern. “Are you okay? Some of you look a little stressed.”

☛ We were attacked on our way here/on our way to LoTS?

“Oh no! Are you alright? Did you need some healing? What happened?”

☛ We were attacked by human-sized squirrels.

Nysia laughs at your statement, but then realizes you’re not laughing as well. She looks at you with an uncertain gaze. “You’re serious, aren’t you.”

☛ Of course we’re serious.

“Oh my! What was that like?”

☛ I was bitten.

Nysia’s expression changes immediately to one of worry. “Oh no! I have a terrible thought. Quick, does anyone have any silver?”

☛ Silver? Why silver?

“It’s for a theory I wish to test. Quickly, anyone?”

ENCOUNTER 4

SQUIRREL ATTACK

PCs that failed their Fort saving throws from their attacks with the squirrels will feel a slight burning sensation when silver is applied to their skin.

Nysia's eyes widen as she sees a wisp of smoke and the slight smell of burnt flesh. She quickly lifts the silver from your skin to see a dark red mark in the shape of the silver item placed upon you.

“One moment. I have something for this.” Nysia picks several leaves from the grove and begins turning it into a paste. She puts the paste in a glass and adds water. “Quickly, drink this. You don't have time to ask what it is. It's something that will, hopefully, prevent you from turning into a lycanthrope.”

Nysia gave the PC(s) belladonna. PCs that take this poison will need to make a **Fort DC14** saving throw. Those that fail will suffer 1d2 Str damage for the remainder of the day. Whether PC saves or not, this will give them one more save vs. Lycanthropy. Allow the PC(s) one additional **Fort DC15 (DC20** if PC has a squirrel tail) saving throw to shrug off the lycanthropy effect. If the saving throw fails once more, the PC(s) will either have to have to cured by other means or live with the affliction (a *remove disease* or *heal* spell cast by a cleric of 12th level or greater).

☛ **I've never heard of a squirrel lycanthrope.**

“Neither have I. However the mixture of Graala's blood, the polymorph factor, and it being a squirrel could maybe create something new.”

☛ **Can you cure this?**

“I could. But the materials to do so would be costly. For each of you afflicted I would require 360gp so that I might get the necessary materials.”

NOTE: This module is for ATLS 1-9. There might be an off-chance that there is a 12th level cleric in the group. The PC can cast the *remove disease* spell on an afflicted PC if he/she has the spell prepared.

☛ **Thank you very much for your help.**

“You're welcome. Please try to get turned. Okay?”

- If the PCs want to go to Pauline's Pet Emporium, **GO TO Encounter 1B (page 8).**
- If the PCs want to go see the Farmer, **GO TO Encounter 5 (page 17).**
- If the PCs want to go to see Olek the Giant, **GO TO Encounter 6 (page 18).**

There are six squirrels that have been enlarged and are waiting on the roofs of the nearby buildings on the street the PCs are traveling. Have the PCs make a **Perception DC14+ATL**. Those who fail this check are surprised and cannot act during the first round of combat.

Moving to your next destination, you think about what you have learned so far. But those thoughts are interrupted attracts your attention in your peripheral vision. Something quick, large, and . . . furry!

TACTICS: The squirrels will attack the PCs from the rooftops by leaping at them if they can. They move quicker than the PCs (mostly), especially when they glide from the rooftops. The squirrels will fight until the bitter end.

The bites from the squirrels can be infectious. With the magicks of the potion they drank and the blood of Graala mixed in, there is a chance that the PCs bitten will be afflicted with Lycanthropy. A successful **Fort DC15** save will allow the PC to resist the affliction. If a bitten PC already has a squirrel tail (from **LSJ217 Hare Today, Gone Tomorrow**), their save DC is increased to a **Fort DC20** saving throw.

When searching the squirrels at the end of combat, the PCs won't find anything of value. They will find, however, a pink ribbon around the neck of each squirrel. The ribbon has writing on it that says: 'Pauline's Pet Emporium.'

- If the PCs want to go to Pauline's Pet Emporium, **GO TO Encounter 1B (page 8).**
- If the PCs want to go to the League of Thaumaturgical Studies, **GO TO Encounter 2 (page 10).**
- If the PCs want to go to the Grove of Brianna, **GO TO Encounter 3 (page 12).**

ATL 1**ENLARGED SQUIRREL (x6)**

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +3**AC** 14, **touch** 12, **flat-footed** 12 (+2 Dex, +0 size, +2 natural)**hp** 9 (1d8+5)**Fort** +4, **Ref** +4, **Will** +3;**Speed** 40 ft., fly 80 ft. (clumsy)**Melee** bite +8 (1d6+5)**Space** 5 ft. **Reach** 5 ft.**Str** 15, **Dex** 15, **Con** 14, **Int** 8, **Wis** 16, **Cha** 10;**Base Atk** 0; **CMB** 8; **CMD** 14 (18 vs. trip)**Feats** Acrobatic, Weapon Finesse**Skills** Acrobatics +8, Climb +16, Fly +0; **Racial****Modifiers** +11 Acrobatics (+8 when jumping), Climb, +8 **SQ** glide**Glide (Ex)** A squirrel cannot use its fly speed to hover. When flying, a squirrel must end its movement at least 5 feet lower in elevation than when it started.**ATL 5****ENLARGED SQUIRREL (x6)**

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +3**AC** 18, **touch** 13, **flat-footed** 15 (+3 Dex, +0 size, +5 natural)**hp** 54 (6d8+28)**Fort** +4, **Ref** +4, **Will** +3;**Speed** 40 ft., fly 80 ft. (clumsy)**Melee** bite +11 (1d6+5)**Space** 5 ft. **Reach** 5 ft.**Str** 15, **Dex** 16, **Con** 14, **Int** 8, **Wis** 16, **Cha** 10;**Base Atk** 3; **CMB** 8; **CMD** 15 (19 vs. trip)**Feats** Acrobatic, Weapon Finesse**Skills** Acrobatics +9, Climb +14, Fly +3; **Racial****Modifiers** +11 Acrobatics (+8 when jumping), Climb, +8 **SQ** glide**Glide (Ex)** A squirrel cannot use its fly speed to hover. When flying, a squirrel must end its movement at least 5 feet lower in elevation than when it started.**ATL 3****ENLARGED SQUIRREL (x6)**

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +3**AC** 14, **touch** 12, **flat-footed** 12 (+2 Dex, +0 size, +2 natural)**hp** 18 (2d8+5)**Fort** +4, **Ref** +4, **Will** +3;**Speed** 40 ft., fly 80 ft. (clumsy)**Melee** bite +8 (1d6+5)**Space** 5 ft. **Reach** 5 ft.**Str** 15, **Dex** 15, **Con** 14, **Int** 8, **Wis** 16, **Cha** 10;**Base Atk** 1; **CMB** 8; **CMD** 14 (18 vs. trip)**Feats** Acrobatic, Weapon Finesse**Skills** Acrobatics +8, Climb +16, Fly +0; **Racial****Modifiers** +11 Acrobatics (+8 when jumping), Climb, +8 **SQ** glide**Glide (Ex)** A squirrel cannot use its fly speed to hover. When flying, a squirrel must end its movement at least 5 feet lower in elevation than when it started.**ATL 7****ENLARGED SQUIRREL (x6)**

N Medium animal

Init +5; **Senses** low-light vision, scent; Perception +5**AC** 22, **touch** 15, **flat-footed** 17 (+5 Dex, +0 size, +7 natural)**hp** 66 (6d8+40)**Fort** +6, **Ref** +6, **Will** +5;**Speed** 40 ft., fly 80 ft. (clumsy)**Melee** bite +13 (1d6+8)**Space** 5 ft. **Reach** 5 ft.**Str** 19, **Dex** 20, **Con** 18, **Int** 8, **Wis** 20, **Cha** 14;**Base Atk** 3; **CMB** 10; **CMD** 19 (23 vs. trip)**Feats** Acrobatic, Weapon Finesse**Skills** Acrobatics +11, Climb +16, Fly +5; **Racial****Modifiers** +11 Acrobatics (+8 when jumping), Climb, +8 **SQ** glide**Glide (Ex)** A squirrel cannot use its fly speed to hover. When flying, a squirrel must end its movement at least 5 feet lower in elevation than when it started.

ATL 9**ENLARGED SQUIRREL (x6)**

N Medium animal

Init +7; **Senses** low-light vision, scent; **Perception** +7

AC 26, **touch** 17, **flat-footed** 19 (+7 Dex, +0 size, +9 natural)

hp 78 (6d8+52)

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

Speed 40 ft., fly 80 ft. (clumsy)

Melee bite +15 (1d6+11)

Space 5 ft. **Reach** 5 ft.

Str 23, **Dex** 24, **Con** 22, **Int** 8, **Wis** 24, **Cha** 18;

Base Atk 3; **CMB** 12; **CMD** 23 (27 vs. trip)

Feats Acrobatic, Weapon Finesse

Skills Acrobatics +13, Climb +18, Fly +7; **Racial**

Modifiers +11 Acrobatics (+8 when jumping), Climb, +8

SQ glide

Glide (Ex) A squirrel cannot use its fly speed to hover. When flying, a squirrel must end its movement at least 5 feet lower in elevation than when it started.

ENCOUNTER 5

THE FARMER

Following the directions from Pauline, you make your way through the city's south gate and on the road heading south. There are a few houses and tent near the city walls, but they eventually trail off after about 15 minutes or so.

Traveling on for another 20 minutes, you find yourselves entering areas that are fenced off. Rows of corn can be seen on the west side extending as far as you can see. The area on the east side is fenced off as well, but it isn't filled with crops. You see several cows grazing on the land near the fence and watch you go by. About 10 minutes later, you see what appears to be a large homestead. The fence turns inward creating a fenced path towards the front door.

The PCs can make their way up to the front door with no problem. There is a large ringed knocker in the middle of each of the double doors. The sound will reverberate on the other side of the door as the PCs wait for a response.

After a minute or so, you hear the faint echo of footsteps approaching. You hear a heavy clip and the sound of something metallic slide heavily across the midsection of the doors. There is a slight THUD and then silence. The squeaking sound from the door's hinges is heard as the right side door is opened. Before you stands a human, perhaps in his late 30s or early 40s. He has on a reddish shirt and wears brown coveralls. His salt and pepper brown hair is a bit wild and unkempt underneath a wide brimmed straw hat. He looks at you with a slight look of surprise, apparently not used to being visited by strangers.

"Howdy. What can I do ya for?"

🗣️ **What is your name?**

"My name is Zeke. Nice to me ya. What's yours?"

🗣️ **Pauline said you sold her a bunch of squirrels?**

"Ah yes. Nice lass. Sweet too. But yes, I sold 'em to her. What of it?"

🗣️ **How do you know Pauline?**

"Pauline's a friend. Her brothers work on the farm picking corn, milking cows, and bailing hay . . . all six of 'em. She stops by many a night after she closes her shop."

🗣️ **The squirrels grew and attacked us.**

"Really?" Zeke asks as he removes his hat for a moment to scratch his head. "Grew ya say?" He puts his hat back on. "That's darn peculiar."

🗣️ **You weren't aware that they could do that, were you?**

"Of course not. I have a simple life and do simple things. I thought they were simple squirrels."

🗣️ **How did you come by the squirrels?**

"Caught 'em I did. Yes sirree! I thought it would be hard, but it wadn't."

🗣️ **Can you tell us how you caught them?**

"Well, I have these cages. I put food inside. Got it so far? Good. The cage door is set to close when something enters the cage. Sometimes it works, sometimes it don't. I was lucky. I managed to catch a full dozen of them this way," he says with a proud smile.

🗣️ **You caught them all at the same time?**

"Heavens no! One at a time. It was like one a day for almost two weeks."

🗣️ **And you didn't find this strange?**

Zeke looks at you in silence for a moment and then grimaces. "Not at the time. Now that you say it out loud, it certainly seems peculiar."

🗣️ **And you didn't have any idea there was anything strange about the squirrels?**

"Absatively posilutely not."

🗣️ **How much did you get for them?**

"Five silver each. Pauline sells them for a single gold."

🗣️ **You said you sold her 12 squirrels. We've encountered six of them. Have you seen the others??**

"Nope."

☞ **Thank you for your time.**

“Yer welcome. I hope you get your man . . . er, squirrel.”

- If the PCs want to go to the League of Thaumaturgical Studies, **GO TO Encounter 2 (page 10).**
- If the PCs want to go to the Grove of Brianna, **GO TO Encounter 3 (page 12).**

ENCOUNTER 6 **OLEK THE GIANT**

Following the directions to Olek’s place, you exit the Port District through the North Gate. There is a make-shift path following the north wall eastward towards the harbor. It takes you less than ten minutes to reach a gigantic structure.

Overall, it looks similar to a tent, standing perhaps about 25-30 feet tall. It encompasses an area of 100 feet in length and about 50 feet wide. The material on the tent seems to be a type of cloth, but it is much thicker than anything you have ever seen. The flaps to the tent are down and there is a crack wide enough for you to easily slip through.

A sound draws your attention before you can enter. Looking to the left you see a large brown cow tied with a very long rope to a large sign embedded into the ground. The sign itself is perhaps four feet tall and six feet wide. The cow bell rings again as the animal looks at you, slowly chewing the grass in its mouth.

The words on the sign read “Olek’s Cow” in what appears to be stick figure writing. The cow isn’t magical, nor is anything upon it. The cow is Olek’s pet.

The PCs may approach the tent however they like. If they call out to Olek, there will be no answer. Although if the PCs are persistent (after the third time), they will finally get an answer from the giant telling them to “GO AWAY.”

If the PCs wish to enter the tent, they are free to do so. If they try to do so quietly (i.e. **Stealth** skill check), the PCs may startle Olek. Olek has a +14 bonus to

Perception to try and perceive anyone trying to be quiet or sneak up on him.

As you enter the tent, you see a grand open space. While not tall enough for Olek to stand at his full height, the tent has enough space and head room to allow him to sit or lie down comfortably. Presently you see him sitting, his back to you as you enter.

OLEK THE TOR GIANT

CG Colossal Giant

Init +0; **Senses** darkvision 60 ft., scent, tremorsense; **Perception** +14

AC 38, touch 2, flat-footed 38; (-8 size, +28 natural)

hp 672 (32d10+448)

Fort +32, **Ref** +9, **Will** +9

Defensive Abilities rock catching; **DR** 5/piercing or slashing

Speed 80 ft.

Melee Giant Club +44/+39/+34/+29 (4d8+25/19-20) or slam +44/+39/+34/+29 (2d8+17)

Ranged rock +44 (4d8+25)

Space 30 ft.; **Reach** 30 ft.

Special Attacks rock throwing, trample 4d8+25

Str 45, **Dex** 10, **Con** 38, **Int** 7, **Wis** 10, **Cha** 8

Base Atk +27; **CMB** +52, **CMD** 62

Feats Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Critical (Giant club), Improved Sunder, Power Attack.

Skills Acrobatics +17, Climb +17, Intimidate +10, **Perception** +14, **Survival** +12

Rock Throwing (Ex): The range increment is 200 feet for a tor giant’s thrown rocks

☞ **If the PCs startle/scare Olek:**

The huge giant jumps suddenly at your presence. “AHH! LITTLE HOOMINS SCARE OLEK. NOT NICE.”

☞ **If the PCs don’t startle/scare Olek while making their presence known:**

“WHAT HOOMINS WANT? OLEK WANT TO BE LEFT ALONE.”

☞ **We need your help.**

The giant turns his head slightly in your direction, his interest piqued. “HOW OLEK HELP HOOMINS?”

☞ **Were you visited by anyone recently?**

“FARMERS VISIT OLEK. BRING FOOD. THEY KNOW NOT TO BOTHER OLEK RIGHT NOW.”

☞ **Has anyone bothered you recently?**

Olek looks down to you. **“HOOMINS BOTHER OLEK.”**

☞ **Has anyone else bothered Olek?**

The giant looks down to you silently. He then looks up at the ceiling as if searching through his brain for something, His tongue absentmindedly sticks out the corner of his mouth while in thought. He then looks at you once more. **“OLEK BOTHERED BY FURRY ANTS. THEY CRAWL ALL OVER OLEK’S FEET AND BITE OLEK. OLEK NOT FOOD.”**

☞ **Furry ants? You mean squirrels?**

Olek cocks his head like a confused puppy at the unfamiliar word. **“SKWIR-RELLS? WHAT SKWIR-RELLS?”**

☞ **Where did furry ants/squirrels bite you?**

“FURRY ANTS BITE OLEK ON OLEK’S FOOT.”

☞ **May we look at the bite?**

Olek looks at you in silence for a moment. Suddenly, the giant shifts his form as his foot lumbers towards you. The ground shakes slight as the foot stops inches in front of you. **Now that’s one biiiiig foot.**

A successful **Heal DC 15** skill check will allow the PCs to determine that Olek wasn’t bitten. He was stabbed with a piercing or slashing weapon. It’s hard to tell what type of weapon as this natural skin is so dense.

☞ **Do you recall anything else?**

Olek thinks for a moment, looking once more to the ceiling of his brain for answers. **“OLEK HEAR FURRY ANTS SAY SOMETHING. OLEK NOT UNDERSTAND WHAT FURRY ANTS SAY, BUT OLEK REMEMBERS.”**

☞ **What did furry ants say?**

“FURRY ANTS SAY: ‘NOW WE DESTROY ETERNITY DOVE DENTURE FURS.*’” The giant slowly shakes his head, obviously still not understanding. **“OLEK KNOWS OLEK NOT SMART, BUT EVEN THIS SOUNDS STUPID TO OLEK.”**

* Translation – Fraternity of Venturers

Players that have a hard time coming up with a translation, allow a **Knowledge (local)** skill check or an **Intelligence DC15** ability check. A successful check will result in the PC knowing the correct translation.

☞ **Thanks, Olek. You’ve been a great help.**

Olek’s expression seems to brighten a bit. **“GOOD. OLEK LIKES TO HELP HOOMINS. MAYBE OLEK NOW HELP MORE.”**

☞ **Bye, Olek**

The giant waves his massive hand at you. **“BYE-BYE, HOOMINS.”**

➤ If the PCs want to go to the Fraternity of Venturers, **GO TO Encounter 7 (page 20).**

ENCOUNTER 7

COMBAT AT THE FRATERNITY

You hurry from Olek's tent back through the northern Port District gates. Traversing through the district, you make your way into the inner city and to the area that was once known as the Adventurers' District. Continuing northward, you turn the corner of the north-most street and continue to the Hall of Venturers.

As you close in on the building, you see a number of human-sized squirrels ahead of you. But before you can get into range to stop their nefarious plan, one of them quaffs what appears to be a potion. The container slips from the squirrel's grasp and shatters upon the ground. His eyes lock with yours and he slowly grins while quickly beginning to grow.

TACTICS: The boss squirrel has a bag of giant walnuts, which will also grow as he does. He will be able to toss the nuts like huge rocks against the PCs (range 100 ft.). The medium-sized squirrels will engage the PCs in melee combat while the boss squirrel climbs the Fraternity walls to hurl giant walnuts at the PCs from the roof. Exaggerate the roars in which the squirrel makes and turn the situation into a "King Kong"-like moment.

The squirrels will continue to fight until the bitter end.

- If the PCs win, **GO TO Conclusion 1 (page 23).**
- If the PCs lose, **GO TO Conclusion 2 (page 23).**

ATL 1

ENLARGED BOSS SQUIRREL

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +3

AC 14, **touch** 10, **flat-footed** 13 (+1 Dex, -1 size, +4 natural)

hp 22 (2d8+14)

Fort +6, **Ref** +3, **Will** +3;

Speed 50 ft., fly 100 ft. (clumsy)

Melee bite +11 (1d6+9)

Range giant walnut +7 (1d8+9)

Space 10 ft. **Reach** 10 ft.

Str 23, **Dex** 13, **Con** 18, **Int** 10, **Wis** 16, **Cha** 10;

Base Atk 1; **CMB** 10; **CMD** 16 (20 vs. trip)

Feats Acrobatic, Weapon Finesse

Skills Acrobatics +7, Climb +20, Fly -2; **Racial Modifiers** +10 Acrobatics (+7 when jumping), Climb, +12

SQ glide

Glide (Ex) A squirrel cannot use its fly speed to hover. When flying, a squirrel must end its movement at least 5 feet lower in elevation than when it started.

ENLARGED SQUIRREL (x5)

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +3

AC 14, **touch** 12, **flat-footed** 12 (+2 Dex, +0 size, +2 natural)

hp 9 (1d8+5)

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

Speed 40 ft., fly 80 ft. (clumsy)

Melee bite +8 (1d6+5)

Space 5 ft. **Reach** 5 ft.

Str 15, **Dex** 15, **Con** 14, **Int** 8, **Wis** 16, **Cha** 10;

Base Atk 0; **CMB** 8; **CMD** 14 (18 vs. trip)

Feats Acrobatic, Weapon Finesse

Skills Acrobatics +8, Climb +16, Fly +0; **Racial Modifiers** +11 Acrobatics (+8 when jumping), Climb, +8

SQ glide

Glide (Ex) A squirrel cannot use its fly speed to hover. When flying, a squirrel must end its movement at least 5 feet lower in elevation than when it started.

ATL 3**ENLARGED BOSS SQUIRREL**

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +3**AC** 14, **touch** 10, **flat-footed** 13 (+1 Dex, -1 size, +4 natural)**hp** 33 (3d8+21)**Fort** +6, **Ref** +3, **Will** +3;**Speed** 50 ft., fly 100 ft. (clumsy)**Melee** bite +11 (1d6+9)**Range** giant walnut +7 (1d8+9)**Space** 10 ft. **Reach** 10 ft.**Str** 23, **Dex** 13, **Con** 18, **Int** 10, **Wis** 16, **Cha** 10;**Base Atk** 1; **CMB** 10; **CMD** 16 (20 vs. trip)**Feats** Acrobatic, Weapon Finesse**Skills** Acrobatics +7, Climb +20, Fly -2; **Racial****Modifiers** +10 Acrobatics (+7 when jumping), Climb, +12**SQ** glide**Glide (Ex)** A squirrel cannot use its fly speed to hover. When flying, a squirrel must end its movement at least 5 feet lower in elevation than when it started.**ENLARGED SQUIRREL (x5)**

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +3**AC** 14, **touch** 12, **flat-footed** 12 (+2 Dex, +0 size, +2 natural)**hp** 18 (2d8+5)**Fort** +4, **Ref** +4, **Will** +3;**Speed** 40 ft., fly 80 ft. (clumsy)**Melee** bite +8 (1d6+5)**Space** 5 ft. **Reach** 5 ft.**Str** 15, **Dex** 15, **Con** 14, **Int** 8, **Wis** 16, **Cha** 10;**Base Atk** 1; **CMB** 8; **CMD** 14 (18 vs. trip)**Feats** Acrobatic, Weapon Finesse**Skills** Acrobatics +8, Climb +16, Fly +0; **Racial****Modifiers** +11 Acrobatics (+8 when jumping), Climb, +8**SQ** glide**Glide (Ex)** A squirrel cannot use its fly speed to hover. When flying, a squirrel must end its movement at least 5 feet lower in elevation than when it started.**ATL 5****ENLARGED BOSS SQUIRREL**

N Huge animal

Init +1; **Senses** low-light vision, scent; Perception +5**AC** 19, **touch** 9, **flat-footed** 18 (+1 Dex, -2 size, +10 natural)**hp** 88 (7d8+58)**Fort** +8, **Ref** +3, **Will** +3;**Speed** 60 ft., fly 120 ft. (clumsy)**Melee** bite +17 (1d6+13)**Range** giant walnut +14 (2d6+15)**Space** 15 ft. **Reach** 15 ft.**Str** 31, **Dex** 12, **Con** 22, **Int** 10, **Wis** 16, **Cha** 10;**Base Atk** 3; **CMB** 15; **CMD** 26 (30 vs. trip)**Feats** Acrobatic, Weapon Finesse**Skills** Acrobatics +7, Climb +22, Fly -1; **Racial****Modifiers** +10 Acrobatics (+7 when jumping), Climb, +12**SQ** glide**Glide (Ex)** A squirrel cannot use its fly speed to hover. When flying, a squirrel must end its movement at least 5 feet lower in elevation than when it started.**ENLARGED SQUIRREL (x5)**

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +3**AC** 18, **touch** 13, **flat-footed** 15 (+3 Dex, +0 size, +5 natural)**hp** 54 (6d8+28)**Fort** +4, **Ref** +4, **Will** +3;**Speed** 40 ft., fly 80 ft. (clumsy)**Melee** bite +11 (1d6+5)**Space** 5 ft. **Reach** 5 ft.**Str** 15, **Dex** 16, **Con** 14, **Int** 8, **Wis** 16, **Cha** 10;**Base Atk** 3; **CMB** 8; **CMD** 15 (19 vs. trip)**Feats** Acrobatic, Weapon Finesse**Skills** Acrobatics +9, Climb +14, Fly +3; **Racial****Modifiers** +11 Acrobatics (+8 when jumping), Climb, +8**SQ** glide**Glide (Ex)** A squirrel cannot use its fly speed to hover. When flying, a squirrel must end its movement at least 5 feet lower in elevation than when it started.

ATL 7**ENLARGED BOSS SQUIRREL**

N Huge animal

Init +3; **Senses** low-light vision, scent; Perception +3**AC** 23, **touch** 11, **flat-footed** 20 (+3 Dex, -2 size, +12 natural)**hp** 102 (7d8+72)**Fort** +10, **Ref** +4, **Will** +5;**Speed** 60 ft., fly 120 ft. (clumsy)**Melee** bite +19 (1d6+13)**Range** giant walnut +18 (2d6+18)**Space** 15 ft. **Reach** 15 ft.**Str** 35, **Dex** 16, **Con** 26, **Int** 10, **Wis** 20, **Cha** 14;**Base Atk** 3; **CMB** 17; **CMD** 28 (32 vs. trip)**Feats** Acrobatic, Weapon Finesse**Skills** Acrobatics +9, Climb +24, Fly +3; **Racial****Modifiers** +10 Acrobatics (+7 when jumping), Climb, +12**SQ** glide**Glide (Ex)** A squirrel cannot use its fly speed to hover. When flying, a squirrel must end its movement at least 5 feet lower in elevation than when it started.**ENLARGED SQUIRREL (x5)**

N Medium animal

Init +5; **Senses** low-light vision, scent; Perception +5**AC** 22, **touch** 15, **flat-footed** 17 (+5 Dex, +0 size, +7 natural)**hp** 66 (6d8+40)**Fort** +6, **Ref** +6, **Will** +5;**Speed** 40 ft., fly 80 ft. (clumsy)**Melee** bite +13 (1d6+8)**Space** 5 ft. **Reach** 5 ft.**Str** 19, **Dex** 20, **Con** 18, **Int** 8, **Wis** 20, **Cha** 14;**Base Atk** 3; **CMB** 10; **CMD** 19 (23 vs. trip)**Feats** Acrobatic, Weapon Finesse**Skills** Acrobatics +11, Climb +16, Fly +5; **Racial****Modifiers** +11 Acrobatics (+8 when jumping), Climb, +8**SQ** glide**Glide (Ex)** A squirrel cannot use its fly speed to hover. When flying, a squirrel must end its movement at least 5 feet lower in elevation than when it started.**ATL 9****ENLARGED BOSS SQUIRREL**

N Gargantuan animal

Init +5; **Senses** low-light vision, scent; Perception +7**AC** 29, **touch** 11, **flat-footed** 24 (+5 Dex, -4 size, +18 natural)**hp** 131 (7d8+99)**Fort** +10, **Ref** +4, **Will** +5;**Speed** 70 ft., fly 140 ft. (clumsy)**Melee** bite +23 (1d6+23)**Range** giant walnut +26 (3d6+27)**Space** 20 ft. **Reach** 20 ft.**Str** 47, **Dex** 20, **Con** 34, **Int** 10, **Wis** 24, **Cha** 18;**Base Atk** 3; **CMB** 25; **CMD** 40 (44 vs. trip)**Feats** Acrobatic, Weapon Finesse**Skills** Acrobatics +11, Climb +30, Fly +5; **Racial****Modifiers** +10 Acrobatics (+7 when jumping), Climb, +12**SQ** glide**Glide (Ex)** A squirrel cannot use its fly speed to hover. When flying, a squirrel must end its movement at least 5 feet lower in elevation than when it started.**ENLARGED SQUIRREL (x5)**

N Medium animal

Init +7; **Senses** low-light vision, scent; Perception +7**AC** 26, **touch** 17, **flat-footed** 19 (+7 Dex, +0 size, +9 natural)**hp** 78 (6d8+52)**Fort** +8, **Ref** +8, **Will** +7;**Speed** 40 ft., fly 80 ft. (clumsy)**Melee** bite +15 (1d6+11)**Space** 5 ft. **Reach** 5 ft.**Str** 23, **Dex** 24, **Con** 22, **Int** 8, **Wis** 24, **Cha** 18;**Base Atk** 3; **CMB** 12; **CMD** 23 (27 vs. trip)**Feats** Acrobatic, Weapon Finesse**Skills** Acrobatics +13, Climb +18, Fly +7; **Racial****Modifiers** +11 Acrobatics (+8 when jumping), Climb, +8**SQ** glide**Glide (Ex)** A squirrel cannot use its fly speed to hover. When flying, a squirrel must end its movement at least 5 feet lower in elevation than when it started.

CONCLUSION 1

THE KING IS DEAD!

With the final squirrel fallen, you breathe a sigh of relief. Many citizens come out from the surrounding buildings to see what's going on. Many adventurers come out from the Fraternity Hall to see what all the commotion is about, including Dorinda MacCallister, the Fraternity's Guild Master. She nods at you as she approaches your group.

"Excellent work. You've done a service to both the Fraternity and the city and I thank you very much for your efforts. It has come to my attention that the Legion has promised you a payment of gold for your services. Because of your exemplary work, you shall be rewarded and additional 50% more for your pockets."

Dorinda smiles to each of you, shaking your hands. "Again, thank you. I'll look forward seeing you in the future for additional commissions."

➤ **GO TO Epilogue (page W).**

CONCLUSION 2

LONG LIVE THE KING!

As the final person of your group falls, you can barely make out what goes on in your semi-conscious state. The giant squirrel lets out a bellowing roar as it smashes its huge walnut boulders against the Fraternity Hall. The building suffers blow after blow by the squirrel, as several of the Fraternity's members hurriedly come outside with weapons to take up a defense of their Hall.

Fading in and out, you don't remember seeing the actual fight. You are jostled to semi-consciousness again as the defeated giant squirrel impacts onto the ground with a sickening THUD, a crater formed in the street around the huge carcass.

Gentle hands move you to a more comfortable position as a warmth fills your body. A few of your wounds begin to close as your eyes flutter completely open. Sitting up, you look around very confused. The warmth fades as a half-elven woman removes her hand from your shoulder. She smiles to you and then quickly ask the question you were about to ask.

"What happened? It seems a number of giant squirrels were hell-bent at destroying the Fraternity Hall. They nearly succeeded, too. However it seems they forgot one very important detail when they attacked: there are more adventurers inside the Hall of Venturers.

"But you should sit quiet for the moment. Get your bearings. The Legionnaires are currently taking statements from everyone and they will wish to speak to you at some point. Rest for a bit . . . you've earned it."

The woman stands up from where she was and begins to look for others that are in need of healing. But your attention is drawn to the clink of coins down by your side. You look down to see a small pouch. Weakly hefting the pouch, you assume it's your payment for all of your efforts. You have lived to see another day; however you cannot help but feel that you won't be able to live down the fact that you were defeated by a bunch of squirrels . . .

➤ **GO TO Epilogue (page 24).**

EPILOGUE

A lone squirrel sits in a field as if waiting for something. An hour passes. Then another. And then another.

A high-pitched voice breaks the silence. “Crap!”

The squirrel continues to wait for a little while longer before coming to the conclusion that no one is coming to meet him. The squirrel lets loose a long stream of explicatives that would make even the raunchiest sailor blush with embarrassment. The squirrel then takes a couple of steps as if to leave when a low, ominous, disembodied voice speaks.

“You wish vengeance.”

The squirrel stops and sniffs the air, his nose rapidly twitching. “Yes,” he squeaks.

There is a long pause before the voice speaks again. “Then you shall have it.”

And then the squirrel’s vision goes dark.

THUS ENDS “AWW, NUTS!”

TIME UNIT COST: 2 TU

EXPERIENCE POINT SUMMARY

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9
Module Experience	600	850	1,200	1,800	2,900
Bonus 1: The PCs didn't kill any of the rampaging animals.	50	50	100	100	100
Bonus 2: The PCs save the merchant Desmond in Encounter 1	50	50	100	100	100
Bonus 3: Any player/player character actually says "Aww, Nuts!" in dialogue during the adventure.	50	50	100	100	100
Roleplaying XP Bonus	50	50	100	100	100
Maximum Possible XP	800	1,050	1,600	2,200	3,300

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.

Encounter 1

- Potion of Cure Light Wounds, 1 per PC (Value: 50 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal)
- Encounter 2

Etc.

Miscellaneous

This should be submitted as a separate document for approval purposes at the time the module is sent in for editing.

PLAYER'S HANDOUT #1

A list of animals in which Pauline sells at her Pet Emporium:

Cat	3 cp
Dog	15 gp
Duck	2 gp
Falcon	40 gp
Fox	8 gp
Hawk	18 gp
Lizard	5 cp
Owl	20 gp
Parrot	50 gp
Rabbit	2 gp
Raven	2 gp
Rat	1 cp
Squirrel	1 gp
Turtle	3 gp

CRITICAL EVENT SUMMARY

AWW, NUTS!

Convention: _____

Date: _____

Do Not Return After 08/31/2019

Author's Email Address: LSJJayFisher@gmail.com

1. What was the ATL in which the PCs had played? ATL _____
2. Did the PCs kill any of the rampaging animals encountered in the introduction? Yes / No
3. Was Desmond rescued and healed in Encounter 1? Yes / No
4. Did any of the PCs contract Lycanthropy? Yes / No
5. List the PC(s) that contracted Lycathropy: (ATL 7-9 Only)
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 complete? (Circle One) 1 2

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