



Where the Wild Things Are

(Babe In The Woods - Part 3)

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

Change is in the air, and it appears that no one in Amthydor is immune. Will you solve the mystery and discover the cure, or will the people of the Jewel fall one by one? For heroes of levels 5-13.

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

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Welcome to LSJ!

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

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

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

LSJ GM Empowerment Clause

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

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

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

Calculating ATL (Average Table Level)

Add up the levels of all characters at the table (plus ECL adjustments) 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.

A Note About ATLs and the Power of PCs

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

Adventure Background

In Part One of the this series — *LSJ12 Lions, Tigers and Bears* the PCs dealt with marauding animals who were threatening the city and rescued a young orphan girl named Kasira, who's parents had been killed by a mysterious Beast. It was learned that the Beast was ultimately responsible for initiating the attacks, but the creature was never identified or captured, and so remains a potential threat to the city and to the PCs. In the Interactive event *Call of the Wild*, which occurred immediately following 'Lions', the Beast again causes animal problems, this time for a visiting circus. A group of doppelgangers and wererats posed an additional hazard for the PCs.

In Part Two of this series — *LSJ18 Dire Consequences*, the mysterious attacks began again, this time with more fatal results, when animals and humans alike fell prey to *something*, and never before seen creatures stalked the Darkwood. Loceti, a mage desiring to create a savage army under his control, attempted to use the blood of dire animals to warp and mutate normal creatures into savage beasts. Loceti's potion was successful with animals, but before he could perfect it for use on humans his plans were discovered by the PCs and he was forced to flee, escaping to perfect his potion another day.

This event begins six months after the conclusion of *Dire Consequences*. Loceti has returned, and people in Amthydor and the surrounding area are being mysteriously transformed, taking on various aspects of wild creatures. Loceti seeks to build a human/animal hybrid army under his control, and with the aid of Pardiin, a druid of Graala, he has deciphered more of the ancient tattered parchment that was the inspiration for his previous transformation efforts. Together they have been tainting water supplies in and around Amthydor with a reformulated version of Loceti's earlier *potion of transformation*. They have been introducing the potion into the wells and fountains provided by the Lord Monarch as a source of fresh water for the people of the city, and intend to add the final massive dose into the city's main water station located in the nearby foothills.

Complicating matters is the Beast, a weretiger druid named Lianara who has not forgotten that the city now shelters young Kasira, removed from her forest home by the heroes in Part One of the series. Lianara is not entirely sane because of her guilt at acts she committed during the first few months of her affliction, but she may hold the key to reversing the transformations of the residents of Amthydor. Furthermore, she possesses a knowledge of the lands surrounding Amthydor that is unequaled even among the best rangers in the area. Making her into an ally could prove invaluable in Amthydor's recently declared war with the High Elves of the Mystwood.

It is not necessary for the PCs to visit every encounter in this event, but they should be able to gather enough information to identify Loceti as the person behind the transformations and to secure the last vital ingredients needed to produce an antidote.

The term 'potion' in this event refers not to a magical spell-based *potion*, but rather to an alchemical concoction that, while it may possess some arcane aspects, more closely resembles the solution from fictional real-world tales such as *Dr. Jekyll and Mr. Hyde*. The potion affects only humanoid races (dwarves, élan, elem, elves, gnomes, halflings, half-elves, half-ogres, half-orcs and humans). Outsiders (aasimar and tiefling), monstrous humanoids (lupaari and tabreen), augmented humanoids (half-dragon) and kobolds and sathoni are not affected.

The more pure the dose ingested by a victim, the more radical the changes that occur. A subject drinking a nearly-pure dose will experience radical physical and mental transformations, while one receiving a greatly diluted dose (such as the PCs drinking something offered in the Silver Fox or at the League of Thaumaturgical Studies), will experience primarily mental changes which may not be immediately apparent.

Introduction A – The PCs are summoned to a secret meeting at the Silver Fox Inn & Tavern. The PCs will not be told in advance exactly who they are to meet or why, and are welcome to bring

whatever weapons and armor they need to in order to feel safe.

PCs en route to the meeting will have no difficulty. Those who refuse to attend the meeting will have one more opportunity to join in the adventure, in Introduction B.

Introduction B – PCs who previously declined to attend the meeting with Delenia Lunasole are approached by a member of the Diamond Legion, with a request for them to meet with Lieutenant Argyn Grix of Special Services. The PCs will be escorted not to Diamond Legion Headquarters, but to the Silver Fox Inn & Tavern, with the explanation that there is someone else they have to meet and that a group of adventurers meeting openly with the Legion at this time might cause concern or even panic among the populace. PCs who decline to attend both meetings are out of the event, and probably should not be adventuring in Amthydor.

Encounter 1 – PCs who attend the meeting as requested will find themselves speaking with Delenia Lunasole, High Priestess of the temple of Meneon, and Lieutenant Argyn Grix of Special Services.

Encounter 2 – PCs may go to the temple of Meneon to examine the most recent victims of the transformations.

Encounter 3 – A visit to the League of Thaumaturgical Studies may provide insight into how such transformations could take place.

Encounter 4 – PCs staking out locations where the improved potion of transformation may be introduced into the city's water supply may encounter Loceti's minions and perhaps obtain a sample of the potion for study.

Encounter 5 – PCs may visit local herbalists in an attempt to locate ingredients for the necessary antidote.

Encounter 6a – The PCs may visit the shrine of Ayla to looking for the ingredients for the antidote.

Encounter 6b – The PCs may visit the shrine of Brianna and speak with Kasira, the young girl who was 'rescued' in part one of this series, seeking information on the Beast.

Encounter 7 – The PCs may locate the Beast, and negotiate for the necessary ingredients for the antidote (or take it by force).

Encounter 8 – The PCs must prevent the delivery of the final dose of the *potion of greater transformation* and administer the antidote, preventing further transformations and reversing those which have already taken place.

Conclusion A – The PCs succeed in preventing the final dose of the *potion of greater transformation* from being delivered and in administering the final antidote.

Conclusion B – The PCs prevent the final does of the *potion of greater transformation* from being delivered but are unable to administer the antidote to the city, leaving those transformed by the potion to live as little more than crazed animals.

Conclusion C – The PCs are unable to prevent the final does of the *potion of greater transformation* from being delivered, administering the antidote with only partial effect.

Conclusion D – The PCs fail at their mission to both prevent the delivery of the *potion of greater transformation* and to administer the potion's antidote, resulting in mass transformations among the city's populace.

Note on NPC reactions to some PCs in this event – Due to their animalistic nature, Lupaari and Tabreen PCs should expect a less than friendly reception from some NPCs in this event. NPCs associated with the church of Meneon will continue to have a *friendly* to *helpful* reaction to such PCs, while Diamond Legion PCs will be *indifferent* to *friendly*. The average resident of Amthydor will be *unfriendly* to these races during the current crisis, as noted in each encounter. If the PCs go 'off-track' they should expect the NPCs

they encounter to be decidedly *hostile*. PC druids (regardless of whether or not they possess the *wild shape* ability) and worshipers of Meneon are also subject to these NPC attitudes.

GM's Note on PCs who have played previous events in this series – Make note of any PCs who are under the following effects –

- 1) *Transformation Effects* from *LSJ18 Dire Consequences*. If a PC possesses a cert for a *Potion of Transformation* that has not been consumed, such a cert should be voided immediately at the end of this event as if six months had passed and the potion has reverted to harmless, if minty tasting, water. The inclusion of the antidote into Amthydor's water system will prevent any vials of this potion that are consumed in the future from taking effect. **PCs who have previously consumed this potion begin this event with a –2 penalty to Will saves and to all skill checks based on Intelligence, Wisdom and Charisma. Do not inform the players of this penalty unless they figure it out on their own. Use the PC tracking form provided in GM Aid #1 to keep track of penalties and effects.** These penalties are in addition to those already listed on the cert.
- 2) *Enmity of the Beast* or the *Mark of the Beast* from *LSJ12 Lions, Tigers & Bears*, as this will have a bearing on the heroes' dealings with Lianara later in this event.

Phase of the moon — This information should not be volunteered, but if the PCs ask it is early in the morning of the 2nd night of the full moon.

Transformation Effects – While the PCs may have consumed significantly diluted doses of Loceti's formula, various NPCs have received much more concentrated doses. The effects of the transformation agent on individual groups of NPCs will vary, primarily due to dilution of the formula and the version of the formula consumed. Typical manifestations include increased natural armor (fur and thickened skin), increased aggression (immune to fear), decreased Intelligence and Charisma,

decreased Will save, increased physical attributes (Strength, Constitution and Dexterity), increased natural skills (*Hide*, *Listen*, *Move Silently* and *Spot*) and acquisition of the Scent ability. The appearance of those who have been transformed also varies greatly, from virtually undetectable changes to a transformation somewhat resembling that of a hybrid-form lycanthrope. Several species of dire animals have been used to produce the transformation agent, including badgers, bears, boars, tigers and wolves. The various physical manifestations of the transformations may include fur/thickened skin, thickened musculature, oversized teeth/fangs and sharp talons/claws. Lycanthropes, either natural or afflicted, are immune to Loceti's formula.

Before play begins ask each player to make five (5) *Fortitude* saves. Record the results of these saving throws on **GM Aid #1**. At various points throughout this event, highlighted boxes like this one will indicate the need to apply one of the pre-rolled *Fortitude* saving throws when the PCs consume tainted food or drink, as noted in the text. Food or drink treated by casting *purify food and drink* are safe to consume.

In addition, PCs who have failed one or more of these *Fortitude* saving throws may come under Loceti's mental influence, in the form of a constant whispering voice in the back of the PC's mind. Most of the time this whispering is faint and indistinct, like the drone of voices in a large crowd. Only when Loceti is intent on conveying a specific message does the whispering become clear. At these times, PCs who have failed one or more of the *Fortitude* saving throws to resist the transformation agent must attempt a *Will* save. The DC of this *Will* save depends upon how many *Fortitude* saves the PC has previously failed. The mental effects are noted in **Player Handouts #5 - 9**, a series of individual notes that should be cut apart ahead of time. Each note has a number representing the number of failed *Fortitude* saving throws that a PC experiences before receiving that effect. Note that PCs who consumed the earlier version of the potion in *LSJ18 Dire Consequences* are assumed to have automatically failed a saving throw as part of the **Adventure Summary**.

PCs under the effect of the new transformation agent who participate in a *heroes feast* are cured of any existing transformation effect and are immune to further effects for the duration of the spell effect. PCs treated with *delay poison* or *neutralize poison* suffer only ½ penalty due to the potion's effects, for the duration of the spell.

Introduction A – 'Were' to Begin

The moon has not yet set, and the sun scarcely risen, when you awaken, sweating and disoriented, from a dream that fades quickly from memory. As you recognize familiar surrounding and the frantic beating of your heart slows, you realize that what awakened you was the sound of someone pounding insistently on your door.

Each of the PCs has experienced a terrifying dream in which they were savagely attacked by a shadowy unseen beast and unable to defend themselves against the savage creature's razor sharp teeth and raking claws. When the PC wakes up, his/her wounds are just a figment of the dream, but they will not soon forget the feeling of being the prey instead of the predator. After the dream some PCs may be reluctant to open their door to a stranger. They may look out a window, peer through a peephole or call out to the visitor to identify himself before opening the door.

PCs calling out to learn the identity of their early morning visitor –

"My name is Preston, and I bear an urgent summons. Please, as you love life, and for the good of Amthydor, open the door."

Delenia Lunasole, the high priestess of Meneon, has sent Preston to summon the PCs to a secret meeting. He has heard rumors about the attacks, and is understandably nervous. He will not go into greater detail out loud, standing in the street where he might be overheard, for fear of revealing his mission to those who are behind the transformations or the attacks on his fellow faithful. If a PC still refuses to open the door, Preston will offer to leave the message outside and

depart. Modify the box text below as appropriate based upon the PC reaction to Preston.

PCs looking through a peephole or window or opening the door –

A lean-faced young man, heavily cloaked against the morning chill, stands at the threshold, hand poised to knock again.

A successful *Spot* check *DC10* reveals that beneath his cloak the messenger wears what appear to be clerical vestments of dark blue and white.

A *Spot* check *DC20* will reveal two other men standing in the shadows across the street. Dressed in a similar fashion to the messenger, the glint of chainmail can be seen beneath their cloaks. The young man is Preston, a cleric of Meneon. The others are his guards, off duty members of the Diamond Legion who are also worshipers of Meneon. With the recent attacks throughout the city, it is vital that nothing prevent Preston from delivering the summons to the adventurers.

Once the PC opens the door:

He inclines his head politely to you (he will bow slightly to females and Aristocrats, and bow more deeply to Nobles).

"Your pardon, please, are you _____ (insert PC name)?"

As you confirm your identity, he offers you a scroll, then bows and after a cautious look around and a signal from his escort hurries away to complete his errand, his guards moving a short distance ahead and behind him.

The scroll reads as follows –

In Meneon's name I greet you. May his light guide your steps and guard you from the darkness. Dire circumstances require that we meet on a matter most urgent and grave. Please come at once to the Silver Fox Inn & Tavern. Tell no one of this meeting. Say nothing when you arrive, but give the enclosed token to Reichen, the tavern keeper. He will know that you are expected, and will know what to do. My lord's blessing upon you. Travel in safety, and be certain that you are not followed.

The note is unsigned, but the accompanying token is a coin-sized dark blue wooden disk, engraved with the emblem of a silver crescent moon.

Intelligence check DC15 or Knowledge (Religion) DC10 to recognize the symbol of Meneon. PCs who are members of the Quorum of Faith gain a +2 bonus to this check. Worshipers of Meneon will automatically recognize the symbol of their deity.

- If the PCs attend the meeting as requested **GO TO Encounter 1 (page 7).**
- If a PC declines to attend the meeting and is not friendly with another PC who has accepted the invitation and can convince them to attend **GO TO Introduction B (page 6).**
- PCs that decline both invitations to attend the meeting at the Silver Fox are out of the event, and probably should not be adventuring in Amthydor.

Introduction B – Civic Duty

Any PCs who declined to attend the meeting at the Silver Fox will find themselves on the receiving end of a second invitation, this time from the Diamond Legion.

A new knock at the door, more authoritative than the last, again demands your attention.

If a PC calls out asking the identity of the visitor –

A strong, clear voice answers your query without hesitation “Diamond Legion”.

PCs looking through a peephole or window or opening the door –

A uniformed trio of men stands at the threshold, their black tunics bearing the emblem of a skeleton and wolf’s head in addition to the distinctive Amthydoran eagle worn by all members of the Diamond Legion.

Diamond Legion PCs will immediately recognize that the men are members of the Diamond Legion’s Special Services, charged with combating the undead and lycanthropes that periodically threaten Amthydor. Non-Legion PCs may attempt a Knowledge (Local) skill check DC10 or an

Intelligence check DC15 to recall this information. PCs who played LSJ50 Training Day receive a +2 circumstance bonus to this check.

Once the PC opens the door –

The trooper in the lead comes briefly to attention, delivering his message with brisk efficiency. “_____ (insert PC Name), you are requested to report at once to meet with Lt Argyn Grix.”

The legionnaires will offer no specifics on the reason for the meeting or who else will be in attendance, and will wait while the PCs gather their things before escorting them to the Silver Fox Inn & Tavern. PCs may certainly decline the official escort, and will receive directions to the Silver Fox if they do so. It has not occurred to the legionnaires that the PCs would refuse, but they also will not force any PC who does not wish to attend the meeting as requested. The only thing more useless than an incompetent adventurer is an unwilling one.

- If the PCs attend the meeting **GO TO Encounter 1 (page 7).**
- PCs who decline both invitations to attend the meeting at the Silver Fox are out of the event, and probably should not be adventuring in Amthydor.

Encounter One – Animal House

NPC reactions to animalistic or animal-affiliated PCs in this encounter will be *friendly*, so long as the PCs follow the posted rules.

Located in the Services District, the Silver Fox Inn & Tavern is a discreet gathering place that welcomes all who would enter, so long as they bear no ill intent. Fighting is not tolerated under any circumstances, and those who insist upon conflict quickly find themselves flying out the front door with the assistance of the burly owner, Reichen. Many consider it to be ‘neutral ground’, and more than a few contracts and business

agreements have been worked out within the establishment's private meeting rooms. It is especially popular with followers of Meneon, particularly those who have been blessed by their deity with lycanthropy, as they always find a warm (and non-judgmental) welcome. Among most Amthydorans the Silver Fox is known primarily for its enticing meals and comfortable, family-friendly atmosphere. The food and drink are high quality and the rooms are clean and neat without being pricey. Reichen, the owner, is a large bear of a man (literally) who runs an honest establishment. A lycanthrope himself (he is a natural werebear), he was a ranger and a lieutenant in the Diamond Legion before losing his left arm at the elbow to a poacher's trap while he was prowling about in bear form. He is broad-shouldered and muscular, standing six and a half feet tall, with brown eyes, dark brown hair tied neatly at his back and a well-trimmed beard. Where he is the picture of sturdy strength, his wife Neiria is grace itself. They are total opposites in appearance and temperament. She is barely five feet tall, with merry amber eyes and flame-red hair worn loose down her back. She is fine-boned, slender and lithe, like the fox whose form she takes. Where he can only be called steadfast, strangers often think her flighty and chaotic. Her beauty and quick wit are a fine compliment to her husband's steady strength, and they are well matched, in spite of their radically different natures. They have no children of their own, but regard the young people who work for them as family.

The streets of Amthydor are oddly empty as you make your way to the Services District. Those who cannot avoid their errands move hurriedly, glancing anxiously at every shadow and flinching at any sudden noise. A queue of travelers is already lined up to exit the district, no doubt en route to the main gate out of the city. To either side of the Silver Fox the shops bear hastily lettered signs declaring the proprietors on vacation, the establishments closed until further notice. The tavern however remains open to welcome thirsty patrons. The hum of conversation drifts out from the common room, already bustling even at this early hour. The

heavy oak door stands slightly ajar, and a neatly lettered sign advises all who would enter that inappropriate behavior will not be tolerated.

*Absolutely
NO brawling
NO profanity
NO thieving*

The change in the room is immediate when you enter. Conversations grow hushed and unfriendly eyes follow your movements. The proprietor, a burly weathered man with dark eyes and a neatly trimmed dark beard passes a mug to a waiting serving girl, signaling her with a nod to get back to her waiting customers. Wiping the already spotless bar he sizes up your group. "Breakfast, drink or room?"

Reichen will greet by name any PCs with certified lifestyle residence rooms at the Silver Fox, and immediately offer them their 'usual'.

As soon as Reichen greets a resident PC, or one of the PCs produces the token or mentions Lt Grix, the entire atmosphere of the room will immediately change and the tension will quickly be replaced by curiosity and an air of hopeful anticipation.

"The room is ready for you and everything is prepared as requested. Past the stairs, down the hall, first door on the right. Refreshments have already been laid out, so please make yourselves comfortable until the others arrive."

If the PCs ask about the 'others' who are expected, Reichen does not know the names of the PCs who are expected, nor he will provide the identity of their host if the heroes do not already know who has called the meeting. Reichen is something of a legend in the Diamond Legion for his steady determination and tracking abilities, and any PCs who are members of the DL will have heard at least one story about him. PCs who are uncertain of the tavern keeper's reliability and attempt to *Sense Motive* will feel that while Reichen hides an underlying concern over recent events, he is being completely up front with the heroes. He has his suspicions about the purpose of the meeting (mostly accurate), but few actual facts. He knows that there have been some unusual attacks in the

last few days and that he was asked by both Delenia Lunasole, the high priestess of Meneon, and Lieutenant Argyn Grix of Diamond Legion Special Services to prepare a safe, discreet meeting place away from the temple and the Legion.

Opening the door, the room that awaits you is just as Reichen said it would be. A fire burns merrily on a small hearth and a large table surrounded by ten carved wooden chairs bears several pitchers filled with various beverages, drinking cups and trays of fruit, meat and cheese.

PCs who are already under the effect of the previous *potion of transformation* must attempt a *Will* save *DC10* or be subject to **Mental Effect #1** from **Player Handout #5**, as an insistent voice in their heads urges them to expose others to the transformation agent. How determined a PC is to follow through with this action is up to the player, and other PCs may become suspicious.

The PCs may help themselves to refreshments while they wait. PCs that do avail themselves of the food and drink provided are subject to the first of the *Fortitude* saving throws rolled prior to beginning this event. This saving throw is a *DC 10*, due to the amount of time that has passed between the placement of the potion into the water source (the fountain outside) and its consumption, and the dilution that has taken place during meal preparation. PCs who fail this saving throw will suffer a -2 penalty to *Intelligence*, to *Will* saves and to all *Wisdom* based skill and ability checks, as noted in **GM Aid #1**.

As you make yourselves comfortable the door opens to admit a uniformed Lieutenant from the Diamond Legion and a graceful woman in white and silver robes. They move together to the table, the woman addressing you as they do so.

Diamond Legion PCs, as well as those who played in *LSJ49 Animal Magnetism* or *LSJ50 Training Day* will immediately recognize Lt Argyn Grix (Human male, uniformed in black). PCs who are worshipers of Meneon or those who have played one of the many LSJ events where she appears will recognize Delenia Lunasole (Human female).

“I would like to thank you all for agreeing to this most unusual meeting, and to apologize for the need for such secrecy. I am Delenia Lunasole, High Priestess of the temple of Meneon, and this is Lieutenant Argyn Grix of the Diamond Legion. We have asked you here on an urgent matter pertaining to the security not only of Amthydor but potentially that of the entire Free Lands and beyond, perhaps even the future of the entire human race.”

While her statement may sound a bit melodramatic to some PCs, the danger that mass and unchecked transformations pose is very real.

Lieutenant Grix continues the briefing – “Each of you has already proven your skills on more than one occasion, and today we need you to prove them again. Discretion is vital, to prevent unnecessarily alarming both citizens and visitors. We need a group of experienced investigators who can fend for themselves, obtaining the answers that we need while practicing absolute discretion. An uncontrolled panic among the populace must be avoided. If you do not feel that you are able to provide the level of subtlety needed, please advise us now so that other investigators may be brought in.”

Neither Lt Grix nor Delenia Lunasole will reveal the full details of recent events until the PCs agree to investigate with complete discretion. PCs unwilling to agree to investigate quietly are out of the event.

Once the PCs agree –

Lieutenant Grix rests his gaze on each of you for a moment. “Something is transforming normal people into beasts, and we do not know the cause or the cure. A month ago we started receiving reports of disappearances among travelers on the Trade Road and from the outlying communities. At the same time, witnesses began seeing odd tracks and catching fleeting glimpses of strange creatures lurking at the edges of the forest or moving along the riverbank. Initially it was believed that these mysterious creatures were responsible for the disappearances. While that hypothesis was not entirely correct, it also was not entirely wrong.

We now believe that the creatures are, or rather were, human, and that they may in fact be those people that have been reported missing. At first the rangers who were sent to search out and follow the tracks failed to locate the creatures, but a week ago one came back with something unexpected. Within hours of returning to the city and reporting in he began to change, transforming into a savage animalistic parody of the man I have known for half of my life. By the next dawn he was little more than a mindless beast. We believe that he was not the first, and we know that he was not the last. Since his return there have been dozens of others transformations. If that were not enough, in their mindlessness, the victims of these metamorphoses have been attacking anyone and everyone that they come across.”

If any PCs are members of the Diamond Legion Lieutenant Grix will take them aside for a private chat –

“Rather than bringing you in for active duty, I believe that you would be more valuable to the investigation process if you remain with your fellow adventurers, to help keep them focused on the task and working within the law.”

Diamond Legion PCs will *not* be placed on active duty for this event. They will not have any arrest authority and will be held to the same standards of behavior as non-Legion PCs.

High Priestess Lunasole –

“To the uninitiated, those who have been transformed can appear much as lycanthropes in their hybrid form. As a result, some may wish to place the blame for the transformations on the temple of Meneon, which not only welcomes those non-evil souls afflicted with lycanthropy but has also generously offered shelter and care to those who have been transformed during the current crisis.”

While the appearance of those who have been transformed closely resembles that of a lycanthrope in its hybrid form, the transformations are *not* caused by lycanthropy, and players should be discouraged from wasting valuable time exploring this incorrect assumption. If the PCs

request additional verification, High Priestess Lunasole can provide information on the cause, symptoms and treatment of true lycanthropy (**Player Handout # 2**).

Lieutenant Grix –

“Priests from the various Quorum faiths and wizards from the League of Thaumaturgical Studies are working in cooperation to determine the means by which the transformations have occurred and to formulate an antidote. We received word less than an hour ago that they believe they have made a breakthrough, and they have asked that a team be made available to assist them. Your task will be to aid them in their research, the prevention of additional transformations and in the distribution of an antidote once it is available. Should you encounter any additional victims, please bear in mind that these poor souls are our neighbors and friends, and that they are not responsible for what they have become. While we would ask that you make every effort to capture them unharmed, in the hope that they may be restored, such mercy must not come at the expense of your own lives. Bear in mind during the course of your investigations that seemingly innocuous detail that does not at first appear to be connected may hold the key to the entire incident. To that end, we will answer any questions that we can.”

Allow the PCs to ask any questions that they have. They may make their inquiries of either Lieutenant Grix or High Priestess Lunasole, as appropriate.

➤ **Why meet here instead of at the temple or the Legion?**

“It was considered more discreet to meet here. A group of adventurers arriving at the Diamond Legion or one of Amthydor’s most prominent temples is certain to cause talk, while those same adventurers walking into a tavern is considered commonplace.”

➤ **Have you been able to determine the cause of the transformations?:**

“The League of Thaumaturgical Studies is expected have solid information on a cause by the

time you arrive there. They are currently examining several possibilities, in an effort to determine who or what may be responsible for the transformations, as well as a means of reversing them.”

The cause of the transformations is actually a combination of arcane and divine effects, in the form of an alchemical potion introduced into Amthydor’s water system by the wizard Loceti, the Graalan druid Ursuline and their subordinates.

➤ **Have any other creatures been affected?:**

“As far as we have been able to determine only humanoids are actually affected. There have been no reports of other creatures being transformed.”

The potion affects only humanoid races (dwarves, élan, elem, elves, gnomes, halflings, half-elves, half-ogres, half-orcs and humans). Outsiders (aasimar and tiefling), monstrous humanoids (lupaari and tabreen), augmented humanoids (half-dragon) and kobolds and sathonis are not affected.

➤ **Have any divinations been performed?:**

“Yes, though the answers we have received have been of limited assistance. The little information that we currently have makes it difficult to ask the right questions.”

High Priestess Lunasole has performed both *divination* and *commune*, and will provide the heroes with the answers that she received (**Player Handout #1**). There are no NPCs able to prepare additional castings of *divination* or *commune* on the PCs’ behalf.

➤ **Have you been able to communicate with those who have been transformed?:**

“The druids have been trying, but have so far been unsuccessful. Those skilled at speaking with animals report that the victims are extremely hostile and evasive, and it is unclear if they possess the intelligence to fully comprehend what has happened to them and what they are being asked.”

While they permit the caster or the selected creature to converse with animals or understand another language, spells such as *Speak with Animals*, *Comprehend Languages* and *Tongues*

cannot force a creature to respond to questions. Furthermore, *Speak with Animals* is of limited use as the transformation victims are not true animals.

➤ **What spells have been attempted?:**

“Attempts to dispel the transformations, to break any enchantments or to remove a curse have proven unsuccessful. Preparations are being made to express a wish, but it will be another day and perhaps two before it can be attempted.”

Break enchantment, dispel magic, greater dispel magic and remove curse have been attempted individually and in some combinations, and are not sufficient to reverse the transformations. *Delay Poison* and *Neutralize Poison* appear to have only a partial, temporary effect. Not all possible combinations have yet been attempted, as doing so will require several days.

➤ **Has anything like this happened before?:**

“It is possible that these recent humanoid transformations are somehow connected to similar events about six months ago involving animals, but we will not know for certain until we receive the report from the League wizards.”

“In the previous incident a potion was being used to change wild animals, making them more aggressive. The responsible party escaped, and a small sample of the transformation agent was recovered, but the formula may not be the same.”

The recent transformations **are** connected to Loceti’s attempt six months earlier, though with some improvements to the formula. Loceti’s created his previous specimens either by modifying existing animals or by selective breeding and then modifying the mother before her young were born. The original potion was not suited to transforming humanoids and he has had to try again. Some PCs recovered his early effort at a *potion of transformation* in *LSJ18 Dire Consequences*, and some actually consumed it, with partial results.

➤ **Could the transformations be a form of lycanthropy?:**

“Lycanthropy as we know it is a disease, an affliction. It can be transmitted from victim to

victim through a bite. Many victims have some control over their transformations, and those who do not are affected by the cycle of the moon. Lycanthropes revert to their natural form when killed, but these recent victims do not. If caught early, before the initial transformation takes place, the manifestation of the disease can be prevented. It can also, with some small difficulty, be cured. These new transformations do not appear to be affected by the moon's cycle, do not appear to be contagious and we have not yet found a means of reversing or curing them."

PCs who possess the *Book of Lycanthropy* and have expended the necessary TUs to read and become familiar with its contents will recognize that the transformations are definitely not a result of that disease. PCs who possess the *Book of Lycanthropy*, who succeed at a *Knowledge (Nature) DC 20* or who specifically ask about the signs, symptoms and treatment of lycanthropy have access to the information provided in **Player Handout #2**.

- **Could this have anything to do with the war?/Could the Mystwood High Elves be responsible?:**

"Such an attack could be well within their abilities, and we cannot completely rule out their involvement here, but we do not believe at this time that they are responsible. That said, if you should uncover absolute evidence that they are involved, you should report such information immediately."

At the time of the scheduled premier of this event the war between the Mystwood elves and Amthydor is underway, and it is natural that suspicion should fall upon the elves.

- **Could it be poison?:**

"We do not believe so. The normal means of slowing or neutralizing poisons have had no effect on those who have been transformed."

A poison is generally intended to cause death or debilitation, while the potion does neither. Spells intended to slow or neutralize poisons have only a partial or temporary effect on the transformation victims.

- **Could it be a spell?:**

"That is a possibility, though if so it is like no spell that we've seen before. Spells which allow an unwilling subject to be transformed result in harmless animals, not the beasts that we have seen."

There is no known single spell that would produce these types of transformations.

- **Could it be something in the food or water?:**

"That is a possibility that we cannot rule out. Of course, if that is how the transformations are being induced then whoever is responsible must be administering the agent on a small scale, or else more people would have been affected."

This is, of course, exactly how the transformation agent is being administered, into the small wells and fountains scattered throughout the city to provide a constant supply of fresh water for the population. There are no witnesses to the actual tainting, which was done by Ursuline and her collection of animals. If the PCs catch on early to the fact that the city's water is being tainted and try to get a sample, allow them to obtain water from whichever wells and fountains that they wish without difficulty. If they take a sample from the water drawn for the Silver Fox, the temple of Meneon or the League of Thaumaturgical Studies that morning it will contain enough of the potion to aid the League in creating an antidote. Otherwise, any sample obtained right now will be too diluted to be useful. If the PCs agree to stake out a small group of fountains in the Laborers' District and wait for someone to attempt to taint the water proceed with Encounter Five, modifying box text as necessary.

- **Where does the city get its water?:**

"Amthydor's main water supply is a large well and pumping station located in the foothills north of the city. Water is brought by aqueduct to feed a series of fountains scattered throughout the city where the residents can collect fresh water for their needs. There are also smaller wells located in each district, where the public can draw water."

The Diamond Legion regularly guards the city's main aquifer and pumping station, and no incidents

of trespassing or unusual activities have been reported. The PCs should be discouraged from going to the pumping station prematurely. Their mission is to secure a sample of the transformation agent and the components for the antidote. There will be plenty of time for them to be heroic at the station later.

- **Is it possible for us to speak with those who have been transformed?:**

“Only if you don’t expect them to answer coherently. They appear to have the wit of animals, unable to speak or comprehend human speech, and can be extremely violent towards anyone who approaches them. The more time that passes the worse they seem to become. The earliest known victims are beyond any available form of higher communication. Their savagery makes even speaking with them as if they were animals fruitless.”

PCs with access to the spell *Speak with Animals*, either via potion, scroll, by casting it themselves or by paying someone to do so, will be able to communicate in a very limited fashion with those who have been transformed. Unfortunately, the answers that they receive from those creatures currently in custody are limited to continuously repeating a desire to kill, tear and rend.

- **What can you tell us about the people who have been transformed?:**

“Perhaps you should see for yourself. They are being cared for at the temple of Meneon. At this point they are little more than two-legged animals, unable to communicate, constantly pacing and attacking anyone who comes near them.”

Each of the known surviving victims is being cared for at the Moonlight Pavillion. The body of an unidentified victim who was killed when he attacked someone else is not available, and in any event holds no useful information for the heroes.

- **Is there any pattern to the transformations?:**

“Only that they began in the outlying communities, starting in the area of Llynvale and Rainsford, then among the farms to the south of

the city, and finally within the city itself. Transformations have occurred in the South Trade, Port, Adventurers’ and Services districts.”

Each transformation took place near a water source tainted with Loceti’s potion. Each victim drank the water shortly after it was contaminated, but before the potion had time to disperse widely throughout the well or fountain and become too diluted to produce a full transformation.

- **Do any of the victims have anything in common?:**

“Nothing that we have been able to determine. The known victims include a cook, a traveling merchant, a bard, two sailors, a courtesan from the Gilded Cage, a laundress, an old man and a laborer. They all live and work in different areas, worship different faiths and have different social circles. Of course, those are just the ones that we know about. There have been several additional sightings reported, but no captures yet.”

If asked, Lunasole and Grix will provide the PCs with **Player Handout # 3**, a list of each of the victims last known whereabouts prior to his or her transformation.

- **Have there been any witnesses to the transformations?:**

“None that we are aware of. If there were, they are either too afraid to come forward or they were transformed themselves.”

There are no witnesses to the actual transformations, though there are witnesses to the victims drinking the tainted water. For the sake of time, the information provided by the witnesses is contained in **Player Handout #3**, available from Lunasole and Grix at the PCs’ request. The transformations took place between fifteen minutes and two hours after drinking the water, depending upon how much of the potion each victim consumed and how diluted it was.

- **Have the victims’ homes been searched?:**

“Yes, but nothing unusual was found.”

The transformation agent has a very short period of viability once it is exposed to air. No detectable samples remain in any of the victims’ homes.

- **Are there any other events that may be related?**

“Six months ago there was a series of attacks involving a pack of bizarre six-legged creatures resembling a cross between wolves and large hunting cats. None were ever captured alive, and the few deceased specimens that were recovered were too damaged for serious study. It is thought that they were intentionally created, either through selective breeding or by conjuration, rather than altering an existing individual specimen. There have also been rumors of a rogue lycanthrope, a weretiger, in the area surrounding Amthydor. Such a creature, if it is present, could prove either blessing or bane to us at this time.”

The weretiger druid Lianara is indeed in the area, hiding out in the Darkwood and in the small wooded area known as the Briars, keeping a watchful eye on the child Kasira, a ward of Amthydor currently fostered at the shrine of Brianna. Befriending the weretiger could provide Amthydor with a valuable ally in the war with the Mystwood High Elves.

- **Is there anyone else who may have information?**

“We have recruited anyone who may have information to assist in this matter. The wizards with the League of Thaumaturgical Studies have been researching possible causes and cures non-stop. Local druids and rangers have been scouring the countryside in an effort to locate other transformation victims or a possible source of the changes. They have been using the shrine of Brianna as their staging point.”

“It may not be significant, but a young girl named Kasira was involved in a previous instance of unusual animal attacks. The attacks involved normal animals, rather than any form of transformation, but she may know where such creatures could be hiding. She is now a ward of the Crown, but it would be possible for you to speak with her as part of the investigation. While the previous incident does not appear to be related, the child has an unusual way with

animals for one so young, and may still hold answers.”

Kasira has been officially fostered with a druid and ranger of Brianna as she continues her studies at the shrine of the goddess of fauna.

- **Can we have a writ?**

“It would be best for you if you did not. The fewer people who are aware of your involvement in the investigation the fewer who can interfere. Those parties that you are most likely to seek information from will already be expecting you, and are prepared to cooperate fully.”

Those NPCs that the PCs are reasonably expected to deal with in this investigation are already expecting them, and will not need a writ to encourage their cooperation.

Once the PCs have asked their questions they are free to begin their mission.

- If the PCs go to the temple of Meneon **GO TO Encounter 2 (page 14).**
- If the PCs go to the League of Thaumaturgical Studies **GO TO Encounter 3 (page 17).**
- If the PCs want to visit the shrine of Ayla **GO TO Encounter 6a (page 45).**
- If the PCs want to visit the shrine of Brianna **GO TO Encounter 6b (page 49).**
- If the PCs want to seek out the Beast/Lianara **GO TO Encounter 7 (page 51).**

Encounter Two – The Moonlight Pavilion

NPC reactions to animalistic or animal-affiliated PCs in this encounter will be *friendly*. Non-animalistic or non-animal-affiliated PCs who are disrespectful towards lycanthropes, animalistic or animal-affiliated NPCs will receive an *indifferent* to *unfriendly* reaction, depending on the severity of their negative attitude.

PCs who have failed one or more *Fortitude* saving throws are not subject to Loceti’s mental influence while inside the temple. The whispering mental voices are very faint during the PCs’ visit.

PCs approaching the front door and the guards located just inside can easily gain entry to the temple proper. Once inside, the heroes will be shown to a small sitting room to await the senior priest who has been looking after both victims and ‘prisoners’ and who can answer the heroes’ inevitable questions.

Word of your arrival passes quickly through the temple, bringing a tall, lanky man with thinning black hair and bright, alert black eyes to greet you.

“Welcome to the Moonlight Pavilion. I am Brother Nealon. Both the transformed and the injured from the recent incidents have been placed in my care. I am prepared to share what we have learned with you, and to answer any questions that you may have.”

Nealon is the epitome of a cloistered cleric. He is completely devoted to the faith of Meneon and to the gathering of knowledge and the understanding of the cause and treatment of lycanthropy. While he does not advertise the fact (but will not deny it if asked), Nealon is himself a natural lycanthrope (a wereraven). He has already been instructed by High Priestess Lunasole to cooperate fully with the PCs in their investigation, and will provide any reasonably available information that they request.

➤ **Have you determined a cause for the transformations?:**

“The League sent word this morning that they were on the verge of a breakthrough. We are expecting word at any time now, as to the precise cause. They may even have an answer by the time that you get there.”

➤ **Have you been able to determine a cure?:**

“Not yet. We will have a better chance once the League discovers the cause.”

➤ **Could it be a form of lycanthropy?:**

“That is the one thing that we know for certain that it is not.”

Nealon is considered an expert on lycanthropy, and has carefully inspected each of the victims for any signs of the disease. PCs who possess the certified Book of Lycanthropy and have expended the

necessary TUs to read and become familiar with its contents will recognize that the transformations are definitely not a result of that disease. PCs who possess the *Book of Lycanthropy*, who succeed at a *Knowledge (Nature) DC 20* or who specifically ask about the signs, symptoms and treatment of lycanthropy have access to the information provided in **Player Handout #2**.

➤ **What can you tell us about the people who have been transformed?:**

“Perhaps you should see for yourself.”

Nealon will permit the PCs to see his ‘patients’, though they may not be of much help. The transformation victims have either been sedated to keep them from injuring themselves and their caretakers or else they pace in their small cells (clerical sleeping rooms, not prison cells) like caged animals. The transformation victims resemble hybrid-form lycanthropes, with a variety of bear, boar, rat and wolf traits. Each victim was identified based upon where they were last seen, as well as personal items that they were still wearing or carrying after their transformations.

If the PCs have not already obtained the information provided in **Player Handout #3** Nealon will provide it to them here.

Transformation victims –

➤ Male, believed to be Nollar, husband of Emslie. Nollar was last seen sleeping in his bed at home, recovering from a nasty respiratory illness. Nollar was last seen by his wife when she left him resting in bed while she went to pick vegetables from their garden.

➤ Female, believed to be Rona, a laundress. Rona was last seen by her fellow washerwomen cleaning clothes at a fountain provided for that purpose in the Services District, near the gate where it meets the Laborers District. A short time later a creature wearing her blouse was captured menacing passersby a block from where she was last seen.

➤ Female, believed to be Zoe, a courtesan from the Gilded Cage. She was last seen by another

courtesan a few minutes before she is believed to have transformed. The young women had taken a break during their shopping and were dancing on the edge of a fountain in the Port District, only a block from the Gilded Cage. Zoe slipped on the edge and fell into the water, drenching herself to the skin. She said that she was going back to the Gilded Cage to change into dry clothes, but she never arrived there. Half an hour later a creature wearing Zoe's necklace began attacking patrons and courtesans on the grounds of the 'Cage'.

- Male, believed to be Wilk, a laborer working in the South Trade District. He was last seen climbing out of a trough used to water caravan animals in the South Trade District. He had been involved in a confrontation with his employer, a traveling merchant named Aldros. Other workers threw Wilk into the trough to help him cool his temper.
- Male, believed to be Aldros, a traveling merchant from the west. He was last seen in the South Trade District, going to his wagon, after drawing water to tend to some minor injuries received when he was attacked by an employee that he had just fired for laziness and drinking on the job.
- Female, believed to be Azrilia, a licensed bard who was performing along the Royal Way, near the gate to the Port District. She had just finished a long set, and accepted a drink from a fan, then said that she was taking a break and would be back in a quarter of an hour. As the crowd gathered for her next performance, they were met instead by a savage creature who began chasing the frightened citizens, and injuring a female gnome.
- Male, believed to be Zeben, the second mate on the *Star of Morning*, a trading vessel that arrived in Amthydor from Corothia the previous day. Zeben and another crewman were last seen drinking in the Rusty Trident, a dilapidated dockside tavern in the Port District, known for always smelling strongly of fish and for watering the drinks. The PCs may visit the

Rusty Trident if they wish, only to find that Moller, the proprietor, abruptly closed down and fled after his establishment was damaged by a pair of creatures rampaging through what passed for a common room. There is a public fountain less than 100 yards away from the front door, where Moller got the water that he used to 'extend' his supplies.

- Male, believed to be Strom, a crewman on the *Star of Morning*, a trading vessel that arrived in Amthydor from Corothia the previous day. Strom and another crewman were last seen drinking in the Rusty Trident, a dilapidated dockside tavern in the Port District, known for always smelling strongly of fish and for watering the drinks. The PCs may visit the Rusty Trident if they wish, only to find that Moller, the proprietor, abruptly closed down and fled the angry mob who arrived to blame him for the transformations. There is a public fountain less than 100 yards away from the front door, where Moller got the water that he used to 'extend' his supplies.
- Male, believed to be Trask, a cook at the Berserker's Festhall in the Adventurers' District. Trask isn't considered the most imaginative cook in town, but he puts great effort into making sure that the simple meals that he prepares are just right, tasting each dish repeatedly as he cooks. He was last seen in the festhall's small kitchen, after purchasing ingredients for the day's meals.

Attack victims –

There are three patients in the infirmary who were attacked by the transformation victims. None show any signs of transformation, even several hours after they were attacked, so the condition is not believed to be contagious.

- Emslie, human woman of late middle age. She and her husband Nollar live on a small farm just outside of the South gate. After drawing water from a well near their home she prepared an herbal tea for her ill husband then left him to rest while she went to the market to buy bread and a bit of meat to make a stew. When she returned she went to their tiny garden to

pick a few fresh vegetables. Upon entering the cottage she was attacked by a large furry figure wearing her husband's neckerchief.

- Wyler, human male in his early 20's. Wyler was attacked in the South Trade District, about an hour after breaking up a confrontation between his employer and a co-worker. He was caring for the caravan beasts when he heard the commotion of two creatures fighting. One of the creatures broke off and attacked him instead, while the other ran off, apparently injured.
- Trill, gnome female in her late 40's. She was waiting for the performance of a bard on the Royal Way when the creature burst through the small tent that the bard was using to change her costumes and rest during her breaks.

Once the PCs have finished with their questions, allow them to pursue their investigation in the direction of their choice.

- If the PCs go to the League of Thaumaturgical Studies **GO TO Encounter 3 (page 17).**
- If the PCs have the sample of the transformation agent and are ready to return to the League of Thaumaturgical Studies **GO TO Encounter 3a (page 20).**
- If the PCs are ready to stake out the fountains in the Laborers' District **GO TO Encounter 4 (page 21).**
- If the PCs want to speak with Amthydor's herbalists **GO TO Encounter 5 (page 43).**
- If the PCs want to visit the shrine of Ayla **GO TO Encounter 6a (page 45).**
- If the PCs want to visit the shrine of Brianna **GO TO Encounter 6b (page 49).**
- If the PCs want to seek out the Beast/Lianara **GO TO Encounter 7 (page 51).**

Encounter Three – LoTS

PCs who have failed one or more *Fortitude* saving throws are not subject to Loceti's mental influence while inside the halls of the LoTS. The whispering mental voices are very faint during the PCs' visit.

Presenting yourselves at the League of Thaumaturgical Studies you are quickly ushered inside by the pair of apprentices serving door duty.

“My apologies, good visitors, but the League’s services are not available to the public today. I would be happy to schedule an appointment for you.”

While the League has been told to expect adventurers, they do not know exactly *which* adventurers. The instant that the PCs mention the transformations, Lt Grix, the Diamond Legion, High Priestess Lunasole or anything else tied to the investigation the apprentices will immediately relock the heavy doors with the PCs inside.

“Of course, of course. The Councilors have been expecting you. Please, if you will follow me, I will let them know that you have arrived. They’re very busy, they’ve been conducting research and experiments all night, but I know that they are anxious to speak with you.”

Unless the PCs absolutely refuse to follow him, he will leave his fellow apprentice to watch the doors and will lead the PCs deeper into the building.

Your young guide leads you through a maze of corridors to a comfortable waiting room before leaving you to report your arrival to his superiors, promising that someone will be with you very soon and to please help yourselves to refreshments.

A variety of chilled juices, hot and cold tea and chilled water have been laid out for the heroes. For any PCs taking advantage of the refreshments, apply the next *Fortitude* save rolled by that player prior to beginning play. PCs must succeed at a *DC 15* or be subject to a -2 penalty to Will saves and to all Wisdom and Charisma based skill or ability checks for the remainder of the event. The water provided for drinking (and for ice to chill the juice) was drawn an hour ago from a public well located just outside of the LoTS building complex.

Sand flows steadily into the lower chamber of a large hourglass sitting on the table among the pitchers and cups laid out for you, measuring the minutes as you wait. When the sands have

marked the passage of a quarter hour the door opens to admit a graceful half-elven woman who might be called elegant if her rich brown robes weren't heavily rumped and her expressive green eyes didn't look as if she hadn't slept in days.

LoTS members, particularly those specializing in transmutation, will immediately recognize Dinalta, the Councilor for the Order of the Basilisk (Transmutation specialists). The fact that she has been too immersed in discovering the cause of the transformations to perform even a simple spell to repair her appearance should be a clue to the PCs as to how serious the situation is. As it is her specialty that deals with spells such as *polymorph*, she is leading the search for the cause of the transformations. Other PCs may attempt a *Knowledge (Local)* or *Bardic Knowledge* check DC15 to note this information.

The PCs may not know to ask some of the questions below until after they have obtained a sample of the transformation agent. They will be able to return later, both to ask additional questions and to deliver the sample of the transformation agent.

“Welcome. I am Councilor Dinalta. It is unfortunate that your visit to the League must be under these current circumstances, but if we are to bring a rapid and successful end to this crisis we must all set aside our normal pursuits and pool our efforts.”

“We believe that we have narrowed down what isn't causing the transformations. We have ruled out both arcane and divine spells, as we traditionally know them, as a sole cause. The agent of transformation also lacks the characteristics of a true poison, as it changes, rather than sickens, weakens or kills the subjects. We believe that leaves us with an alchemical cause.”

“As best we can determine, all of the victims were either in or near a public water source or consumed water drawn from a public supply just before their transformations.”

“Tainting wells and fountains would be an effective way of dispersing a toxin to the population. It is likely that there will be additional attempts to taint district water supplies. Those attempts represent the best chance that we have of obtaining a sample of the transformation agent, which will be needed in order to formulate an effective antidote. Word has been sent to the Legion to post patrols tasked to observe wells and fountains around the city, but even with the reserves we lack the manpower to monitor every possible location. The task requires carefully balancing a discreet presence, able to intervene, and a show of force that would warn off the conspirators. Your group has been assigned to the Laborer's District, where many of the city's common workers reside. It is one of the districts that has not yet had incidents of transformations recorded, which makes it a good candidate for the next attempt. The Legion will be posting just enough of an obvious presence in the neighboring districts to make your location look appealing as a target.”

➤ **Have you found a cure for the transformations?:**

“We first must obtain a sample of the agent of transformation. With that, we should be able to produce an antidote. The sample must be as fresh and as pure as possible. If it is too diluted then we will not be able to discern all of its vital components, and an effective antidote would be impossible.”

If the PCs were clever enough to obtain a sample from either the Silver Fox or from the refreshments provided at the League itself and if they present it here, Dinalta will immediately call for an alchemist to be summoned and for the sample to be delivered to the League's main laboratory at once. PCs obtaining a sample in **Encounter Four** should deliver it to the League for analysis (See **Encounter Three A**).

➤ **Was any remaining evidence of the transformation agent found at the scene of each of the changes?:**

“No.”

The transformation agent has a very short period of viability once it is exposed to air, and is easily diluted by any common liquid. No detectable samples have been recovered from any of the transformation sites.

- **If the PCs provide an unconsumed vial of the original potion of transformation from LSJ18 Dire Consequences:**

“I will not ask where you obtained this, or why it was not turned over to the city immediately upon its discovery, but I thank you for turning it over now. If this is an early attempt at the current transformation agent then it may be of little use now against a perfected version, but it will at least give us a starting point in creating an antidote.”

The vial of the previous potion bears little in common with the current potion, but it is a place to start.

- **Could these transformations be related to previous similar transformations?:**

“We have recorded two previous cases involving unusual transformations. The first involved a wizard who was experimenting using dire animals, and may have been an early experiment for this most recent series of attacks. No attempts to distribute the solution among the populace were detected. The second incident, perhaps inspired by the earlier occurrence but not believed otherwise related, involved troll essence. Again, there was no evidence of a mass distribution attempt. Furthermore, an antidote for the troll effect was quickly determined and made available to the few people who were affected.”

The first incident was indeed a prequel to the current crisis, while the second was simply the work of a copycat.

- **Could there be more transformations? or Could this be part of something bigger?:**

“So far, no more than two people have been affected at once, perhaps suggesting that the early victims were just an experiment or a test of the delivery mechanism.”

- **Where is the best place to affect the most people?:**

“Ideally, anyone wanting to cause panic or take over the city would want to affect as many people as possible at the same time. The best way to accomplish this would be to use the city’s main water pumping station as a distribution point. The station is located in the foothills outside of the city, over a natural spring and well, and sends water to the city via an aqueduct. It is well guarded by the Diamond Legion, and quite secure. That is part of the three-prong approach that we will be using to distribute the antidote, to be sure that it reaches as many people as possible. While one team delivers a concentrated dose to the water pumping station, dozens of others will place doses simultaneously in every public well and fountain in and around the city and individual doses would be made available at aid stations set up in each district and in the outlying communities. This would provide both an immediate treatment and an ongoing protection, as it is unlikely that a person would not be exposed to at least one of these methods.”

- **Can you cast any spells for us?:**

“Every available member of the League has been focused on this problem for days. There are no spells to spare. I am sorry, but perhaps another day, when this crisis is resolved.”

There are a limited number of healing spells available, should be PCs be injured, and a single casting of one divine spell from a select list will be available later in the event.

Once the PCs have finished with their questions –

“Obviously the more that we know, and the sooner that we know it, the sooner we can produce an effective antidote. At least one sample of the transformation agent, and more if possible, will be needed. The more pure that the sample is, the more useful it will be to our efforts to counter it. Take care that you do not become victims yourselves, in your efforts to restore those who have already been changed. Make haste, and go in safety.”

- If the PCs go to the temple of Meneon **GO TO Encounter 2 (page 14).**
- If the PCs are ready to stake out the fountains in the Laborers' District **GO TO Encounter 4 (page 20).**
- If the PCs want to speak with Amthydor's herbalists **GO TO Encounter 5 (page 43).**
- If the PCs want to visit the shrine of Ayla **GO TO Encounter 6a (page 45).**
- If the PCs want to visit the shrine of Brianna **GO TO Encounter 6b (page 49).**
- If the PCs want to seek out the Beast/Lianara **GO TO Encounter 7 (page 51).**

Encounter Three A – LoTS – The Vile Vial

The PCs may return to the League of Thaumaturgical Studies as needed, to ask additional questions, but most importantly to provide the League with a sample of the transformation agent.

Your return to the hallowed halls of the League is met with little fanfare, but a current of tense anticipation seems to electrify the air around you. After accepting the sample, Dinalta and her fellow wizards hurry away to begin the analysis, explaining that it could be several hours before the research is complete and leaving you in the care of a young apprentice to rest and enjoy the hospitality of the League.

PCs with the *Brew Potion* feat and at least five (5) ranks of the *Craft (Alchemy)* skill may make attempt a *Diplomacy* skill check *DC15* to be permitted to participate in the analysis. It is assumed that the PCs will wait within the League building while the sample of the transformation agent is analyzed. If not, modify the box text as necessary to return the PCs to the League to receive their next set of instructions. The analysis will take four hours to complete, at which point Councilor Dinalta will return to the comfortable room where the PCs are waiting and inform them of the results. PCs in need of healing may request and receive spells, restoring them to 75% of their maximum hit points, while they are waiting.

“Thank you for your patience. I am confident that you will find our results well worth the wait. Using the sample that you have provided, we believe that we have determined the formula for the necessary antidote and inoculant. Most of the components are either already on hand or easily obtained. While we begin preparing the formula, we would like you to collect the remaining ingredients. Here is a list of the components that we need, and the best sources for obtaining them.”

Dinalta will provide the PCs with **Player Handout #4**, a list of necessary ingredients and the locations where they may be obtained, and a writ authorizing the PCs to request the ingredients on behalf of the Quorum and the LoTS.

- If the PCs go to the temple of Meneon **GO TO Encounter 2 (page 14).**
- If the PCs want to speak with Amthydor's herbalists **GO TO Encounter 5 (page 43).**
- If the PCs want to visit the shrine of Ayla **GO TO Encounter 6a (page 45).**
- If the PCs want to visit the shrine of Brianna **GO TO Encounter 6b (page 49).**
- If the PCs want to seek out the Beast/Lianara **GO TO Encounter 7 (page 51).**

Encounter Three B – LoTS – The Antidote

Arriving before the steps of the League with your prize, the main door is flung wide before you are halfway to the opening. A tired-looking mage in rumpled robes hurries you inside and directly to a large, well-equipped laboratory where pots and vials filled with a variety of brightly colored liquids bubble softly. The League clearly hasn't wasted any time during your search for the antidote's final ingredients. As you enter, all eyes are fixed on a large cauldron suspended over a low fire in the near corner of the room. The substance boiling gently in the cauldron abruptly turns from black to bright blue, eliciting murmurs of satisfaction, or perhaps relief, from those watching. Councilor Dinalta breaks away from the group to greet you.

“Perfect timing. The solution is progressing even better than we expected, and we’re almost ready for the final ingredients. We just need to prepare and measure them, and then we can complete the antidote. If you will place them on that table there, we can get started immediately.”

If the PCs failed to obtain one or both of the necessary ingredients –

“The ingredients were carefully calculated to provide the best possible results. While it is possible to use alternate components, such substitutions will certainly produce a less effective final product. If we delay now to search further for the components that we need, the solution that we have so far will be ruined, and any further delays in producing an antidote could prove catastrophic for more than just Amthydor. I will consult with the others, to consider additional options, but time is short and we may have to proceed with the secondary components that we already have on hand. The final step in creating the antidote will take approximately twelve hours. I would urge you to rest now, in order to be fully prepared for the next phase of the mission. Your group will be responsible for the delivery of the antidote to the main water station outside of the city. The Diamond Legion has sent a small group ahead to increase security at the station, but if whoever is responsible for the transformations is indeed planning to taint the water at its source, you may encounter resistance en route. Quarters have been prepared for you here, where you may refresh yourselves and rest in safety. We have taken steps to ensure the purity and safety of a small amount of water for your use, so please make yourselves comfortable until the compound is ready for delivery. The apprentices will escort you, and see that you have everything that you need.”

The PCs will not be permitted to participate in the final steps of the antidote’s preparation. The quarters provided for the PCs are comfortable, and the apprentices assigned to escort duty will honor any reasonable requests. There is sufficient water for the PCs’ dietary needs, and for a pitcher for each character to use for washing. There is not enough guaranteed safe water for a full bath or for

laundry. PCs staying at the League will have a restful time, until summoned for the final encounter. PCs in need of healing may request and receive spells, restoring them to 75% of their maximum hit points, while they are waiting.

If the PCs have successfully obtained both of the final components –

“The final step in creating the antidote will take approximately twelve hours. I would urge you to rest now, in order to be fully prepared for the next phase of the mission. Your group will be responsible for the delivery of the antidote to the main water station outside of the city. The Diamond Legion has sent a group ahead to boost the existing security presence at the station, but if whoever is responsible for the transformations is indeed planning to taint the water at its source, you may encounter resistance en route. Quarters have been prepared for you here, where you may refresh yourselves and rest in safety. We have taken steps to ensure the purity and safety of a small amount of water for your use, so please make yourselves comfortable until the compound is ready for delivery. The apprentices will escort you, and see that you have everything that you need.”

The PCs will not be permitted to participate in the final steps of the antidote’s preparation. The quarters provided for the PCs are comfortable, and the apprentices assigned to escort duty will honor any reasonable requests. There is sufficient water for the PCs’ dietary needs, and for a pitcher for each character to use for washing. There is not enough guaranteed safe water for a full bath or for laundry. PCs staying at the League will have a restful time, until summoned for the final encounter.

- When it is time for the PCs to deliver the antidote to the main water station **GO TO Encounter 8 (page 57).**

Encounter Four – Water, Water Everywhere & Not A Drop To Drink

PCs who have previously failed one or more of the *Fortitude* saves to resist the transformation agent must attempt a *Will* save DC12. PCs who fail this *Will* save receive **Mental Effect #2** from **Player Handout #6**.

Ideally the PCs will prevent at least one of the three tainting attempts, and obtain an undiluted sample of the transformation agent. In the event that they are unable to recover a sample before it is poured into a well or fountain, a sample collected within ten rounds, before it has had an opportunity to disperse completely, will still be sufficient to allow the League of Thaumaturgical Studies to formulate an antidote.

Strategically minded players/PCs may ask about possible vantage points to gain the best view of the area. Several potential vantage points for viewing in provided in **GM Aid #4**.

This encounter is broken down into different descriptive sections – Five primary **Vantage Points** (places from which to view one or more **Locations**), three **Locations** (where the tainting attempts and their attendant **Combats** will take place) and three **Combats** (which will occur if the PCs attempt to prevent the associated **Location** from being tainted).

The area of Laborers' District where the PCs have been assigned has a main fountain, a smaller secondary fountain and a public well, all within a few blocks of each other. Several possible vantage points will allow the PCs to position themselves to watch one, two or even all three of these locations at once. A description of each location is provided, based upon the PCs' possible vantage point(s). Loceti's minions have instructions to taint the three locations in separate groups. Stats for each of the three possible combats are provided, based upon the PCs' vantage point and which tainting attempt they wish to prevent. The PCs should attempt to engage in only one of the three potential combats, as each of the tainting efforts, and the combat opportunities that accompany them (**Combat 4A**, **Combat 4B** and **Combat 4C**, at **Locations 1, 2 & 3** respectively) will occur simultaneously.

A general description of the area around each **Vantage Point** is provided. Once the PCs decide where they want to watch and wait from, more detailed descriptions are provided for each **Location**, which include the actual tainting attempts. If the players are paying particular attention, they may try to interrupt box text as a tainting attempt begins. Go ahead and allow them to interrupt and call for initiative if this happens. Parties with weak combat abilities, or who are slow to recognize Loceti's agents may PCs allow a tainting to occur, and attempt to collect the sample before it fully disperses in the water. Loceti's agents won't linger in the area after tainting the water, unless confronted by the PCs.

The district's buildings are a blending of stone and wood, built close together, many reached only through narrow twisting alleys. All but the smallest sport small rooftop garden plots or window boxes planted with herbs, or dovecotes filled with roosting birds.

The Laborers' District is primarily a residential district, home to those who work in and around the city. It is full of rooming houses, hostels, crowded flats and small close-built homes. There are no taverns, shops or similar businesses located here, and few other non-residential structures. The most notable structures not dedicated to housing Amthydor's workers and their families are the neighborhood Diamond Legion reporting stations.

Even in this time of crisis people fill the streets, seemingly oblivious to the danger, or else driven by desperation to face the risk of venturing out. Mothers hurry on their errands, drawing their children along in their wake. Workers make their way quickly home; their tasks completed, or rush off to begin the day's labors. Beggars and bards vie to occupy the best street corners for collecting donations, while sweepers clear rubbish and members of the Diamond Legion patrol the cobbled streets.

Vantage Point A –

This four-story rooftop, standing 35 feet above ground level, provides a view of the district's main public fountain (**Location #1**), as well as a nearby public well (**Location #3**). The building itself, a large rooming house, is in need of repairs and is

presently unoccupied. The former owner perished three years ago in the undead attacks, and left behind no heir to take possession of the property. As a result, the building has reverted to the Crown, and currently stands empty. The PCs will have no difficulty gaining access and finding the small trap door leading to the rooftop. If the heroes are too law-abiding to break and enter and they aren't afraid of being seen, they may certainly attempt a *Climb* skill check *DC20* (*DC10* if a rope is used) to scale the outside wall.

Vantage Point B –

Multiple positions provide the view indicated from this vantage point. These are marked with the letter 'B' on the map provided (**GM Aid #4**), and represent doorways and single- or two-story rooftops of occupied buildings (accessible from the inside following a successful *Diplomacy* skill check *DC15*), shadowed doorways or other, less-concealed places where a PC might attempt to casually observe without giving away his true intent. **Vantage Point 'B'** overlooks **Location #1**.

Vantage Point C –

Multiple positions provide the view indicated from this vantage point. These are marked with the letter 'C' on the map provided (**GM Aid #4**), and represent doorways and single- or two-story rooftops of occupied buildings (accessible from the inside following a successful *Diplomacy* skill check *DC15*), shadowed doorways or other, less-concealed places where a PC might attempt to casually observe without giving away his true intent. **Vantage Point 'C'** overlooks **Location #2**.

Vantage Point D –

Multiple positions provide the view indicated from this vantage point. These are marked with the letter 'D' on the map provided (**GM Aid #4**), and represent doorways and single- or two-story rooftops of occupied buildings (accessible from the inside following a successful *Diplomacy* skill check *DC15*), shadowed doorways or other, less-concealed places where the PCs might attempt to casually observe without giving away their true intent. **Vantage Point 'D'** overlooks **Location #3**.

Vantage Point E [Not shown on map] –

By flying above the area at a height of at least 60 feet above the ground, a PC may have an unobstructed view of all three fountain/well locations. The distance to each location depends upon the flying PC's position in relation to each of the three locations.

The tan tiled roofs of the Laborers' District spread out below your vantage point, the colorful patches of small rooftop gardens laid out like a tapestry among chimneys trailing faint ribbons of smoke. Your elevated perch provides not only a bird's-eye view of the district's primary public fountain, but also a view of a second fountain several blocks away and nearby public well.

Location # 1 – Main Fountain

Combat stats for this location are provided under **Combat 4A**.

The carved stone fountain at the heart of the Laborers' District is a graceful blend of attractive form and practical function. Water flows in a steady stream from the eight-foot high central pillar of the fountain, falling first into a shallow basin encircling the pillar before continuing on to fill the knee-deep main pool. Carvings around the outer wall of the main fountain basin proclaim its intended purpose – a bucket, a cauldron, a cup and pitcher, a horse drinking from a trough, a shirt, a seedling and a cloth and cake of soap.

The fountain is maintained by the Lord Monarch to provide fresh, clean water to meet the drinking, cooking, bathing, washing and other water needs of the city's population. The main basin of the fountain is 15 feet in diameter, with a 2 ½ foot high outer rim.

A trio of women chatters among themselves as they wash their laundry, taking advantage of the clear weather and the opportunity to have the normally busy fountain without almost to themselves. A bard sits on the edge of the stone rim, playing a lively tune on a mandolin, while a pretty young woman trailing a collection of filmy scarves dances for the passersby. A small monkey alternately cavorts along the edge of the water, juggling a set of bright red balls, or carries around a hat holding a few copper coins, seeking donations from those nearby.

PCs succeeding at a *Spot* skill check *DC15* will also notice a plainly dressed young man in the shadows of a nearby doorway, watching the fountain intently and nervously rolling something in the fingers of one hand. If the PCs approach him before he goes to the fountain, modify the box text appropriately.

One figure among those hurrying past lingers, stepping out from a shadowed doorway. The young man ignores the antics of the monkey and the performance of the dancing girl, and steps in the direction of the fountain, reaching out to toss a small object into the water.

The young man, Aiden, has nothing to do with the tainting. The object he is holding is nothing more than a simple coin that he intends to toss into the fountain and make a wish, but he is somewhat desperate to have that wish come true, and he is afraid of phrasing his request poorly and not getting what he wants or of being thought a fool for his desire. Aiden wants nothing more than to be favored by a certain young woman. He has applied just this morning to the Diamond Legion, in the hope of proving himself to both the girl and her sternly protective Legionnaire father, but has not yet received word if he has been accepted. Aiden has no skill at deception, and is completely loyal to the Lord Monarch. He has only a minimal skill with weapons and is unarmed. He will not attack the PCs. He knows nothing about the current crisis and will immediately yield to any PC that he perceives to be an authority figure (Noble, Aristocrat, Paladin, Diamond Legion member, etc). His only role in current events is as a convenient and unsuspecting distraction. The true agents assigned to taint this location will take advantage of Aiden's distraction to complete their mission.

PCs who do not fall for the distraction inadvertently provided by Aiden may make another *Spot* skill check *DC15+ATL* to notice as the 'dancing girl' trails her fingers just above the surface of the water, a small vial concealed in her hand. The 'bard' and the monkey also have vials of the transformation agent, and will attempt to use them if the PCs ignore them while moving to stop the 'dancing girl'. Once the transformation agent has been added to the water, it will be visible for ten rounds before dispersing fully. PCs succeeding at a *DC15 Spot* check will notice a faint bluish-

white oily sheen on the surface of the water. The PCs may collect a sample during this time, by skimming a container across the water.

PCs whose skin comes into contact with the potion suffer 1d4 hp acid damage. If they do not immediately rinse their skin with untainted water (within 10 rounds), they are subject to a *DC20 Fortitude* save (use the saving throws rolled at the start of the event). PCs who fail this saving throw suffer a -2 penalty to all *Will* saves, all *Int*, *Will* and *Cha* ability and skill checks, gain a +2 to *Dex* and *Con* and gain darkvision. A PC who chooses to **drink** an undiluted dose of the potion of transformation must immediately attempt a *DC40 Fortitude* save. A PC failing this saving throw is immediately rendered comatose and cannot be revived at this time. A PC who succeeds at this saving throw is immediately reduced to *Int 1*, *Wis 1* and *Cha 1*. In either case, a PC drinking the undiluted transformation agent is out of play pending resolution by senior campaign staff. The player should email Jay Fisher and the author at lsj-coord@theshiningjewel.com.

Advise PCs coming into direct contact with the transformation agent that the water is extremely cold, so cold that it feels like it is burning where it touches their skin (like acid). If the PCs are oblivious to what has taken place then after the tainting is complete the 'bard' and his companions will casually get up and leave, as if looking for a new audience, though the 'dancing girl' will inadvertently drop the small white ceramic vial, which still contains a few drops of the potion. PCs succeeding at a *Spot* skill check *DC10* will note the vial on the ground, at the base of the fountain.

These NPCs are not anxious to die at the hands of the PCs. They can be coerced into revealing what little they know with a successful *Diplomacy* or *Intimidate* skill check *DC 10+ATL* and the promise of a good word to the Diamond Legion if they cooperate.

- A mage is responsible for the transformations, but they have never seen him. The wizard is being helped by a druid of Graala named Pardiin. Pardiin is a human or half-elven woman, with amber eyes, tawny colored hair, golden skin and freckles.

- They have never seen Loceti, and do not know where he is currently hiding. They have only met with the Pardiin or with a rogue named Komar, and always in a different location.
- Loceti has been using his transformation agent on the wells and fountains to test its effect, dosage and onset time, in preparation for a much larger attack. They do not know where the main attack will take place, only that it will be soon, and that it will strike at the very heart of the city's defenders.

COMBAT 4A

This combat takes place on at **Location 'A'**, the main fountain in the Laborers' District, if the PCs attempt to stop or capture Loceti's agents. A druid/bard of Graala, accompanied by his monkey companion, and a monk, posing as a 'dancing girl' have been assigned to taint this fountain.

Combat 4A	ATL 3
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‡ **Graalan Druid** Drd3/Brd2: CR 5; Medium Humanoid (Human Male); HD 3d8+2d6+5; hp 35; Init +2 (Dex); Spd 30 ft; AC 16 (+4 *mage armor*, +2 Dex), touch 16, flat-footed 14; BAB/Grp +3/+3; Atk/Full Atk Sickle +3 melee (1d6) or dagger +3 melee (1d4) or dagger +5 ranged (1d4); SQ Nature sense, wild empathy, woodland stride, trackless step, bardic music, bardic knowledge, countersong, fascinate, inspire courage +1; AL NE; SV Fort +4, Ref +6, Will +8; Str 10, Dex 14, Con 12, Int 12, Wis 14, Cha 16.

Skills and Feats: Bluff +5, Concentration +5, Craft (Alchemy) +6, Disguise +6, Escape Artist +6, Handle Animal +8, Hide +2, Intimidate +2, Knowledge (Nature) +7, Listen +2, Move Silently +2, Perform (String Instrument) +8, Ride +4, Search +1, Sense Motive +2, Sleight of Hand +5, Spot +2, Tumble +5; Animal Affinity, Beastmaster, Culinary Infusion.

Druid Spells: 0-level: *create water, guidance, mending, read magic*; 1st-level: *charm animal, summon nature's ally I*; 2nd-level: *flame blade*. DC 12 + spell level.

Bard Spells Known (3, 1): 0-level: *daze, lullaby, mage hand, message, prestidigitation*; 1st-level: *expeditious retreat, hypnotism*; DC 13 + spell level.

Equipment: Sickle, dagger (x2), *potion of greater transformation*, ~~*potion of mage armor (10th-level easter)*~~.

‡ **Monkey:** CR 1/2; Small Animal; HD 3d8; hp 13; Init +3 (Dex); Spd 30 ft, climb 30 ft.; AC 17 (+2 size, +3 Dex, +2 natural armor), touch 17, flat-footed 17; BAB/Grp +0/-11; Atk/Full Atk Bite +5 melee (1d4-2); SQ Low-light vision, link, share spells, evasion; AL N; SV Fort +2, Ref +4, Will +1; Str 4, Dex 16, Con 10, Int 2, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +12, Listen +3, Sleight of Hand +6, Spot +3; Weapon Finesse.

Equipment: *Potion of greater transformation, potion of magic fang (bite) (1st-level easter)*.

‡ **Monk** Mnk5: CR 5; Medium Humanoid (Human Female); HD 5d8+5; hp 39; Init +2 (Dex); Spd 40 ft; AC 20 (+2 Dex, +3 Wis, +4 *mage armor*, +1 Monk), touch 20, flat-footed 18; BAB/Grp +3/+4; Atk/Full Atk Dagger +5 melee (1d4+1, 19-20/x2) or unarmed strike +5 melee (1d8+1) or dagger +5 ranged (1d4+1); SA Flurry of blows (+2/+2), unarmed strike, *ki* strike (magic); SQ Evasion, fast movement, still mind, slow fall 20 ft, purity of body; AL LE; SV Fort +5, Ref +6, Will +7; Str 12, Dex 14, Con 12, Int 12, Wis 16, Cha 13.

Skills and Feats: Bluff +4, Disguise +4, Escape Artist +10, Hide +4, Move Silently +10, Perform (Dance) +8, Sleight of Hand +8, Tumble +10; Combat Reflexes, Deft Hands, Dodge, Stunning Fist, Weapon Finesse.

Equipment: Dagger (x2), *potion of greater transformation*, ~~*potion of mage armor (10th-level easter)*~~.

Combat 4A**ATL 5**

‡ **Graalan Druid** Drd5/Brd3: CR 8; Medium Humanoid (Human Male); HD 5d8+3d6+8; hp 54; Init +2 (Dex); Spd 30 ft; AC 16 (+4 *mage armor*, +2 Dex), touch 16, flat-footed 14; BAB/Grp +5/+5; Atk/Full Atk Sickle +6 melee (1d6+1) or dagger +5 melee (1d4) or dagger +7 ranged (1d4); SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 1x/day, bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, inspire competence; AL NE; SV Fort +6, Ref +6, Will +10; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 16.

Skills and Feats: Bluff +4, Concentration +6, Craft (Alchemy) +6, Disguise +6, Escape Artist +6, Handle Animal +9, Hide +2, Intimidate +2, Knowledge (Nature) +8, Listen +2, Move Silently +2, Perform (String Instrument) +10, Ride +5, Search +1, Sense Motive +2, Sleight of Hand +7, Spot +2, Tumble +5; Animal Affinity, Beastmaster, Combat Casting, Culinary Infusion.

Druid Spells: 0-level: *create water, guidance, mending, read magic, resistance*; 1st-level: *charm animal, entangle, obscuring mist, summon nature's ally I*; 2nd-level: *flame blade, heat metal, spider climb*; 3rd-level: *poison*. DC 12 + spell level.

Bard Spells Known (3, 2): 0-level: *daze, ghost sound, lullaby, mage hand, message, prestidigitation*; 1st-level: *charm person, expeditious retreat, hypnotism*; DC 13 + spell level.

Equipment: Sickle, dagger (x2), *potion of greater transformation, ~~potion of mage armor (10th level easter)~~, oil of greater magic weapon (sickle) (5th level easter)*.

‡ **Monkey:** CR 1/2; Small Animal; HD 3d8; hp 13; Init +3 (Dex); Spd 30 ft, climb 30 ft.; AC 17 (+2 size, +3 Dex, +2 natural armor), touch 17, flat-footed 17; BAB/Grp +0/-11; Atk/Full Atk Bite +5 melee (1d4-2); SQ Low-light vision, link, share

spells, evasion; AL N; SV Fort +2, Ref +4, Will +1; Str 4, Dex 16, Con 10, Int 2, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +12, Listen +3, Sleight of Hand +6, Spot +3; Weapon Finesse.

Equipment: *Potion of greater transformation, ~~potion of greater magic fang (bite) (5th level easter)~~.*

‡ **Monk** Mnk7: CR 7; Medium Humanoid (Human Female); HD 7d8+7; hp 53; Init +2 (Dex); Spd 50 ft; AC 20 (+2 Dex, +3 Wis, +4 *mage armor*, +1 Monk), touch 20, flat-footed 18; BAB/Grp +5/+6; Atk/Full Atk Dagger +7 melee (1d4+1, 19-20/x2) or unarmed strike +8 melee (1d8+9) or dagger +7 ranged (1d4+1); SA Flurry of blows (+4/+4), unarmed strike, *ki* strike (magic); SQ Evasion, fast movement, still mind, slow fall 30 ft, purity of body, wholeness of body; AL LE; SV Fort +6, Ref +7, Will +8; Str 12, Dex 14, Con 12, Int 12, Wis 16, Cha 13.

Skills and Feats: Bluff +6, Disguise +4, Escape Artist +12, Hide +6, Move Silently +10, Perform (Dance) +10, Sleight of Hand +9, Tumble +12; Combat Reflexes, Deft Hands, Deflect Arrows, Dodge, Improved Trip, Stunning Fist, Weapon Finesse.

Equipment: Dagger (x2), *potion of greater transformation, ~~potion of mage armor (10th level easter)~~, oil of greater magic weapon (unarmed strike) (5th level easter)*.

Combat 4A**ATL 7**

‡ **Graalan Druid** Drd7/Brd4: CR 11; Medium Humanoid (Human Male); HD 7d8+4d6+11; hp 73; Init +2 (Dex); Spd 30 ft; AC 16 (+4 *mage armor*, +2 Dex), touch 16, flat-footed 14; BAB/Grp +8/+8; Atk Sickle +9 melee (1d6+1) or dagger +8 melee (1d4) or dagger +10 ranged (1d4); Full Atk Sickle +9/+4 melee (1d6+1) or dagger +8/+3 melee (1d4) or dagger +10/+5 ranged (1d4); SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 3x/day, bardic music, bardic knowledge, countersong, fascinate, inspire courage +1; AL NE; SV Fort +8, Ref +9, Will +12; Str 10, Dex 14, Con 12, Int 12, Wis 15, Cha 17.

Skills and Feats: Bluff +6, Concentration +10, Craft (Alchemy) +6, Disguise +6, Escape Artist +8, Handle Animal +9, Hide +2, Intimidate +3, Knowledge (Nature) +10, Listen +2, Move Silently +2, Perform (String Instrument) +12, Ride +5, Search +1, Sense Motive +2, Sleight of Hand +7, Spot +2, Tumble +7; Animal Affinity, Beastmaster, Combat Casting, Culinary Infusion, Dodge, Skill Focus (Concentration).

Druid Spells: 0-level: *create water, guidance* (x2), *mending, read magic, resistance*; 1st-level: *charm animal, entangle, obscuring mist, produce flame, summon nature's ally I*; 2nd-level: *flame blade, heat metal, spider climb, summon swarm*; 3rd-level: *call lightning, poison*; 4th-level: *flame strike*. DC 12 + spell level.

Bard Spells Known (3, 3, 1): 0-level: *daze, ghost sound, lullaby, mage hand, message, prestidigitation*; 1st-level: *charm person, expeditious retreat, hypnotism*; 3rd-level: *hold person, suggestion*; DC 13 + spell level.

Equipment: Sickle, dagger (x2), *potion of greater transformation, ~~potion of mage armor (10th-level easter)~~, oil of greater magic weapon (sickle) (5th-level easter)*.

‡ **Monkey:** CR 1/2; Small Animal; HD 5d8; hp 21; Init +4 (Dex); Spd 30 ft, climb 30 ft.; AC 20 (+2 size, +4 Dex, +4 natural armor), touch 20, flat-footed 20; BAB/Grp +1/-10; Atk/Full Atk Bite +7 melee (1d4-1); SQ Low-light vision, link, share spells, evasion, devotion; AL N; SV Fort +3, Ref +5, Will +2; Str 7, Dex 18, Con 10, Int 2, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +12, Listen +3, Sleight of Hand +8, Spot +3; Weapon Finesse.

Equipment: *Potion of greater transformation, ~~potion of greater magic fang (bite) (9th-level easter)~~.*

‡ **Monk** Mnk9: CR 9; Medium Humanoid (Human Female); HD 9d8+9; hp 67; Init +2 (Dex); Spd 60 ft; AC 20 (+2 Dex, +3 Wis, +4 *mage armor*, +1 Monk), touch 20, flat-footed 18; BAB/Grp +6/+7; Atk Dagger +8 melee (1d4+1, 19-20/x2) or unarmed strike +8 melee (1d10+2) or dagger +8 ranged (1d4+1); Full Atk Dagger +8/+3 melee (1d4+1, 19-20/x2) or unarmed strike +9/+4 melee (1d10+2) or dagger +8/+3 ranged (1d4+1); SA Flurry of blows (+6/+6/+1), unarmed strike, *ki* strike (magic); SQ Improved evasion, fast movement, still mind, slow fall 40 ft, purity of body, wholeness of body; AL LE; SV Fort +7, Ref +8, Will +9; Str 12, Dex 14, Con 12, Int 12, Wis 17, Cha 13.

Skills and Feats: Bluff +6, Disguise +4, Escape Artist +13, Hide +8, Move Silently +10, Perform (Dance) +10, Sleight of Hand +9, Tumble +13; Combat Reflexes, Deft Hands, Deflect Arrows, Dodge, Improved Grapple, Improved Trip, Stunning Fist, Weapon Finesse.

Equipment: Dagger (x2), *potion of greater transformation, ~~potion of mage armor (10th-level easter)~~, oil of greater magic weapon (unarmed strike) (5th-level easter)*.

Combat 4A**ATL 9**

‡ **Graalan Druid** Drd9/Brd4: CR 13; Medium Humanoid (Human Male); HD 9d8+4d6+13; hp 87; Init +2 (Dex); Spd 30 ft; AC 16 (+4 *mage armor*, +2 Dex), touch 16, flat-footed 14; BAB/Grp +9/+9; Atk Sickle +11 melee (1d6+2) or dagger +9 melee (1d4) or dagger +11 ranged (1d4); Full Atk Sickle +11/+6 melee (1d6+2) or dagger +9/+4 melee (1d4) or dagger +11/+6 ranged (1d4); SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 3x/day, wild shape (large), venom immunity, bardic music, bardic knowledge, countersong, fascinate, inspire courage +1; AL NE; SV Fort +8, Ref +9, Will +12; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 17.

Skills and Feats: Bluff +6, Concentration +13, Craft (Alchemy) +6, Disguise +6, Escape Artist +8, Handle Animal +9, Heal +5, Hide +2, Intimidate +3, Knowledge (Nature) +10, Listen +2, Move Silently +2, Perform (String Instrument) +12, Ride +5, Search +1, Sense Motive +2, Sleight of Hand +7, Spot +2, Tumble +7; Animal Affinity, Beastmaster, Combat Casting, Culinary Infusion, Dodge, Skill Focus (Concentration).

Druid Spells: 0-level: *create water, guidance* (x2), *mending, read magic, resistance*; 1st-level: *charm animal, entangle, obscuring mist, produce flame, summon nature's ally I*; 2nd-level: *chill metal, flame blade, heat metal, spider climb, summon swarm*; 3rd-level: *call lightning, poison, sleet storm*; 4th-level: *dispel magic, flame strike*; 5th-level: *baleful polymorph*. DC 13 + spell level.

Bard Spells Known (3, 3, 1): 0-level: *daze, ghost sound, lullaby, mage hand, message, prestidigitation*; 1st-level: *charm person, expeditious retreat, hypnotism*; 3rd-level: *hold person, suggestion*; DC 13 + spell level.

Equipment: Sickle, dagger (x2), *potion of greater transformation, ~~potion of mage armor (10th-level easter)~~, oil of greater magic weapon (sickle) (9th*

level easter).

‡ **Monkey:** CR 1/2; Small Animal; HD 7d8; hp 30; Init +4 (Dex); Spd 30 ft, climb 30 ft.; AC 22 (+2 size, +4 Dex, +6 natural armor), touch 22, flat-footed 22; BAB/Grp +1/-9; Atk/Full Atk Bite +7 melee (1d4-1); SQ Low-light vision, link, share spells, evasion, devotion, multiattack; AL N; SV Fort +3, Ref +5, Will +2; Str 8, Dex 19, Con 10, Int 2, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +12, Listen +3, Sleight of Hand +10, Spot +3; Weapon Finesse.

Equipment: *Potion of greater transformation, ~~potion of greater magic fang (bite) (9th-level easter)~~.*

‡ **Monk** Mnk11: CR 11; Medium Humanoid (Human Female); HD 11d8+11; hp 81; Init +2 (Dex); Spd 60 ft; AC 21 (+2 Dex, +3 Wis, +4 *mage armor*, +2 Monk), touch 21, flat-footed 19; BAB/Grp +8/+9; Atk Dagger +10 melee (1d4+1, 19-20/x2) or unarmed strike +12 melee (1d10+3) or dagger +10 ranged (1d4+1); Full Atk Dagger +10/+5 melee (1d4+1, 19-20/x2) or unarmed strike +12/+7 melee (1d10+3) or dagger +10/+5 ranged (1d4+1); SA Flurry of blows (+8/+8/+8/+3), unarmed strike, *ki* strike (lawful, magic); SQ Improved evasion, fast movement, still mind, slow fall 50 ft, purity of body, wholeness of body, diamond body, greater flurry; AL LE; SV Fort +8, Ref +9, Will +10; Str 12, Dex 14, Con 12, Int 12, Wis 17, Cha 13.

Skills and Feats: Bluff +8, Disguise +4, Escape Artist +15, Hide +10, Move Silently +10, Perform (Dance) +10, Sleight of Hand +10, Tumble +15; Combat Reflexes, Deft Hands, Deflect Arrows, Dodge, Improved Grapple, Improved Trip, Stunning Fist, Weapon Finesse.

Equipment: Dagger (x2), *potion of greater transformation, ~~potion of mage armor (10th-level easter)~~, oil of greater magic weapon (unarmed strike) (9th-level easter)*.

Combat 4A**ATL 11**

‡ Graalan Druid Drd11/Brd4: CR 15; Medium Humanoid (Human Male); HD 11d8+4d6+15; hp 101; Init +2 (Dex); Spd 30 ft; AC 16 (+4 *mage armor*, +2 Dex), touch 16, flat-footed 14; BAB/Grp +11/+11; Atk Sickle +14 melee (1d6+3) or dagger +11 melee (1d4) or dagger +13 ranged (1d4); Full Atk Sickle +14/+9/+4 melee (1d6+3) or dagger +11/+6/+1 melee (1d4) or dagger +13/+8/+3 ranged (1d4); SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 4x/day, wild shape (large, tiny), venom immunity, bardic music, bardic knowledge, countersong, fascinate, inspire courage +1; AL NE; SV Fort +9, Ref +9, Will +13; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 17.

Skills and Feats: Bluff +6, Concentration +15, Craft (Alchemy) +8, Disguise +6, Escape Artist +8, Handle Animal +9, Heal +5, Hide +2, Intimidate +3, Knowledge (Nature) +10, Listen +2, Move Silently +2, Perform (String Instrument) +12, Ride +5, Search +1, Sense Motive +2, Sleight of Hand +9, Spot +2, Tumble +9; Animal Affinity, Beastmaster, Combat Casting, Culinary Infusion, Dodge, Skill Focus (Concentration).

Druid Spells: 0-level: *create water, guidance* (x2), *mending, read magic, resistance*; 1st-level: *charm animal, entangle, longstrider, obscuring mist, produce flame, summon nature's ally I*; 2nd-level: *chill metal, flame blade, heat metal, spider climb, summon swarm*; 3rd-level: *call lightning* (x2), *greater magic fang, poison, sleet storm*; 4th-level: *dispel magic, flame strike, rusting grasp*; 5th-level: *baleful polymorph, stonewall*; 6th-level: *antilife shell*; DC 13 + spell level.

Bard Spells Known (3, 3, 1): 0-level: *daze, ghost sound, lullaby, mage hand, message, prestidigitation*; 1st-level: *charm person, expeditious retreat, hypnotism*; 3rd-level: *hold person, suggestion*; DC 13 + spell level.

Equipment: Sickle, dagger (x2), *potion of greater*

transformation, ~~potion of mage armor (10th level easter), oil of greater magic weapon (sickle) (13th level easter).~~

‡ Monkey: CR 1/2; Small Animal; HD 7d8; hp 30; Init +4 (Dex); Spd 30 ft, climb 30 ft.; AC 22 (+2 size, +4 Dex, +6 natural armor), touch 22, flat-footed 22; BAB/Grp +1/-9; Atk/Full Atk Bite +8 melee (1d4); SQ Low-light vision, link, share spells, evasion, devotion, multiattack; AL N; SV Fort +3, Ref +5, Will +2; Str 8, Dex 19, Con 10, Int 2, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +12, Listen +3, Sleight of Hand +10, Spot +3; Weapon Finesse.

Equipment: *Potion of greater transformation, ~~potion of greater magic fang (bite) (13th level easter).~~*

‡ Monk Mnk13: CR 13; Medium Humanoid (Human Female); HD 13d8+13; hp 95; Init +2 (Dex); Spd 70 ft; AC 22 (+2 Dex, +4 Wis, +4 *mage armor*, +2 Monk), touch 22, flat-footed 20; BAB/Grp +9/+10; Atk Dagger +11 melee (1d4+1, 19-20/x2) or unarmed strike +14 melee (2d6+4) or dagger +11 ranged (1d4+1); Full Atk Dagger +11/+6 melee (1d4+1, 19-20/x2) or unarmed strike +14/+9 melee (2d6+4) or dagger +11/+6 ranged (1d4+1); SA Flurry of blows (+9/+9/+9/+4), unarmed strike, *ki* strike (lawful, magic); SQ Improved evasion, fast movement, still mind, slow fall 60 ft, purity of body, wholeness of body, diamond body, greater flurry, abundant step, diamond soul; AL LE; SV Fort +9, Ref +10, Will +11; Str 12, Dex 14, Con 12, Int 12, Wis 18, Cha 13.

Skills and Feats: Bluff +8, Disguise +4, Escape Artist +17, Hide +12, Move Silently +12, Perform (Dance) +10, Sleight of Hand +12, Tumble +17; Combat Reflexes, Deft Hands, Deflect Arrows, Dodge, Improved Grapple, Improved Trip, Mobility, Stunning Fist, Weapon Finesse.

Equipment: Dagger (x2), *potion of greater transformation, ~~potion of mage armor (10th level easter), oil of greater magic weapon (unarmed strike) (13th level easter).~~*

Combat 4A**ATL 13**

⚔ Graalan Druid Drd11/Brd6: CR 17; Medium Humanoid (Human Male); HD 11d8+6d6+17; hp 111; Init +2 (Dex); Spd 30 ft; AC 16 (+4 *mage armor*, +2 Dex), touch 16, flat-footed 14; BAB/Grp +12/+12; Atk Sickle +15 melee (1d6+3) or dagger +12 melee (1d4) or dagger +14 ranged (1d4); Full Atk Sickle +15/+10/+5 melee (1d6+3) or dagger +12/+7/+2 melee (1d4) or dagger +14/+9/+4 ranged (1d4); SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 4x/day, wild shape (large, tiny), venom immunity, bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, suggestion; AL NE; SV Fort +10, Ref +10, Will +14; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 18.

Skills and Feats: Bluff +7, Concentration +15, Craft (Alchemy) +8, Disguise +7, Escape Artist +8, Handle Animal +10, Heal +5, Hide +2, Intimidate +4, Knowledge (Nature) +10, Listen +2, Move Silently +2, Perform (String Instrument) +13, Ride +5, Search +1, Sense Motive +2, Sleight of Hand +9, Spot +2, Tumble +9; Animal Affinity, Beastmaster, Combat Casting, Culinary Infusion, Dodge, Skill Focus (Concentration).

Druid Spells: 0-level: *create water, guidance (x2), mending, read magic, resistance*; 1st-level: *charm animal, entangle, longstrider, obscuring mist, produce flame, summon nature's ally I*; 2nd-level: *chill metal, flame blade, heat metal, spider climb, summon swarm*; 3rd-level: *call lightning (x2), greater magic fang, poison, sleet storm*; 4th-level: *dispel magic, flame strike, rusting grasp*; 5th-level: *baleful polymorph, ~~stoneskin~~*; 6th-level: *antilife shell*; DC 13 + spell level.

Bard Spells Known (3, 4, 3): 0-level: *daze, ghost sound, lullaby, mage hand, message, prestidigitation*; 1st-level: *charm person, expeditious retreat, grease, hypnotism*; 2nd-level: *enthrall, hold person, suggestion*; DC 13 + spell level.

Equipment: Sickle, dagger (x2), *potion of greater transformation*, ~~*potion of mage armor (10th level easter)*~~, ~~*oil of greater magic weapon (sickle) (13th level easter)*~~.

⚔ Monkey: CR 1/2; Small Animal; HD 7d8; hp 30; Init +4 (Dex); Spd 30 ft, climb 30 ft.; AC 22 (+2 size, +4 Dex, +6 natural armor), touch 22, flat-footed 22; BAB/Grp +1/-9; Atk/Full Atk Bite +8 melee (1d4); SQ Low-light vision, link, share spells, evasion, devotion, multiattack; AL N; SV Fort +3, Ref +5, Will +2; Str 8, Dex 19, Con 10, Int 2, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +12, Listen +3, Sleight of Hand +10, Spot +3; Weapon Finesse.

Equipment: *Potion of greater transformation*, ~~*potion of greater magic fang (bite) (9th level easter)*~~.

⚔ Monk Mnk15: CR 15; Medium Humanoid (Human Female); HD 15d8+15; hp 109; Init +2 (Dex); Spd 80 ft; AC 23 (+2 Dex, +4 Wis, +4 *mage armor*, +3 Monk), touch 23, flat-footed 21; BAB/Grp +11/+12; Atk Dagger +13 melee (1d4+1, 19-20/x2) or unarmed strike +16 melee (2d6+4) or dagger +13 ranged (1d4+1); Full Atk Dagger +13/+8/+3 melee (1d4+1, 19-20/x2) or unarmed strike +16/+11/+6 melee (2d6+4) or dagger +13/+8/+3 ranged (1d4+1); SA Flurry of blows (+11/+11/+11/+6/+1), unarmed strike, *ki* strike (lawful, magic); SQ Improved evasion, fast movement, still mind, slow fall 70 ft, purity of body, wholeness of body, diamond body, greater flurry, abundant step, diamond soul, quivering palm; AL LE; SV Fort +10, Ref +11, Will +12; Str 12, Dex 14, Con 12, Int 12, Wis 18, Cha 13.

Skills and Feats: Bluff +9, Disguise +4, Escape Artist +20, Hide +12, Move Silently +12, Perform (Dance) +12, Sleight of Hand +14, Tumble +20; Combat Reflexes, Deft Hands, Deflect Arrows, Dodge, Improved Grapple, Improved Trip, Mobility, Spring Attack, Stunning Fist, Weapon Finesse.

Equipment: Dagger (x2), *potion of greater*

~~transformation, potion of mage armor (10th level easter), oil of greater magic weapon (unarmed strike) (9th level easter).~~

Location # 2 – Fountain

This location is the site of **Combat 4B**.

A blue tiled niche adorned with images of fish and shells holds a large two-tiered polished stone basin that is filled by a continuous jet of water from a spout in the wall. The smaller upper tier provides water for drinking and cooking, while the larger basin offers water for bathing, cleaning and animals. A girl carrying a pair of large pottery jars on a pole leads her two younger siblings, each with a jar of their own, to draw from the fountain. Two men wearing the badge of a local merchant company wait patiently for the youths to leave, so that they can fill their canteens and water their mounts. As the horses drink at one end a pair of workmen struggle to carry their drunken friend to the fountain, dunking his head repeatedly in the lower basin and scolding him loudly for his drunkenness so close to going on duty, and earning themselves a rebuking glance from an older woman waiting to draw water for her household.

This location is being tainted by the trio of ‘workmen’ and the two ‘merchant guards’. On a successful Spot skill check DC 15+ATL PCs may notice one or more of Loceti’s agents concealing a small ceramic vial in his hand, and emptying that vial into the water while filling a canteen or dunking the ‘drunk’. Once the transformation agent has been added to the water, it will be visible for ten rounds before dispersing fully. PCs succeeding at a DC15 Spot check will notice a faint bluish-white oily sheen on the surface of the water. The PCs may collect a sample during this time, by skimming a container across the water. PCs whose skin comes into contact with the potion suffer 1d4 hp acid damage. If they do not immediately rinse their skin with untainted water (within 10 rounds), they are subject to a DC20 Fortitude save (use the saving throws rolled at the start of the event). PCs who fail this saving throw suffer a -2 penalty to all Will saves, all Int, Will and Cha ability and skill checks, gain a +2 to Dex and Con and gain darkvision. A PC who chooses to **drink** an undiluted dose of the potion of

transformation must immediately attempt a DC40 Fortitude save. A PC failing this saving throw is immediately rendered comatose and cannot be revived at this time. A PC who succeeds at this saving throw is immediately reduced to Int 1, Wis 1 and Cha 1. In either case, a PC drinking the undiluted transformation agent is out of play pending resolution by senior campaign staff. The player should email Jay Fisher and the author at lsj-coord@theshiningjewel.com.

If the PCs are oblivious to what has taken place then after the tainting is complete the ‘merchant guards’ and ‘workmen’ will leave, as if continuing on their way, though one of the men will inadvertently drop a small white ceramic vial, which still contains a few drops of the potion. PCs succeeding at a Spot skill check DC10 will note the vial on the ground, at the base of the fountain.

These NPCs are not anxious to die at the hands of the PCs. They can be coerced into revealing what little they know with a successful Diplomacy or Intimidate skill check DC 10+ATL and the promise of a good word to the Diamond Legion if they cooperate.

- A mage is responsible for the transformations, but they have never seen him. The wizard is being helped by a druid of Graala named Pardiin. Pardiin is a human or half-elven woman, with amber eyes, tawny colored hair, golden skin and freckles.
- They have never seen Loceti, and do not know where he is currently hiding. They have only met with the Pardiin or with a rogue named Komar, and always in a different location.
- Loceti has been using his transformation agent on the wells and fountains to test its effect, dosage and onset time, in preparation for a much larger attack. They do not know where the main attack will take place, only that it will be soon, and that it will strike at the very heart of the city’s defenders.

Combat 4B**ATL 3**

⚔ **Rogues (5)** Rog4: CR 4; Medium Humanoid (Human Male); HD 4d6+4; hp 25; Init +3 (Dex); Spd 30 ft; AC 16 (+3 studded leather armor, +3 Dex), touch 13, flat-footed 13; BAB/Grp +2/+3; Atk/Full Atk Short sword +3 melee (1d6+1, 19-20/x2) or dagger +3 melee (1d4+1) or dagger +6 ranged (1d4+1); SA Sneak attack +2d6; SQ Trapfinding, evasion, trap sense +1, uncanny dodge; AL NE; SV Fort +2, Ref +7, Will +2; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +9, Disguise +11, Escape Artist +9, Forgery +3, Hide +9, Intimidate +9, Listen +3, Move Silently +9, Search +6, Sense Motive +8, Sleight of Hand +11, Spot +3, Tumble +9; Deceitful, Deft Hands, Dodge.

Equipment: Short sword, dagger (x2), studded leather armor, *potion of greater transformation*.

Combat 4B**ATL 5**

⚔ **Rogues (5)** Rog6: CR 6; Medium Humanoid (Human Male); HD 6d6+6; hp 36; Init +3 (Dex); Spd 30 ft; AC 17 (+4 chain shirt, +3 Dex), touch 13, flat-footed 14; BAB/Grp +3/+4; Atk/Full Atk Short sword +4 melee (1d6+1, 19-20/x2) or dagger +4 melee (1d4+1) or dagger +7 ranged (1d4+1); SA Sneak attack +3d6; SQ Trapfinding, evasion, trap sense +2, uncanny dodge; AL NE; SV Fort +3, Ref +8, Will +3; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +11, Disguise +13, Escape Artist +11, Forgery +3, Hide +11, Intimidate +9, Listen +5, Move Silently +9, Search +8, Sense Motive +8, Sleight of Hand +13, Spot +7, Tumble +11; Combat Reflexes, Deceitful, Deft Hands, Dodge.

Equipment: Short sword, dagger (x2), chain shirt, *potion of greater transformation*.

Combat 4B**ATL 7**

⚔ **Rogues (5)** Rog8: CR 8; Medium Humanoid (Human Male); HD 8d6+8; hp 47; Init +3 (Dex); Spd 30 ft; AC 17 (+4 chain shirt, +3 Dex), touch 13, flat-footed 14; BAB/Grp +5/+6; Atk/Full Atk Short sword +6 melee (1d6+1, 19-20/x2) or dagger +6 melee (1d4+1) or dagger +9 ranged (1d4+1); SA Sneak attack +4d6; SQ Trapfinding, evasion, trap sense +2, improved uncanny dodge; AL NE; SV Fort +3, Ref +9, Will +3; Str 12, Dex 17, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +13, Disguise +15, Escape Artist +13, Forgery +3, Hide +11, Intimidate +11, Listen +5, Move Silently +11, Search +10, Sense Motive +10, Sleight of Hand +15, Spot +9, Tumble +13; Combat Reflexes, Deceitful, Deft Hands, Dodge.

Equipment: Short sword, dagger (x2), chain shirt, *potion of greater transformation*.

Combat 4B**ATL 9**

⚔ **Rogues (5)** Rog10: CR 10; Medium Humanoid (Human Male); HD 10d6+10; hp 57; Init +3 (Dex); Spd 30 ft; AC 17 (+4 chain shirt, +3 Dex), touch 13, flat-footed 14; BAB/Grp +6/+7; Atk Short sword +7 melee (1d6+1, 19-20/x2) or dagger +7 melee (1d4+1) or dagger +10 ranged (1d4+1); Full Atk Short sword +7/+2 melee (1d6+1, 19-20/x2) or dagger +7/+2 melee (1d4+1) or dagger +10/+5 ranged (1d4+1); SA Sneak attack +5d6; SQ Trapfinding, evasion, trap sense +3, improved uncanny dodge, improved evasion; AL NE; SV Fort +4, Ref +10, Will +4; Str 12, Dex 17, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +15, Disguise +15, Escape Artist +15, Forgery +3, Hide +11, Intimidate +13, Listen +5, Move Silently +11, Search +10, Sense Motive +10, Sleight of Hand +17, Spot +9, Tumble +15; Combat Reflexes, Deceitful, Deft Hands, Dodge, Mobility.

Equipment: Short sword, dagger (x2), chain shirt,

potion of greater transformation.

Tumble +20; Combat Reflexes, Deceitful, Deft Hands, Dodge, Mobility, Spring Attack.

Equipment: Short sword, dagger (x2), chain shirt, *potion of greater transformation.*

Combat 4B

ATL 11

⚔ **Rogues (5)** Rog12: CR 12; Medium Humanoid (Human Male); HD 12d6+12; hp 67; Init +4 (Dex); Spd 30 ft; AC 18 (+4 chain shirt, +4 Dex), touch 14, flat-footed 14; BAB/Grp +8/+9; Atk Short sword +9 melee (1d6+1, 19-20/x2) or dagger +9 melee (1d4+1) or dagger +13 ranged (1d4+1); Full Atk Short sword +9/+4 melee (1d6+1, 19-20/x2) or dagger +9/+4 melee (1d4+1) or dagger +13/+8 ranged (1d4+1); SA Sneak attack +6d6; SQ Trapfinding, evasion, trap sense +4, improved uncanny dodge, improved evasion; AL NE; SV Fort +5, Ref +12, Will +5; Str 12, Dex 18, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +17, Disguise +15, Escape Artist +18, Forgery +3, Hide +14, Intimidate +15, Listen +8, Move Silently +12, Search +10, Sense Motive + 14, Sleight of Hand +20, Spot +10, Tumble +18; Combat Reflexes, Deceitful, Deft Hands, Dodge, Mobility, Spring Attack.

Equipment: Short sword, dagger (x2), chain shirt, *potion of greater transformation.*

Combat 4B

ATL 13

⚔ **Rogues (5)** Rog14: CR 14; Medium Humanoid (Human Male); HD 14d6+14; hp 77; Init +4 (Dex); Spd 30 ft; AC 18 (+4 chain shirt, +4 Dex), touch 14, flat-footed 14; BAB/Grp +9/+10; Atk Short sword +10 melee (1d6+1, 19-20/x2) or dagger +10 melee (1d4+1) or dagger +14 ranged (1d4+1); Full Atk Short sword +10/+5 melee (1d6+1, 19-20/x2) or dagger +10/+5 melee (1d4+1) or dagger +14/+9 ranged (1d4+1); SA Sneak attack +7d6; SQ Trapfinding, evasion, trap sense +4, improved uncanny dodge, improved evasion, crippling strike; AL NE; SV Fort +5, Ref +13, Will +5; Str 12, Dex 18, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +19, Disguise +17, Escape Artist +20, Forgery +5, Hide +16, Intimidate +17, Listen +10, Move Silently +12, Search +12, Sense Motive + 14, Sleight of Hand +22, Spot +10,

Location # 3 – Well

This location is the site of **Combat 4C**.

A gap among the orderly stone and wood buildings holds a well, surrounded by a communal garden plot where the district's residents grow herbs, flowers and a few vegetables. A man draws up the well's heavy bucket, quickly dividing the contents into a pair of smaller containers. He offers one to an old woman pulling weeds among the herbs, before gently pouring his own bucket around a grouping of young vegetable plants and returning for a refill.

The 'gardener' is Komar, Loceti's chief lieutenant, and he is tainting this location personally in the guise of a local resident tending to a communal garden plot. If approached by the PCs he will answer questions, while still continuing with his charade of tending to the garden. He will answer questions honestly, without giving himself away, though he may not answer the question exactly as the PCs intend. He will avoid elaborate lies that the PCs could use to trip him up.

For example:

➤ **Have you seen anyone unusual or suspicious?**

"No. You folks are the most unusual I've seen."

This is the truth, assuming that he hasn't looked in the mirror lately, and that he sees Loceti's 'creations' on a daily basis. Recognizing his deception requires a successful *Sense Motive* skill check opposed by his formidable (and augmented) *Bluff* skill.

The PCs may also question the old woman, though she is a bit hard of hearing, and apt to misunderstand their questions or go off on tangents remembering the 'good old days'. The old woman, a lifetime resident of the adjacent building, is a washer-woman. She hasn't heard or seen anything unusual.

Komar is in his early thirties, just over five feet tall, with black hair, dark eyes and a wiry build.

He clothes are somewhat patched, and seem to be a mix of various styles, in shades of grey and black. Especially suspicious and perceptive PCs who are within ten feet of him may attempt an *Appraise* or *Spot* skill check *DC 20* will allow them to notice that in spite of the patches the clothing is of very good quality. Clever players might realize that the patches are more to break up the color pattern when in shadows or darkness rather than for repairs.

Komar will taint the well on his third trip to refill his bucket. PCs succeeding at *Spot* skill check *DC16+ATL* will notice when he dumps the contents of the small white ceramic vial into the well.

Once the transformation agent has been added to the water, it will be visible for ten rounds before dispersing fully. PCs succeeding at a *DC15 Spot* check will notice a faint bluish-white oily sheen on the surface of the water. The PCs may collect a sample during this time, by skimming a container across the water.

PCs whose skin comes into contact with the potion suffer 1d4 hp acid damage. If they do not immediately rinse their skin with untainted water (within 10 rounds), they are subject to a *DC20 Fortitude* save (use the saving throws rolled at the start of the event). PCs who fail this saving throw suffer a -2 penalty to all *Will* saves, all *Int*, *Will* and *Cha* ability and skill checks, gain a +2 to *Dex* and *Con* and gain darkvision. A PC who chooses to **drink** an undiluted dose of the potion of transformation must immediately attempt a *DC40 Fortitude* save. A PC failing this saving throw is immediately rendered comatose and cannot be revived at this time. A PC who succeeds at this saving throw is immediately reduced to *Int 1*, *Wis 1* and *Cha 1*. In either case, a PC drinking the undiluted transformation agent is out of play pending resolution by senior campaign staff. The player should email Jay Fisher and the author at lsj-coord@theshiningjewel.com.

If the PCs are oblivious to what has taken place then after the tainting is complete the 'gardener' will leave, inadvertently dropping a small white ceramic vial, which still contains a few drops of

the potion. PCs succeeding at a *Spot* skill check *DC10* will note the vial on the ground, at the base of the well.

The transformed adventurers are incapable of intelligent communication. Their minds have completely reverted to an animalistic state due to the transformation agent. Spells such as *comprehend languages*, *tongues* or *speak with animals* will not enable communication with these unfortunate creatures. Only Komar has any knowledge of Loceti and his plot. Komar has no real loyalty, and is not prepared to die for his employer. He has no illusions about his fate if he is turned over to the Diamond Legion for trial. Komar will not break under intimidation, but he will tell the PCs what he knows, and leave Amthydor, in exchange for his immediate release. He will only give up his information once the PCs provide him with a horse and take him to the city gate in preparation for his departure. He cannot answer every question that the PCs are certain to come up with, but what he can tell them is sure to be more than the heroes already know. If the PCs refuse to release Komar, they get nothing.

- The person ultimately responsible for the transformations is a mage named Loceti. Loceti is attempting to create a human-animal hybrid army under his control. He tried before, using blood from dire animals, but was only able to modify an existing creature into a bizarre parody of its original form.
- Loceti's inspiration came from an ancient scrap of parchment containing information on magically engineering life forms. Loceti claims that the parchment came from some ruins in the deep Zur'Oun desert.
- Loceti is currently being aided by a Graalan druid calling herself Pardiin. Pardiin is a human or half-elven woman, with amber eyes, tawny colored hair, golden skin and freckles.
- Komar doesn't know how many other people have been transformed, but he suspects that the mage has kept a few of his special 'pets' in reserve as guards.

➤ Komar does not know where Loceti is currently hiding. The mage moves around frequently, for fear of discovery.

➤ Loceti has been using his transformation agent on the wells and fountains to test its effect, dosage and onset time, in preparation for a much larger attack. Komar does not know where the main attack will take place, only that it will be soon, and that the mage has spoken of striking at the very heart of the city's defenders. Komar speculates that this means the mage will go for either the Diamond Legion/Army/Navy or for the Adventurers' District, but he does not know for certain.

requiring a Fortitude save (unless the effect also works on objects or is harmless).

Equipment: None.

Combat 4C	ATL 3	Combat 4C	ATL 5
<p>⚔ Komar Rog 5; CR 5; Medium Humanoid (Human Male); HD 5d6+5; hp 29; Init +7 (Improved Initiative, Dex); Spd 30 ft; AC 17 (+3 Dex, <i>potion of mage armor</i>), touch 17, flat-footed 14; BAB/Grp +4/+5; Atk/Full Atk Masterwork scimitar +6 melee (1d6+1, 18-20/x2) or dagger +5 melee (1d4+1) or dagger +7 ranged (1d4+1); SA Sneak attack +3d6; SQ Trapfinding, evasion, trap sense +1, uncanny dodge; AL NE; SV Fort +2, Ref +6, Will +2; Str 12, Dex 16, Con 12, Int 14, Wis 12, Cha 13.</p> <p><i>Skills and Feats:</i> Bluff +38, Disguise +9, Escape Artist +11, Hide +11, Intimidate +9, Listen +8, Move Silently +11, Perform (Dance) +6, Sense Motive +9, Sleight of Hand +9, Spot +8, Tumble +11, Use Magic Device +6; Combat Reflexes, Dodge, Improved Initiative.</p> <p><i>Equipment:</i> Masterwork scimitar, dagger (x3), whip, <i>potion of mage armor (14th level caster)</i>, <i>potion of glibness</i>, <i>potion of greater transformation</i>.</p> <p>⚔ Transformed Adventurers (4) Rng 3; CR 3; Medium Monstrous Humanoid; HD 3d8+6; hp 28; Init +6 (Improved Initiative, Dex); Spd 40 ft; AC 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; BAB/Grp +3/+5; Atk/Full Atk Bite +5 melee (1d6+2) or claw +5 melee (1d4+2); SQ Transformation traits; AL N; SV Fort +5, Ref +5, Will -1; Str 15, Dex 15, Con 14, Int 6, Wis 13, Cha 9.</p> <p><i>Skills and Feats:</i> Balance +2, Climb +2, Handle Animal +5, Hide +10, Jump +2, Knowledge (Nature) +4, Listen +9, Move Silently +10, Spot +9, Survival +5; Alertness, Dodge, Endurance, Improved Initiative, Track, Multiattack.</p> <p>Transformation Traits (Ex): +2 Strength, +2 Constitution, +2 Dexterity, -4 Intelligence, -2 Charisma, +3 natural armor, +2 Spot, +2 Listen, +2, Hide, +2 Move Silently, darkvision 60', immune to fear, exhaustion and any effect</p>		<p>⚔ Komar Rog 7; CR 7; Medium Humanoid (Human Male); HD 7d6+7; hp 39; Init +7 (Improved Initiative, Dex); Spd 30 ft; AC 17 (+3 Dex, <i>potion of mage armor</i>), touch 17, flat-footed 14; BAB/Grp +5/+6; Atk/Full Atk Masterwork scimitar +7 melee (1d6+1, 18-20/x2) or dagger +6 melee (1d4+1) or dagger +8 ranged (1d4+1); SA Sneak attack +4d6; SQ Trapfinding, evasion, trap sense +2, uncanny dodge; AL NE; SV Fort +3, Ref +7, Will +3; Str 12, Dex 16, Con 12, Int 14, Wis 12, Cha 13.</p> <p><i>Skills and Feats:</i> Bluff +40, Disguise +10, Escape Artist +13, Hide +13, Intimidate +11, Listen +10, Move Silently +13, Perform (Dance) +7, Sense Motive +10, Sleight of Hand +10, Spot +10, Tumble +13, Use Magic Device +8; Combat Reflexes, Dodge, Improved Initiative, Mobility.</p> <p><i>Equipment:</i> Masterwork scimitar, dagger (x3), whip, <i>potion of mage armor (14th level caster)</i>, <i>potion of glibness</i>, <i>potion of greater transformation</i>.</p> <p>⚔ Transformed Adventurers (4) Rng 5; CR 5; Medium Monstrous Humanoid; HD 5d8+10; hp 44; Init +6 (Improved Initiative, Dex); Spd 40 ft; AC 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; BAB/Grp +5/+8; Atk/Full Atk Bite +8 melee (1d6+2) or claw +8 melee (1d4+2); SQ Transformation traits; AL N; SV Fort +6, Ref +6, Will -1; Str 16, Dex 15, Con 14, Int 6, Wis 13, Cha 9.</p> <p><i>Skills and Feats:</i> Balance +2, Climb +3, Handle Animal +7, Hide +12, Jump +3, Knowledge (Nature) +6, Listen +11, Move Silently +12, Spot +11, Survival +7; Alertness, Dodge, Endurance, Improved Initiative, Track, Multiattack.</p> <p>Transformation Traits (Ex): +2 Strength, +2 Constitution, +2 Dexterity, -4 Intelligence, -2 Charisma, +3 natural armor, +2 Spot, +2 Listen, +2, Hide, +2 Move Silently, darkvision 60', immune to fear, exhaustion and any effect</p>	

requiring a Fortitude save (unless the effect also works on objects or is harmless).

Equipment: None.

Combat 4C

ATL 7

✂ **Komar** Rog7/Shadowdancer 1: CR 8; Medium Humanoid (Human Male); HD 7d6+1d8+8; hp 46; Init +7 (Improved Initiative, Dex); Spd 30 ft; AC 17 (+3 Dex, *potion of mage armor*), touch 17, flat-footed 14; BAB/Grp +5/+6; Atk/Full Atk Masterwork scimitar +7 melee (1d6+1, 18-20/x2) or dagger +6 melee (1d4+1) or dagger +8 ranged (1d4+1); SA Sneak attack +4d6; SQ Trapfinding, evasion, trap sense +2, uncanny dodge, hide in plain sight; AL NE; SV Fort +3, Ref +9, Will +3; Str 12, Dex 17, Con 12, Int 14, Wis 12, Cha 13.

Skills and Feats: Bluff +42, Disguise +12, Escape Artist +13, Hide +13, Intimidate +11, Listen +11, Move Silently +13, Perform (Dance) +7, Sense Motive + 11, Sleight of Hand +11, Spot +12, Tumble +13, Use Magic Device +8; Combat Reflexes, Dodge, Improved Initiative, Mobility.

Equipment: Masterwork scimitar, dagger (x3), whip, ~~*potion of mage armor (14th level caster)*~~, ~~*potion of glibness*~~, *potion of greater transformation*.

✂ **Transformed Adventurers (5)** Rng 7: CR 7; Medium Monstrous Humanoid; HD 7d8+14; hp 60; Init +6 (Improved Initiative, Dex); Spd 40 ft; AC 19 (+4 *potion of mage armor*, +2 Dex, +3 natural), touch 16, flat-footed 17; BAB/Grp +7/+10; Atk Bite +10 melee (1d6+2) or claw +10 melee (1d4+2) or; Full Atk bite +10/+5 melee (1d6+2) or claw +10/+5 melee (1d4+2); SQ Transformation traits, woodland stride; AL N; SV Fort +7, Ref +7, Will +0; Str 16, Dex 15, Con 14, Int 6, Wis 13, Cha 9.

Skills and Feats: Balance +2, Climb +3, Handle Animal +9, Hide +14, Jump +3, Knowledge (Nature) +8, Listen +13, Move Silently +14, Spot +13, Survival +9; Alertness, Dodge, Endurance, Improved Initiative, Improved Two Weapon Fighting, Mobility, Track, Multiattack.

Transformation Traits (Ex): +2 Strength, +2 Constitution, +2 Dexterity, -4 Intelligence, -2

Charisma, +3 natural armor, +2 Spot, +2 Listen, +2, Hide, +2 Move Silently, darkvision 60', immune to fear, exhaustion and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

Equipment: ~~*potion of mage armor*~~.

‡ **Komar** Rog 7/Shadowdancer 3: CR 10; Medium Humanoid (Human Male); HD 7d6+3d8+10; hp 60; Init +7 (Improved Initiative, Dex); Spd 30 ft; AC 17 (+3 Dex, *potion of mage armor*), touch 17, flat-footed 14; BAB/Grp +6/+7; Atk Masterwork scimitar +8 melee (1d6+1, 18-20/x2) or dagger +7 melee (1d4+1) or dagger +9 ranged (1d4+1); Full Atk Masterwork scimitar +8/+3 melee (1d6+1, 18-20/x2) or dagger +7/+2 melee (1d4+1) or dagger +9/+4 ranged (1d4+1); SA Sneak attack +4d6; SQ Trapfinding, evasion, trap sense +2, uncanny dodge, hide in plain sight, evasion, darkvision, *shadow illusion*, summon shadow; AL NE; SV Fort +4, Ref +10, Will +4; Str 12, Dex 17, Con 12, Int 14, Wis 12, Cha 13.

Skills and Feats: Bluff +42, Disguise +12, Escape Artist +15, Hide +15, Intimidate +11, Listen +13, Move Silently +15, Perform (Dance) +10, Sense Motive + 13, Sleight of Hand +13, Spot +13, Tumble +15, Use Magic Device +8; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack.

Equipment: Masterwork scimitar, dagger (x3), whip, ~~*potion of mage armor* (14th level caster), *potion of glibness*, *potion of greater transformation*.~~

Shadow illusion (Sp): When a shadowdancer reaches 3rd level, she can create visual illusions from surrounding shadows. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

Summon Shadow (Su): At 3rd level, a shadowdancer can summon a shadow, an undead shade. Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer, and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer.

‡ **Shadow (1):** CR 3; Medium-Size Undead (Incorporeal); HD 3d12; hp 19; Init +2 (Dex); Spd Fly 40 ft; AC 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11; BAB/Grp +1/ -; Atk/Full Atk Incorporeal touch +3 melee (1d6 Strength drain); SA Strength damage; SQ Darkvision 60', incorporeal traits, undead traits, turn immunity; AL NE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8, Listen +7, Search +4, Spot +7; Alertness, Dodge.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Undead Traits (Ex): Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, sneak attacks, ability damage to physical ability scores (Strength, Dexterity, and Constitution), ability drain, or energy drain. Immune to fatigue, exhaustion, and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

Incorporeal Traits: An incorporeal creature has no physical body. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it has a 50% chance to ignore any damage from a corporeal source (except positive energy, negative energy, force effects such as *magic missile*, or attacks made with *ghost touch* weapons). Holy water has a 50% chance of not affecting an incorporeal creature.

‡ **Transformed Adventurers (5)** Rng 9: CR 9; Medium Monstrous Humanoid; HD 9d8+18; hp 76; Init +7 (Improved Initiative, Dex); Spd 40 ft; AC 19 (+4 *potion of mage armor*, +2 Dex, +3 natural), touch 16, flat-footed 17; BAB/Grp +9/+12; Atk Bite +12 melee (1d6+2) or claw +12 melee (1d4+2); Full Atk Bite +12/+7 melee (1d6+2) or claw +12/+7 melee (1d4+2); SQ Transformation traits, woodland stride, swift

tracker, evasion; AL N; SV Fort +8, Ref +8, Will +1; Str 16, Dex 16, Con 14, Int 6, Wis 13, Cha 9.

Skills and Feats: Balance +3, Climb +3, Handle Animal +11, Hide +17, Jump +3, Knowledge (Nature) +10, Listen +15, Move Silently +17, Spot +15, Survival +11; Alertness, Dodge, Endurance, Greater Two Weapon Fighting, Improved Initiative, Improved Two Weapon Fighting, Mobility, Spring Attack, Track, Multiattack.

Transformation Traits (Ex): +2 Strength, +2 Constitution, +2 Dexterity, -4 Intelligence, -2 Charisma, +3 natural armor, +2 Spot, +2 Listen, +2, Hide, +2 Move Silently, darkvision 60', immune to fear, exhaustion and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

Equipment: ~~potion of mage armor.~~

Combat 4C**ATL 11**

‡ **Komar** Rog 7/Shadowdancer 5: CR 12; Medium Humanoid (Human Male); HD 7d6+5d8+12; hp 74; Init +8 (Improved Initiative, Dex); Spd 30 ft; AC 18 (+4 Dex, *potion of mage armor*), touch 18, flat-footed 14; BAB/Grp +7/+8; Atk Masterwork scimitar +9 melee (1d6+1, 18-20/x2) or dagger +8 melee (1d4+1) or dagger +11 ranged (1d4+1); Full Atk Masterwork scimitar +9/+4 melee (1d6+1, 18-20/x2) or dagger +8/+3 melee (1d4+1) or dagger +11/+6 ranged (1d4+1); SA Sneak attack +4d6; SQ Trapfinding, evasion, trap sense +2, improved uncanny dodge, hide in plain sight, evasion, darkvision, *shadow illusion*, summon shadow, shadow jump 20 ft., defensive roll; AL NE; SV Fort +4, Ref +12, Will +4; Str 12, Dex 18, Con 12, Int 14, Wis 12, Cha 13.

Skills and Feats: Bluff +44, Disguise +14, Escape Artist +18, Hide +18, Intimidate +11, Listen +15, Move Silently +18, Perform (Dance) +12, Sense Motive +13, Sleight of Hand +18, Spot +13, Tumble +18, Use Magic Device +8; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Deadly Precision.

Equipment: Masterwork scimitar, dagger (x3), whip, ~~*potion of mage armor (14th level easter)*~~, ~~*potion of glibness*~~, *potion of greater transformation*.

Shadow illusion (Sp): When a shadowdancer reaches 3rd level, she can create visual illusions from surrounding shadows. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

Summon Shadow (Su): See ATL 7

Shadow Jump (Su): At 4th level, a shadowdancer gains the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer

can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 20 feet each. Every two levels higher than 4th, the distance a shadowdancer can jump each day doubles. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

Defensive Roll (Ex): At 5th level, a shadowdancer can roll with a potentially lethal blow to take less damage from it. Once per day, when a shadowdancer would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), she can attempt to roll with the damage. She makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. She must be aware of the attack and able to react to it in order to execute her defensive roll. If she is in a situation that would deny her any Dexterity bonus to AC, she can't attempt a defensive roll.

‡ **Shadow (1):** CR 3; Medium-Size Undead (Incorporeal); HD 3d12; hp 19; Init +2 (Dex); Spd Fly 40 ft; AC 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11; BAB/Grp +1/ -; Atk/Full Atk Incorporeal touch +3 melee (1d6 Strength drain); SA Strength damage; SQ Darkvision 60', incorporeal traits, undead traits, turn immunity; AL NE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8, Listen +7, Search +4, Spot +7; Alertness, Dodge.

Strength Damage (Su): See ATL 9

Undead Traits (Ex): See ATL 9

Incorporeal Traits: See ATL 9

‡ **Transformed Adventurers (6)** Rng 11: CR 11; Medium Monstrous Humanoid; HD 11d8+22; hp 92; Init +7 (Improved Initiative, Dex); Spd 40 ft; AC 19 (+4 *potion of mage armor*, +2 Dex, +3 natural), touch 16, flat-footed 17; BAB/Grp +11/+14; Atk Bite +14 melee (1d6+2) or claw +14 melee (1d4+2); Full Atk Bite +14/+9/+4 melee (1d6+2) or claw +14/+9/+4 melee (1d4+2); SQ Transformation traits, woodland stride, swift

tracker, evasion; AL N; SV Fort +9, Ref +9, Will +1; Str 16, Dex 16, Con 14, Int 6, Wis 13, Cha 9.

Skills and Feats: Balance +3, Climb +3, Handle Animal +13, Hide +19, Jump +3, Knowledge (Nature) +12, Listen +17, Move Silently +19, Spot +17, Survival +13; Alertness, Dodge, Endurance, Improved Initiative, Improved Two Weapon Fighting, Mobility, Spring Attack, Track, Multiattack.

Transformation Traits (Ex): +2 Strength, +2 Constitution, +2 Dexterity, -4 Intelligence, -2 Charisma, +3 natural armor, +2 Spot, +2 Listen, +2, Hide, +2 Move Silently, darkvision 60', immune to fear, exhaustion and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

Equipment: ~~potion of mage armor.~~

Combat 4C**ATL 13**

⚔ **Komar** Rog 8/Shadowdancer 7: CR 15; Medium Humanoid (Human Male); HD 8d6+7d8+15; hp 93; Init +8 (Improved Initiative, Dex); Spd 30 ft; AC 18 (+4 Dex, *potion of mage armor*), touch 18, flat-footed 14; BAB/Grp +10/+11; Atk Masterwork scimitar +12 melee (1d6+1, 18-20/x2) or dagger +11 melee (1d4+1) or dagger +14 ranged (1d4+1); Full Atk Masterwork scimitar +12/+7 melee (1d6+1, 18-20/x2) or dagger +11/+5 melee (1d4+1) or dagger +14/+9 ranged (1d4+1); SA Sneak attack +4d6; SQ Trapfinding, evasion, trap sense +2, improved uncanny dodge, hide in plain sight, evasion, darkvision, *shadow illusion*, summon shadow, shadow jump 40 ft., defensive roll; AL NE; SV Fort +5, Ref +14, Will +5; Str 12, Dex 18, Con 12, Int 14, Wis 12, Cha 13.

Skills and Feats: Bluff +47, Disguise +17, Escape Artist +21, Hide +21, Intimidate +11, Listen +17, Move Silently +21, Perform (Dance) +14, Sense Motive + 15, Sleight of Hand +20, Spot +15, Tumble +20, Use Magic Device +10; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Deadly Precision, Pressing Attack.

Equipment: Masterwork scimitar, dagger (x3), whip, ~~*potion of mage armor (14th level caster)*~~, ~~*potion of glibness*~~, *potion of greater transformation*.

Shadow illusion (Sp): When a shadowdancer reaches 3rd level, she can create visual illusions from surrounding shadows. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

Summon Shadow (Su): See ATL 7

Shadow Jump (Su): At 4th level, a shadowdancer gains the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer

can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 20 feet each. Every two levels higher than 4th, the distance a shadowdancer can jump each day doubles. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

Defensive Roll (Ex): At 5th level, a shadowdancer can roll with a potentially lethal blow to take less damage from it. Once per day, when a shadowdancer would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), she can attempt to roll with the damage. She makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. She must be aware of the attack and able to react to it in order to execute her defensive roll. If she is in a situation that would deny her any Dexterity bonus to AC, she can't attempt a defensive roll.

Slippery Mind (Ex): This ability, gained at 7th level, represents a shadowdancer's ability to wriggle free from magical effects that would otherwise control or compel her. If a shadowdancer is affected by an enchantment and fails her saving throw, 1 round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw. If it fails as well, the spell's effects occur normally.

⚔ **Shadow (1):** CR 3; Medium-Size Undead (Incorporeal, Improved); HD 5d12; hp 32; Init +2 (Dex); Spd Fly 40 ft; AC 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11; BAB/Grp +2/ -; Atk/Full Atk Incorporeal touch +4 melee (1d6 Strength drain); SA Strength damage; SQ Darkvision 60', incorporeal traits, undead traits, turn immunity; AL NE; SV Fort +1, Ref +3, Will +5; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8, Listen +7, Search +4, Spot +7; Alertness, Dodge.

Strength Damage (Su): See ATL 9

Undead Traits (Ex): See ATL 9

Incorporeal Traits: See ATL 9

✂ **Transformed Adventurers (7)** Rng 11: CR 11; Medium Monstrous Humanoid; HD 11d8+22; hp 92; Init +7 (Improved Initiative, Dex); Spd 40 ft; AC 19 (+4 *potion of mage armor*, +2 Dex, +3 natural), touch 16, flat-footed 17; BAB/Grap +11/+14; Atk Bite +14 melee (1d6+2) or claw +14 melee (1d4+2); Full Atk Bite +14/+9/+4 melee (1d6+2) or claw +14/+9/+4 melee (1d4+2); SQ Transformation traits, woodland stride, swift tracker, evasion; AL N; SV Fort +9, Ref +9, Will +1; Str 16, Dex 16, Con 14, Int 6, Wis 13, Cha 9.

Skills and Feats: Balance +3, Climb +3, Handle Animal +13, Hide +19, Jump +3, Knowledge (Nature) +12, Listen +17, Move Silently +19, Spot +17, Survival +13; Alertness, Dodge, Endurance, Improved Initiative, Improved Two Weapon Fighting, Mobility, Spring Attack, Track, Multiattack.

Transformation Traits (Ex): +2 Strength, +2 Constitution, +2 Dexterity, -4 Intelligence, -2 Charisma, +3 natural armor, +2 Spot, +2 Listen, +2, Hide, +2 Move Silently, darkvision 60', immune to fear, exhaustion and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

Equipment: ~~*potion of mage armor.*~~

The PCs may turn any surviving attackers over to the Diamond Legion or the temple of Meneon before continuing.

- If the PCs go to the temple of Meneon **GO TO Encounter 2 (page 14).**
- If the PCs go to the League of Thaumaturgical Studies **GO TO Encounter 3 (page 17).**
- When the PCs have the sample of the transformation agent and are ready to return to the League of Thaumaturgical Studies **GO TO Encounter 3a (page 20).**
- When the PCs have the final ingredients for the antidote and are ready to return to the League of Thaumaturgical Studies **GO TO Encounter 3b (page 20).**
- If the PCs want to speak with Amthydor's herbalists **GO TO Encounter 5 (page 43).**
- If the PCs want to visit the shrine of Ayla **GO TO Encounter 6a (page 45).**

- If the PCs want to visit the shrine of Brianna **GO TO Encounter 6b (page 49).**
- If the PCs want to seek out the Beast/Lianara **GO TO Encounter 7 (page 51).**

Encounter Five – I Never Promised You A Rose Garden

PCs who have previously failed one or more of the *Fortitude* saves to resist the transformation agent must attempt a *Will DC15*. PCs who fail this *Will* save receive **Mental Effect #3** from **Player Handout #7**.

The PCs may visit one or more local herbalists who regularly offer the plants necessary to complete the antidote. There are two herbalists known to most PCs – Kwella's One Stop House of Herbs located in the Adventurers' District and Elmo's Apothecary in the Merchants' District. The heroes may visit either or both, though they will get a similar response in each location.

Kwella's One Stop House of Herbs –

The Adventurers' District exhibits a life of its own, with an air that is not felt in the rest of the city. It is a place for people who live life on the edge, and who know that their next breath may be their last. These people who make their homes here take their lives into their hands every day and most of them would have it no other way. Weapon shops, armor smiths and other purveyors of equipment line the streets and there seem to be more taverns and inns in this district than in any other, all prepared to cater to the needs of Amthydor's would-be heroes. Kwella's One Stop House of Herbs is easy to find, a two-story building made out of a reddish wood. Entering, you find shelves lined with ceramic canisters and wooden boxes holding a variety of dried and fresh herbs and other things that are less...botanical in nature. A woman stands in the back of the shop studying each customer who enters.

The woman watching the customers is Kwella Harquith. A *Knowledge (Nobility or Local)* skill check or a *Bardic Knowledge* check of DC 15 will identify her as a being related to the Harquith

Noble House, but that she and her father have been disowned by the Harquith family. PCs recalling this information also know that if they do not want to be kicked out of the shop, they will not say a good word about House Harquith and are probably better off not mentioning them at all. Should any of the PCs be directly affiliated with House Harquith (PC Noble or Noble Guard), Kwella will ignore them as if they did not exist. Other than that, Kwella is polite and will answer any question that the PCs have. If the PCs want to make sense motive skill checks, let them roll. However, Kwella will answer all questions truthfully. If the PCs offend her (especially by making any positive statements about House Harquith), she will stop answering questions from them and nothing short of a *Diplomacy* skill check *DC 10 + ATL* will get her to answer.

PCs making a successful *Spellcraft* skill check at *DC 10* will recognize that there are many spell components on sale here. This is not necessarily of importance here, but might come into play in a later adventure.

NOTE: Kwella does not have any certified components in stock. Maybe an interactive or another tournament will have some in the near future!

Presumably the PCs will produce the writ that they were provided, authorizing them to receive the ingredients on behalf of the Quorum and the LoTS. If they forget to present the writ, the 1000 gp price (10 gp per flower) should be sufficient to remind them.

Mageflower (Trajan's Crown) –

Unlocking an oak wall cupboard, Kwella removes a carved wooden box and raises the lid to reveal dozens of tiny dark purple and gold flowers.

“Until they’re dried through magic the flowers will remain as fresh as the moment that they were harvested. They are extremely potent, so most uses require only a single petal. Had you come yesterday I could have given you five times what you’re asking for, but now I think that I have barely enough to meet your needs. I had a fresh shipment delivered first thing in the morning, but

I sold it all not an hour later. Most people want a dozen flowers at most, but this fellow took the entire lot and was looking for more. If I wasn’t in the habit of setting aside several packets for my regular customers from the League of Thaumaturgical Studies I’d have nothing to give you.”

If asked about the mysterious buyer, Kwella will describe him as human, in his late forties, slender, with thinning hair, a pale complexion and small dark eyes. From his clothing, she assumed that he was a mage or alchemist. He didn’t say why he wanted so many flowers. If any of the PCs actually came face to face with Loceti in *LSJ18 Dire Consequences* and describe him, she will agree that it sounds like the man that she saw.

Bloodvine Sap –

“The sap doesn’t keep well, I’m afraid, and the vines are very difficult to cultivate. I don’t get enough call for it to grow it myself or to schedule a regular delivery. The Shrine of Ayla supplies the local temples and healers. The druids there have had excellent luck maintaining a healthy stock of the vines.”

Kwella doesn’t know of anyone other than Ayla’s shrine who may have a supply of the sap on hand.

Elmo’s Apothecary –

Tucked away in a short, narrow alley in the heart of the Merchants’ District you find Elmo’s Apothecary. The shop would be easily overlooked, if not for the sign adorned with the image of a mortar and pestle and a sprig of herbs hanging right outside the alley.

Making your way to the shop, you find a placard displaying the symbol of an open door and the message ‘Open ~ Please Come In’. Inside, the well-lit storefront is lined with shelves filled with an assortment of jars, vials and wooden or metal boxes, each with a distinct label. A large counter against the far wall bars access to a curtained-off area at the rear of the shop. The shop’s only occupant, a male gnome, is busy sweeping up bits of broken crockery and spilled herbs as you enter. He leans against the counter, his broom held tightly in his hands and green smoke slowly rising from the pipe in his mouth. He looks in your

direction and asks, “Anything I can do for you folks?”

The gnome is, of course, Elmo. PCs who have met him in previous scenarios will recognize him immediately. He is understandably somewhat nervous, after arriving this morning to find his shop broken into.

NOTE: Elmo does not have any certified components in stock. Maybe an interactive or another tournament will have some in the near future!

Presumably the PCs will produce the writ that they were provided, authorizing them to receive the ingredients on behalf of the Quorum and the LoTS. If they forget to present the writ, the 1000 gp price (10 gp per flower) should be sufficient to remind them.

Mageflower (Trajan’s Crown) –

“Bad luck for you that you need the one thing that those lousy thieves cleaned me out of, and just look at the mess they made doing it. Fortunately I received a special request from the temple of Destine, so I kept several packets of the blooms in reserve, in a locked cupboard. The thieves only noticed the jars that were in clear view.”

If asked about the theft, Elmo will explain that some person or persons unknown broke into the shop in the early hours of the morning. The only items stolen were two pottery jars filled with blossoms of Trajan’s Crown, though several jars of other leaves and flowers were knocked over and broken. The thieves were long gone when Elmo arrived, and he has already filed a report with the Diamond Legion.

Bloodvine Sap –

“I pride myself on always having just what my customers need, but I’m sorry to say I can’t help you. To get the best results the sap should be as fresh as possible, and only the best gardeners can grow it successfully. The Shrine of Ayla would be your best source. They supply all of the local temples and healers.”

Elmo doesn’t know of anyone other than the shrine of Ayla who may have a supply of the sap on hand.

- If the PCs go to the temple of Meneon **GO TO Encounter 2 (page 14).**
- If the PCs go to the League of Thaumaturgical Studies **GO TO Encounter 3 (page 17).**
- When the PCs have the sample of the transformation agent and are ready to return to the League of Thaumaturgical Studies **GO TO Encounter 3a (page 20).**
- When the PCs have the final ingredients for the antidote and are ready to return to the League of Thaumaturgical Studies **GO TO Encounter 3b (page 20).**
- If the PCs want to stake out wells or fountains to watch for additional poisonings **GO TO Encounter 4 (page 21).**
- If the PCs want to visit the shrine of Ayla **GO TO Encounter 6a (page 45).**
- If the PCs want to visit the shrine of Brianna **GO TO Encounter 6b (page 49).**
- If the PCs want to seek out the Beast/Lianara **GO TO Encounter 7 (page 51).**

Encounter Six A – The Shrine of Ayla

PCs who have failed one or more *Fortitude* saving throws are not subject to Loceti’s mental influence while visiting the shrine. The whispering mental voices are very faint during the PCs’ visit.

The normally serene gardens of Ayla’s shrine are a chaotic jumble of uprooted plants and torn earth. Dirt-smudged figures watch your approach in silence as the faithful work to restore order. One, an elven woman, rises gracefully to her feet, brushing her hands off on her breeches as she steps up to greet you.

“Welcome. To what do we owe the honor of this rare visit from Amthydor’s adventurers? We’ve poor hospitality to offer you today, I’m afraid. There was an incident last night, but with the aid of our brothers and sisters from the shrine of Brianna we should have things back to normal by tomorrow.”

The woman is Sanra Brightleaf (*forest elf female, Druid 11*), one of the druids of the shrine. With everyone who can handle a rake or hoe working to restore the damaged gardens, there is no one to perform the small niceties of hospitality, so there are no drinks or savories to be had, only a bucket and dipper of cool, clean (and safe) water.

➤ **What happened here?:**

“A group of creatures attacked the shrine during the night. No one was hurt, and in fact no one even heard anything. It wasn’t until dawn when people began arriving that anyone even noticed the damage. All of the plantings in one of the gardens and a greenhouse were uprooted and destroyed.”

Sanra and the other attendants of the shrine, as well as members of the neighboring shrine of Brianna (including young Kasira), have been working since dawn to repair the damage done by the mysterious nighttime raiders. No one saw exactly what type of animals attacked the gardens. The investigation, as well as the comings and goings of the druids and rangers (and their animals) cleaning up and making repairs, have obscured any tracks or scents that the PCs (or their animals) might attempt to follow.

➤ **Could the elves be responsible for the damage?:**

“Not all of the elven people believe as the Mystwood ambassador, that the Lord Monarch would seek to keep such a dangerous artifact for himself. The forest elves that make their homes in this area hold true to the long alliance with the Shining Jewel. They would not stage such an attack. Nor would they have helped to commit such ruin on a holy place.”

The forest elves in general, and those in and around Amthydor in particular remain allied with Amthydor against the accusations and aggressions of the high elves of the Mystwood. Sanra will be friendly and polite, even if the PCs seem somewhat suspicious of her. Only if they refer to the Mystwood high elves as ‘her people’ will she react negatively, displaying dismay at the PCs’ mistrust.

➤ **What plants were destroyed?:**

“The garden contained bitter whiteroot, bloodvine and stoneberry. The greenhouse held flowering plants, including snowbloom, mageflower and maiden’s slipper.”

All of the plants have various medicinal properties, but none except for bloodvine and mageflower are rare or difficult to grow.

➤ **Do you have any bloodvine sap or mageflower?:**

Bloodvine Sap –

“Yesterday our supply of Bloodvine would have been yours for the taking, but it must be harvested fresh and last night’s attack destroyed all of the vines beyond repair. The vines do not respond well to magic, and must be allowed to mature naturally. It will be months before we can produce a new crop. A wild planting may be your only source now.”

Mageflower –

“Every plant in the greenhouse was ruined, and the blossoms crushed beyond use, but by Ayla’s grace we harvested only yesterday. The flowers had already been packaged up for delivery, so they were safely stored away to await distribution this morning. The room where the shipment was stored is undisturbed, so we should have just enough to meet your needs.”

➤ **Is there any wild Bloodvine nearby?:**

If the players don’t think to ask, Sanra will volunteer this information.

“A small stand of the vines is rumored to be growing in the Briars. Confirming the existence of the vines and verifying their exact location has not been a priority since we had our own supply, but locating them now may be your best hope of obtaining what you need. There are no real trails through the heart of the wood, as much of the area has the air of being hallowed ground. Hunters, trappers and woodcutters avoid it, perhaps for fear of provoking the wrath of the Powers. I can offer you a potion, which may help you to pinpoint the exact area where the vines are growing, but I advise you to get as close as possible to the estimated location before consuming it. If you are able to locate the vines,

you need only to slit the stalk, and then squeeze the sap into your jars. You can harvest approximately half of a jar without doing lasting harm to a healthy plant. The vine will heal over in a few days.”

The area known as the Briars is part of the stand of forest just south of the city, home to the village of Rosewood and the shrines to the nature deities. Sanra will provide the PCs with a map showing the general area of the Briars, where the vines were reported, as well as a *potion of locate animals or plants* (11th level caster).

➤ **What can we expect to encounter in the Briars?:**

“There are any number of forest creatures. Bears and wolves, certainly. Recently there have been several reports of a female dire tiger and her cubs in the area. Some of the local farmers have been losing stock, and claim to have seen a more normal-sized tiger between here and the Darkwood.”

PCs who played in *LSJ18 Dire Consequences* encountered, and should actually have assisted, the dire tigress Sarabi and her cubs. The weretiger druid Lianara, referred to by some as ‘the Beast’, has also been roaming the area in her animal form.

➤ **Do you know anything about the Beast/Lycanthrope druid/etc?:**

“Of course we’ve heard about such a creature being in the area, and its suggested connection to Kasira, but no one here has actually seen any definitive sign of it. That said, ever since Kasira was came to the shrine of Brianna three months ago I’ve had a feeling whenever she visits us here as if I was being watched, and I’ve caught shadowy glimpses of something lurking among the trees. I’ve heard Kasira talking to someone in the gardens, but when I approach she’s always alone. I’ve asked her who she was talking to, but she says it was just her kitty.”

Sanra has never has a close enough look to describe the mysterious watcher as anything other than a vague shape seen out of the corner of her eye.

➤ **Wasn’t Kasira living at the temple of Meneon?:**

“Initially, due to the involvement of a lycanthrope and the fate of her parents, it was deemed safest to keep the girl at the temple, but as she has become more comfortable living among strangers she has expressed a marked preference for Brianna’s faith, and has even shown signs of being touched by the goddess herself. It was decided that it is in Kasira’s best interest that she be raised among her fellow druids, where she can continue her studies and explore her faith.”

PCs who participated in earlier events from this series may remember Kasira being placed in the care of the temple of Meneon. It was later decided that it was in the child’s best interest that she be raised at the shrine of Brianna, largely due to her already strong bonds to that faith.

➤ **Is Kasira here and may we speak to her?:**

“Such a wonderful child, and wise beyond her few years. She’s helping with everyone else to clean up the damaged greenhouse, but she can easily be spared from the task. I’m sure that she would be willing to speak with you, if you think that it would help.”

If the PCs have not yet spoken with her at the shrine of Brianna, Kasira will be here among those helping to make repairs to the garden and greenhouse of Ayla’s shrine. The PCs may save themselves a trip, and speak to the girl here. Her information may also be found in Encounter 6b.

Kasira –

Already the broken timbers framing the shattered greenhouse have been moved aside and replacements lashed into place. Several children sift through spilled soil and scattered bits of broken crockery in hopes of finding salvageable remnants among the damaged plants. Sanra points out a young girl who is inspecting the broken roots of a small shrub with the help of a brown tabby cat. She seems to talk to the creature as if in consultation, but breaks off when she notices her new audience. Setting aside the plant she stands up and walks over to you.

“Were you looking for me?”

At the tender age of seven Kasira is already recognized as a skilled (if low level) druid, possessing wisdom beyond her few years. Brianna has blessed the girl with a rare insight into the world around her.

➤ **Do you know anything about the transformations?:**

“My friends have told me about the people who are changing. They remember when the animals changed before, and they are afraid.”

Kasira talks to the local animals, and they share stories of the things that they have seen. The earlier transformations were part of Loceti’s experiments with his earlier potion in *LSJ18 Dire Consequences*. Her animal friends do not know the location of Loceti’s current base of operations.

➤ **Do you know where we can find the wild Bloodvine?:**

“SHE has some, growing in the forest. I saw it once, when I followed her after I saw her watching the shrine. She didn’t think that I knew she was there. She grows it in a little gully deep in the woods.”

The ‘she’ that Kasira refers to is Lianara, the druid weretiger also known as the Beast. Kasira knows exactly where Lianara, and her planting of Bloodvine, can be found. She will not be allowed by her guardian to show the PCs the way herself, but she will give them clear directions, as well as a message that she is well, and looks forward to Lianara’s next visit.

➤ **What do you know about the Beast/Lianara?:**

“She watches me from a distance, and she doesn’t talk much, but she would never hurt me. She just wants to protect me. She was really angry when I got taken to the city, but she’s better now that I live at the shrine. I think that she knew my parents. She lives in the forest, and protects the animals from hunters and poachers.”

➤ **Do you know if the weretiger/Beast/Lianara is involved in the transformations?:**

“She doesn’t like people, and she doesn’t trust the city, but I don’t think that she would do this. She

would never experiment on animals to master the transformations.”

Kasira can’t offer any proof that the Beast isn’t involved, it is just a feeling that she has. She also has not seen the weretiger up close, as she tends to remain hidden in the shadows of the trees and does not show herself, even to the girl.

➤ **Do you know where the weretiger/Beast/Lianara is?:**

“She stays in the forest, where the people don’t like to go. She doesn’t like people. She even tries to avoid being seen by me.”

Lianara ranges between the Briars, the Darkwood and Amthydor, but the PCs will have no trouble finding her when they go in search of the Bloodvine.

➤ **Will the weretiger/Beast help us?:**

“You would have to ask awfully nice. I don’t think that she likes Amthydor very much. I think that she got really mad when I got taken out of my parents’ house and went to the city, and people from Amthydor tried to hurt her.”

The Beast remains protective of Kasira, and the PCs can use this concern to win her assistance.

- If the PCs go to the temple of Meneon **GO TO Encounter 2 (page 14).**
- If the PCs go to the League of Thaumaturgical Studies **GO TO Encounter 3 (page 17).**
- When the PCs have the sample of the transformation agent and are ready to return to the League of Thaumaturgical Studies **GO TO Encounter 3a (page 20).**
- When the PCs have the final ingredients for the antidote and are ready to return to the League of Thaumaturgical Studies **GO TO Encounter 3b (page 20)**
- If the PCs are ready to stake out the fountains in the Laborers’ District **GO TO Encounter 4 (page 21).**
- If the PCs want to speak with Amthydor’s herbalists **GO TO Encounter 5 (page 43).**
- If the PCs want to visit the shrine of Brianna **GO TO Encounter 6b (page 49).**
- If the PCs want to seek out the Beast/Lianara **GO TO Encounter 7 (page 51).**

Encounter Six B – The Shrine of Brianna

PCs who have failed one or more *Fortitude* saving throws are not subject to Loceti's mental influence while visiting the shrine. The whispering mental voices are very faint during the PCs' visit.

At first the tiny copse of trees housing Brianna's shrine appears empty, but before you can call out a lean man in well worn leathers and laden with a pair of heavy water buckets appears across from you.

"So sorry. Didn't know you were about. Most everyone is helping clean up after the incident last night in the gardens, so I wasn't expecting visitors. I'm Hanson. How can I help you?"

Hanson is a half-elven ranger of Brianna. He and his wife Gelise have been appointed to be Kasira's foster parents. He will answer those questions that he is able to, or the heroes may ask to speak with Kasira directly and obtain some of their answers from the child.

General Questions (Hanson) –

➤ **What happened to the gardens?:**

"A group of creatures attacked the shrine of Ayla during the night. No one was hurt, and in fact no one even heard anything. It wasn't until dawn when people began arriving that anyone even noticed the damage. All of the plantings in one of the gardens and a greenhouse were uprooted and destroyed. Nearly everyone from here to Rosewood is helping with the cleanup."

The shrines of the nature deities (Ayla, Brianna and Cerion) are grouped together outside of the city, all within a short walk of each other. They operate independently of each other, but are closely affiliated due to their similar natures.

➤ **What creatures were responsible for the attack?:**

"The tracks were quite jumbled, so it is difficult to know for certain what kind of creatures are

responsible and how many there were, but we believe that they were normal animals, though who might have sent them remains a mystery. Such behavior is certainly not natural for animals acting on their own."

The animals were sent by Pardiin, Loceti's druid accomplice.

➤ **Could the high elves have had something to do with the attack?:**

"The tracks were quite jumbled, but we believe that they were normal animals, though who might have sent them remains a mystery."

➤ **What plants were destroyed?:**

"Plants are not my specialty, of course, so I can't say for certain which varieties were damaged, but there were a number of vines ripped up, and several plants with purple and gold flowers were uprooted and crushed. The druids mentioned that several of the ruined plants were quite rare, and will be difficult to replace."

➤ **Do you know where we can find any wild Bloodvine?:**

"I've caught a whiff of what could be the flowers, while tracking a predator that has been killing local livestock, but I've never actually seen any of the vines in the area."

Hanson can provide the PCs with a map showing the general area of the Briars where he thinks that he smelled the distinctive odor of Bloodvine flowers.

➤ **Do you know anything about the Beast/lycanthrope druid/etc?:**

"Naturally we were informed of the creature's possible connection with Kasira when she came to the shrine, but other than that I know very little for certain. Several people have seen tracks, or glimpsed a flash of something through the trees, but no one here has managed to get a good look at whatever it is. I've asked Kasira about her, but she isn't able to tell much. She says that a woman comes to the edge of the trees and talks to her, but won't show herself. The woman seems concerned with Kasira's happiness, and may have some connection to her late parents. So far she

hasn't appeared to threaten anyone here, and she disappears the moment anyone else comes near."

➤ **Is Kasira here and may we speak to her?:**

"She's just returned from helping at the shrine of Ayla. She may not know anything that will help you, but if you give me your word that you won't go upsetting her, I see no reason why you shouldn't be allowed to talk to her. She isn't supposed to leave the area immediately around the shrines, but she is a curious child, and I suspect that she slips away when she thinks that we aren't looking. She is unusually perceptive, especially for her age, so it is possible that she may have noticed something that the rest of us haven't."

If the PCs did not make an effort to speak with the girl at the shrine of Ayla then she will be here. The information that she can provide here is the same that is available had the PCs spoken to her in Encounter 6a, and is reproduced below for ease of reference.

➤ **Wasn't Kasira living at the temple of Meneon?:**

"After what happened to her parents there was some concern at first that she may also have been afflicted with lycanthropy, so it was safest to have her in the care of the temple of Meneon. Once it was determined that she had not been exposed to the disease, it was decided that it would be better to place her with a foster family who's faith more closely followed her own religious leanings. "

PCs who participated in earlier events from this series may remember Kasira being placed in the care of the temple of Meneon. It was later decided that it was in the child's best interest that she be raised at the shrine of Brianna, largely due to her already strong bonds to that faith.

Kasira –

At the tender age of seven Kasira is already recognized as a skilled (if low level) druid, possessing wisdom beyond her few years. Brianna has blessed the girl with a rare insight into the world around her.

Hanson directs you to a small clearing where a circle of stones has been hewn to serve as

benches. A small girl sits on one of the stones, her brow furrowed in concentration as she marks up on a slate board with a piece of chalk. She looks up as you approach, setting aside her number-filled slate.

"Were you looking for me?"

The slate is only Kasira's lessons, and of no use to the PCs. She is a willing student, but it is much too nice a day even for her to study. The PCs are much more interesting.

➤ **Do you know anything about the transformations?:**

"My friends have told me about the people who are changing. They remember when the animals changed before, and they are afraid."

Kasira talks to the local animals, and they share stories of the things that they have seen. The previous transformations were part of Loceti's experiments with his earlier potion in *LSJ18 Dire Consequences*. Her animal friends do not know the location of Loceti's current base of operations.

➤ **Do you know where we can find the wild Bloodvine?:**

"SHE has some, growing in the forest. I saw it once, when I followed her after I saw her watching the shrine. She didn't think that I knew she was there. She grows it in a little gully deep in the woods."

The 'she' that Kasira refers to is Lianara, the druid weretiger also known as the Beast. Kasira knows exactly where Lianara, and her planting of Bloodvine, can be found. She will not be allowed by her guardian to show the PCs the way herself, but she will give them clear directions, as well as a message that she is well, and looks forward to Lianara's next visit.

➤ **What do you know about the Beast/Lianara?:**

"She watches me from a distance, and she doesn't talk much, but she would never hurt me. She just wants to protect me. She was really angry when I got taken to the city, but she's better now that I live at the shrine. I think that she knew my parents. She lives in the forest, and

protects the animals from hunters and poachers. She has a big momma tiger who stays close by.”

The ‘momma tiger’ is Sarabi, the *awakened* dire tigress that Loceti attempted to capture in *LSJ18 Dire Consequences*. Sarabi and her cubs have remained in the area, as allies to Lianara.

- **Do you know if the weretiger/Beast/Lianara is involved in the transformations?:**

“She doesn’t like people, and she doesn’t trust the city, but I don’t think that she would do this. The animals in the forest are her friends. She would never experiment on wild creatures to perfect the transformations.”

Kasira can’t offer any proof that the Beast isn’t involved, it is just a feeling that she has. She also has not seen the weretiger up close, as she tends to remain hidden in the shadows of the trees and does not show herself, even to the girl.

- **Do you know where the weretiger/Beast/Lianara is?:**

“She stays in the forest, where the people don’t like to go. She doesn’t like people. She even tries to avoid being seen by me.”

Lianara ranges between the Briars, the Darkwood and Amthydor, but the PCs will have no trouble finding her when they go in search of the Bloodvine.

- **Will the weretiger/Beast/Lianara help us?:**

“You would have to ask awfully nice. I don’t think that she likes Amthydor very much. I think that she got really mad when I got taken out of my parents’ house and went to the city, and people from Amthydor tried to hurt her. Sometimes she acts funny, like she doesn’t remember that she’s a person, so I don’t know if she’ll talk to you.”

The Beast remains fiercely protective of Kasira, and the PCs can use this concern to win her assistance. The times that she is less human coincide with the full moon and, while she is able to control her transformations, she is somewhat less sane at these times and correspondingly more difficult to communicate with.

- If the PCs go to the temple of Meneon **GO TO Encounter 2 (page 14).**
- If the PCs go to the League of Thaumaturgical Studies **GO TO Encounter 3 (page 17).**
- When the PCs have the sample of the transformation agent and are ready to return to the League of Thaumaturgical Studies **GO TO Encounter 3a (page 20).**
- When the PCs have the final ingredients for the antidote and are ready to return to the League of Thaumaturgical Studies **GO TO Encounter 3b (page 20).**
- If the PCs are ready to stake out the fountains in the Laborers’ District **GO TO Encounter 4 (page 21).**
- If the PCs want to speak with Amthydor’s herbalists **GO TO Encounter 5 (page 43).**
- If the PCs want to visit the shrine of Ayla **GO TO Encounter 6a (page 45).**
- If the PCs want to seek out the Beast/Lianara **GO TO Encounter 7 (page 51).**

Encounter Seven – The Lair of the Beast

PCs who have previously failed one or more of the *Fortitude* saves to resist the transformation agent must attempt a *Will* save *DC18*. PCs who fail this *Will* save receive **Mental Effect #4** from **Player Handout #8**.

The PCs may find their way to this encounter either by using the *potion of locate animals or plants* provided by Sanra, by searching on their own after learning about the general area from Hanson or by obtaining specific directions from Kasira. Each method will lead them to the same general location. The shrine of Brianna is at the very edge of the Briars, and travel to the deeper area of the wood will take two hours on foot. Travel on horseback is not possible due to the density of the thickets within.

Although stats for Lianara (the Beast) and the dire tiger Sarabi are provided, this encounter is more about diplomacy than combat. While Lianara will not initiate combat the PCs should **not** be anxious

to fight her, and lower level parties may find themselves seriously outclassed. The PCs run a very real risk of being afflicted with lycanthropy in this encounter, as Lianara will aggressively defend herself if the heroes are foolish enough to attack her. The heroes may instead take this opportunity to bring a potential enemy over to the side of Amthydor and gain a useful ally for future events.

Less menacing than the Darkwood, the deep thickets and towering trees of the Briars still hold a foreboding of their own. Though the songs of birds are silenced by your passage, and unseen animals scamper deeper into the wood as you approach, you cannot escape the feeling that something far less timid lurks just out of sight, hidden from view by the dense vegetation.

PCs making a successful *Spot* check *DC10* will catch a glimpse of *something* moving among the trees. It is nothing more than a random animal, but the heroes don't have to know that. PCs succeeding at a *DC25 Spot* check will see a slight stirring of the underbrush caused by a dark humanoid figure moving through the trees on a course roughly parallel to the heroes.

Without the guidance provided by the shrine you would be hard pressed to find anything in this maze of close-growing trees, briar thickets, ravines and rocky outcroppings. Faint and narrow tracks fit only for rabbits or other small creatures wind among the growth and crisscross tiny trickling streams.

PCs without the ability to move unhindered over rough terrain (*woodland stride*, etc) are restricted to ½ normal movement in the dense growth of the Briars due to obstacles and uneven ground. It is also not possible to take a mount beyond the village of Rosewood, as there are no trails to provide secure footing for most riding beasts.

Branches seem to bend lower and roots rise up to meet your steps as you travel deeper into the Briars. Thorny hedges crowd the almost indistinguishable path beneath your feet, obscuring even that faint trace. Pressing deeper into the wood, the scent of rotting leaves and rich earth begins to give way to smell of salt air blowing in from the sea. Lingering beneath the

salt tang is a faint sweet perfume, an elusive teasing scent of unseen flowers.

Birds and small animals scurry for the safety of the undergrowth as you emerge from the trees to stand in a narrow strip of land leading to an abrupt drop off.

The scent of Bloodvine defies specific description. It has been compared to a combination of gardenias, roses, honeysuckle, freesia, oranges and jasmine, though none are truly equivalent.

PCs who are not using the *potion of locate animals or plants* provided by Sanra must succeed at a *DC 20 Search* check to locate the flowers growing in a deep, heavily shadowed ravine.

The nose knows what the eyes see not. The ground before your feet drops away, a deep chasm filled only with shadows, shadows and the bright spots of a thousand scarlet blossoms. Thick ropes of vine, each as thick as a man's arm, cascade down from the fissure's walls and into the depths below.

The crevice extends northwest for over a mile, and southeast several miles to the sea. It is an average of 100 ft. deep and 20 ft. wide. The vines begin ten feet below the edge of the chasm. There are no ledges to stand on, so PCs will either need to go all the way to the bottom or find a way to remain suspended part way down the crevasse (rope, *levitate*, etc). There are sturdy trees within 20 feet of the edge of the crevasse, from which to tie a rope. At higher ATLs, some of these trees may actually be treants who will act to support Lianara in the event of a combat with the PCs. While any reasonable attempt at getting into the chasm should be successful, and any number of PCs may descend into the fissure, at least two PCs should enter the chasm, one to hold the heavy clay jar and one to cut and 'milk' the thick vines for their sap.

Lianara has used her *wild shape* ability to take the form of an owl, apparently nesting sleepily in a tree at the edge of the cleared area. Once the PCs are actively engaged in obtaining the sap, she will drop to the ground and resume her human form, addressing the PCs. Use of the *wild shape* ability does not provoke an attack of opportunity.

The only sounds to be heard around you are the furtive rustlings of the small animals sheltering

in the underbrush and the movements and voices of your own party. The velvet and iron voice that abruptly addresses you from the edge of the trees doesn't invite an argument.

“Leave this place, city-dwellers, before you bring more harm, or harm finds you.”

The voice is female, and without a notable accent.

A flash of flame red hair and a subtle shift of movement call your gaze to a lithe figure standing against the backdrop of the trees. The woman's carefully dyed leathers blend almost seamlessly with her surroundings. She steps forward a pace, separating herself from the backdrop of the trees, and levels a piercing golden gaze at each of you.

“You have no right to be here, and your presence is not welcome.”

This area is within Amthydor's territorial limit, giving the PCs every right to be here, at least according to the letter of the law. Lianara's initial attitude towards the PCs as a group is *unfriendly*. Towards any individual PCs with the *Enmity of the Beast* she is *unfriendly* bordering on *hostile*. She is *indifferent* towards lupaari, tabreen, open worshipers of Meneon and druids or rangers of Ardra, Ayla or Brianna. She is highly distrustful of Amthydor, who she sees as having stolen the child that she was protecting (Kasira), but she remains a well-intentioned person and *can* be reasoned with.

While combat is an option with especially aggressive or single minded parties, ideally the PCs will attempt to negotiate with Lianara, and convince her to allow them to harvest the sap for the greater good. She is aware of Loceti's previous activities, and would welcome the opportunity to see him stopped. Influencing Lianara's attitude towards the heroes requires a successful *Diplomacy* skill check (DC shown in the chart below) modified as follows –

Main speaker is an open symbol of Amthydor (Diamond Legion, Noble) -2

Main speaker is a lupaari, tabreen, druid or ranger of Ardra, Ayla or Brianna or an open worshiper of Meneon +2

Main speaker is an elf (except High Elf) -2

Main speaker is a High Elf -5

PCs offer to intervene with Amthydor on her behalf, to keep hunters, loggers and others out of the Briars +2

PCs offer to intervene with the temple of Meneon, to either treat her 'condition' or to gain her official acceptance +2

PC presents the situation as an opportunity to help protect Kasira +5

PC presents the situation as an opportunity to block Loceti +5

Initial Attitude	-----New Attitude-----			
	Unfriendly	Indifferent	Friendly	Helpful
Hostile	15	20	30	45
Unfriendly	x	10	20	35
Indifferent	x	x	10	25
Friendly	x	x	x	15
Helpful	x	x	x	1

Provided that her attitude towards the PCs is at least *indifferent*, she will answer questions in a reasonable manner. If her attitude can be shifted to *friendly* she will allow the PCs to harvest the necessary Bloodvine Sap without hindrance. If the PCs are able to shift her attitude to *helpful* she will not only assist in the harvesting process but will see the heroes and their precious burden safely to the edge of the Rosewood.

➤ **Who are you?:**

“I was...Lianara.”

Lianara no longer considers herself human, and often has difficulty reconciling the person she once was, a loyal citizen of Amthydor, with the angry and half-mad creature that she has become.

➤ **What are you?:**

“I am damned.”

Lianara considers herself cursed, punishment for killing Kasira's parents in the early, mindless days following her affliction.

➤ **Do you know who is responsible for the transformations?:**

"The wizard who came before, but he is not alone this time. Another helps him, and together they control the minds of the poor creatures they have created."

She recognized Loceti's scent on two of the wizard's transformed creatures, but Pardiin's scent isn't familiar to her.

➤ **How do they control the creatures?:**

"They have a hold on the creatures' minds. They whisper to them, urging them on."

Any PCs who have been hearing the whisperings themselves will recognize the effect she is describing.

➤ **Have you seen any victims of the transformations?:**

"They were no challenge for me, and died quickly."

Two of Loceti's transformed minions were attempting to taint a well near the village of Rosewood and stumbled across Lianara. When they tried to attack her she naturally defended herself, with fatal results.

➤ **Do you know where to find the wizard?:**

"No. He wisely hides himself from me. I can tell you that he is not within the Briars or the Rosewood, nor between here and the city."

➤ **Do you know where the wizard plans to strike next?:**

"No."

➤ **Do you know how to stop the wizard?:**

"My teeth at his throat, or my blade in his back. His scent is of man, and man's greed, so either would be effective and the result would be the same."

➤ **Can you help us fight him?:**

"If he brings the fight to me, we will do battle and he will fail, but I will not seek him out. Other dangers exist that may thrive if I cease my watch for even a moment. While your city is no friend to me, and this wizard is the enemy not only of Amthydor but of all creatures, there are other enemies as well to guard against. If you find him, be resolute, for his power weakens the will, and will quickly turn you to HIS cause."

In her one encounter with Loceti's most recent creations she found them to be almost mindless, as if controlled by the will of another. While her attitude towards Amthydor stops short of 'my enemy's enemy is my friend', it will take time and positive actions to turn her into a true ally.

➤ **Who are the other enemies?:**

"The wizard is not your only foe. Elves walk in stealth along paths that were ceded to the dwarves long ago."

The lands around Amthydor have traditionally fallen within the domain of the dwarves who make their homes in the nearby mountains. Agents of the High Elves from the Mystwood have begun quietly gathering intelligence, for use against Amthydor in the recently declared war. Lianara has not had any direct contact with these elves, and cannot provide any additional information on their identity or motives.

➤ **Could the elves be involved?:**

"They are not a part of this, but they would be foolish not to take advantage of the opportunities presented."

➤ **Can you help us against the elves?:**

"Content yourself that I will not aid THEM against YOU, at least for now."

The extent of her support against the High Elves is yet to be determined, and depends in part on the PCs actions and on how they influence official attitudes towards her.

ALL ATLS

Beast/Lianara, Drd 12 (Brianna): CR14; Medium humanoid (Shapechanger, Weretiger - Afflicted) Human Form; HD 18d8+30; hp 111; Init +2 (+2 Dex); Spd 30ft.; AC 18 (+2 Dex, +2 natural, +4 leather bracers of armor), touch 12, flat-footed 16; BAB/Grp +13/+14; Atk Scimitar +14 Melee (1d6+1); FullAtk Scimitar +14/+9 Melee (1d6+1); Space/Reach 5 ft/5 ft.; SA Pounce, improved grab, rake, curse of lycanthropy; SQ Alternate form, tiger empathy, damage reduction 10/silver, low-light vision, nature sense, resist nature's lure, scent, trackless step, venom immunity, wild empathy, wild shape 4x/day (Large, Tiny, plant), woodland stride; AL N; SV Fort +14, Ref +11, Will +14. Str 12, Dex 14, Con 12, Int 12, Wis 19, Cha 16.

Skills & Feats: Balance +4, Climb +3, Concentration +16, Control Shape +19, Handle Animal +14, Heal +6, Hide +10, Knowledge (Nature) +15, Listen +10, Move Silently +10, Spot +10, Swim +3, Survival +15. Alertness, Improved Initiative, Improved Natural Attack (Bite), Improved Natural Attack (Claw), Iron Will, Natural Spell, Skill Focus (Handle Animal), Skill Focus (Survival), Track.

Spells (6/6/5/5/4/2/1): DC 14 + spell level.

0-level – *cure minor wounds, flare, guidance, know direction, mending, purify food & drink;*

1st level – *charm animal, entangle (x2), magic fang, obscuring mist, speak with animals;*

2nd level – *animal trance, flame blade, fog cloud, heat metal (x2);*

3rd level – *dominate animal, greater magic fang, sleet storm, spike growth, wind wall;*

4th level – *cure serious wounds, flame strike, rusting grasp, spike stones;*

5th level – *baleful polymorph (x2), tree stride*

6th level – *antilife shell, transport via plants*

Nature Sense (Ex): A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex): A druid can improve the attitude of an animal. This ability functions just

like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time. A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

Woodland Stride (Ex): Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex): Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Resist Nature's Lure (Ex): Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Wild Shape (Su): At 5th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

The form chosen must be that of an animal the druid is familiar with.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a

normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted on Table: The Druid. In addition, she gains the ability to take the shape of a Large animal at 8th level, a Tiny animal at 11th level, and a Huge animal at 15th level.

The new form's Hit Dice can't exceed the character's druid level.

Venom Immunity (Ex): At 9th level, a druid gains immunity to all poisons.

LYCANTHROPE STATS ALTERNATE FORMS

Beast/Lianara, Drd 12 (Brianna): CR14; Large humanoid (Shapechanger, Weretiger -Afflicted) Hybrid Form; HD 18d8+54; hp 135; Init +4 (+4 Dex); Spd 30ft.; AC 22 (-1 Size, +4 Dex, +5 natural, +4 leather bracers of armor), touch 13, flat-footed 18; BAB/Grp +13/+21; Atk Claw +19 Melee (1d8+7) or bite +14 Melee (2d6+3); FullAtk 2 Claws +19 Melee (1d8+7) and bite +14 Melee (2d6+3); Space/Reach 10 ft/5 ft.; SA Pounce, improved grab, rake, curse of lycanthropy; SQ Alternate form, tiger empathy, damage reduction 10/silver, low-light vision, nature sense, resist nature's lure, scent, trackless step, venom immunity, wild empathy, wild shape 4x/day (Large, Tiny, plant), woodland stride; AL N; SV Fort +17, Ref +13, Will +14. Str 24, Dex 18, Con 18, Int 12, Wis 19, Cha 16.

Skills & Feats: Same as Human Form

Beast/Lianara, Drd 12 (Brianna): CR14; Large humanoid (Shapechanger, Weretiger -Afflicted) Tiger Form; HD 18d8+54; hp 135; Init +4 (+4 Dex); Spd 40ft.; AC 18 (-1 Size, +4 Dex, +5 natural), touch 13, flat-footed 14; BAB/Grp +13/+21; Atk Claw +19 Melee (1d8+7) or bite +14 Melee (2d6+3); FullAtk 2 Claws +19 Melee (1d8+7) and bite +14 Melee (2d6+3); Space/Reach 5 ft/5 ft.; SA Pounce, improved grab, rake, curse of

lycanthropy; SQ Alternate form, tiger empathy, damage reduction 10/silver, low-light vision, nature sense, resist nature's lure, scent, trackless step, venom immunity, wild empathy, wild shape 4x/day (Large, Tiny, plant), woodland stride; AL N; SV Fort +17, Ref +13, Will +14. Str 24, Dex 14, Con 18, Int 12, Wis 19, Cha 16.

Skills & Feats: Same as Human Form

ATL 7+

Sarabi (Awakened Dire Tiger): CR13; Large Magical Beast (Augmented Animal); HD 22d8+88; hp 260; Init +2 (+2 Dex); Spd 40ft.; AC 17 (-1 Size, +2 Dex, +6 natural), touch 11, flat-footed 15; BAB/Grp +15/+27; Atk Claw +23 Melee (2d4+8); FullAtk 2 claws +23 Melee and bite +17 Melee (2d6+4); Space/Reach 10 ft/5 ft.; SA Improved grab, pounce, rake 2d4+4; SQ Low-light vision, scent; AL N; SV Fort +17, Ref +13, Will +14. Str 27, Dex 15, Con 18, Int 15, Wis 12, Cha 12.

Skills & Feats: Balance +9*, Intimidate +6, Jump +14, Listen +6, Move Silently +10*, Sense Motive +5, Spot +8, Survival +6, Swim +10. Dire tigers have a +4 racial bonus on Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the hide bonus improves to +8. Alertness, Improved Natural Attack (claw), Improved Natural Attack, (bite), Power Attack, Run, Stealthy, Track, Weapon Focus (claw).

Languages: Common, elven, sylvan

Improved Grab (Ex): To use this ability, a dire tiger must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire tiger charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +18 melee, damage 2d4+4.

ATL 9

Treants (2): CR8; Huge Plant; HD 7d8+35; hp 66; Init -1; Spd 30ft.; AC 20 (-2 Size, -1 Dex, +13 natural), touch 7, flat-footed 20; BAB/Grp +5/+22; Atk Slam +12 Melee (2d6+9); FullAtk 2 slams +12 Melee (2d6+9); Space/Reach 15 ft/15 ft.; SA Animate trees, double damage against objects, trample 2d6+13; SQ Damage reduction 10/slashing, low-light vision, plant traits, vulnerability to fire; AL NG; SV Fort +10, Ref +1, Will +7. Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 12.

Skills & Feats: Diplomacy +3, Hide -9*, Intimidate +6, Knowledge (nature) +6, Listen +8, Sense Motive +8, Spot +8, Survival +8 (+10 above ground) *Treants have a +16 racial bonus on Hide checks made in forested areas. Improved Sunder, Iron Will, Power Attack

Languages: Common, sylvan, treant

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Trample (Ex): Reflex DC 22 half. The save DC is Strength-based.

ATL 11

Treants (4)

ATL 13

Treants (6)

- If the PCs go to the temple of Meneon **GO TO Encounter 2 (page 14).**
- If the PCs go to the League of Thaumaturgical Studies **GO TO Encounter 3 (page 17).**
- When the PCs have the sample of the transformation agent and are ready to return to the League of Thaumaturgical Studies **GO TO Encounter 3a (page 20).**
- When the PCs have the final ingredients for the antidote and are ready to return to the League of Thaumaturgical Studies **GO TO Encounter 3b (page 20).**
- If the PCs are ready to stake out the fountains in the Laborers' District **GO TO Encounter 4 (page 21).**
- If the PCs want to speak with Amthydor's herbalists **GO TO Encounter 5 (page 43).**
- If the PCs want to visit the shrine of Ayla **GO TO Encounter 6a (page 45).**
- If the PCs want to visit the shrine of Brianna **GO TO Encounter 6b (page 49).**

Encounter Eight – The Brew That Is True

The tension that has ruled the League since the beginning of the crisis has been replaced by a sense of anticipation as a line of exhausted mages bring out the eighteen heavy waterskins holding the precious antidote and prepare to load them on the waiting horses.

The mages have been too busy concocting an antidote to rest and study spells, so there are no NPCs able to cast *teleport* for the PCs. A PC wizard able to cast the spell themselves lacks a clear picture of the party's destination, making the risk of such a casting too great. The best option is to ride or fly, though again no NPCs are available to cast *fly*, *wind walk* or similar spells. Horses will be provided for any PCs who do not have their own.

Councilor Dinalta leaves the others to supervise the loading and unfurls a map to the water station and offers a scroll and a sealed message cylinder.

“You’ll have to pass two separate guard posts on the approach to the water station. The first scroll will see out past the perimeter guards. In addition to the outer patrols, there is a permanent detachment assigned to secure the site from the inside. Lieutenant Taveral is assigned to lead the twelve man security detail. He has been advised of the tainting, and once you provide the second authorization he will offer his full cooperation. The building sits over a large natural spring, with the main holding reservoir and the pumping mechanism located at the heart of the building. You’ll have to pour the antidote into the center of the main reservoir, where the magically augmented currents will help to disperse it gradually.. It’s concentrated, and will disperse slowly through the water system. By the time this first dose is fully dispersed all but the most remote farmsteads will have received the antidote and we will have had time to prepare an additional treatment.”

“It should take you approximately six hours to reach the water station. If we are fortunate the enemy will not expect us to have an antidote so soon, and you may face no opposition en route to the mountains. If he is watching us then the narrow trails will be the best place for him to strike. Once inside the water station you should have no further difficulty.”

If the PCs have any further requests for aid, including spell casting, now is the time for them to ask. They must ask for a spell. The wizards of the League are too tired to think of offering to send for a cleric willing to cast a spell on the party. Only a single divine spell will be cast, by a 12th level caster, from the following list: *cure serious wounds, delay poison, endure elements, find the path, freedom of movement, greater magic weapon, heroes’ feast, magic vestment, mass cure light wounds, neutralize poison, protection from energy, raise dead, resist energy or spell immunity.* The spell will be cast immediately, and must be cast directly to affect one or more PCs. It will not be cast into an item for activation later. The most useful choices for the PCs are *delay poison* and *neutralize poison*, which will reduce the penalties of exposure to the transformation agent by half for a single PC, or *heroes feast*, which will reverse the

effects of the transformation agent for the entire party, and render them immune to its effects for 12 hours.

At last your preparations are complete, and there is nothing to gain, and much to lose, by delaying further. The city falls away behind you as point your horses northeast and begin to climb into the foothills.

The length of the journey is as much a matter of elevation as of actual distance. Once the PCs are two hours out of the city the narrow road will begin climbing into the mountains, become a long series of switchbacks as the path continues upwards.

The journey to the water station will be uneventful, but the PCs do not have to know this. Time-permitting, feel free to heighten the suspense of the journey, calling for *Listen* and *Spot* checks along the way. The terrain is rocky and steep, making travel off of the trail all but impossible on horseback. It is possible to travel off of the trail on foot, but impractical.

Parties using an advanced scout, either aerial or on foot, may have the opportunity to detect the presence of the perimeter guards before they notice the PCs. Each post consists of a sturdy one room shelter, carefully concealed among the rocks, and manned by three Legionnaires. Noticing the disguised structure requires a successful *Spot* skill check *DC15*. The lower outpost is located one hour below the water station, with the upper outpost being halfway between them.

Hours after setting out, yet another switchback turn reveals a pair of men standing on the narrow path, a third standing ready nearby armed with a crossbow. The left-hand figure hails your party, signaling you to halt your progress.

The two men, and their companion, *are* the three members of the Diamond Legion assigned to this outpost. However, they are under the influence of a diluted form of Loceti’s transformation agent. The result is similar to *suggestion*. There is no outward sign that the men are controlled, and they are able to converse normally, asking and answering questions. They will not allow the PCs

to pass without first presenting the letter of authorization.

“This is certainly good news. We’ve been on high alert here ever since the transformations started. You shouldn’t have any trouble getting up to the station. You’re the only people we’ve seen since the reinforcements arrived, and all was normal when we changed shifts two hours ago. We’ll send a bird ahead with a message, to alert the upper guards to expect you. That way, if something did manage to slip around undetected and you get delayed, they’ll know to send help.”

PCs who are members of the Diamond Legion will know that sending such messenger birds is standard procedure in the Legion for communicating over distance. Other PCs succeeding at a *Knowledge (local)* skill check DC12 or an *Intelligence* check DC17 can recall this information. The only way to prevent the upper guard station from being alerted is to shoot down the messenger bird (AC14, 1hp).

The path grows steeper as you continue on to the inner checkpoint. Your reception is much the same as before. The guards remain cautious, in spite of being alerted to your arrival, comparing your descriptions to those provided by their companions and examining your letter of passage. Satisfied as to your identity and purpose, they step aside and signal for you to proceed.

“The rest of your route should be clear, and the lieutenant will be expecting you.”

Like their fellow Legionnaires down the hill, these men are under Loceti’s control. Their silent instructions are to behave completely normally, allowing the PCs to reach the water station with the antidote. Once the PCs leave they will send a messenger bird to Loceti, informing him of the PCs’ imminent arrival.

It is another thirty minutes from the inner perimeter up to the water station.

Amthydor’s main water station sits deep in a narrow canyon, edged on three sides by sheer towering cliffs. A heavy iron door blocks the only entrance to the stone building, and a series of

arrow slits above offer the occupants a clear view of your approach.

Like the perimeter guards, Lieutenant Taveral and the other members of the detachment have also been subverted by Loceti’s potion. They are watching for the PCs’ arrival, and will allow them inside after the expected security check.

At your knock a small hatch opens in the iron door, and a stern voice instructs you to provide your credentials.

The hatch is large enough for the message tube. Once the PCs have passed it through the opening and the man inside has had a moment to review it, the door will open.

Your mission and identity confirmed, the door’s heavy bolt is moved aside and the portal opens to reveal a tall man in the uniform of a Legion lieutenant, flanked by four of his men.

“I am Lieutenant Taveral. Please, come inside. Councilor Dinalta’s message urged haste, and it is foolish to linger. We should get you inside as quickly as possible. Just because we haven’t detected anyone else out here, doesn’t mean there isn’t someone.”

His men move to take up positions outside, crossbows ready, to cover the unloading of the antidote.

PCs making a successful *Spot* skill check DC15 will note a flash of movement in the cliff above.

As the last skins of antidote are pulled from the horses, one of the guards gives a hoarse cry and clutches at his shoulder, an arrow protruding through the leather armor. At Taveral’s barked order the guards form a wall around you, covering your retreat into the station with the antidote and barricading the door once the last defender is inside.

The ‘attackers’ are actually the remaining pair of Taveral’s men, who went out through the concealed rear bolt hole to stage the mock attack and divert any suspicions that the PCs may have.

Taveral quickly orders his men to take up defensive positions at the arrow slits, as one of them hastily bandages his injured companion.

“We need to get to the reservoir quickly. The messenger bird is already going out, to alert the perimeter guards that we need help, but they may have problems of their own. My men can hold against a much larger force, but we should not waste precious time.”

Taveral will urge the PCs to continue with their mission of delivering the antidote, saying that his men will hold off the attackers and buy them time to get to the reservoir. No call for help will be sent, and the perimeter guards will not be arriving to help. They have been instructed to remain at their posts in the event of additional reinforcements from Amthydor.

Taveral leads you deep into the water station, past sleeping quarters and storage areas to the large cavern housing the reservoir. Beyond the end of the corridor a narrow flight of stairs leads up to what your map identifies as an elevated catwalk over the pool.

The reservoir pool is 100 feet in diameter and 50 feet deep, with a 5-foot wide ledge around the perimeter of the pool. The level of the water is 10 feet below the ledge. A set of metal stairs lead to the catwalk another 10 feet up. Pardiin (and possibly Loceti, depending upon ATL) are in the reservoir chamber, at the center of the catwalk, supervising as some of their minions prepare to taint the water. Once the PCs reach the stairs, the controlled Legionnaires will abandon their pretense of fighting off the ‘attackers’ and move to box in the PCs in the corridor and adjacent reservoir chamber. The rogues are at the ‘9’ and ‘3’ positions at the base of the catwalk stairs, each burdened with two wooden casks of the transformation agent, which they intend to dump into the center of the reservoir. Each cask holds 2½ gallons of transformation agent and weighs 25 pounds. It takes two rounds to empty a cask, and each rogue can empty one cask at a time. Each rogue can carry one cask as a light load, or two as a medium load. The rogues won’t pour the casks into the reservoir until they are at the center of the catwalk, 60 feet from their starting point (stairs plus 50’).

PCs who have previously failed one or more of the *Fortitude* saves to resist the transformation agent

must attempt a *Will* save DC20. PCs who fail this *Will* save receive **Mental Effect #5 from **Player Handout #9**.**

The layout of the reservoir room is circular, with a 5 foot wide ledge surrounding the pool, and a 15’ ceiling overhead. The corridor by which the PCs enter is the only entrance/exit. It enters at the 6 o’clock position, and 5 feet ahead from the entrance is a stairway leading up to the ‘T’-shaped catwalk. The ends of the top of the ‘T’ are at the 9 and 3 o’clock positions, each ending in stairs leading back down to the perimeter ledge.

ATL 3

Loceti has sent Pardiin ahead to supervise the tainting of the reservoir, and is not present for the combat at this ATL.

Tactics – Round 1 Pardiin will cast *obscuring mist*, to block the PCs' view of the proceedings and help guard against attacks from missile weapons.

Round 2 Pardiin will cast *wind wall* or *spider climb*, depending upon the threat posed by the PCs.

Round 3 and beyond Pardiin's response will be based upon the actions of the PCs and the level of threat that they pose.

☞ **Pardiin** Drd9 (Graala): CR 9; Medium Humanoid (Human Female); HD 9d8+9; hp 67; Init +2 (Dex); Spd 30 ft; AC 16 (+4 *potion of mage armor*, +2 Dex), touch 14, flat-footed 14; BAB/Grp +6/+6; Atk Scimitar +6 melee (1d6, 18-20/x2) or dagger +6 melee (1d4) or dagger +8 ranged (1d4); Full Atk Scimitar +6/+1 melee (1d6, 18-20/x2) or dagger +6/+1 melee (1d4) or dagger +8/+3 ranged (1d4); SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 3x/day, wild shape (large), venom immunity; AL NE; SV Fort +7, Ref +5, Will +9; Str 10, Dex 14, Con 13, Int 13, Wis 16, Cha 14.

Skills and Feats: Concentration +14, Craft (Alchemy) +1, Escape Artist +6, Handle Animal +15, Heal +3, Hide +7, Knowledge (Nature) +12, Listen +8, Move Silently +7, Search +4, Spot +7, Tumble +3; Animal Affinity, Beastmaster, Culinary Infusion, Skill Focus (Concentration), Skill Focus (Handle Animal).

Spells: 0-level: *create water*, *guidance* (x2), *mending*, *read magic*, *resistance*; 1st-level: *charm animal*, *entangle*, *faerie fire*, *longstrider*, *obscuring mist*; 2nd-level: *chill metal*, *flame blade*, *heat metal*, *spider climb*, *summon swarm*; 3rd-level: *call lightning*, *poison*, *sleet storm*, *wind wall*; 4th-level: *dispel magic*, *flame strike*; 5th-level: *baleful polymorph*.

Equipment: Scimitar, dagger (x2), ~~*potion of mage*~~

~~armor.~~

☞ **Transformed Legionnaires (6)** Ftr 1: CR 1; Medium Monstrous Humanoid; HD 1d10+2; hp 12; Init +6 (Improved Initiative, Dex); Spd 40 ft; AC 17 (+2 leather armor, +2 Dex, +3 natural), touch 12, flat-footed 15; BAB/Grp +1/+4; Atk/Full Atk Shortsword +4 melee (1d6+3); SQ Transformation traits; AL N; SV Fort +4, Ref +3, Will -1; Str 17, Dex 16, Con 15, Int 6, Wis 9, Cha 9.

Skills and Feats: Handle Animal +2, Knowledge (Local) +1, Listen +4, Ride +5, Intimidate +2, Spot +4; Dodge, Endurance, Improved Initiative.

Transformation Traits (Ex): +2 Strength, +2 Constitution, +2 Dexterity, -4 Intelligence, -2 Wis, -2, Charisma, +3 natural armor, +2 Spot, +2 Listen, +2 Hide, +2 Move Silently, darkvision 60', fast movement, immune to fear, exhaustion and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

Equipment: Leather armor, shortsword.

☞ **Rogues (5)** Rog2: CR 2; Medium Humanoid (Human Male); HD 2d6+2; hp 14; Init +2 (Dex); Spd 30 ft; AC 16 (+4 *potion of mage armor*, +2 Dex), touch 16, flat-footed 14; BAB/Grp +2/+3; Atk/Full Atk Short sword +3 melee (1d6+1, 19-20/x2) or dagger +3 melee (1d4+1) or dagger +5 ranged (1d4+1); SA Sneak attack +1d6; SQ Trapfinding, evasion; AL NE; SV Fort +2, Ref +6, Will +2; Str 12, Dex 15, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Bluff +6, Escape Artist +7, Hide +7, Intimidate +6, Listen +6, Move Silently +7, Search +6, Sense Motive +6, Spot +6, Tumble +7; Combat Reflexes, Dodge.

Equipment: Short sword, dagger (x2), ~~*potion of mage armor*~~.

ATL 5

Loceti has sent Pardiin ahead to supervise the tainting of the reservoir, and is not present for the combat at this ATL.

Tactics – Round 1 Pardiin will cast *obscuring mist*, to block the PCs' view of the proceedings and help guard against attacks from missile weapons.

Round 2 Pardiin will cast *wind wall* or *spider climb*, depending upon the threat posed by the PCs.

Round 3 and beyond Pardiin's response will be based upon the actions of the PCs and the level of threat that they pose.

⚔ Pardiin Drd9 (Graala): CR 9; Medium Humanoid (Human Female); HD 9d8+9; hp 67; Init +2 (Dex); Spd 30 ft; AC 16 (+4 *potion of mage armor*, +2 Dex), touch 14, flat-footed 14; BAB/Grp +6/+6; Atk Scimitar +6 melee (1d6, 18-20/x2) or dagger +6 melee (1d4) or dagger +8 ranged (1d4); Full Atk Scimitar +6/+1 melee (1d6, 18-20/x2) or dagger +6/+1 melee (1d4) or dagger +8/+3 ranged (1d4); SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 3x/day, wild shape (large), venom immunity; AL NE; SV Fort +7, Ref +5, Will +9; Str 10, Dex 14, Con 13, Int 13, Wis 16, Cha 14.

Skills and Feats: Concentration +14, Craft (Alchemy) +1, Escape Artist +6, Handle Animal +15, Heal +3, Hide +7, Knowledge (Nature) +12, Listen +8, Move Silently +7, Search +4, Spot +7, Tumble +3; Animal Affinity, Beastmaster, Culinary Infusion, Skill Focus (Concentration), Skill Focus (Handle Animal).

Spells: 0-level: *create water, guidance (x2), mending, read magic, resistance*; 1st-level: *charm animal, entangle, faerie fire, longstrider, obscuring mist*; 2nd-level: *chill metal, flame blade, heat metal, spider climb, summon swarm*; 3rd-level: *call lightning, poison, sleet storm, wind wall*; 4th-level: *dispel magic, flame strike*; 5th-level: *baleful polymorph*.

Equipment: Scimitar, dagger (x2), ~~*potion of mage armor*~~, *potion of greater transformation*.

⚔ Transformed Legionnaires (6) Ftr 2: CR 2; Medium Monstrous Humanoid; HD 2d10+4; hp 24; Init +6 (Improved Initiative, Dex); Spd 40 ft; AC 17 (+2 leather armor, +2 Dex, +3 natural), touch 12, flat-footed 15; BAB/Grp +2/+5; Atk/Full Atk Shortsword +5 melee (1d6+3); SQ Transformation traits; AL N; SV Fort +5, Ref +3, Will -1; Str 17, Dex 16, Con 15, Int 6, Wis 9, Cha 9.

Skills and Feats: Handle Animal +2, Knowledge (Local) +1, Listen +4, Ride +5, Intimidate +3, Spot +4; Dodge, Endurance, Improved Initiative, Power Attack.

Transformation Traits (Ex): +2 Strength, +2 Constitution, +2 Dexterity, -4 Intelligence, -2 Wis, -2 Charisma, +3 natural armor, +2 Spot, +2 Listen, +2, Hide, +2 Move Silently, darkvision 60', fast movement, immune to fear, exhaustion and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

Equipment: Leather armor, shortsword.

⚔ Rogues (5) Rog4: CR 4; Medium Humanoid (Human Male); HD 4d6+4; hp 25; Init +7 (Improved Initiative, Dex); Spd 30 ft; AC 17 (+4 *potion of mage armor*, +3 Dex), touch 17, flat-footed 14; BAB/Grp +2/+3; Atk/Full Atk Short sword +3 melee (1d6+1, 19-20/x2) or dagger +3 melee (1d4+1) or dagger +6 ranged (1d4+1); SA Sneak attack +2d6; SQ Trapfinding, evasion, trap sense +1, uncanny dodge; AL NE; SV Fort +2, Ref +7, Will +2; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +8, Escape Artist +10, Hide +10, Intimidate +8, Listen +8, Move Silently +9, Search +8, Sense Motive +8, Spot +8, Tumble +10; Combat Reflexes, Dodge, Improved Initiative.

Equipment: Short sword, dagger (x2), ~~*potion of mage armor*~~.

ATL 7

Loceti has sent Pardiin ahead to supervise the tainting of the reservoir, and is not present for this combat.

Tactics – Round 1 Pardiin will cast *obscuring mist*, to block the PCs' view of the proceedings and help guard against attacks from missile weapons.

Round 2 Pardiin will cast *wind wall* or *spider climb*, depending upon the threat posed by the PCs.

Round 3 and beyond Pardiin's response will be based upon the actions of the PCs and the level of threat that they pose.

⚔ Pardiin Drd9 (Graala): CR 9; Medium Humanoid (Human Female); HD 9d8+9; hp 67; Init +2 (Dex); Spd 30 ft; AC 16 (+4 *potion of mage armor*, +2 Dex), touch 14, flat-footed 14; BAB/Grp +6/+6; Atk Scimitar +6 melee (1d6, 18-20/x2) or dagger +6 melee (1d4) or dagger +8 ranged (1d4); Full Atk Scimitar +6/+1 melee (1d6, 18-20/x2) or dagger +6/+1 melee (1d4) or dagger +8/+3 ranged (1d4); SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 3x/day, wild shape (large), venom immunity; AL NE; SV Fort +7, Ref +5, Will +9; Str 10, Dex 14, Con 13, Int 13, Wis 16, Cha 14.

Skills and Feats: Concentration +14, Craft (Alchemy) +1, Escape Artist +6, Handle Animal +15, Heal +3, Hide +7, Knowledge (Nature) +12, Listen +8, Move Silently +7, Search +4, Spot +7, Tumble +3; Animal Affinity, Beastmaster, Culinary Infusion, Skill Focus (Concentration), Skill Focus (Handle Animal).

Spells: 0-level: *create water, guidance (x2), mending, read magic, resistance*; 1st-level: *charm animal, entangle, faerie fire, longstrider, obscuring mist*; 2nd-level: *chill metal, flame blade, heat metal, spider climb, summon swarm*; 3rd-level: *call lightning, poison, sleet storm, wind wall*; 4th-level: *dispel magic, flame strike*; 5th-level: *baleful polymorph*.

Equipment: Scimitar, dagger (x2), ~~*potion of mage armor*~~, *potion of greater transformation*.

⚔ Transformed Legionnaires (6) Ftr 3: CR 3; Medium Monstrous Humanoid; HD 3d10+9; hp 35; Init +6 (Improved Initiative, Dex); Spd 40 ft; AC 17 (+2 leather armor, +2 Dex, +3 natural), touch 12, flat-footed 15; BAB/Grp +3/+6; Atk/Full Atk Shortsword +6 melee (1d6+3); SQ Transformation traits; AL N; SV Fort +5, Ref +4, Will +0; Str 17, Dex 16, Con 15, Int 6, Wis 9, Cha 9.

Skills and Feats: Handle Animal +2, Knowledge (Local) +1, Listen +4, Ride +5, Intimidate +4, Spot +4; Dodge, Endurance, Improved Initiative, Power Attack, Toughness.

Transformation Traits (Ex): +2 Strength, +2 Constitution, +2 Dexterity, -4 Intelligence, -2 Wis, -2 Charisma, +3 natural armor, +2 Spot, +2 Listen, +2, Hide, +2 Move Silently, darkvision 60', fast movement, immune to fear, exhaustion and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

Equipment: Leather armor, shortsword.

⚔ Rogues (6) Rog6: CR 6; Medium Humanoid (Human Male); HD 6d6+6; hp 36; Init +7 (Improved Initiative, Dex); Spd 30 ft; AC 17 (+4 *potion of mage armor*, +3 Dex), touch 17, flat-footed 14; BAB/Grp +3/+4; Atk/Full Atk Short sword +4 melee (1d6+1, 19-20/x2) or dagger +4 melee (1d4+1) or dagger +7 ranged (1d4+1); SA Sneak attack +3d6; SQ Trapfinding, evasion, trap sense +2, uncanny dodge; AL NE; SV Fort +3, Ref +8, Will +3; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +10, Escape Artist +12, Hide +12, Intimidate +10, Listen +10, Move Silently +11, Search +10, Sense Motive +10, Spot +10, Tumble +12; Combat Reflexes, Dodge, Improved Initiative, Mobility.

Equipment: Short sword, dagger (x2), ~~*potion of mage armor*~~.

ATL 9

Tactics – Loceti and Pardiin will fight as long as it seems that they have a chance of winning before the mage, a coward at heart, will *teleport* himself to safety and leave his minions to face the PCs' wrath.

Tactics – Round 1 Loceti will cast dominate person on the PCs who is the most obvious threat, in the hopes that his target is suffering from the mental effects of the transformation agent. Pardiin will cast *sleet storm*.

Round 2 Loceti will cast *confusion* or *slow*, striking against the PCs as a group, while Pardiin will cast *wind wall* to prevent the PCs from using missile weapons or flying across the distance to the central catwalk.

Round 3 and beyond Further spell casting will be based upon the actions of the PCs and the level of threat that they pose, with the ultimate goal being to ensure the tainting of the reservoir and surviving the experience.

⚔ **Loceti** Wiz 14: CR 14; Medium Humanoid (Human); HD 14d4; hp 44; Init +2 (Dex); Spd 30 ft; AC 16 (*mage armor*, +2 Dex), touch 16, flat-footed 14; BAB/Grp +7/+8; Atk Quarterstaff +7 melee (1d6+1); Full Atk Quarterstaff +7/+2 melee (1d6+1); AL NE; SV Fort +4, Ref +6, Will +11; Str 12, Dex 14, Con 11, Int 20, Wis 14, Cha 12.

Skills and Feats: Concentration +17, Craft (Alchemy) +19, Decipher Script +22, Gather Information +9, Knowledge (Arcana) +22, Knowledge (Local) +10, Knowledge (Nature) +7, Profession (Herbalist) +19, Spellcraft +22; Brew Potion, Craft Wondrous Item, Empower Spell, Eschew Materials, Heighten Spell, Quicken Spell, Scribe Scroll, Skill Focus (Craft-Alchemy), Skill Focus (Profession-Herbalist).

Spells: 0-level – *mage hand*, *open/close*, *ray of frost*, *read magic*; 1st level – *expeditious retreat*, *hold portal*, ~~*mage armor*~~, *magic missile*, *shield*, *unseen servant*; 2nd level – *acid arrow*, *bear's endurance*, *cat's grace*, ~~*protection from arrows*~~, *scorching ray*; 3rd level – *dispel magic*, *fly*, *haste*, *slow*, *vampiric touch*; 4th level – *confusion*, *greater invisibility*, *ice storm*, *phantasmal killer*, ~~*stoneskin*~~; 5th level – *cloudkill*, *dominate person x2*, *teleport*;

6th level – *greater dispel magic*, *mass bear's endurance*, *repulsion*; 7th level – *delayed blast fireball*, *summon monster IV*.

DC 15 + spell level.

Equipment: Quarterstaff, spell components.

⚔ **Pardiin** Drd9 (Graala): CR 9; Medium Humanoid (Human Male); HD 9d8+9; hp 67; Init +6 (Improved Initiative, Dex); Spd 30 ft; AC 16 (+3 *leather armor* +2, +2 Dex), touch 12, flat-footed 14; BAB/Grp +6/+6; Atk Sickle +6 melee (1d6) or dagger +6 melee (1d4) or dagger +8 ranged (1d4); Full Atk Sickle +6/+1 melee (1d6) or dagger +6/+1 melee (1d4) or dagger +8/+3 ranged (1d4); SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 3x/day, wild shape (large), venom immunity; AL NE; SV Fort +8, Ref +6, Will +10; Str 11, Dex 14, Con 12, Int 13, Wis 16, Cha 14.

Skills and Feats: Bluff +2, Concentration +12, Craft (Alchemy) +6, Disguise +5, Escape Artist +6, Handle Animal +9, Heal +5, Hide +2, Intimidate +2, Knowledge (Nature) +10, Listen +3, Move Silently +2, Perform (String Instrument) +6, Ride +5, Search +1, Sense Motive +2, Sleight of Hand +7, Spot +3, Tumble +6; Animal Affinity, Beastmaster, Combat Casting, Culinary Infusion, Improved Initiative, Skill Focus (Concentration).

Spells: 0-level: *create water*, *guidance (x2)*, *mending*, *read magic*, *resistance*; 1st-level: *charm animal*, *entangle*, *obscuring mist*, *produce flame*, *summon nature's ally I*; 2nd-level: *chill metal*, *flame blade*, *heat metal*, *spider climb*, *summon swarm*; 3rd-level: *call lightning*, *poison*, *sleet storm*; 4th-level: *dispel magic*, *flame strike*; 5th-level: *baleful polymorph*.

Equipment: Sickle, dagger (x2), *leather armor* +2, *potion of greater transformation*.

⚔ **Transformed Legionnaires (6)** Ftr 5: CR 5; Medium Monstrous Humanoid; HD 5d10+13; hp 53; Init +6 (Improved Initiative, Dex); Spd 40 ft; AC 17 (+2 *leather armor*, +2 Dex, +3 natural), touch 12, flat-footed 15; BAB/Grp +5/+9; Atk/Full Atk Shortsword +10 melee (1d6+4); SQ Transformation traits; AL N; SV Fort +6, Ref +4,

Will +0; Str 18, Dex 16, Con 15, Int 6, Wis 9, Cha 9.

Skills and Feats: Handle Animal +2, Knowledge (Local) +1, Listen +4, Ride +5, Intimidate +6, Spot +4; Dodge, Endurance, Improved Initiative, Power Attack, Toughness, Weapon Focus (short sword).

Transformation Traits (Ex): +2 Strength, +2 Constitution, +2 Dexterity, -4 Intelligence, -2 Wis, -2 Charisma, +3 natural armor, +2 Spot, +2 Listen, +2, Hide, +2 Move Silently, darkvision 60', fast movement, immune to fear, exhaustion and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

Equipment: Leather armor, shortsword.

‡ **Rogues (6)** Rog8: CR 8; Medium Humanoid (Human Male); HD 8d6+8; hp 47; Init +3 (Dex); Spd 30 ft; AC 17 (+4 *potion of mage armor*, +3 Dex), touch 17, flat-footed 14; BAB/Grp +5/+6; Atk/Full Atk Short sword +6 melee (1d6+1, 19-20/x2) or dagger +6 melee (1d4+1) or dagger +9 ranged (1d4+1); SA Sneak attack +4d6; SQ Trapfinding, evasion, trap sense +2, improved uncanny dodge; AL NE; SV Fort +3, Ref +9, Will +3; Str 12, Dex 17, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +12, Escape Artist +14, Hide +14, Intimidate +12, Listen +12, Move Silently +13, Search +12, Sense Motive +12, Spot +12, Tumble +14; Combat Reflexes, Dodge, Improved Initiative, Mobility.

Equipment: Short sword, dagger (x2), ~~*potion of mage armor*~~.

ATL 11

Tactics – Loceti and Pardiin will fight as long as it seems that they have a chance of winning before the mage, a coward at heart, will *teleport* himself to safety and leave his minions to face the PCs' wrath.

Tactics – Round 1 Loceti will cast dominate person on the PCs who is the most obvious threat, in the hopes that his target is suffering from the mental effects of the transformation agent. Pardiin will cast *sleet storm*.

Round 2 Loceti will cast *confusion* or *slow*, striking against the PCs as a group, while Pardiin will cast *wind wall* to prevent the PCs from using missile weapons or flying across the distance to the central catwalk.

Round 3 and beyond Further spell casting will be based upon the actions of the PCs and the level of threat that they pose, with the ultimate goal being to ensure the tainting of the reservoir and surviving the experience.

⚡ **Loceti** Wiz 14: CR 14; Medium Humanoid (Human); HD 14d4; hp 44; Init +2 (Dex); Spd 30 ft; AC 16 (*mage armor*, +2 Dex), touch 16, flat-footed 14; BAB/Grp +7/+8; Atk Quarterstaff +7 melee (1d6+1); Full Atk Quarterstaff +7/+2 melee (1d6+1); AL NE; SV Fort +4, Ref +6, Will +11; Str 12, Dex 14, Con 11, Int 20, Wis 14, Cha 12.

Skills and Feats: Concentration +17, Craft (Alchemy) +19, Decipher Script +22, Gather Information +9, Knowledge (Arcana) +22, Knowledge (Local) +10, Knowledge (Nature) +7, Profession (Herbalist) +19, Spellcraft +22; Brew Potion, Craft Wondrous Item, Empower Spell, Eschew Materials, Heighten Spell, Quicken Spell, Scribe Scroll, Skill Focus (Craft-Alchemy), Skill Focus (Profession-Herbalist).

Spells: 0-level – *mage hand*, *open/close*, *ray of frost*, *read magic*; 1st level – *expeditious retreat*, *hold portal*, ~~*mage armor*~~, *magic missile*, *shield*, *unseen servant*; 2nd level – *acid arrow*, *bear's endurance*, *cat's grace*, ~~*protection from arrows*~~, *scorching ray*; 3rd level – *dispel magic*, *fly*, *haste*, *slow*, *vampiric touch*; 4th level – *confusion*, *greater invisibility*, *ice storm*, *phantasmal killer*, ~~*stoneskin*~~; 5th level – *cloudkill*, *dominate person x2*, *teleport*;

6th level – *greater dispel magic*, *mass bear's endurance*, *repulsion*; 7th level – *delayed blast fireball*, *summon monster IV*.

DC 15 + spell level.

Equipment: Quarterstaff, spell components.

⚡ **Pardiin** Drd11 (Graala): CR 11; Medium Humanoid (Human Female); HD 11d8+11; hp 81; Init +2 (Dex); Spd 30 ft; AC 16 (+4 *potion of mage armor*, +2 Dex), touch 14, flat-footed 14; BAB/Grp +8/+8; Atk Scimitar +8 melee (1d6, 18-20/x2) or dagger +8 melee (1d4) or dagger +10 ranged (1d4); Full Atk Scimitar +8/+3 melee (1d6, 18-20/x2) or dagger +8/+3 melee (1d4) or dagger +10/+5 ranged (1d4); SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 4x/day, wild shape (large, tiny), venom immunity; AL NE; SV Fort +8, Ref +5, Will +10; Str 10, Dex 14, Con 13, Int 13, Wis 16, Cha 14.

Skills and Feats: Concentration +16, Craft (Alchemy) +3, Escape Artist +7, Handle Animal +15, Heal +5, Hide +7, Knowledge (Nature) +12, Listen +8, Move Silently +7, Search +4, Spot +7, Tumble +5; Animal Affinity, Beastmaster, Culinary Infusion, Skill Focus (Concentration), Skill Focus (Handle Animal).

Spells: 0-level: *create water*, *guidance (x2)*, *mending*, *read magic*, *resistance*; 1st-level: *charm animal*, *entangle*, *faerie fire*, *longstrider*, *obscuring mist x2*; 2nd-level: *chill metal*, *flame blade*, *heat metal*, *spider climb*, *summon swarm*; 3rd-level: *call lightning*, *poison*, *protection from energy*, *sleet storm*, *wind wall*; 4th-level: *dispel magic*, *flame strike*, *freedom of movement*; 5th-level: *baleful polymorph*, *wall of fire*; 6th-level: *antilife shell*.

Equipment: Scimitar, dagger (x2), ~~*potion of mage armor*~~, *potion of greater transformation*.

⚡ **Transformed Legionnaires (6)** Ftr 6: CR 6; Medium Monstrous Humanoid; HD 6d10+15; hp 62; Init +6 (Improved Initiative, Dex); Spd 40 ft; AC 17 (+2 leather armor, +2 Dex, +3 natural), touch 12, flat-footed 15; BAB/Grp +6/+10; Atk +11 melee (1d6+4); Full Atk Shortsword +11/+6

melee (1d6+4); SQ Transformation traits; AL N; SV Fort +7, Ref +5, Will +1; Str 18, Dex 16, Con 15, Int 6, Wis 9, Cha 9.

Skills and Feats: Handle Animal +2, Knowledge (Local) +1, Listen +4, Ride +5, Intimidate +7, Spot +4; Cleave, Dodge, Endurance, Improved Initiative, Power Attack, Toughness, Weapon Focus (short sword).

Transformation Traits (Ex): +2 Strength, +2 Constitution, +2 Dexterity, -4 Intelligence, -2 Wis, -2 Charisma, +3 natural armor, +2 Spot, +2 Listen, +2, Hide, +2 Move Silently, darkvision 60', fast movement, immune to fear, exhaustion and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

Equipment: Leather armor, shortsword.

⚔ **Rogues (6)** Rog10: CR 10; Medium Humanoid (Human Male); HD 10d6+10; hp 57; Init +3 (Dex); Spd 30 ft; AC 17 (+4 *potion of mage armor*, +3 Dex), touch 17, flat-footed 14; BAB/Grp +6/+7; Atk Short sword +7 melee (1d6+1, 19-20/x2) or dagger +7 melee (1d4+1) or dagger +10 ranged (1d4+1); Full Atk Short sword +7/+2 melee (1d6+1, 19-20/x2) or dagger +7/+2 melee (1d4+1) or dagger +10/+5 ranged (1d4+1); SA Sneak attack +5d6; SQ Trapfinding, evasion, trap sense +3, improved uncanny dodge, improved evasion; AL NE; SV Fort +4, Ref +10, Will +4; Str 12, Dex 17, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +14, Escape Artist +16, Hide +16, Intimidate +14, Listen +14, Move Silently +15, Search +14, Sense Motive +14, Spot +14, Tumble +16; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack.

Equipment: Short sword, dagger (x2), ~~*potion of mage armor*~~.

ATL 13

Loceti and Pardiin will fight to the bitter end. The mage sees this as his best opportunity to strike at Amthydor, and he has no intention of letting the PCs get the best of him.

Tactics – Round 1 Loceti will cast dominate person on the PCs who is the most obvious threat, in the hopes that his target is suffering from the mental effects of the transformation agent. Pardiin will cast *sleet storm*.

Round 2 Loceti will cast *confusion* or *slow*, striking against the PCs as a group, while Pardiin will cast *wind wall* to prevent the PCs from using missile weapons or flying across the distance to the central catwalk.

Round 3 and beyond Further spell casting will be based upon the actions of the PCs and the level of threat that they pose, with the ultimate goal being to ensure the tainting of the reservoir and surviving the experience.

⚔ **Loceti** Wiz 16: CR 16; Medium Humanoid (Human); HD 16d4+16; hp 66; Init +2 (Dex); Spd 30 ft; AC 16 (*mage armor*, +2 Dex), touch 16, flat-footed 14; BAB/Grp +8/+9; Atk Quarterstaff +8 melee (1d6+1); Full Atk Quarterstaff +8/+3 melee (1d6+1); AL NE; SV Fort +5, Ref +7, Will +12; Str 12, Dex 14, Con 12, Int 20, Wis 14, Cha 12.

Skills and Feats: Concentration +19, Craft (Alchemy) +21, Decipher Script +24, Gather Information +9, Knowledge (Arcana) +24, Knowledge (Local) +10, Knowledge (Nature) +7, Profession (Herbalist) +21, Spellcraft +24, Tumble +4; Brew Potion, Craft Wondrous Item, Empower Spell, Eschew Materials, Heighten Spell, Quicken Spell, Scribe Scroll, Skill Focus (Craft-Alchemy), Skill Focus (Profession-Herbalist), Spell Focus (Enchantment).

Spells: 0-level – *mage hand*, *open/close*, *ray of frost*, *read magic*; 1st level – *expeditious retreat*, *hold portal*, ~~*mage armor*~~, *magic missile*, *shield*, *unseen servant*; 2nd level – *acid arrow*, *bear's endurance*, *cat's grace*, ~~*protection from arrows*~~, *scorching ray*; 3rd level – *dispel magic*, *fly*, *haste*, *slow*, *vampiric touch*; 4th level – *confusion*, *greater invisibility*, *ice storm*, *phantasmal killer*, ~~*stoneskin*~~; 5th level – *cloudkill*, *dominate person* x2,

interposing hand, *teleport*; 6th level – *greater dispel magic*, *mass bear's endurance*, *repulsion*; 7th level – *delayed blast fireball*, *reverse gravity*, *summon monster IIV*; 8th level – *iron body*, *power word stun*.

DC 15 + spell level (16 + spell level Enchantment).

Equipment: Quarterstaff, spell components.

⚔ **Pardiin** Drd11 (Graala): CR 11; Medium Humanoid (Human Female); HD 11d8+11; hp 81; Init +2 (Dex); Spd 30 ft; AC 16 (+4 *potion of mage armor*, +2 Dex), touch 14, flat-footed 14; BAB/Grp +8/+8; Atk Scimitar +8 melee (1d6, 18-20/x2) or dagger +8 melee (1d4) or dagger +10 ranged (1d4); Full Atk Scimitar +8/+3 melee (1d6, 18-20/x2) or dagger +8/+3 melee (1d4) or dagger +10/+5 ranged (1d4); SQ Nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 4x/day, wild shape (large, tiny), venom immunity; AL NE; SV Fort +8, Ref +5, Will +10; Str 10, Dex 14, Con 13, Int 13, Wis 16, Cha 14.

Skills and Feats: Concentration +16, Craft (Alchemy) +3, Escape Artist +7, Handle Animal +15, Heal +5, Hide +7, Knowledge (Nature) +12, Listen +8, Move Silently +7, Search +4, Spot +7, Tumble +5; Animal Affinity, Beastmaster, Culinary Infusion, Skill Focus (Concentration), Skill Focus (Handle Animal).

Spells: 0-level: *create water*, *guidance* (x2), *mending*, *read magic*, *resistance*; 1st-level: *charm animal*, *entangle*, *faerie fire*, *longstrider*, *obscuring mist* x2; 2nd-level: *chill metal*, *flame blade*, *heat metal*, *spider climb*, *summon swarm*; 3rd-level: *call lightning*, *poison*, *protection from energy*, *sleet storm*, *wind wall*; 4th-level: *dispel magic*, *flame strike*, *freedom of movement*; 5th-level: *baleful polymorph*, *wall of fire*; 6th-level: *antilife shell*.

Equipment: Scimitar, dagger (x2), ~~*potion of mage armor*~~, *potion of greater transformation*.

⚔ **Transformed Legionnaires (6)** Ftr 8: CR 8; Medium Monstrous Humanoid; HD 8d10+27; hp 88; Init +6 (Improved Initiative, Dex); Spd 40 ft;

AC 17 (+2 leather armor, +2 Dex, +3 natural), touch 12, flat-footed 15; BAB/Grp +8/+12; Atk +11 melee (1d6+4); Full Atk Shortsword +13/+8 melee (1d6+4); SQ Transformation traits; AL N; SV Fort +9, Ref +5, Will +1; Str 18, Dex 16, Con 16, Int 6, Wis 9, Cha 9.

Skills and Feats: Handle Animal +2, Knowledge (Local) +1, Listen +4, Ride +5, Intimidate +9, Spot +4; Cleave, Dodge, Endurance, Improved Initiative, Mobility, Power Attack, Toughness, Weapon Focus (short sword).

Transformation Traits (Ex): +2 Strength, +2 Constitution, +2 Dexterity, -4 Intelligence, -2 Wis, -2 Charisma, +3 natural armor, +2 Spot, +2 Listen, +2, Hide, +2 Move Silently, darkvision 60', fast movement, immune to fear, exhaustion and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

Equipment: Leather armor, shortsword.

⚔ **Rogues (6)** Rog12: CR 12; Medium Humanoid (Human Male); HD 12d6+12; hp 67; Init +4 (Dex); Spd 30 ft; AC 18 (+4 *potion of mage armor*, +4 Dex), touch 17, flat-footed 14; BAB/Grp +8/+9; Atk Short sword +9 melee (1d6+1, 19-20/x2) or dagger +9 melee (1d4+1) or dagger +13 ranged (1d4+1); Full Atk Short sword +9/+4 melee (1d6+1, 19-20/x2) or dagger +9/+4 melee (1d4+1) or dagger +13/+8 ranged (1d4+1); SA Sneak attack +6d6; SQ Trapfinding, evasion, trap sense +4, improved uncanny dodge, improved evasion; AL NE; SV Fort +5, Ref +12, Will +5; Str 12, Dex 18, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +16, Escape Artist +19, Hide +19, Intimidate +16, Listen +16, Move Silently +18, Search +16, Sense Motive +16, Spot +16, Tumble +19; Blind-fight, Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack.

Equipment: Short sword, dagger (x2), ~~potion of mage armor~~.

Following the combat the PCs may search the building, locating the mage's makeshift lab and recovering items left behind by Loceti and his

followers. As this is an official city outpost, all such property recovered should be turned over to the Diamond Legion, though the PCs may get some of it back.

- If the PCs were able to prevent the final mass does of the transformation agent from being delivered and were able to administer the completed antidote **GO TO Conclusion A (page 69).**
- If the PCs were able to prevent the final mass does of the transformation agent from being delivered but were able to administer only a partial antidote **GO TO Conclusion B (page 70).**
- If the PCs were unable to prevent the final mass does of the transformation agent from being delivered but were able to administer the completed antidote **GO TO Conclusion C (page 70).**
- If the PCs were unable to prevent the final mass does of the transformation agent from being delivered and were able to administer only a partial antidote **GO TO Conclusion D (page 71).**

Conclusion A

If the PCs are successful in preventing the final tainting and in introducing the completed antidote into Amthydor's main water system –

With the defeat of the conspirators and introduction of the antidote into Amthydor's water system, there have been no further transformations, and the slow process of restoring the transformed has begun. Victims who showed only limited evidence of change have been returned almost to their normal state, and though those more severely changed are not yet restored, they are at least no longer the twisted parodies of humanity that the potion made them. The details of the crisis have not filtered down into the category of 'common knowledge', to avoid worrying the populace or giving another would be alchemist ideas.

A week after the confrontation at the water station a summons calls you back to the Silver Fox. As you enter, Reichen gestures for you to

make your way to the private room where your mission began. Lieutenant Grix is waiting, several small parcels arrayed on the table in front of him.

“You have done a great service to Amthydor and her people, and you have our thanks. Without your assistance people could still be changing, so it’s only fitting that you receive the spoils of the conspirators as compensation for your efforts. The Lord Monarch has also authorized some additional tokens of appreciation, that the reward might match the risks involved. I’ll leave you now, to decide among yourselves how to best divide your reward. Please enjoy a meal, with my compliments, while you peruse your new found possessions, and may you have a most pleasant evening.”

The items available to the PCs will vary by both ATL and Conclusion. Items from the Conclusions not achieved by the party should be marked out before the certs are laid out for the players. Only one item on each cert may be selected.

➤ **GO TO Epilogue (page 71).**

Conclusion B

If the PCs are successful in preventing the final tainting, but are only able to introduce a partial antidote into Amthydor’s main water system –

With the defeat of the conspirators there have been no further transformations. Without a complete antidote the process of restoring the transformed is slow, but the League of Thaumaturgical Studies remains hopeful they will eventually succeed in restoring the victims once the necessary antidote components can be harvested. The details of the crisis have not filtered down into the category of ‘common knowledge’, to avoid worrying the populace or giving another would be alchemist ideas.

A week after the confrontation at the water station a summons calls you back to the Silver Fox. As you enter, Reichen gestures for you to make your way to the private room where your mission began. Lieutenant Grix is waiting,

several small parcels arrayed on the table in front of him.

“You have done a fine service to Amthydor and her people, and you have our thanks. Without your assistance people could still be changing, so it’s only fitting that you receive the spoils of the conspirators as compensation for your efforts. The Lord Monarch has also authorized some additional tokens of appreciation, that the reward might match the risks involved. I’ll leave you now, to decide among yourselves how to best divide your reward. Please enjoy a meal, with my compliments, while you peruse your new found possessions, and may you have a most pleasant evening.”

The items available to the PCs will vary by both ATL and Conclusion. Items from the Conclusions not achieved by the party should be marked out before the certs are laid out for the players. Only one item on each cert may be selected.

➤ **GO TO Epilogue (page 71).**

Conclusion C

If the PCs are unable to prevent the final tainting, but were able to successfully introduce the completed antidote into Amthydor’s main water system –

With the introduction of the antidote into Amthydor’s water system, the slow process of restoring the transformed has begun. Victims who showed only limited evidence of change have been returned almost to their normal state, and though those more severely changed are not yet restored, they are at least no longer the twisted parodies of humanity that the potion made them. The antidote has also been at least partially successful in preventing additional transformations. A handful of new victims have displayed minor symptoms of the changes brought on by the transformation agent, but they have been quickly identified and treated with good results. The details of the crisis have not filtered down into the category of ‘common

knowledge', to avoid worrying the populace or giving another would be alchemist ideas.

A week after the confrontation at the water station a summons calls you back to the Silver Fox. As you enter, Reichen gestures for you to make your way to the private room where your mission began. Lieutenant Grix is waiting, several small parcels arrayed on the table in front of him.

“You have done a fine service to Amthydor and her people, and you have our thanks. Without your assistance people could still be changing, so it’s only fitting that you receive the spoils of the conspirators as compensation for your efforts. The Lord Monarch has also authorized some additional tokens of appreciation, that the reward might match the risks involved. I’ll leave you now, to decide among yourselves how to best divide your reward. Please enjoy a meal, with my compliments, while you peruse your new found possessions, and may you have a most pleasant evening.”

The items available to the PCs will vary by both ATL and Conclusion. Items from the Conclusions not achieved by the party should be marked out before the certs are laid out for the players. Only one item on each cert may be selected.

➤ **GO TO Epilogue (page 71).**

Conclusion D

If the PCs are unable to prevent the final tainting, and are only able to introduce a partial antidote into Amthydor’s main water system –

With the introduction of the final transformation agent into Amthydor’s water system, there have been further transformations, though thanks to the partial antidote none have been as severe as some of the earlier alterations. The League of Thaumaturgical Studies is working with the local druids to nurture and harvest the ingredients necessary to produce a successful antidote and distribute it throughout the Protectorate. The details of the crisis have not filtered down into the category of ‘common knowledge’, to avoid

worrying the populace or giving another would be alchemist ideas.

A week after the confrontation at the water station a summons calls you back to the Silver Fox. As you enter, Reichen gestures for you to make your way to the private room where your mission began. Lieutenant Grix is waiting, several small parcels arrayed on the table in front of him.

“You have done a service to Amthydor and her people, and you have our thanks. Without your assistance people could still be changing, so it’s only fitting that you receive the spoils of the conspirators as compensation for your efforts. The Lord Monarch has also authorized some additional tokens of appreciation, that the reward might match the risks involved. I’ll leave you now, to decide among yourselves how to best divide your reward. Please enjoy a meal, with my compliments, while you peruse your new found possessions, and may you have a most pleasant evening.”

The items available to the PCs will vary by both ATL and Conclusion. Items from the Conclusions not achieved by the party should be marked out before the certs are laid out for the players. Only one item on each cert may be selected.

➤ **GO TO Epilogue (page 71).**

Epilogue

Present the following Epilogue, regardless of which Conclusion the PCs achieved in the event. This Epilogue represents behind-the-scenes events of which the PCs do not have direct knowledge, but will give the players something to think about.

Eleven figures gather in a circular room, speaking softly among themselves. Though their garments vary in color, all wear the long vests that mark the members of the League. All too show at least some trace of a kinship with one of Raia’s elven sub-races. The floor beneath their feet bears an intricate tile mosaic depicting the eagle of Amthydor, and each of the twelve doors set into the wall bears the stylized image of a

magical or mundane creature. The door bearing the image of a basilisk opens to admit a brown robed half elven woman, and the muttering of the others ceases with her arrival.

“There can be no doubt”, she says. “While the initial plan may have been his own, the mage could not found as much success as he did without aid. We must assume that the lost city has been breached, possibly by those charged with its defense, and that even now its darkest secrets are being revealed. If they have done this in an attempt to strike out at the city, there is no telling what other measures they would be willing to take. We must declare ourselves fully to Amthydor, making it our sole allegiance, regardless of any ties of race or family. Seek out those within your Chapters who may feel the pull of divided allegiances. If they cannot stand with us, they must leave both these halls and the city at once. The Lord Monarch will have need of us in the days to come, and we must be united.”

Murmurs of agreement follow her words, and each of the assembled elves and half-elves moves to exit through a different door.

The elven and half-elven members of the League of Thaumaturgical Studies, some of whom have family within the Mystwood, have agreed to defy the call of race and kin, as the High Elves declare war on Amthydor.

THUS ENDS “WHERE THE
WILD THINGS ARE”

TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13
Encounter 1						
Questioning Lt Grix & High Priestess Lunasole about the transformations	25	25	25	25	25	25
Encounter 2						
Obtaining information on the victims and Lycanthropy from the temple of Meneon	25	25	25	25	25	25
Encounter 3a						
Questioning LoTS	25	25	25	25	25	25
Encounter 4						
Defeating Loceti's agents	100	150	200	250	300	350
Obtaining a sample of the transformation agent/preventing the tainting of one of the target locations	50	75	100	125	150	175
Encounter 5 or 6a/6b (1 only)						
Obtaining the mageflower	50	50	50	50	50	50
Encounter 6a/6b (1 only)						
Questioning Kasira/learning about Lianara	25	25	25	25	25	25
Encounter 7						
Obtaining the bloodvine sap	50	50	50	50	50	50
Befriending or defeating Lianara	50	75	100	125	150	175
Encounter 8						
Defeating Loceti and his minions	100	150	200	250	300	350
Preventing the tainting of the main water station	100	150	200	250	300	350
Discretionary Role Playing Award	100	100	100	100	100	100
Maximum Possible XP	700	900	1,100	1,300	1,500	1,700

TREASURE SUMMARY

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

Conclusion A

- **100 gp per PC per ATL** [Event played at ATL _____, GP received _____]
plus
- **ATL 3 & 5 (Choose 1)**
 - [] *Potion of Barkskin* +5 (Value: 1200 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 12th level caster, Legality: Legal).
 - [] *Chain Shirt* +1 (Value: 1250 gp, Tradable: Yes, Rarity: Common, 5th level caster, Legality: Legal).
 - [] *Cloak of resistance* +1 (Value: 1100 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 3rd level caster, Legality: Legal).
- **ATL 7 & 9 (Choose 1)**
 - [] *Quiver of Brianna* (Value: 1800 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 9th level caster, Legality: Legal).
 - [] *Brooch of shielding* (Value: 1500 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal).
 - [] *Kama* +1 (Value: 2302 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 5th level caster, Legality: Legal).
- **ATL 11 & 13 (Choose 1)**
 - [] *Cold iron dagger* +1 (Value: 4304 gp, Size: Tiny, Tradable: Yes, Rarity: Uncommon, 5th level caster, Legality: Legal).
 - [] *Elemental gem (earth)* (Value: 2250 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 11th level caster, Legality: Legal).
 - [] *Amulet of natural armor* +1 (Value: 2000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 5th level caster, Legality: Legal).

Conclusion B

- **75 gp per PC per ATL** [Event played at ATL _____, GP received _____]
plus
- **ATL 3 & 5 (Choose 1)**
 - [] *Elixir of fire breath*, (Value: 1100 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 11th level caster, Legality: Legal).
 - [] *Grey bag of tricks* (Value: 900 gp, Tradable: Yes, Rarity: Common, 3rd level caster, Legality: Legal).
 - [] *Light steel shield* +1 (Value: 1159 gp, Tradable: Yes, Rarity: Common, 3rd level caster, Legality: Legal).
- **ATL 7 & 9 (Choose 1)**
 - [] *Brooch of shielding* (Value: 1500 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal).
 - [] *Potion of protection from arrows 15/magic* (Value: 1500 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 3rd level caster, Legality: Legal).
 - [] *Arcane scroll of True seeing* (Value: 1900 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 12th level caster, Legality: Legal).
- **ATL 11 & 13 (Choose 1)**
 - [] *Lesser metamagic rod (Silent spell)* (Value: 3000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 17th level caster, Legality: Legal).
 - [] *+1 Falchion* (Value: 2375 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 5th level caster, Legality: Legal).
 - [] *Amulet of natural armor* +1 (Value: 2000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 5th level caster, Legality: Legal).

Conclusion C

- **75 gp per PC per ATL** [Event played at ATL _____, GP received _____]
plus
- **ATL 3 & 5 (Choose 1)**
 - Elixir of fire breath*, (Value: 1100 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 11th level caster, Legality: Legal).
 - Pearl of power 1st level spell* (Value: 1000 gp, Tradable: Yes, Rarity: Common, 5th level caster, Legality: Legal).
 - Hand of the mage* (Value: 900 gp, Size: Tiny, Tradable: Yes, Rarity: Uncommon, 3rd level caster, Legality: Legal).
- **ATL 7 & 9 (Choose 1)**
 - Necklace of fireballs Type 1* (Value: 1650 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 10th level caster, Legality: Legal).
 - Potion of protection from arrows 15/magic* (Value: 1500 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 3rd level caster, Legality: Legal).
 - Brooch of shielding* (Value: 1500 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal).
- **ATL 11 & 13 (Choose 1)**
 - Ring of sustenance* (Value: 2500 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 5th level caster, Legality: Legal).
 - Oil of greater magic weapon +4* (Value: 2400 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 16th level caster, Legality: Legal).
 - Amulet of natural armor +1* (Value: 2000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 5th level caster, Legality: Legal).

Conclusion D

- **50 gp per PC per ATL** [Event played at ATL _____, GP received _____]
plus
- **ATL 3 & 5 (Choose 1)**
 - Wand of cure light wounds* (50 charges), (Value: 750 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal).
 - Dust of dryness* (Value: 850 gp, Tradable: Yes, Rarity: Common, 5th level caster, Legality: Legal).
 - Potion of water walk* (Value: 750 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 3rd level caster, Legality: Legal).
- **ATL 7 & 9 (Choose 1)**
 - Necklace of fireballs Type 1* (Value: 1650 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 10th level caster, Legality: Legal).
 - Brooch of shielding* (Value: 1500 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal).
 - Goggles of minute seeing* (Value: 1250 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 3rd level caster, Legality: Legal).
- **ATL 11 & 13 (Choose 1)**
 - Amulet of natural armor +1* (Value: 2000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 5th level caster, Legality: Legal).
 - Oil of greater magic weapon +3* (Value: 1800 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 12th level caster, Legality: Legal).
 - Ring of feather falling* (Value: 2200 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 12th level caster, Legality: Legal).

All Conclusions

- **Loceti's Spellbook (1)** (Size: Tiny, Tradable: Yes, Rarity: Rare, Legality: Legal)

Legal). This spell book contains the following:

[] **ATL 3**

1st level - hold portal, mage armor, unseen servant; 2nd level - bear's endurance, cat's grace, scorching ray.

[] **ATL 5**

ATL 3 plus 3rd level - haste, slow, vampiric touch.

[] **ATL 7**

ATL 5 plus 4th level - confusion, greater invisibility, ice storm, phantasmal killer.

[] **ATL 9**

ATL 7 plus 5th level - cloudkill, dominate person, interposing hand, teleport.

[] **ATL 11**

ATL 9 plus 6th level - greater dispel magic, repulsion; 7th level - delayed blast fireball, forcecage.

[] **ATL 13**

ATL 11 plus 7th level - forcecage, insanity, mage's sword, reverse gravity; 8th level - iron body, power word stun.

- **Recognition of Service (1 per PC)** (Size: N/A, Tradable: No, Rarity: N/A, Legality: Legal).

In recognition of your service to Amthydor in time of crisis, the amount of time that you must spend waiting to advance in some organizations is reduced by one half.

What this means Out-of-Character:

The PC need only spend ½ of the listed time in play before advancing in certain LSJ Metaorganizations. At the time of the premier of this event, those organizations include the League of Thaumaturgical Studies, the Quorum of Faith and the Diamond Legion. This certificate may only be used to reduce the in-play waiting time once.

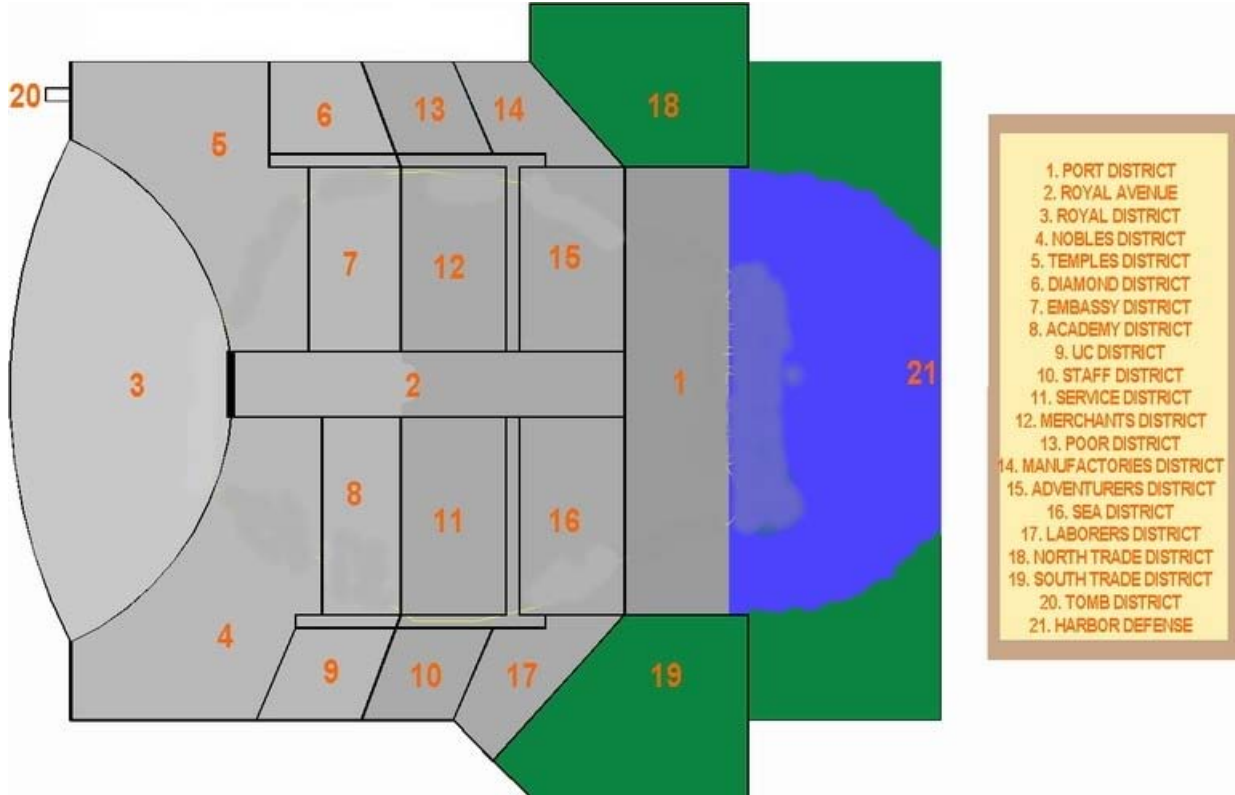
GM Aid #1

PC Potion Effects Tracking Sheet

Encounter	Pre-Rolled Fortitude Saving Throws	Consumed LSJ12 Potion	Adventure Background	Encounter 1 The Silver Fox	Encounter 3 The LoTS	Encounter 4 Tainting	Encounter 8 Final Encounter
Save DC		None	Fort Auto Fail	Fort 10	Fort 15	Fort 20	Fort 20
Effect		See Cert. These effects should already be noted on each affected PC's sheet	-2 to Will saves & all skill checks based on Int, Wis & Cha [Only if consumed LSJ12 potion]	-2 to Int, and to Will saves & all skill & ability checks based on Wis	-2 to Int, and to Will saves & all skill & ability checks based on Wis	-2 to Int, and to Will saves & all skill & ability checks based on Int, Wis and Cha; +2 Con, Dex, darkvision	-2 Int, -2 Cha, +2 Str, -2 to Will saves and all Wis based skill and ability checks.
[These effects are cumulative with each other]							
PC 1		Y / N					
Animal		Y / N					
Cohort		N					
Hireling		N					
PC 2		Y / N					
Animal		Y / N					
Cohort		N					
Hireling		N					
PC 3		Y / N					
Animal		Y / N					
Cohort		N					
Hireling		N					
PC 4		Y / N					
Animal		Y / N					
Cohort		N					
Hireling		N					
PC 5		Y / N					
Animal		Y / N					
Cohort		N					
Hireling		N					
PC 6		Y / N					
Animal		Y / N					
Cohort		N					
Hireling		N					

GM Aid #2

Amthydor Districts



GM Aid #3

Feats and Skills

Deadly Precision: You have deadly accuracy with your sneak attacks. You can re-roll any result of '1' on your sneak attack's extra damage dice. You must keep the result of the re-roll, even if it is another '1'.

Pressing Attack: The feat allows you to follow an opponent who tries to step back from an area you threaten. The opponent must be in an area you threaten at the beginning of his action. If the opponent takes a 5-foot step to an area you do not threaten, you may immediately take a 5-foot step of your own to any unoccupied space where you again threaten the opponent. If no such space is available, you cannot use this feat. You may only use this feat once per round. This additional 5' step does not provoke attacks of opportunity.

Natural Spell: You can complete the verbal and somatic components of spells while in a wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell. You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in a wild shape.

Control Shape (WIS)

Any character who has contracted lycanthropy and is aware of his condition can learn Control Shape as a class skill. (An afflicted lycanthrope not yet aware of his condition can attempt Control Shape checks untrained.) This skill determines whether an afflicted lycanthrope can control his shape. A natural lycanthrope does not need this skill, since it has full control over its shape.

Check (Involuntary Change): An afflicted character must make a check at moonrise each night of the full moon to resist involuntarily assuming animal form. An injured character must also check for an involuntary change after accumulating enough damage to reduce his hit points by one-quarter and again after each additional one-quarter lost.

<i>Involuntary Change</i>	<i>Control Shape DC</i>
Resist involuntary change	25

On a failed check, the character must remain in animal form until the next dawn, when he automatically returns to his base form. A character aware of his condition may make one attempt to return to humanoid form (see below), but if he fails, he remains in animal form until the next dawn.

Retry (Involuntary Change): Check to resist an involuntary change once each time a triggering event occurs.

Check (Voluntary Change): In addition, an afflicted lycanthrope aware of his condition may attempt to use this skill voluntarily in order to change to animal form, assume hybrid form, or return to humanoid form, regardless of the state of the moon or whether he has been injured.

<i>Involuntary Change</i>	<i>Control Shape DC</i>
Return to humanoid form (full moon*)	25
Return to humanoid form (not full moon)	20
Assume hybrid form	15
Voluntary change to animal form (full moon)	15
Voluntary change to animal form (not full moon)	20

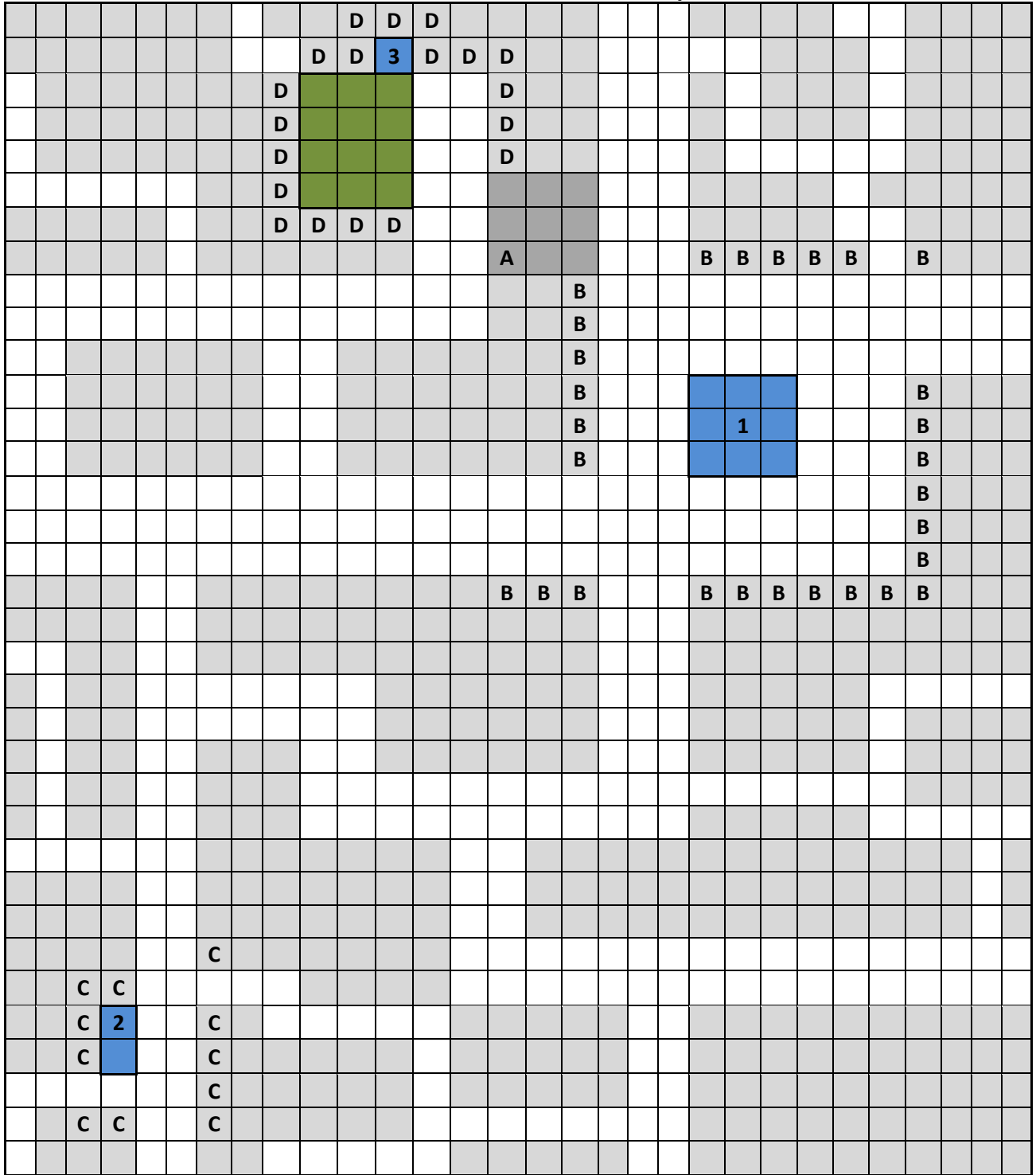
* For game purposes, the full moon lasts three days every month.

Retry (Voluntary Change): A character can retry voluntary changes to animal form or hybrid form as often as he likes. Each attempt is a standard action. However, on a failed check to return to humanoid form, the character must remain in animal or hybrid form until the next dawn, when he automatically returns to humanoid form.

Special: An afflicted lycanthrope cannot attempt a voluntary change until it becomes aware of its condition (see Lycanthropy as an Affliction).

GM Aid #4

Encounter 4 Combat Map



Square = 5 Feet

Player Handout #1

Commune

- Is this a natural effect? No.
- Is the effect contagious? No.
- Are the Mystwood High Elves responsible? Unclear.
- Is the effect reversible? Unclear.
- Is the effect permanent? Yes.
- Is this a deliberate attack against Amthydor? Yes.

Player Handout #2

Lycanthropy

General

Lycanthropy can be spread like a disease. Sometimes a lycanthrope begins life as a normal humanoid or giant who subsequently contracts lycanthropy after being wounded by a lycanthrope. Such a creature is called an afflicted lycanthrope. Other lycanthropes are born as lycanthropes, and are known as natural lycanthropes.

A lycanthrope in its humanoid (or giant) form uses whatever tactics and weapons are favored by others of its kind, though it tends to be slightly more aggressive. A lycanthrope possesses the senses of its animal form, including scent and low-light vision, and it has a deep empathy for (and ability to communicate with) animals of its animal form. An afflicted lycanthrope damaged in combat may be overwhelmed by rage, causing it to change to its animal form involuntarily.

A lycanthrope in animal form fights like the animal it resembles, although its bite carries the disease of lycanthropy. It is preternaturally cunning and strong, and possesses damage reduction that is overcome only by silvered weapons.

Finally, a natural lycanthrope (or an afflicted lycanthrope that has become aware of its affliction) can assume a hybrid form that is a mix of its humanoid and animal forms. A hybrid has hands and can use weapons, but it can also attack with its teeth and claws. A hybrid can spread lycanthropy with its bite, and it has the same damage reduction that its animal form possesses.

Signs and Symptoms

When a victim contracts lycanthropy through a lycanthrope's bite, no symptoms appear until the first night of the next full moon. On that night, the afflicted victim involuntarily assumes animal form and forgets his or her own identity. The victim remains in animal form until the next dawn. Thereafter, the victim is subject to involuntary transformation under the full moon and whenever injured. He or she feels an overwhelming rage building up and only through force of will can the victim resist changing into animal form. Once a victim becomes aware of his affliction, he can voluntarily attempt to change to animal or hybrid form.

Treatment

An afflicted victim who eats a sprig of belladonna (also called wolfsbane) within 1 hour of a lycanthrope's attack can attempt to shake off the affliction. If a healer administers the herb, the treatment may be more successful. The victim gets only one chance, no matter how much belladonna is consumed. The belladonna must be reasonably fresh (picked within the last week).

However, fresh or not, belladonna is toxic. The victim may be temporarily weakened by the treatment.

A *remove disease* or *heal* spell cast by a high ranking cleric also cures the affliction, provided the victim receives the spell within three days of the lycanthrope's attack.

The only other way to remove the affliction is to cast *remove curse* or *break enchantment* on the victim during one of the three days of the full moon. After receiving the spell, the victim must endure a battle of wills between her normal self and her afflicted self to break the curse. If the victim's will is not strong enough, the process must be repeated. Victims undergoing this cure are often kept bound or confined in cages until the cure takes effect. Only afflicted lycanthropes can be cured of lycanthropy.

Player Handout #3

Transformation victims –

- Male, believed to be Nollar, husband of Emslie. Nollar was last seen sleeping in his bed at home, recovering from a nasty respiratory illness. Nollar was last seen by his wife when she left him resting in bed while she went to pick vegetables from their garden.
- Female, believed to be Rona, a laundress. Rona was last seen by her fellow washerwomen cleaning clothes at a fountain provided for that purpose in the Services District, near the gate where it meets the Laborers District. A short time later a creature wearing her blouse was captured menacing passersby a block from where she was last seen.
- Female, believed to be Zoe, a courtesan from the Gilded Cage. She was last seen by another courtesan a few minutes before she is believed to have transformed. The young women had taken a break during their shopping and were dancing on the edge of a fountain in the Port District, only a block from the Gilded Cage. Zoe slipped on the edge and fell into the water, drenching herself to the skin. She said that she was going back to the Gilded Cage to change into dry clothes, but she never arrived there. Half an hour later a creature wearing Zoe's necklace began attacking patrons and courtesans on the grounds of the 'Cage'.
- Male, believed to be Wilk, a laborer working in the South Trade District. He was last seen climbing out of a trough used to water caravan animals in the South Trade District. He had been involved in a confrontation with his employer, a traveling merchant named Aldros. Other workers threw Wilk into the trough to help him cool his temper.
- Male, believed to be Aldros, a traveling merchant from the west. He was last seen in the South Trade District, going to his wagon, after drawing water to tend to some minor injuries received when he was attacked by an employee that he had just fired for laziness and drinking on the job.
- Female, believed to be Azrilia, a licensed bard who was performing along the Royal Way, near the gate to the Port District. She had just finished a long set, and accepted a drink from a fan, then said that she was taking a break and would be back in a quarter of an hour. As the crowd gathered for her next performance, they were met instead by a savage creature who began chasing the frightened citizens, and injuring a female gnome.
- Male, believed to be Zeben, the second mate on the *Star of Morning*, a trading vessel that arrived in Amthydor from Corothia the previous day. Zeben and another crewman were last seen drinking in the Rusty Trident, a dilapidated dockside tavern in the Port District, known for always smelling strongly of fish and for watering the drinks.
- Male, believed to be Strom, a crewman on the *Star of Morning*, a trading vessel that arrived in Amthydor from Corothia the previous day. Strom and another crewman were last seen drinking in the Rusty Trident, a dilapidated dockside tavern in the Port District, known for always smelling strongly of fish and for watering the drinks.
- Male, believed to be Trask, a cook at the Berserker's Feshall in the Adventurers' District. Trask isn't considered the most imaginative cook in town, but he puts great effort into making sure that the simple meals that he prepares are just right, tasting each dish repeatedly as he cooks. He was last seen in the feshall's small kitchen, after purchasing ingredients for the day's meals.

Attack victims –

There are three patients in the infirmary who were attacked by the transformation victims.

- Emslie, human woman of late middle age. She and her husband Nollar live on a small farm just outside of the South gate. After drawing water from a well near their home she prepared an herbal tea for her ill husband then left him to rest while she went to the market to buy bread and a bit of meat to make a stew. When she returned she went to their tiny garden to pick a few fresh vegetables. Upon entering the cottage she was attacked by a large furry figure wearing her husband's neckerchief.
- Wyler, human male in his early 20's. Wyler was attacked in the South Trade District, about an hour after breaking up a confrontation between his employer and a co-worker. He was caring for the caravan beasts when he heard the commotion of two creatures fighting. One of the creatures broke off and attacked him instead, while the other ran off, apparently injured.
- Trill, gnome female in her late 40's. She was waiting for the performance of a bard on the Royal Way when the creature burst through the small tent that the bard was using to change her costumes and rest during her breaks.

Player Handout #4

Antidote Ingredients

Bloodvine Sap – Five large jars (ten gallons) of sap from the Bloodvine plant. The sap loses its potency quickly, and must be fresh. The trumpet-shaped flowers of this rare climbing vine range in color from bright crimson to a red so dark in hue as to appear black. Blooms have a distinctive sweet scent. The plant is named for the viscous red sap that fills the vines and roots. The roots and leaves, when stewed, are used to treat anemia and other maladies of the blood.

Mageflower, also known as **Trajan's Crown** – One hundred blossoms of Trajan's Crown. According to legend the flowers were first reported after an attack on an elven enclave in the Heartwood. Trajan Dawnflower, the son of the elven king, was a skilled battle mage tasked with holding off the attacking Thyrgol forces. He was killed while covering the evacuation of the women and children from the city of Saryndor. The defenders were able to repel the assault, and the survivors later claimed that thousands of never before seen flowers appeared at the exact spot where Prince Trajan fell. The tiny blooms had the same deep purple hue as his cloak, and were edged in bright yellow, like the gold circlet that graced his noble brow. The elves named the flower in his honor. Wizards researching new and difficult magicks often use the dried flowers as a tea to open and expand their minds. The blossoms are also used to create incense believed to enhance mental clarity and heighten perception.

Player Handout #5

Mental Effect #1

Will Save DC10

A velvet mental voice whispers in the back of your mind, always just below the surface, never falling completely silent. Sometimes, like now, the voice is stronger, more insistent. Perhaps you should listen to the voice. After one hour the whispering will grow quiet enough to resist without effort.

Role Playing Information:

Your companions are thirsty, and would like a drink. Offering them something from the pitcher on the table would be the friendly thing to do.

Mental Effect #1

Will Save DC10

A velvet mental voice whispers in the back of your mind, always just below the surface, never falling completely silent. Sometimes, like now, the voice is stronger, more insistent. Perhaps you should listen to the voice. After one hour the whispering will grow quiet enough to resist without effort.

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Role Playing Information:

Your companions are thirsty, and would like a drink. Offering them something from the pitcher on the table would be the friendly thing to do.

Player Handout #6

Mental Effect #2

Will Save DC12

A velvet mental voice whispers in the back of your mind, always just below the surface, never falling completely silent. Sometimes, like now, the voice is stronger, more insistent. Perhaps you should listen to the voice.

Role Playing Information:

Your companions are working for the enemy, to prevent the people from attaining their full potential, to keep them weak. You need to help add the potion, to bring glory to all of Amthydor.

Mental Effect #2

Will Save DC12

A velvet mental voice whispers in the back of your mind, always just below the surface, never falling completely silent. Sometimes, like now, the voice is stronger, more insistent. Perhaps you should listen to the voice.

Role Playing Information:

Your companions are working for the enemy, to prevent the people from attaining their full potential, to keep them weak. You need to help add the potion, to bring glory to all of Amthydor.

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Player Handout #7

Mental Effect #3

Will Save DC15

A velvet mental voice whispers in the back of your mind, always just below the surface, never falling completely silent. Sometimes, like now, the voice is stronger, more insistent. Perhaps you should listen to the voice. After one hour the whispering will grow quiet enough to resist without effort.

Role Playing Information:

The plants are poisonous. They will only bring harm to Amthydor. The plants must be destroyed, or all will be in danger.

Mental Effect #3

Will Save DC15

A velvet mental voice whispers in the back of your mind, always just below the surface, never falling completely silent. Sometimes, like now, the voice is stronger, more insistent. Perhaps you should listen to the voice. After one hour the whispering will grow quiet enough to resist without effort.

Role Playing Information:

The plants are poisonous. They will only bring harm to Amthydor. The plants must be destroyed, or all will be in danger.

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Will Save DC15

A velvet mental voice whispers in the back of your mind, always just below the surface, never falling completely silent. Sometimes, like now, the voice is stronger, more insistent. Perhaps you should listen to the voice. After one hour the whispering will grow quiet enough to resist without effort.

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The plants are poisonous. They will only bring harm to Amthydor. The plants must be destroyed, or all will be in danger.

Player Handout #8

Mental Effect #4

Will Save DC18

A velvet mental voice whispers in the back of your mind, always just below the surface, never falling completely silent. Sometimes, like now, the voice is stronger, more insistent. Perhaps you should listen to the voice. After one hour the whispering will grow quiet enough to resist without effort.

Role Playing Information:

The creature is an abomination. She will bring ruin to Amthydor. Her vines are filled with poison, to taint the land and weaken the people. She and her taint must be destroyed.

Mental Effect #4

Will Save DC18

A velvet mental voice whispers in the back of your mind, always just below the surface, never falling completely silent. Sometimes, like now, the voice is stronger, more insistent. Perhaps you should listen to the voice. After one hour the whispering will grow quiet enough to resist without effort.

Role Playing Information:

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Player Handout #9

Mental Effect #5

Will Save DC20

A velvet mental voice whispers in the back of your mind, always just below the surface, never falling completely silent. Sometimes, like now, the voice is stronger, more insistent. Perhaps you should listen to the voice. After one hour the whispering will grow quiet enough to resist without effort.

Role Playing Information:

The League has sent a poison, to trick you into tainting the water for them so that they can gain power. It cannot be allowed to enter the water. Only the barrels contain the true antidote. You must help the men to pour the barrels into the water.

Mental Effect #5

Will Save DC20

A velvet mental voice whispers in the back of your mind, always just below the surface, never falling completely silent. Sometimes, like now, the voice is stronger, more insistent. Perhaps you should listen to the voice. After one hour the whispering will grow quiet enough to resist without effort.

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Critical Event Summary: Where The Wild Things Are

Convention: _____ Date: _____

1. Did the PCs encounter Komar in Encounter 4? Yes No

If so, what was his status at the end of the event?

Escaped or Released Captured Dead

2. Were the PCs successful in obtaining the Mageflower? Yes No

3. Were the PCs successful in obtaining the Bloodvine Sap? Yes No

4. What was Lianara's status at the end of the event?

Alive Dead

5. What was Lianara's final attitude towards the PCs?

Helpful Friendly Indifferent Unfriendly Hostile

6. What was Loceti's status at the end of the event?

Escaped Captured Dead

7. What was Pardiin's status at the end of the event?

Escaped Captured Dead

8. Did any of Loceti's final transformation agent get into the main reservoir?

No taint Partially tainted Fully tainted

9. Were the PCs able to introduce the antidote into the main reservoir?

No antidote Partial antidote Complete antidote

10. Note any other important information on the back of this form (PC arrests, etc.).

Return this form to: David Samuels, 2722 East 64th Street, Brooklyn, NY 11234, or by e-mail to lsj-modsummary@theshiningjewel.com.

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



Roster of Heroes: Where The Wild Things Are

Judge Name: _____

Convention: _____ **Date:** _____

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

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

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

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

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

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

Welcome to the LSJ Shopping Spree!

Enclosed in this package is all you need to use the Shopping Spree.

What to Print

Please print out the Shopping Spree cert file. Each character gets one and only one cert per adventure to make their purchases. Please destroy any unused certs.

General Rules

Each player may purchase up to four items per adventure, all listed on a single cert.

All unused slots on the cert must be crossed out at the time of purchase.

Exception: A player with a cohort who is playing in that adventure may purchase up to an additional four items for the cohort, all on a second cert.

In game time terms, Shopping Spree purchases may only take place before or after an adventure.

No items may be purchased during an adventure, nor may any be added to a purchase completed before an adventure.

E.g.: The party runs into some lycanthropes and has no silver weapons. They decide at that time that they had bought silversheen using the Shopping Spree. Sorry, that isn't happening. Deny the purchase until after the module is over.

What Can Be Purchased

The following may be purchased from Core Rulebook 2.

Scrolls are available for the following Arcane/Divine Spells. Prices are listed for (Arcane)/(Divine). NA in the listing means the spell is not available as that type of scroll.

All potions and scrolls available for purchase are at minimum caster level.

* An alignment (Good / Evil / Law / Chaos) must be specified when purchased.

Available Potions / Scrolls	Scroll Price A / D	Potion Price
<i>Cure light wounds</i> (potion)	50 / 25	50
<i>Endure elements</i> (potion)	25 / 25	50
<i>Mage armor</i> (potion)	25 / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	25 / 25	50
<i>Protection from XX*</i> (potion)	25 / 25	50
<i>Remove fear</i> (potion)	50 / 25	50
<i>Bless weapon</i> (oil)	NA / 100	100
<i>Silversheen</i> (oil)	NA	250
<i>Aid</i> (potion)	NA	300
<i>Cure moderate wounds</i> (potion)	200 / 150	300
<i>Darkvision</i> (potion)	150 / 375	300
<i>Delay poison</i> (potion)	200 / 150	300
<i>Lesser restoration</i> (potion)	NA / 150	300
<i>Remove paralysis</i> (potion)	NA / 150	300
<i>Resist energy 10**</i> (potion)	150 / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX*</i> (potion)	375 / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	700 / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750

** One type of energy (fire / cold / acid / electric / sonic) must be specified when purchased.

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