



Has Anyone Seen My Baby?

LSJ236

By Nancy Lee Clark

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

Babies are disappearing and small dead animals are found in their place. Why would someone do something like this and what's with the dead animals?

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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

Like all people, witches age. Witch Hazel is getting old. She just had her 85th birthday and is really feeling it. So, she has found her mother's old scroll with the ritual to reverse the aging process. This involves taking newborns, draining their life force turning them into adults and complete the ritual. She has been working on this for the last six months. She has been taking children in her role as a midwife. She has been giving the mothers and fathers tea to make them sleep so she can get the child out of the house. The tea has an odd effect on the mothers, causing them to have some mental issues.

An Imp Consular, named Taz, is her familiar and he has shape changed into a cat to give the "presents" of dead creatures. He drops the dead creatures because he is LE and feels like they should pay for the child.

ADVENTURE SUMMARY

Introduction: A pleasant day ruined by a scream and a missing.

Encounter 1: Visit to the Caprich Family

Encounter 2: Visit the Gruden Family

Encounter 3: Visit Opportunity Knocks

Encounter 4: Witch's House

Encounter 5: Thornwater and another missing baby

Encounter 6: Witch's hut and final fight.

Conclusion-Conclusion to mod.

Epilogue – List possible resolutions of the module with rewards and consequences depending

INTRODUCTION

A day of remembrance and celebration, that’s what King Rafe Toreystn declared for today. A solemn nation bowed its head as prayers were said for the fallen from the blood beast attacks.

After this, the celebration began. With the Port District finally put to rights, ships fill the harbor and the party is everywhere. A nearby band plays and people are dancing everywhere making movement difficult. It looks like a fun evening ahead when you hear it. A scream pierces the jubilation and everyone stops what they are doing and begins looking around. What do you do?

Give the PCs a chance to decide what they want to do and let them start their actions before continuing here:

“Help! Help! Someone stole my baby!” screams a voice in the crowd close by.

The screamer is about 10 feet away through the crowd. **Perception (Listen) DC 15** to pinpoint where the scream came from.

Perception (Vision) DC 20 to see where the screamer is.

Diplomacy (Gather Information) DC 10 to have the screamer pointed out to the PC.

Presumably, the PCs will try to move through the crowd to get to the screamer. If not, continue here:

The scream of help seems to be contagious as more people are screaming for help as well as the Diamond Watch.

Once the PCs move to the screamer, continue here:

Moving through the crowd, you see a young woman with tears streaming down her reddened face. A brown-haired man has an arm around her shoulders. A Diamond Watch member is moving

through the crowd toward the commotion and you arrive conveniently at the same time.

Sense Motive DC 10 to see that the Diamond Watch member is flustered.

GM NOTE: Whenever Trooper Dansin is speaking, make him sound nervous and terribly uncomfortable.

Continue here:

The Diamond Watch member, a Trooper Dansin according to the name tag, stands next to the woman, “Hello madame or sir, is there something that I may assist you with?”

Sense Motive DC 10 to see that the Diamond Watch member could use some help.

The grief-stricken woman cries and screams, “Someone stole my baby! I stooped down to pick up her blankie. When I straightened back up, her basket was empty. Why aren’t you looking for her?”

Private Dansin continues, “I am so sorry this has happened to you. When did this occur?”

The man steps closer and begins screaming, “What do you mean? When did this happen? Right this minute. What is this your first day or something?”

“Actually, yes sir, it is.” The trooper stutters.

“Can I get someone who knows what to do around here?”

Perception (Vision) DC 15 to see Trooper Dansin press a red disc.

Let the PCs ask the questions and the Diamond Watch members who arrive after 3 questions will watch. If the PCs don’t step up to do it, the Watch members will take over the questions. Modify as needed.

🗣 How old is your daughter?

“She was born yesterday. Her name is Jalissa.”

🗣️ **What does your child look like?**

“She has blue eyes and a wisp of blonde hair. She’s wearing a yellow tunic with little green booties.”

Perception (Vision) DC 10 to notice a green knit bootie still in the basket the woman is holding.

🗣️ **Did you notice anyone watching you?**

“No.” The man answers. “There was so much going on around us, I wouldn’t have noticed anyone noticing us.”

🗣️ **Why did you bring a one day old out here?**

“I knew today was an important event and I wanted my daughter to be able to say she was her for it.”

🗣️ **Do you know anyone who would want to hurt you?**

“No, never.”

After three questions, continue here:

The newly arrived Diamond Watch member, Sargent Wailder, “This is not the first time we’ve had this happen. Trooper Dansin, get their information and an item of the child’s while I speak to these people.”

Trooper Dansin pulls out a notebook and starts asking questions.

Sargent Wailder leads you to the side, “Are you adventurers?”

🗣️ **Yes.**

“Good. We can use the help.” He pulls a sheet of paper from his pocket. “We have had this happen couple of times in the last few days. This is a list.”

Give the PCs **Players Handout 1**.

🗣️ **Have you talked to them?**

“I only talked to the last family on the list there. Otherwise, I haven’t, but others have done so. They all know we are trying to find their children. They should all be willing to speak with you.”

🗣️ **How much?**

“In this case, there is a reward available for successful return of the children. I believe it is over 500 gold. Other than that, no. We don’t have the resources for that, unfortunately.”

When the PCs are done with questions, continue here:

Trooper Dansin walks up, “Sargent, I have their information. A priest from Pietos is here and is taking them home. Is that okay?”

“Yes, Trooper Dansin, accompany them to their home and report back to Port HQ.”

“Yes sir!” He says with a salute.

The sergeant shakes her head, “Young man, I’m not an officer. I work for a living. I am not a sir.”

He blushes bright red and mumbles something under his breath as he leaves.

Perception (Listen) DC 15 to hear him say, “Yes, Ma’am.”

When the PCs are ready, continue here:

“So, if you find the children, come to the Port HQ. They can take care of things from there.” The sounds of a fight can be heard over the noise of the crowd, “It looks like I have to go. Good luck.”

GM NOTE: On the way to whichever location the PCs go to first is a good place for introductions.

- If the PCs want to speak with the Caprich family, **GO TO Encounter 1.**
- If the PCs want to speak to the Gruden family, **GO TO Encounter 2.**

ENCOUNTER 1

You make your way through the revelry with some difficulty until you get through the Commoners District and the home of the Caprich family. This one-story house sits on a side street away from the bustling part of the Commoners District. Flowers

grow along the walkway, around the house and to what looks like a small vegetable garden.

Walking up to the front door, there is a sign which reads, knock quietly.

Once you knock, the door opens and a human male, about forty years of age or so answers the door. His face that would normally be handsome is puffy and his eyes are red and bloodshot. "Did you find him?"

Since this is the first encounter with the family, the answer would be no. Let the PCs say it however they like and if they are completely rude, he will close the door and the PCs will not be able to get information from this family. Use your best judgement on this.

Continue here for the rude answer:

"I don't need this sh..." as the door slams in your face.

If the PCs are not rude, continue here:

"I didn't think so. Please, come in."

Entering the home, you see a small, clean front room with two cushioned rocking chairs sitting in front of a fireplace to your right and a round table to the left with two chairs around it.

The man stops in the middle of the room. "Why are you here?"

If the PCs mention the Diamond Watch or Legion, continue here:

"Thank Kalek. I was afraid our boy would be lost forever since the Watch is so understaffed. What can I do to help?"

If the PCs don't mention the Diamond Watch or Legion, continue here:

"Look, we don't have much money, but we will give you every copper we have or can scrounge. Whatever it takes, we just want our baby back."

After either one, continue here:

"Gregis is our everything. My wife and I have been trying to have children for twenty years and Kalek finally blessed us. We will do all we can to save him. What can we do?"

☛ What happened the day the baby disappeared?

"Well, I was getting ready to go work on the repairs of Brebar's Leather in the Merchants District. My wife, Paige, started to get out of bed and screamed. She was in labor so I ran over to Opportunity Knocks to get the midwife Paige met there a couple of weeks ago. The midwife came back and I paced around out here. My brother, Nigel, came over and paced with me. He's a confirmed bachelor so this was a new experience for both of us. Late that evening, the midwife opened the door to our bedroom and said we could go in. My wife was exhausted. The midwife said it was a rough delivery for her. She had warned Paige that it would be a rough one because of how old Paige is and this being her first baby. I held my son as did Nigel. The midwife came back and gave my wife something to drink. I put Gregis in his cradle and we left the room to let them both sleep. Nigel left and the midwife brought me a cup of tea, congratulated me and left. I fell asleep and woke up when Paige started screaming and we discovered Gregis was gone."

He wipes his eye, "I ran and got Nigel, he lives down the street. Nigel got the Watch. They came in and searched but didn't find anything. They questioned the neighbors, but no one saw anything."

☛ What's the midwife's name?

"Mother something, but I don't remember what. She told us just to call her mother. She has brown and grey hair and is about our age. She said she was a cleric of Ardra."

☛ Were the doors and windows locked?

"I really don't remember."

☛ May we see where the baby was last seen?

"Yes, of course." He leads you from the room to a short hall with a door to the right, "Just one thing. My wife is in there. She isn't doing well. Please, be courteous."

GM NOTE: This is important. If there are children at the table, go to Encounter 1A. If there is anyone at the table that is tender, go to Encounter 1A. Ask the table if they are okay with a graphic description. If yes, go to Encounter 1B.

ENCOUNTER 1A

You enter a dark room containing a bed, wardrobe, a small table with a tea cup and plate of cookies on it and a rocking chair. In the chair sits a woman. She looks sickly and disheveled. Her hair is wild, going in all directions. Her clothes look slept in. She holds a small, bundled blanket close to her chest. As you enter, she pulls the blanket back and you see a dead rat in the blanket.

She smiles and her head looks skeletal. “Did you come to see the baby? Please be very quiet. I just got Gregis to sleep.” She begins humming a lullaby and takes a drink from the tea cup. “Must drink my tea. The midwife said it will help the baby grow up big and strong.”

Heal DC 15 She is suffering from dehydration and not eating.

Heal DC 20 This is probably suffering from shock at the loss of the baby.

Knowledge (Nature) DC 10 The tea is an herbal concoction that causes sleep.

Knowledge Nature DC 10 or Heal DC 15 to see that the rat’s neck was snapped and has been dead three days.

If the PCs walk around the room, **Perception (Vision) DC 15** to see scratch marks on the window sill.

Knowledge (Nature) DC 10 The scratch marks are from some type of small cat, bigger than a standard house cat.

She will happily discuss the baby as if he is there. She is currently unable to deal with the loss of her baby.

☛ **Why are you holding a rat?**

“How dare you! This is my son Gregis! He is the most beautiful child in the world!” She begins shrieking, “Get out! Get out! GET OUT!”

Her husband enters, “Come with me. Now.” The last word is almost a snarl.

☛ **Can I hold the baby?**

“I’m sorry, but no. He’s asleep and I don’t want to disturb him.”

☛ **Do you have a cat?**

“Oh no, a cat might hurt the baby.”

☛ **What are you feeding him?**

“I believe in being natural with the baby and I am breastfeeding him.”

If the PCs ask questions not directly related to the baby, she will just ignore them.

When the PCs are done, continue here:

“Please, come with me.” Her husband leads you out of the room back to the front room. “I should have warned you. The high priests of Kalek and Pietos have been here and said that until she wants to snap out of it or when Gregis is returned, she will be like this.”

☛ **Do you have any large animals or cats around here?**

“Not that I’ve seen.”

When the PCs are done, continue here:

The man leads you to the door, “If there is anything you can do to find our son, do it. If there is a penance to be paid for it, I’ll be happy to do it in your stead. May Kalek bless you and give you the abilities to return our son to us safely.” He says as he bows his head.

“Rusty! Gregis needs a clean diaper!” His wife calls from inside the house. A slight smile crosses Rusty’s lips as he closes the door.

If the PCs go outside to look, there is nothing to see.

ENCOUNTER 1B

This room should be nice and bright, but it’s pitch black instead. The only window in the room has blue patterned drapes drawn with a heavy blanket thrown over to cover any gap. Through the darkness, you can make out a bed, wardrobe, a small table with a tea cup and plate of cookies on it

and a rocking chair. At first glance, it looks like the rocking chair is occupied by a corpse, but you see the corpse move as it rocks gently. Her skin is tight across her face, her hair is bedraggled and her clothes massively oversized. She holds a bundled blanket in her arms. She begins singing, “My little love, you are my world, you’re my little boy, my little baby love.”

She reaches over for the tea cup and you hear a buzzing noise as black flies swarm from the saucer. It’s then that the smell hits you. A sickly-sweet odor permeates everything. It’s a smell of rotten meat and vanilla. She adjusts the blanket and you catch a glimpse of a dead rat.

The woman in the chair looks up at you, “Shh! Gregis is sleeping.” She continues rocking and singing to the dead rat.

Heal DC 15 She is suffering from dehydration and not eating.

Heal DC 20 This is probably suffering from shock at the loss of the baby.

Knowledge (Nature) DC 10 The tea is an herbal concoction that causes sleep.

If the PCs walk around the room, **Perception (Vision) DC 15** to see scratch marks on the window sill. If the PCs saw the scratches at the other house, they are almost identical.

Knowledge (Nature) DC 10 The scratch marks are from some type of small cat, but it is bigger than a normal house cat.

Knowledge Nature DC 10 or Heal DC 15 to see that the rat’s neck was snapped and has been dead three days.

She will happily discuss the baby as if he is there. She is currently unable to deal with the loss of her baby.

☛ **Why are you holding a rat?**

“How dare you! This is my son Gregis. He is the most beautiful child in the world!” She begins shrieking, “Get out! Get out!” She rises from the chair and her voice reaches the pitch of a banshee’s wail. “GET OUT!”

Her husband enters, “Come with me. Now.” The last word is almost a snarl.

☛ **Can I hold the baby?**

“I’m sorry, but no. He’s asleep and I don’t want to disturb him.”

☛ **What are you feeding him?**

“I believe in being natural with the baby and I am breastfeeding him.”

When the PCs are done, continue here:

“Please, come with me.” Her husband leads you out of the room back to the front room. “I should have warned you. The high priests of Kalek and Pietos have been here and said that until she wants to snap out of it or when Gregis is returned, she will be like this.”

☛ **Do you have any large animals or cats around here?**

“Not that I’ve seen.”

When the PCs are done, continue here:

The man leads you to the door, “If there is anything you can do to find our son, do it. If there is a penance to be paid for it, I’ll be happy to do it in your stead. May Kalek bless you and give you the abilities to return our son to us safely.” He says as he bows his head.

“Rusty! Gregis needs a clean diaper!” His wife calls from inside the house. A slight smile crosses Louis’ lips as he closes the door.

If the PCs go outside to look, there is nothing to see.

- If the PCs want to speak with the Gruden family, **GO TO Encounter 2.**
- If the PCs want to speak with Opportunity Knocks, **GO TO Encounter 3.**

ENCOUNTER 2

You find the house you are looking for in the Palisades District. It is a medium sized white house with light green trim. Flowering bushes grow along the front of the house and roses cover an archway that leads to the front door.

Your knock on the front door is answered by a half orc woman. She's statuesque with brown hair and eyes. Her green dress is covered with a pink ruffled apron that says, "Love comes from the oven."

"Good day! Please come in! You must be here to see Clyde, my husband. My name is Leni. He didn't tell me we were having guests for lunch, but I'm sure I can make do."

You enter the living room. A completely spotless living room. There is not a speck of dust anywhere. The pillows on the sofa under the window are spaced so evenly apart it looks like it has been measured. The wooden tables actually gleam in the sunlight.

"Please, right this way. I'm sure you're famished. Clyde should be home for lunch in a few moments." She stoops over and adjusts the fringe on the throw rug in front of the door. Straightening, she leads you into a dining room with a large oak table with nine chairs around it. The chairs reflect the light of the crystal chandelier that is centered over the table. The white cloth on the table is embroidered with roses around the edge that match the roses carved into the chair backs.

"Please, sit down. Lunch will be ready in just a few moments." She leaves by the doorway to the left.

As she leaves the room, you hear the front door open and a voice, "Honey, I'm home!"

Your hostess comes breezing through and falls into the arms of a tall, very good-looking human male. They share a kiss and she speaks, "Your friends are in the dining room and lunch will be ready in a few minutes."

She breezes back to where she was and he turns to you, "Why are you here?"

Let the PCs explain why they are there then continue here:

Before he can say anything, your hostess returns with a huge plate of sausages in one hand and a plate of a wide variety of breads in the other. She sets them on the table with a wide smile and leaves again.

"Please forgive my wife. Something happened when our little girl was taken. She doesn't..."

Leni returns with plates, silverware and glasses. "Silly me. You can't eat without dishes."

Once she's gone again, he continues, "Like I said, she doesn't remember ever being pregnant. She doesn't remember our daughter..."

In she comes with a pitcher of lemonade, a basket of mustards, butter and jams.

He takes a plate, spears a sausage and bread, "She spends all of her time cooking and cleaning. Don't mention the baby in front of her. She goes hysterical. If you want to ask questions, why don't you refer to our daughter as a cabinet?"

☛ What happened the day the cabinet went missing?

Leni comes back in with a plate of roasted potatoes, carrots and cabbage in one hand and a platter of ham, roast beef and chicken in the other.

Clyde has a distraught smile on his face, "That day was completely normal. I went to work, came home, had dinner and went to sleep. My wife woke me up shortly before midnight and said I needed to get the 'carpenter'." He says with air quotes around carpenter.

Leni returns yet again with another pitcher of lemonade, "Make sure you save room for dessert."

"The carpenter lives outside of the city and it took me a couple of hours to go get her. I'm so glad my boss loaned me a horse for the fetching. She came in and took care of my Leni. She brought out our little

gir...I mean cabinet. It was perfect. She made tea and insisted my wife and I both drink a cup. She said it would help us sleep and we should do it while we can. I guess I fell asleep. I woke up a couple of hours later and went to check on Leni and our cabinet was gone. I got the Watch and asked our neighbor, Mrs. Gardener, if she had seen anything or took the bab...cabinet, but she didn't."

☛ **Is there any tea leftover?**

"No. It was thrown out."

☛ **Why did you suspect Mrs. Gardener?**

You hear clanking from the kitchen, "I didn't suspect her. She came over and stayed with Leni while I went for the carpenter. She's a long-time friend and I thought she might have taken the cabinet to look after it to let us sleep. She's got ten kids of her own so she knows how things go right after the cabinet is finished."

☛ **Who was the midwife?**

"She told us just to call her Mother. She was a woman in her sixties at least. Grey hair and all."

Leni returns and begins clearing the table. Though it takes several trips, she takes everything including the plates in front of you.

Clyde continues, "We met her in the Merchants District while we were looking for baby clothes and blankets. She came up to us and started talking to Leni. Leni can cook and bake up a storm, but she can't sew worth a lick and neither can I. I can make anything you want out of wood, but not a thing out of cloth or yarn."

Leni returns with a platter full of pastries and clean plates and silverware. "I'll be right back with pie. Do you want cherry, apple or peach?" Before anyone can respond, she leaves the room, returning with three pies and a bowl of whipped cream.

Once she leaves the room, "Mother lives a couple of hours outside of the city. That poor horse was exhausted when we got there. Hmm, that's funny, I don't remember coming back. The horse was here when I woke up so we must have ridden back. He

shakes his head. "I used the horse the next day to get the Watch and it was in fine shape."

☛ **Where does she live?**

"I have a map here, somewhere. Give me a minute." He leaves the table and returns a few minutes later with a hand-drawn map. "This is what she gave me. I was able to find it pretty easily...I think." He looks confused, shakes his head.

Give the PCs **Players Handout 2**.

☛ **Was there a dead animal?**

"Yeah, a dead rabbit. I buried it in the back of the house."

If the PCs go and dig it up, **Knowledge Nature DC 10** or **Heal DC 15** to see that the rabbit's neck was snapped.

☛ **Can we see where the cabinet was taken from?**

Clyde looks around and into the kitchen, "I don't think all of you should go, but if a couple of you came with me, I could show you."

Continue here:

He takes you through the door directly behind his chair and leads you to the first door on the right in the hall. He opens the door to reveal a room that is brightly lit with fresh flowers on the dresser, a large bed with a flowered spread and a large wardrobe with flowers carved into the door.

"Leni cleaned the room after our daughter disappeared. She acted like it was just a normal day. Except for the cradle. She screamed when she saw it."

Perception (Vision) DC 15 to see scratch marks on the window sill. If the PCs saw the scratches at the other house, they are almost identical.

Knowledge (Nature) DC 10 The scratch marks are from some type of small cat, but bigger than a normal house cat.

🗨️ **Has a healer seen your wife?**

“Yes, they said what she is doing is a coping mechanism and she will snap out of it in a few days or when our cabinet is returned.”

Leni comes in the room to refill glasses from another pitcher of lemonade, “I don’t remember us having a missing cabinet.” She shrugs her shoulders and returns to the kitchen.

Clyde puts his hands up and shrugs, “See what I mean?”

🗨️ **Were the doors and windows locked?**

“I really don’t remember.”

🗨️ **Any animals or larger cats around here?**

“I have no idea.”

When the PCs are done with their questions, continue here:

As you get up to leave, Leni joins you and hands each of you a box, “Here’s something to tide you over.” The brown box, about the size of a small chest made of some form of heavy paper weighs a good four or five pounds.

Clyde walks you to the door, “Anything you need, let me know. I have done a lot of work throughout the city and know a lot of people. I can call in whatever favors you need. I’m not sure what the going rate is, just let me know and I’ll be happy to pay it. Just bring home our little girl.”

Before he can continue, an inarticulate scream explodes from the woman who went to great measures to feed you. She drops a box like the one she gave you and screams. She starts pounding on her husband, “We don’t have a baby! We don’t! We don’t!” She begins sobbing and he wraps his arms around her as he closes the door.

- If the PCs want to speak with the Caprich family, **GO TO Encounter 1.**
- If the PCs want to speak with Opportunity Knocks, **GO TO Encounter 3.**
- If the PCs want to go to the midwife’s house, **GO TO Encounter 4.**

ENCOUNTER 3

You arrive at Opportunity Knocks, a two-story building at the entrance of the Commoners District. With the decree from King Rafe that the districts were going to be a thing of the past, it will still be referenced as that for a generation or two.

Opportunity Knocks is a local community outreach program where anyone can come in, learn job or life skills, find housing or assistance in an emergency. Things have calmed down since it’s been six months since the blood beast attack devastated the city.

Entering, you find a large oak desk with a middle age desert elf woman sitting behind it. “Welcome to Opportunity Knocks, how may we assist you?”

🗨️ **We need information on a midwife named Mother.**

“I’m not sure who that would be. We have a list of midwives, but we don’t have anyone by that name.” She shows you a list of ten names. “These are the midwives that are registered with us. There are probably others in the city, but these are the ones we recommend.”

Knowledge (Local) DC 10 The names on the list are well-known and no indication of anyone by the name of Mother.

Knowledge (Local) DC 10 or Religion DC 5 Many clerics of Ardra go by the name mother.

This is a dead end for the PCs. When they are ready to leave, continue here:

“I’m sorry we don’t have any information for you. If I hear of anything, I’ll send a message to Venturers Guild for you. Have a good day and good luck in your search.” She returns to a stack of papers on her desk.

- If the PCs want to speak with the Caprich family, **GO TO Encounter 1.**
- If the PCs want to speak with the Gruden family, **GO TO Encounter 2.**

- If the PCs want to go to the midwife's house, **GO TO Encounter 4.**

ENCOUNTER 4

You leave the city through the North Gate and head into the Rosewood. You follow the crudely drawn map through the oak, maple and evergreen trees. Rabbits scurry away from you but don't seem to be overly frightened of you.

After two hours or so of walking, you come across a small house with a large, well-tended garden of vegetables and herbs that fills the clearing among a circle of evergreen trees. Two small windows overlook the garden but the shutters are closed. The chimney has no smoke coming from it.

You knock on the door and there is no answer.

Perception (Vision) DC 15 to see that this isn't a door but just a piece of wood fashioned to look like a door. There are no hinges or gaps for the door to be used as an entrance.

If the PCs search around the building, continue here:

You proceed to walk around the house and see that the garden continues all the way around the house. The back of the house has two more shuttered windows but no other doors.

The PCs have several options.

They can sit and wait for the midwife to return. She won't. **Go to Conclusion A.**

They can pry open a shuttered window. It is **Disable Device DC 10** to open the shutters.

They can go down the chimney. Have fun with this.

Once the PCs are inside, continue here:

Inside, you see one large room with a bed, small table and three adult humans, two females and one male lying on the floor. All three are crying like newborn babies, except no sound is coming out. Each is wearing their birthday suit.

Knowledge Arcana This is nothing the PCs have ever heard of.

Detect Magic-Nothing

The adults are the babies that have been taken. Now, it's time for the PCs to figure out what to do. Although they are adult sized, the babies are still newborns and unable to care for themselves in anyway.

If the PCs search the place, **Perception (Vision) DC 15** to find a diary. Give **Players Handout 3.**

Knowledge (Local or Geography) DC 10 Thornwater is a small town on the other side of the Lestra River across from the Rosewood.

Continue here:

Now that you know where to go next, you only have one problem, what to do with the babies/adults?

The PCs have been given the clue about the local fauna eating the children, but it is entirely their decision on what to do with them. If they decide to bring the babies along, make sure you add moments of spitting up, etc. They are adult size, but are newborns in every other way. Druids, rangers and the like know that the Druid's Grove is in the Rosewood. Give the PCs a **Knowledge Local DC 15** to know about the grove.

Continue here:

With the issue of the adult babies settled, you can continue the next part of your journey.

- Go to **Encounter 5**

ENCOUNTER 5

You travel through the Rosewood following what is little more than a game trail until you reach what must be the River Lestra. As you get closer, you see a gnome yawning and stretching, "Good evening! Are you looking for passage across the river? It is one gold each or you can each solve a riddle. Blurting the answer will cost everyone else double. Which will it be?"

If the PCs want the riddle, continue here:
“What do wolves have that no other animal has?”

The answer is a baby wolves.

To **Swim** across is **DC 25**
Once the PCs answer it or pay the one gold, continue here:

“Well, looks like it’s time to cross the river.” As the gnome stands up, “It’s about time for me to go home anyway so hop on, actually, step on. Hopping might cause some issues. Name’s Grambly.”

Once you are all on the raft, Grambly unhooks the rope from the tree with a flick of his wrist and it starts moving across the river very quickly with no apparent work by the gnome.

☞ **Have you had anyone else cross today?**

“Today’s been a busy one. A couple of dozen at least crossed today.”

☞ **Any who looked like midwife description?**

“Don’t rightly know. All you tall folks look kinda the same to me. I mean you look different but you all are too tall to really see.”

☞ **How does this thing work?**

“Work? It doesn’t really work. It moves through the use of magic and mechanics. Can’t give you any further information or I’d have to kill you. It’s top secret amongst my people.”

Continue here:

As you disembark the raft, you hear a bellow that shakes the very trees at the river’s edge.

“Hokey smokes!” Grambly exclaims as he ties up the raft. “That sounds like Chance. I ain’t heard him that mad, well, ever.” He starts running for the village.

Presumably, the PCs will follow. Continue here:

You arrive to a crowd of a hundred or so people. Towering above everyone is a troll wearing a blue vest over a chain shirt. He is frothing at the mouth and another troll in a red leather vest over his chain shirt appears to be trying to calm him down.

Somewhere along the way, you lost Grambly, but he finds you, pushing his way through the crowd. “You better come with me. Trouble is a brewin’ and I don’t know what’s gonna happen with this. Somethin’s happened with Chance. Come on!”

He pushes his way through the crowd not hesitating in the least to shove someone out of his way if necessary. When you finally make it to the front of the crowd, you see the angry troll holding a small by his size blanket.

“She’s gone! What am I going to do! My little girl is missing!” The troll identified as Chance crumbles to be caught by the other troll, who’s name is Chum according to the gathered crowd, catches him.

Chum and Chance have appeared in a previous module, *LSJ133 Pegacorns, Puppy Dogs and Scary Things*. Previously, they had British and French accents, respectively. If you want to do this, feel free. If you don’t and by some strange circumstance someone mentions it, tell them good memory and the two are overcome with emotion and have resorted to their troll accents.

☞ **What happened?**

Grambly smacks whoever asked this on the appropriate body part for his height and the PCs height, “You colossal dolt! His daughter’s gone missing.”

☞ **When did this happen?**

Taking in big gulps of air, Chance answers, “I just got back and went to check and she’s gone.”

☞ **Where were you?**

“I was at the inn, telling everyone the good news.” Chance blubbers.

☞ **Did you have a midwife?**

“No,” Chance roars, “We trolls aren’t like you little folk. We just have babies. Why are you asking these stupid questions at a time like this?”

☞ **Do you know someone called Mother?**

Grambly answers, “I know her. Given her a ride across the river a bunch of time. She just came across a couple of hours ago.”

ENCOUNTER 6

☞ **Where is your wife/the baby's mother?**

Chance continues his tears, "She's asleep. She drank some tea and it put her to sleep."

☞ **Why didn't you stay home?**

Chum growls, "In case you missed it, we're trolls. We're a hearty lot. We don't need watched like you smaller ones."

☞ **Do you know where she went?**

Grambly nods toward the far end of town, "There's a game trail back there and she usually goes down it. Can't be too far. She's taken a couple big loads of supplies on her back and she isn't that big to be able to carry it for any real distance."

If someone is dumb enough to say anything to the effect you should have stayed home, continue here:

Chum draws back to smack you, Chance grabs his arm, "No, he's right. I should have stayed home."

If the PCs say anything about other babies being missing, continue here:

"I don't give two rats tails about some other baby. I care about mine!" Chance shouts at you. Grambly nudges you, "He's not usually like this. Circumstances."

If the PCs say anything about looking for other missing babies, continue here:

"Where? I'll go too!" Chance calms after this declaration

Perception (Listen) DC 15 to hear a voice scream "No!".

Continue here:

Chance looks up, "Fortuna!" He takes off at a run with Chum following close on his heels.

When the PCs are done with questions, continue here:

Another baby has gone missing and you are closing in on your final destination.

➤ Go to **Encounter 6**

Following the game trail, you find the path actually widens somewhat, to almost four feet wide, from something heavy being drug across it. After another half hour or so of walking, you come to a copse of trees that you can see a small hut of some sort among the trees.

If the PCs decide to **Stealth** or just go straight in, it really doesn't matter. See below:

As you start to move closer, you hear a high-pitched scream that seems to be coming from the hut itself.

Now, the PCs can decide on their approach. See **GM Aid 1** for the layout.

GM NOTE: The witch has heard the house and is starting the ritual. She will not cast against PCs until the third round and then every other round after that. Follow initiative. The first round of initiative is the first round of combat. However, she will make a bellowing statement and send a rhinoceros to attack them. Her familiar, a consular imp, is in the form of a bird in the trees.

Continue here:

You hear an older woman's voice echo around the clearing, "You're too late."

⚔ **ATL 1**

Rhinoceros

N Large animal

Init +0; Senses scent; Perception +12

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)
hp 42 (5d8+20)

Fort +10, Ref +4, Will +2

Speed 40 ft.

Melee gore +8 (2d6+9)

Space 10 ft.; Reach 5 ft.

Special Attacks powerful charge (gore, 4d6+12)

Str 22, Dex 10, Con 19, Int 2, Wis 13, Cha 5

Base Atk +3; CMB +10; CMD 20 (24 vs. trip)

Feats Endurance, Great Fortitude, Skill Focus
(Perception)
Skills Perception +12

⚡ **Witch Hazel Human Witch 3**

NE Medium Humanoid
Init +1;
AC 16, touch 12, flat-footed 15; (+1 Dex, +4 Armor, +1 Dodge)
hp 22 (3d6+6 (Favored Class Bonus))
Fort +2, Ref +2, Will +5
Defensive Abilities nil; DR nil; Immune nil; SR nil
Spd 30 ft.
Melee Minor Staff of Speed +3/+3/+3, 1d3 (Certed)
Space 5 ft.; Reach 5 ft.
Special Attacks Hexes Evil Eye, Cackle
Patron Elements
Spells Known 4/2/1 DC Spell level+3
0 Level *Detect Magic, Mending, Touch of Fatigue, Bleed*
1 Level *Cure Light Wounds, Ray of Enfeeblement, Fumbletongue, Unseen Servant*
2 Level *Alter Self, Blindness/Deafness*,
Str 10, Dex 13, Con 13, Int 17, Wis 13, Cha 13
Base Atk +1; CMB +4; CMD 15
Feats Accursed Hex (UM), Dodge (CRB), Defensive Combat Training (CRB)
Skills Fly +4, Knowledge (Arcana) +6, Knowledge (Nature) +6, Spellcraft +6, Profession (Midwife) +5
Languages Common, Infernal, Goblin, Abyssal,

⚡ **ATL 3**

Rhinoceros

N Large animal
Init +0; Senses scent; Perception +12
AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)
hp 42 (5d8+20)
Fort +10, Ref +4, Will +2
Speed 40 ft.
Melee gore +8 (2d6+9)
Space 10 ft.; Reach 5 ft.
Special Attacks powerful charge (gore, 4d6+12)
Str 22, Dex 10, Con 19, Int 2, Wis 13, Cha 5
Base Atk +3; CMB +10; CMD 20 (24 vs. trip)
Feats Endurance, Great Fortitude, Skill Focus (Perception)
Skills Perception +12

⚡ **Witch Hazel Human Witch 5**

NE Medium Humanoid
Init +1;
AC 16, touch 12, flat-footed 15; (+1 Dex, +5 Dress of Armor, +1 Dodge)
hp 34 (5d6+10 Favored Class Bonus)
Fort +3, Ref +3, Will +6
Defensive Abilities nil; DR nil; Immune nil; SR nil
Spd 30 ft.
Melee Minor Staff of Speed +3/+3/+3, 1d3 (Certed)
Space 5 ft.; Reach 5 ft.
Special Attacks Hexes Evil Eye, Cackle, Slumber
Patron Elements
Spells Known 4/4/3/2 DC Spell level+4
0 Level *Detect Magic, Mending, Touch of Fatigue, Bleed*
1 Level *Cure Light Wounds, Ray of Enfeeblement x2, Fumbletongue, Unseen Servant*
2 Level *Alter Self, Blindness/Deafness, Pox Pustules*
3 Level *Eruptive Pustules, Blindness/Deafness (Reach)*
Str 10, Dex 13, Con 13, Int 18, Wis 13, Cha 13
Base Atk +1; CMB +4; CMD 15
Feats Accursed Hex (UM), Dodge (CRB), Defensive Combat Training (CRB), Reach Spell
Skills Fly +6, Knowledge (Arcana) +9, Knowledge (Nature) +9, Spellcraft +9, Profession (Midwife) +7
Languages Common, Infernal, Goblin, Abyssal,

⚔ ATL 5

Rhinoceros, Woolly

N Large animal

Init +0; Senses scent; Perception +15

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)

hp 76 (8d8+40)

Fort +13, Ref +6, Will +3

Speed 30 ft.

Melee gore +14 (2d8+13)

Space 10 ft.; Reach 5 ft.

Special Attacks powerful charge (gore, 4d8+18), trample (2d6+13, DC 23)

Str 28, Dex 10, Con 21, Int 2, Wis 13, Cha 3

Base Atk +6; CMB +16; CMD 26 (30 vs. trip)

Feats Diehard, Endurance, Great Fortitude, Skill

Focus (Perception)

Skills Perception +15

⚔ Witch Hazel Human Witch 7

NE Medium Humanoid

Init +1;

AC 16, touch 12, flat-footed 15; (+1 Dex, +5 Dress of Armor, +1 Dodge)

hp 46 (7d6+14 Favored Class Bonus)

Fort +3, Ref +3, Will +6

Defensive Abilities nil; DR nil; Immune nil; SR nil

Spd 30 ft.

Melee Minor Staff of Speed +4/+4/+4, 1d3 (Certed)

Space 5 ft.; Reach 5 ft.

Special Attacks Hexes Evil Eye, Cackle, Slumber, Tongues

Patron Elements

Spells Known 4/4/3/2 DC Spell level+4

0 Level *Detect Magic*, *Mending*, *Touch of Fatigue*, *Bleed*

1 Level *Cure Light Wounds*, *Ray of Enfeeblement* x2, *Fumbletongue*, *Unseen Servant*

2 Level *Alter Self*, *Blindness/Deafness*, *Pox Pustules*

3 Level *Eruptive Pustules*, *Blindness/Deafness (Reach)*, *Howling Agony*

4 Level *Curse of Magic Negation*, *Fleshworm Infestation*

Str 10, Dex 13, Con 13, Int 18, Wis 13, Cha 13

Base Atk +1; CMB +4; CMD 15

Feats Accursed Hex (UM), Dodge (CRB), Defensive Combat Training (CRB), Reach Spell

Skills Fly +6, Knowledge (Arcana) +14, Knowledge (Nature) +14, Spellcraft +14, Profession (Midwife) +11,

Heal +8

Languages Common, Infernal, Goblin, Abyssal,

Now that you have time to take in the ritual site, you see there is a small altar with four eggs on it, one green, two pink and one blue. Each egg is twitching and it almost seems like there is crying coming from them.

With the witch dead, the door to the hut opens and you see a full-grown troll, crying, but no sound is coming out of her open mouth.

Give the PCs a chance to figure out how to return the babies to their correct size. The eggs must be broken near the adult size babies. If the PCs break any of the eggs away from the adult bodies, that child will not become a baby again.

If the PCs can't figure it out, have them make a **Perception DC 10** to find a scroll. **Players Handout 4.**

➤ Go to **Conclusion B**

CONCLUSION A

You wait and wait and wait. By dawn, the witch still has not returned.

A large bird lands and transforms into a young elven man with pale blue skin and long white hair. "The evil that has been done here cannot be reversed. These," he says indicating the adult babies, "They will remain as they are until their deaths. Take them back to their families. They will need their parents more than ever."

Thus ends *Has Anyone Seen My Baby?*

2 Time Units

CONCLUSION B

Using great care, you manage to return the eggs to the hut. You take the eggs and crack them open. A whiff of yellow smoke comes out of the eggs, swirls around the head of one of the adult babies until it finds the right one. At that point, the smoke turns

green and grows into a cloud that engulfs the child. The adult baby's body twists, turns and shrinks. When the cloud clears, a small baby is left in the place of the adult. The baby begins crying, loudly.

CONCLUSION B1

GM NOTE: Read as many of these as you want, but read at least one before going to **Conclusion B1**.

The Trolls

You give the baby back to the trolls, Fortuna, the mother, gives you a hug that nearly breaks your spine. The father, Chance, gives you a hearty slap on the back, "Our thanks. She is so beautiful!"

Taking the final baby to the Diamond Watch, you're greeted by Sargent Wailder. "This is the best thing to happen in months. So much thanks for bringing the babies back to their families. The reward is all yours." You receive 654 gold. "If you don't mind, I'll take this little one. Both of her parents have signed up to join the Watch. They said they want to make sure this never happens to anyone else."

The Gruden Family

Returning Mandy to the Gruden Family heals a broken mind. Leni takes her daughter and hugs her tight. "Oh my little girl! I missed you so much!"

Her husband hugs her to his side and turns to you, "I can't thank you enough for returning our little Mandy."

"I don't know why we gave her to you to babysit." Leni kisses her daughter's forehead, she smiles at you and gives you a hug, "There'll be a big basket of goodies for each of you!"

Clyde smiles at you knowingly, "Thank you for everything!"

Thus ends *Has Anyone Seen My Baby?*

2 Time Units

The Caprich Family

Taking little Gregis back to his family, you are met at the door by Rusty. When he sees the bundle of baby, he begins crying, "Thank Kalek! Our prayers have been answered!" Through his tears, he calls out, "Paige! Nigel! Come quick!"

The woman you saw before changes before your eyes. She seems to fill out and her eyes become focused. Tears start down her face, "My boy! My baby boy!" She takes her little boy into her arms and starts unwrapping him. "He is all here! Our most wonderful baby boy!"

The other man, who must be Nigel, steps forward, "We thank you for all you have done. There aren't enough ways to thank you. May Kalek bless you for the rest of your life."

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5
Module Experience	600	850	1200
Didn't upset either mother	50	50	100
Cracked the eggs by the adult babies	50	50	100
Roleplaying XP Bonus	50	50	100
Maximum Possible XP	750	1000	1500

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.

Dress of Armor

This violet dress is long sleeved with lavender cuffs and neckline. It also provides protection for the wearer and becomes more powerful as the wearer does too. This dress can only be gifted or taken from the wearer's dead body. It also can only be worn by those who can cast spells. Must be worn for 24 hours before it has any effect.

+4 Dress of Armor for wearer levels 1-4

+5 Dress of Armor for wearer levels 5-8

+6 Dress of Armor for wearer levels 9-12

+8 Dress of Armor for wearer levels 13+

Slippers of Stepping

These eggplant slippers are soft and incredibly comfortable. They also provide the wearer with the ability to move gracefully. It also allows the wearer to take move ten feet as a five-foot step 3 times a day. These slippers can only be gifted or taken from the wearer's dead body.

+5 to Acrobatics and Perform Dance for wearer levels 1-4

+10 to Acrobatics and Perform Dance for wearer levels 5-8

+15 to Acrobatics and Perform Dance for wearer levels 9-12

For wearer levels 13+, the slippers grant the wearer the ability to move 15 feet as a five-foot step 3 times a day.

Staff of Swiftness

This royal purple staff gives the wielder the ability to attack two extra times at the highest attack bonus, but at reduced damage. The damage goes up as the wielder becomes more adept with weapons. This staff can only be gifted or taken from the wielder's dead body.

Minor Staff of Swiftness 1d3 damage for wielder levels 1-4

Lesser Staff of Swiftness 1d4 damage for wielder levels 5-8

Staff of Swiftness 1d6 damage for wielder levels 9-12

Major Staff of Swiftness 1d8 damage for wielder levels 13+

Top Hat of Animals

This orchid colored top hat provides the wearer with control over the animals listed below. However, there is the possibility of pulling out a member of the wearer's own party. This places the party member directly adjacent to the wearer. To activate the hat, the wearer must say, "Watch me pull a rabbit out of my hat. Nothing up my sleeve. Presto."

The animals become more powerful as the wearer becomes more powerful. At 5th level, the second animal listed is what appears. At 9th level, double the number that appears at level 5 appears. At level 13+, four of the higher-level animals appear. Only one type of creature can be out of the hat at a time. If it is a party member pulled, the wearer can pull again as a swift action in the next round. This hat can only be gifted or taken from the wielder's dead body. Roll a D10 and see below:

- 1 Rhinoceros (B1, p 235) Woolly Rhinoceros
- 2 Tiger (B1, p 265) Dire Tiger
- 3 Lion x2 (B1, p 193) Dire Lion x4
- 4 Bear (B1, p 31) Dire Bear
- 5 Another party member rolled randomly
- 6 Crocodile (B1, p 51) Dire Crocodile
- 7 Hippopotamus (B2, p 157) Behemoth Hippopotamus
- 8 Giant Tortoise x3 (B4, p 263) Immense Tortoise
- 9 Walrus (B4, p 271) Emperor Walrus
- 10 Polar Bear (B5, p 41) Dire Polar Bear

Umbrella of Flight

When open and activated, this black umbrella allows the wielder to fly per the spell for the wielders level hours per day at a speed of 60. At 5th level, the wielder

can have a medium creature fly with them by holding the wielder's hand. This increases to two additional medium creatures at 9th level and four additional medium creatures at 13th. A large creature equals two medium creatures and one medium creature equals two small creatures. This umbrella can only be gifted or taken from the wielder's dead body

Die of Luck

Every now and then you must leave things up to fate and this die does the job. This green six- sided die can change the odds of any die roll. It is usable by the owner only. The number of uses per day is based on the owner's level. This die can only be gifted or taken from the owner's dead body.

Roll	Result
1	-2 on all rolls for the next 10 rounds
2	-1 on all rolls for the next 10 rounds
3	Nothing changes
4	+1 on all rolls for the next 5 rounds
5	+2 on all rolls for the next 5 rounds
6	Next roll is an auto-success

Level	Uses
1-4	2 times per day
5-8	3 times per day
9-12	4 times per day
13+	5 times per day

PLAYER'S HANDOUT #1

Family 1: The Caprich Family

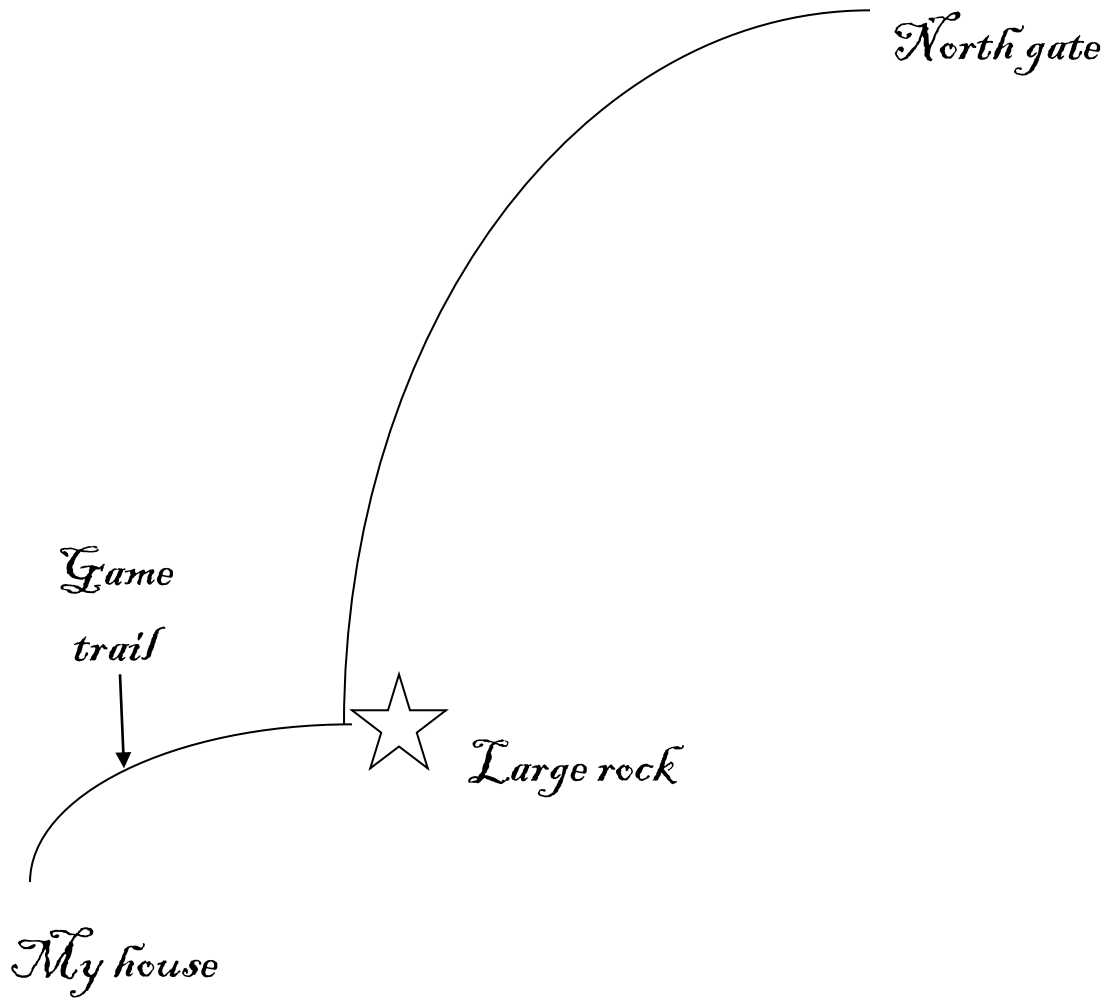
A human family living in the Commoners District. Their son, Gregis, went missing three days ago.

Family 2: The Gruden Family

A mixed-race family living in the Palisades District. The father is human and the mother is half orc. The child is a human girl, Mandy, who went missing two days ago.

The Temple of Ardra has been notified of these disappearances and will notify the Diamond Watch if the temple comes across any information.

PLAYER'S HANDOUT #2



PLAYER'S HANDOUT #3

Two days ago:

I have one of the children and the site for the final ritual location is almost ready. All I need is to find two more children. It will be easy. I have everything lined up for the one child, but not the other. I don't know what to do with the grown child. He is manageable at this time with sleep potions, but what to do when he can no longer go back to a newborn. Perhaps I should send the adult to his parents. After all, it's their problem, not mine. I could just leave him outside and let the local fauna have at him. No point in messing up this place. I might need again sometime.

Earlier today:

I got the last baby today. I was lucky when I was walking around the city. I overheard her talking about giving birth yesterday but felt like being a part of the celebration was too important to miss. I grabbed the baby and disappeared in the crowd. It was just so easy, I was sure I would get caught and I just kept waiting for a tap on the shoulder, but I got away with the girl. It was just so easy. The site is ready for the ritual. I would like to have a fourth baby but I will make due. I just can't mess anything up. No more safety nets. I hate that the site is so far from here, but it will all be worth it when I get it done. Besides, I had to find a place with the mountains, trees and water. And the people of Thornwater are so nice, I can easily get supplies from them. It'll work out. It'll all work out and the ritual will be perfect. I've put too much work into this.

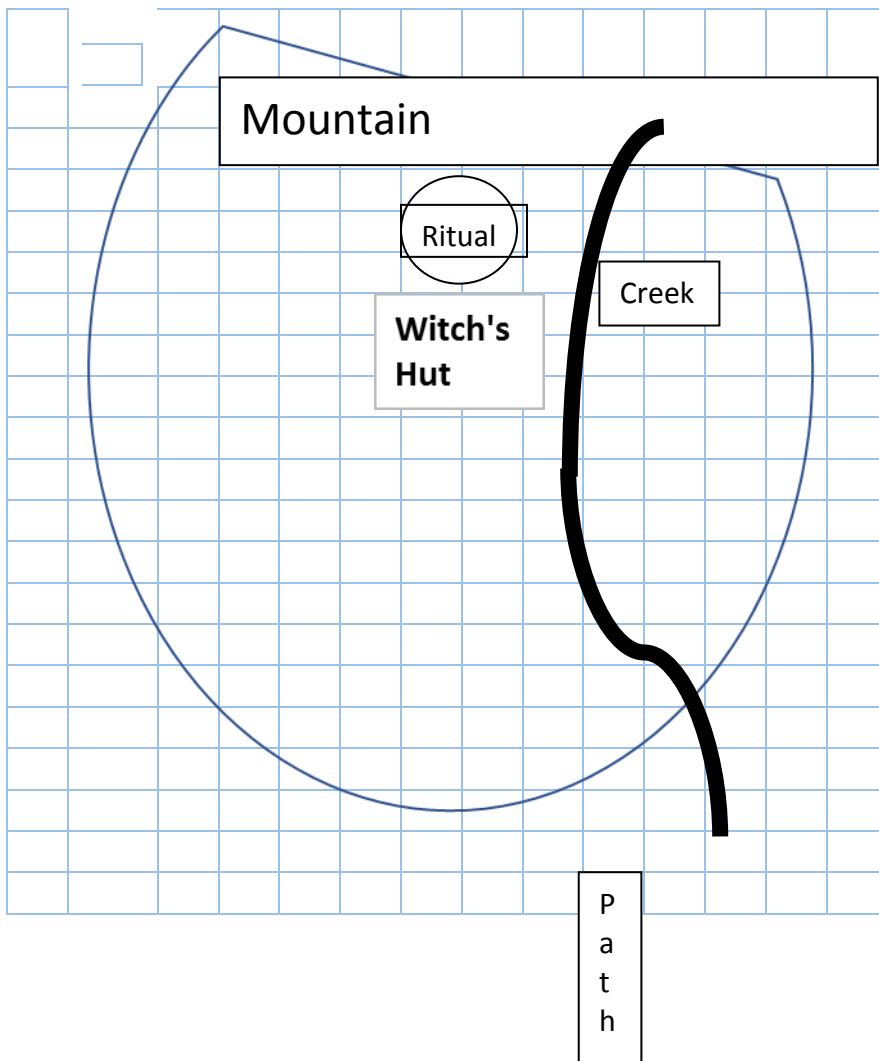
PLAYER'S HANDOUT #4

The ritual of adding youth

After the ritual to draw the child's essence into the egg, find a location that is close to running water, a mountain and a trees.

Take the eggs and place them on an altar in the middle of a circle formed of natural rock. Continue your chant for twenty verses. These verses should be tailored to you but must include the age of the water, mountains, trees and rocks. At the end of that, crack the eggs and breath in the essence. If an egg breaks with the adult sized body nearby, it will revert to the adult and turn them back to their previous state.

GM PLAY AID #1



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