

FUR2-06



MORE THAN GOLD

A One-Round D&D[®] LIVING GREYHAWK[®]

Furyondy Regional Adventure

Version 1

by Michelle Sharp

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Travel has become dangerous as far south as the Gold County, as animals and magical beasts attack travelers. Strangely, many of these attacks seem centered around the Rhavelle estate. When a Rhavelle family heirloom comes up missing, the Countess is willing to seek outside help. An adventure for characters levels 1 – 10.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6 0	0	0	1	
1/3 and 1/2 0	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Furyondy. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

More than Gold is a low to mid-level adventure for the Living Greyhawk campaign setting. The adventure is not designed to be a challenge for characters above 12th level, so these characters are prohibited from participating in this adventure.

More than Gold is set in the nation of Furyondy, primarily near the city of Libernon, in the Gold County. Recently, attacks have been reported on several merchant caravans, lone travelers and the Countess's own guards. The populace has begun to fear straying any distance from town, yet the attacks grow closer daily. Unknown in the town, a druid seeks to regain control of the area to "bring it back" to its "natural" state. Misled by Iuz, he allied with the Old One due to a promise that he would leave the area to grow wild.

The druid has a two-fold plan. He is trying to convince all to withdraw to the town by increasing danger in the outlying areas. He is also trying to

eventually gain control of the Gold County through an alliance with the Countess. If he is able to woo and win her, he believes that over time he can wrest control of the area and his voice can then be heard increasingly in council.

Sir Tarik Einar's main rival for Countess Rhavelle's affections is Lord Ogart Goldsaex. Lord Goldsaex has been vocal of late in encouraging greater support of his home Shield Lands, particularly monetary support. Sir Tarik plans to capitalize on this by attempting to frame him for the theft of a valuable family heirloom of the Rhavelle holdings, a two-foot tall ivory carving of a hippogriff. The carving actually contains a secret latch and holds inside a map of the estate as well as a signet ring with the family's crest. Sir Tarik discovered this and as a result the information is not as "secret" as Countess Rhavelle believes. There are minions of Iuz interested in the item now as well as members of the local thieves guild. In order to encourage suspicions of Lord Goldsaex, Sir Tarik made certain that a piece of cloth from some of his clothing would be found at the scene of the crime. Also, he took on Lord Goldsaex's appearance, using his Shifter abilities, and made certain one of the other guests saw him near the room around the time of the theft.

Sir Tarik believes that even if Lord Goldsaex is proven innocent of the theft, the investigation could bring to light his monetary interests and thus result in his earning the Countess' displeasure, or at least her suspicion. He can then offer her reassurance and also perhaps assist in locating the item, thus increasing his own stock with her.

More than Gold begins with the characters traveling into Libernon. Below is an encounter-by-encounter summary:

1. Characters hear a combat off to the side of the road. Hopefully, they investigate and rescue some servants of the Countess Rhavelle, who are being attacked by wild animals.
2. Characters enter Libernon and have a chance to hear more rumors at the gate. They discover excessive caution regarding animals entering the city.
3. Characters may stay at one of several inns in Libernon. Further information may be gathered. They may overhear a conversation involving members of the thieves' guild arranging purchase of the Countess' statue.
4. Having been informed of their assistance to her servants, Countess Rhavelle sends a message to the characters asking that they meet with her at her estate.
5. The characters meet with Kyaren Rhavelle and her "pet" cat. If they behave appropriately and diplomatically, they are solicited to recover a stolen statue. The countess provides information on the statue as requested.
6. Characters may speak with the countess' guests and/or servants in order to investigate the current location of the statue and uncover the thief.

7. Characters may investigate the scene of the crime to uncover clues. They can potentially uncover evidence pointing to several of the guests, as well as a secret passage, the method through which the statue was transported out of the home.
8. Traveling down the passageway, the characters run into a trap used to defend the home. The druid used a form with flight to move quickly down the passage and out of the home, thus bypassing this trap.
9. Characters can track the thieves and, if they arrive in time, confront them and recover the statue.
10. Characters must decide whether to report their findings to the countess, sell the item secretly, or confront whomever they believe to be the thief.

INTRODUCTION

You should make sure to note the phase of the moon and inspect character sheets to see if any of the characters are lycanthropes. Also, you should remember that any lycanthrope character is subject to transformation if they suffer damage.

The adventure begins with the characters traveling toward Libernon through the fields of the Gold County.

It has been uplifting to travel through the fields of the Gold County this harvest time. Gone is the white powder that plagued the nation last year. Although crop yields remain lower than in the past, the fields seem alive with new hope for the nation. Word is that next year the yield will reach pre-blight levels.

Yet even in the heart of Euryondy, travel is not safe. While the roads are still showing signs of neglect in many areas, they are seeing much use. Word of attacks on caravans near the front frightens some; in this area common folk fear that Old Wicked has begun to turn the land itself against them. Rumors of strange and fearsome beasts spread throughout the nearby countryside. No one travels alone, which is why you are in this group.

You should have each player describe their character as characters have presumably been traveling together for some time. Allow the characters to select their spells after having access to the information above. Once the characters are well introduced, continue with the first encounter.

ENCOUNTER 1: AN ELF IN DISTRESS

You have been traveling most of the morning and are eagerly looking forward to your arrival in Libernon. A nice glass of wine or a cool mug of ale sounds very appealing to you as travel down the road is, after all, thirsty work. You are just checking with your companions to see if any of them know of any good inns or taverns in town when you hear a cry off to the right.

If characters immediately go over the hill to see what is happening, read the box text below.

You rush over the crest of the hill to your right and behold an unusual sight. Running off to the north are two horses and it is quickly apparent what they are fleeing. (Fill in appropriate animals by APL) are currently surrounding an elfen man and four humans. They are all in livery bearing a hippogriff upon royal blue backing. The clothing of the elf seems finer than that of the humans. At present, however, there are other matters of concern to you, for when they see you, they yell out for help. The elf carries a longsword, which he wields uncertainly, and the others have drawn small knives that they hold awkwardly. Off to the side is a cart with broken leather straps lying on the ground. It is mostly full of crates, although one lies crashed on the ground, its contents making a red pool beneath.

Characters that make a successful Knowledge (nobility and royalty) check (DC 15) recognize the livery as belonging to Countess Rhavelle.

ALL APLs

Korek, Durag, Semel, Medjor: Male human Com1.

☛ **Kellendi**: Male elf Exp3; hp 17; see Appendix I.

APL 2 (CR 4)

☛ **Boars** (2): hp 24, 24; see *Monster Manual*.

APL 4 (CR 6)

☛ **Lions** (3): hp 34, 34, 34; see *Monster Manual*.

APL 6 (CR 8)

☛ **Dire Lions** (3): hp 63, 63, 63; see *Monster Manual*.

APL 8 (CR 10)

☛ **Dire Tigers** (2): hp 124, 124; see *Monster Manual*.

APL 10 (CR 12)

☛ **Dire Tigers** (4): hp 124, 124, 124, 124; see *Monster Manual*.

Tactics: At APL 2, after round three a servant is killed each round unless the characters intervene to protect them. This occurs at APL 4 after round two and at APL 6 and above, the NPCs are attacked immediately unless the characters begin to move forward to intervene. As soon as the characters attack the animals immediately shift their focus to them as being a larger threat. If the characters delay and some or all the servants are dead, adjust the box text accordingly. Note that Kellendi will run to the characters seeking shelter after the first servant is killed if they have not yet intervened. After slaying the servants, the animals attack the characters. They have been sent here by the druid to cause as much havoc as possible,

simply directing them to attack all humanoids found in this area.

Development: Characters who save the servants and Kellendi are thanked profusely. Kellendi notes that they must continue on their way if they are to arrive before dark. At present, the characters are about four hours travel from town, but Kellendi and crew are heading in the opposite direction. They had been sent into town to pick up a shipment of wine for an upcoming ball at the Rhavelle estate. They want to try and catch their horses, which require either a successful Wilderness Lore or Animal Handling check (DC 10). Kellendi then leads the two horses while the other men pull the cart, since the horses broke the straps. If a character is able to mend the straps, magically or otherwise, they are doubly grateful. Kellendi also attempts to determine the characters names and where they are staying in case the countess would like to send thanks to them. He is in a hurry to get back to the estate.

Characters who question them about what happened can discover the following:

- The group was on their way from town, having picked up a shipment of wine. Kellendi was to check the quality.
- Kellendi is the Countess's wine steward; the others are common workers.
- The wine was to be used at an upcoming ball.
- The countess has a new admirer, Sir Tarik Einar. He and Lord Ogart are very competitive toward each other. The countess finds this amusing.
- There have been a lot of attacks lately around this area, mostly wild animals.
- The animals came upon them suddenly from off to the right (away from the road). Kellendi thinks he heard a voice over in that area prior to the attack.
- They recommend the Horn of Plenty or the Oasis as good inns in town, if asked.

Characters investigating in that area may use Wilderness Lore (DC 10) to find tracks of the animals of the appropriate type. Those with the Track feat may also potentially discover the following, if they can make a successful check as follows:

- (DC 15) Most of the tracks appear suddenly, and no entrance location can be found. It is as though they just appeared there.
- (DC 25) A couple of humanoid footprints (bare) can also be seen, which do not enter or exit the brush area. *The druid used his trackless step ability to arrive, summoned the animals and sent them to attack the caravan. He then shifted into a bird and flew away. The elves and commoners were busy with the attack and did not notice him as there were several birds startled into flight by the combat.*

ENCOUNTER 2: AT THE GATE

Read or paraphrase the following description when the characters approach the gates.

It is late afternoon as you finally reach the gate, only to meet with considerable delay. The guards posted here are checking travelers quite thoroughly, even looking askance at the guard dogs with the caravan in front of you. You stand in line for a couple of hours, waiting to enter Libernon. Curious, you inch forward and hear the caravan guards nearby speaking of an attack on their caravan yesterday. They speak in puzzled tones of the attack "I ain't never seed nothin' like it. Comed at us from all sides, they did! Who ever heard of tigers attackin' sich a large and guarded group?"

The characters may attempt to engage the caravan guards in conversation during the wait. If they do so, they may gain the information below. Note this is only if they ask, as the guards (Persing and Draton) do not volunteer information.

- Two very large tigers attacked the caravan last night.
- The caravan is transporting silks and other luxury items for the countess' upcoming ball and hunting party.
- Three guards were killed, and the others are nervous.
- There are rumors that animals have attacked many caravans and travelers. These animals include weasels, wolves, wolverines, lions, bears and boars. A successful Wilderness Lore or Knowledge (nature) check (DC 15) indicates this to be atypical behavior for most of these animals.
- They are staying at the Oasis.

When it is the characters' turn, they are asked for their names and business in the city. This is noted on a log. Any animals are carefully examined and those that could conceivably pose a threat; pretty much anything that is not a horse, donkey or mule, including birds; is not allowed into the city. Characters may pay a bond (50 gp) allowing them to bring in dogs or domestic cats, if they agree to keep them leashed or tied in some way so they are not roaming free. Note this is for common dogs and cats only, nothing exotic or dangerous, like wolves for example.

🗡️ **Guards (10):** Male human Ftr2; hp 20; see Appendix I.

Tactics and Development: The countess has approved these increased security measures as a result of all the recent attacks. Characters who do not comply are refused entrance. If characters attempt to force their way in, they are subdued and arrested by a group of guards and are unable to complete the adventure.

It is early evening when the characters arrive. If asked about inns in the area, the guards recommend the Oasis or the Horn of Plenty. Characters who did not pay

lifestyle or failed a "living off the land" check are recommended to try the Leaning Oak.

ENCOUNTER 3: A MUG OF GOOD ALE

Once inside the city, the characters find most of the inhabitants of Libernon seeking shelter for the evening. However, they can catch perhaps an hour worth of time in the market, if they so desire. Any standard and masterwork items listed in the *Player's Handbook* are available, at regular book price.

Once characters begin looking for a place to stay, they can select from the four inns outlined below. If characters ask, the caravan heads toward the Oasis. Note that characters in any of the taverns have a chance to hear some of the rumors listed.

- *The Oasis* caters to travelers and is a favorite of middle-income merchants and caravan guards, hence its name. The drink is of average, passable quality, as is the food. Ale and food are sold at prices listed in the *Player's Handbook* for common meals and lodging. This is covered by adventurer's standard unless the characters begin making excessive purchases. The proprietor is Lochend, a boisterous and oily-looking middle-age man. Lochend has greasy hair and a potbelly. He is nosy and greedy. One can buy and sell many unusual items in the Oasis.
- *The Leaning Oak* is a rundown establishment catering to those down on their luck. Many believe it acquired its name from the large tree in front, which appears to be holding up the entire structure. Most of those inside are but a short step up from beggars. The drink is swill, consisting of the dregs from finer inns, but it is cheap. Ale and food cost 2 commons (cp). Space in the common room can be acquired for 5 commons (cp). This is covered by adventurer's standard. The bartender is Gronk, an ugly and gruff, but honest half-orc.
- *Horn of Plenty* is a mid-scale establishment run by a husband and wife. Jesse is the bartender and Jana is the cook. The Horn of Plenty serves simple fare made from produce brought in from the country by Jesse's brother, Stenn, who is a farmer. The inn would most likely remind the characters of any of a series of small country inns and taverns in the various hamlets throughout the County. Farmers visiting the market frequent it. Food and drink are sold at prices listed in the *Player's Handbook* for common meals and lodging and are covered by adventurer's standard, unless the characters begin making excessive purchases.
- *The Eagle's Aerie* is a high-class establishment featuring fine china and exotic foods. Meals, rooms, and drink cost three times the price listed in the *Player's Handbook* for "good" quality and is covered

only for those paying “luxury” lifestyle. The Aerie is most often utilized by nobility and individuals who are not “suitably attired” or accompanying a *recognized* noble are not admitted. It is unlikely the characters are allowed in; those paying High Lifestyle only. Note these individuals have to pay separately for their food, drink and any lodging, but it is likely they see the outside if they agree to meet with the Countess. Saysha runs the Aerie.

Characters who find their way into *the Oasis* or *the Leaning Oak* are likely to overhear an interesting conversation if they make a successful Listen check (DC 10). There are two nondescript men talking with a young woman. The characters overhear a reference to an “item of value” which is rumored to be “ready to fly.” Most of the conversation makes no sense to the majority of the characters. Those with Innuendo, however, realize that the woman is interested in purchasing a stolen item. Those who succeed at an Innuendo check (DC 15) realize that the individuals are referencing something belonging to the Countess. Those who succeed at DC 20 also realize that the individuals refer to a statue of the Countess’s symbol.

If approached by a character using Innuendo, the woman, “Lypaela” offers the characters: 1200gp (APL2), 1800gp (APL4) 2400gp (APL 6), 3000gp (APL 8) or 3600gp (APL 10), for the item, if intact. Note that at no time does she acknowledge the item as belonging to the Countess. She knows the penalty for theft! She is very careful to word things so that she cannot be charged with any crimes.

🔮 **Lypaela:** Female human Rog6; hp 38; see Appendix I.

Rumors

Remember that characters in any of the taverns have a chance to hear some of the rumors listed.

- A logger from the north, near Kalistren, swears he was chased out of the woods by a raccoon that breathed fire.
- The Countess is having a hunting party.
- Lord Ogart has been drinking more heavily, as the Countess has been seen with another suitor.
- There are treants up north (Kalistren) who are angry that the humans are cutting down their forest and leaving their fate to Old Wicked.
- Some of Furyondy’s nobles have been courting Jolene, who had been engaged to Prince Thrommel.
- Lord Ogart has been diverting large sums of money to the Shield Lands to hire mercenary troops.
- A new blight is spreading from the north via birds that are scattering a red powder.
- Greyhawk City has sent an inquisitor of St. Cuthbert to investigate charges of corruption.
- A flying lion attacked a caravan bringing supplies from Veluna.

- In Highfolk, the elven Knights of the Vesse have considered an alliance with Old Wicked. They have been leading Knights of Furyondy into ambushes.
- Sir Tarik, the Countess’ newest suitor, has been checking into means of re-opening the Furyondy College of War.
- Lord Ogart and Countess Rhavelle are secretly betrothed but have not yet announced the event.
- The Countess is actually betrothed to Sir Tarik, a mysterious but handsome knight from the south.
- A bear mauled three farmers bringing their produce to market five days ago.

ENCOUNTER 4: A MESSENGER

On their second day in town, a servant of Countess Rhavelle approaches the characters around midday. After receiving Kellendi’s report of the events of the prior day and discovering that morning that a valuable family heirloom was stolen from her manor, presumably by one of her guests, she was in an agitated state and immediately dispatched a messenger to fetch them. Countess Rhavelle realizes that by bringing in “outsiders” to investigate this crime, there will be less offense taken by her guests than had she used her personal guards or even guards from the city who are closely allied with her. The messenger is dispatched to the inn where the characters told Kellendi they would be staying. If the characters are present at the inn, it is given to them directly, but if not it is left with the innkeeper. Blythe, a young woman wearing the Countess’ livery, delivers the message and then leaves immediately to be able to return by evening. Give the characters *Player’s Handout 1* when she arrives, or they return later that day or evening to the inn.

Development: If the characters changed plans and are not staying where they told Kellendi they would be, or if they refused to tell him where they are staying, the messenger does not locate them until late that evening. She stays at another inn in town, riding back in the morning with the carriage, with or without the characters.

Note that the characters have until the next morning to do as they wish in town. They may gather more information. If they do so, use the rumors from the previous encounter. If they attempt to locate Lypaela, they are unable to find her personally as she is on a job, but they can leave a message for her at either *the Oasis* or *the Leaning Oak*.

If they wish to set out immediately for the Countess’ manor, they can reach it this evening. She does not, however, receive them until the appointed time on the following day, so they need to camp out. Characters who choose to ignore the Countess’ request to meet earn her displeasure. They may spend time in town as they wish, but essentially the adventure is over for them at this point.

ENCOUNTER 5: THE RHAVELLE ESTATE

Countess Rhavelle and her cat, Nakky, meet with the characters for tea. Note that the countess is unaware of Nakky's awakened status, and he does not actually speak if he knows anyone else is present that knows. The countess is an attractive red-haired woman in her mid-forties. She dresses as befits her station. Nakky is a pure black cat with green eyes. Sir Tarik made a "gift" to Kyaren of Nakky, and she has become extremely fond of him although she does not yet fully understand his nature and abilities. She tends, however, to treat him as a "person," and is likely, for example, to set him down a saucer of tea after she fixes her own.

Rhavelle's primary concern when sending for the characters was the recovery of her family heirloom. She is also very interested in who is behind all the animal attacks in the area but frankly is uncertain about the characters ability to handle both tasks, and since her guards are investigating those, she is more focused on the theft. Kyaren Rhavelle is a pleasant but strong-willed woman. She considers the characters beneath her, which, after all, not being landed nobility of her rank, they are. Normally, she would not give them a second glance, but she did not become the primary power in the Gold County by overlooking any tool, and right now she is in need of help. As a result, she is polite to the characters, although she remains reserved. She does not, however, tolerate rude or boorish behavior.

The countess attempts to enlist the characters' aid, offers minor recompense and gives them information on the item. Once she leaves, she goes to entertain her guests and is not available for questions later. She does, however, leave Kellendi at their disposal, as he knows the general layout of the estate and what areas are off-limits.

Read the box text below when the characters leave Libernon, but adjust if they traveled on their own, declining use of the carriage.

You travel to the Rhavelle estate in style, in a comfortable carriage bearing the Countess' coat of arms, a hippogriff in flight, upon the door. It is late morning when you arrive and the footman opens the carriage door and greets you. You are ushered into a small parlor indoors with comfortable-looking stuffed chairs, crystal candlesticks and a beautiful tapestry of a pastoral scene hung upon one wall. A sideboard sits next to the door, covered with fine lace and a small table sits in front of the couch.

After a few moments, two serving girls enter. One carries a tray of tea and the other a platter of finger sandwiches and scones. The food reminds you that you have not yet had lunch. "Her ladyship will be joining you shortly," one comments as she turns to leave. She stumbles, yelling, "Nakky!" as she trips over a black cat that streaks to the table, grabs a scone and seats itself majestically upon one of the chairs. The servant throws her hands up in disgust and leaves the room. The cat calmly begins eating the scone, watching you intently.

The characters have about fifteen minutes to interact before the countess arrives. Nakky is watching them intently. He does not tolerate being picked up and hides under a chair, couch or table, whichever is closest, if this is attempted. He is, however, quite "vocal" at times, meowing, especially when the countess is present, but only speaks common or the other languages he knows in front of Sir Tarik, and when he believes no other people are present. He, unbeknownst to the characters and the countess, is reporting everything said to Sir Tarik.

The countess begins with polite conversation, attempting to learn more about the characters. During this time, she is assessing the characters' manners and attempting to ascertain whether they can be trusted to complete the task she desires without offending her guests or causing her any embarrassment. After a few moments of idle chatter, assuming the characters present themselves appropriately, she broaches the reason for their summons.

Suddenly, the countess sets down her teacup and nods, as though coming to a decision. She leans forward slightly. "I wonder if you might be interested in helping me out?" she begins. "Recently, an item came up missing from my greater parlor. The statue has been in my family for generations and so to me, it is more precious than gold. I am trying to find some resourceful, honorable individuals to recover it for me. Would you be willing to do so?"

If the characters agree to help and recover the item, she is willing to give each of them a "suitable gift." Her preference is to give them a mount from her own stables (a light warhorse or warpony, she does not have riding dogs) but is also willing to give other items of smaller value (up to 100 gp), such as a masterwork instrument to a bard or a bolt of silk. She also agrees to cover living expenses while the characters are working for her. The countess has access to the following information, and answers questions the characters have once they agree to help. Characters not willing to help are thanked for their time and given an escort back to the city. The adventure is over for them.

- The item is a two-foot tall statue of a hippogriff, carved of ivory and inlaid with gold.
- It was first noted missing yesterday by the maid who went in to clean the parlor.
- The servants have looked throughout the house and were unable to locate it in any other room.
- All servants and guests have access to the greater parlor.
- Currently, the countess is having a hunting party and has several guests. This includes Lord Ogart Goldsaex, Sir Reggdon and his wife Lady Diaphes, Sir Tarik Einar, Sir Frehicald Azkagar with his wife Lady Jilliana and their daughter Lystrilla.

- One of the main reasons the countess arranged for the hunting party was at the recommendation of Lord Goldsaex as a means of gaining greater control over dangerous beasts in the area.
- There have been a greater number of animal attacks in the area of late, and many are quite close to her lands.
- Kellendi is at their disposal to escort them about the manor. They are permitted to look in the parlor where the theft occurred and in any “public” rooms but should not enter any of the guest rooms or her personal chambers. If they feel they need to investigate some of the guest quarters, Kellendi contacts the chamberlain to obtain permission.
- She has no idea of who in particular would be interested in the statue, beyond noting that it is worth a decent amount of coin. *“I suppose it is valuable enough, but why would anyone want to steal it? It is distinctive enough that it would be difficult to resell.”* Give the characters a Sense Motive against her Bluff, if they ask for one only. If they succeed, they realize there is information she is leaving out. Specifically, the statue was designed to hold a small map of the manor inside a secret compartment. It was thought if the manor was ever overrun, the family need only take the “statue” and would then have the information needed to re-take the manor later. It also contains a signet ring for her house; being considered a “safe” place to hide it).

Once she has answered questions, she rings for a servant and sends for Kellendi. She departs when he arrives.

🔮 **Countess Kyaren Rhavelle:** Female human Ill4; hp 21; see Appendix I.

🐾 **Nakky (Awakened Cat):** Male cat Rgr3; hp 31; see Appendix I.

Development: Note that any characters that insult the countess or her family or makes indiscrete remarks about the nation or king agitate and upset her. If it is felt that the offense is minor, the DM may opt to give a single warning or explanation to the character. If the character succeeds at a Sense Motive check (DC 10), they realize that they are upsetting the countess and have an opportunity to correct their faux pas. This translates into a Diplomacy check (DC 20+APL), and others may assist. If they fail, they are asked to leave. The adventure is over for them at this point; the countess has a temper and does not tolerate disrespect.

If characters display rude, vulgar or crass behavior they are ignored if at all possible. Again, give the characters a Sense Motive check (DC 10) to realize they are behaving inappropriately. Ignoring would include addressing only other party members and not responding to that character's questions or statements. If it

becomes impossible for the countess to politely ignore the offending character, she excuses herself and leaves. At that point, she sends in the chamberlain, Jurstin, to deal with the characters. The chamberlain explains expected behavior before allowing characters general access to the house, assuming he feels they are capable of doing so peaceably, which requires a successful Diplomacy check (DC 18). If it is believed that characters cannot conduct themselves appropriately, they are asked to leave.

If the characters begin by questioning the guests, go to *Encounter 6*. If they go directly to the room to investigate, skip to *Encounter 7*. At this point, you should keep track of how long it takes the characters to investigate this. It is late morning; they have ten hours to find the culprits and recover the statue before the statue leaves the area and is out of reach.

Note that the countess and the other hunters leave right after noon meal to hunt and are not back until late in the evening. The characters have only one half-hour before the hunting party leaves, so chances are if they do not question them first, many are unavailable by the time they seek them out.

In ten hours, the statue is completely gone...all ready in the hands of Old Wicked's spies. Characters who wait until the following day to follow the trail outside the house do not find the statue, nor do they complete the final confrontation.

ENCOUNTER 6: THE INTERROGATIONS

There are several people the characters may wish to question as part of their investigation. Lord Goldsaex, Sir Tarik and Lystrilla are the only guests present throughout the investigation; the others accompany the Countess on her hunting trip. Sir Tarik does not hunt and Lord Goldsaex remains behind “to assist with the investigation,” but actually to keep an eye on Tarik. Lystrilla also does not hunt and spends her time in the library reading. Note that if the characters wish to interrogate any of the other guests, they have only a half-hour between the time they speak with the countess and the time the group leaves to go hunting. Below is a list of people and what they know.

👧 **Reena (Maid):** Female human Com1.

Reena is the maid that reported the incident. She is somewhat silly, flighty and clumsy, but is willing to tell the characters everything she knows. She is flirtatious with attractive male characters.

- The greater parlor received a very thorough cleaning prior to the guest's arrival. That is the last time she clearly remembers seeing the statue, about four days ago.
- She assisted the housekeeper in the cleaning, although she was not allowed to move or clean the statue herself. Generally the head housekeeper, Gerryndil, did that.

- She is insistent she did not touch the statue at any point.
- She went into the greater parlor yesterday to clean the floor and dust, and noticed that the statue was gone. She figured it must have been moved.
- When she finished cleaning and went to talk to Gerryndil, she asked where the statue had been placed and that is when she found out it was missing.

☞ **Gerryndil (Head Housekeeper):** Female human Com2. Gerryndil is a bustling, efficient, and kindhearted matron who takes no nonsense from anyone.

- Previously, the statue was kept in the mistress' private library.
- The statue was moved shortly before the guests' arrival.
- She doesn't allow Reena to touch the statue because she knows the countess is fond of it and she is worried Reena may misplace or damage it in some way.
- There are no recently hired servants; all servants have been in the home at least 2 years. She has worked here since she was 12. She is now in her late 30's to early 40s.
- Reena has been here about two and a half years. Kellendi and Jurstin have been here as long as she has.

☞ **Kellendi (Wine Steward):** Male elf Exp3; hp 17; see Appendix I.

Kellendi enjoys a lot of freedom with the countess, who is fond of entertaining.

- Kellendi knows the layout of the castle, but had never seen the statue.
- He knows some rearranging of decorations happened with the upcoming hunting party but paid it little mind.
- He told the countess what had happened on his trip, as she was concerned that he arrived late.
- The countess was agitated and upset when he returned, yelling at him and most of the servants about this stolen statue. He assumes it must be worth a lot.

☞ **Jurstin (Chamberlain):** Male human Exp2.

Jurstin is an older man and the stereotypical manservant, stuffy and proper, but extremely loyal.

- The countess was extremely distraught over the theft. She was convinced someone broke in but there was no evidence of that.
- Nothing else was stolen; he checked thoroughly.
- He cannot imagine why the countess wished to move the statue just before the guests came. It was very valuable and has been in the family for generations.

- All of the servant's rooms as well as the common rooms (living areas) have been searched already and the statue could not be located. He personally supervised the search, although Lord Goldsaex and Sir Tarik were present as well.
- There are no recently hired servants; all servants have been in the home at least 2 years. He has personally been here about 30 years.

☞ **Lord Ogart:** Male human Ftr9; hp 76; see Appendix I.

- He has been in the manor on numerous occasions.
- He has been courting the countess for several months now. He is irritated by personal questions about this, but he genuinely cares for the countess.
- He enjoys hunting, but does not trust Sir Tarik "alone" while he does so.
- He was in the parlor, as was everyone else. He was not in there alone at any point. He is unaware that Sir Tarik, in his likeness, was seen leaving the parlor on the night of the theft.
- He is concerned about the Shield Lands; they were his home. He would never stoop to theft to assist them, however, and would be insulted by any suggestion he may do so.

☞ **Sir Reggdon:** Male human Ari1/Rgr4.

Sir Reggdon is a member of the Rangers Guild of Furyondy and a hunting guest. Countess Rhavelle invited him to her party because of his reputation as a hunter. He is a younger man, flamboyant and charming, fond of practical jokes but displaying panache.

- He is pleased to have been invited to the hunting party. He feels it is an excellent challenge and very enjoyable.
- This is his first time on the estate.
- He admired the statue for looking very lifelike. The countess told him it was in the family for generations. Shame it was stolen.
- He looked around in the room but found no trail; that featherheaded maid must have swept it away.
- A servant must have taken it. Of course, none of the nobility would stoop so low and it was obvious that no one broke in.

☞ **Lady Diaphes:** Female human Ari2.

Guest and recent wife of Sir Reggdon, she is still insecure of their relationship and watches him closely. The lady is extremely intelligent but has a sharp tongue.

- She is pleased to have been invited to the hunting party. It makes quite a statement of her standing hereabouts.
- This is her first time on the estate.
- Her husband admired the statue for looking very lifelike; of course, she has never seen a

hippogriff herself, although she did read about them.

- The countess said the statue was a family heirloom. It looked very valuable. Shame it was stolen.
- Her husband looked around in the room but found no trail; therefore, there was no trail to be found.

☛ **Sir Tarik Einar:** Male human Drd12/Shifter*3; hp 120; see Appendix I.

- He has only been here on a couple of occasions.
- He offered to try and trap the animals to move them elsewhere, but Countess Rhavelle would have none of that. He does not formally hunt.
- He is very fond of the Countess. He does not know what she sees in Lord Goldsaex, he is obviously just here for the money.
- He gave the Countess a pet cat, Nakky, in the hopes that she would not be lonely, since she had to spend much of her time alone.
- He had never seen the statue before this past week. It was obviously well made, though, and worth a lot of money.
- He did go into the parlor at one point looking for Nakky. The countess thought the cat had been injured and asked him to help find him and check on his health. If asked the countess confirms this.

☛ **Sir Frehicald Azkagar:** Male human Ari1/Ftr4.

A hunting guest, Sir Frehicald is withdrawn and tactiturn. He always wears a small rosebud in his armor, given to him by his eldest daughter Frahalla, shortly before the raid, which killed her in Crockport. He asked to be transferred further south, in the hopes that this would provide greater protection for his wife and remaining daughter.

- The countess said the statue was a family heirloom. It looked very valuable.
- He has only been down here a few months and this is his first time staying at the estate.
- He fought in the war up north, Crockport as well as The North Crusade.
- He is here because of concern of the increased creature attacks. Hard telling when one might try to harm his Jilliana or little Lystrilla.
- Sir Reggdon looked around the room for a trail but didn't find one.

☛ **Lady Jilliana:** Female human Ari3.

Unlike her husband, Jilliana dealt with her grief for her daughter by denial, ignoring the situation and throwing herself wholeheartedly into the affairs of nobility and gossip. She knows nothing of the statue itself, being more interested in getting information on it than giving it, but happily gives information about the other guests.

- Some say Lord Ogart has been drinking more heavily since Sir Tarik came in to town.
- Some of Furyondy's nobles have been courting Jolene, who had been engaged to Prince Thrommel.
- Lord Ogart has been diverting large sums of money to the Shield Lands to hire mercenary troops. Everyone knows he is looking for anything to raise funds.
- Sir Tarik, the Countess' newest suitor, has been checking into means of re-opening the Furyondy College of War.
- Everyone is talking about the countess and word of a possible betrothal.
- Sir Tarik was seen leaving the parlor alone the night before the statue came up missing. He claims he was catching the countess' cat for her.
- Lord Goldsaex was also seen entering the greater parlor that evening.
- Sir Tarik and Lord Goldsaex were supervising the search of the manor but still didn't find the statue.

☛ **Lystrilla Azkagar:** Female human Ari1.

Bookish and shy, Lystrilla spends as much time as she can in the library, despite her mother's efforts to have her be seen at a multitude of social functions in order to see her wed. She is fifteen years of age and of average attractiveness.

- Lady Jilliana (her mother) has been trying to get Sir Tarik's interested in Lystrilla. Lystrilla, however, is not interested in marrying him.
- She did see Tarik leaving the parlor alone the night of the theft. She also saw Lord Goldsaex go in there shortly afterwards.
- She finds both Lord Goldsaex and Sir Tarik charming and "wonderful" and can't imagine them taking something belonging to the countess, since they are both so fond of her.
- She spends a lot of time in the library and hasn't seen much else.
- She does not like hunting and is not interested in learning. She is only here because her mother insisted she come (since Sir Tarik was to be here).

ENCOUNTER 7: THE INVESTIGATION

The characters are also likely to want to search the scene of the crime. After reading the box text, allow characters to search the room. Information on what they may discover is found below.

In many ways, this room is simply a larger version of the one in which you initially met with the countess. There are more chairs and tables and the furniture and decorations are of higher quality but it is obviously used for the same purpose.

There are two finely crafted and cushioned couches and several chairs appointed in a similar manner. Accent tables sit about the room, covered with lace and most bearing lamps of fine crystal, silver or gold. A couple of beautiful vases bear fresh flowers whose fragrance fills the room. A large fireplace stands against one wall, with a mantel bearing many different carvings and items of art. A bookcase stands on another wall, also bearing items of value and beauty. Two doors with ornate brass knockers cover the bottom half of the case, while the top is lined with three shelves. There is a noticeable gap upon the center of one of the bookcase shelves, as though something was sitting there and has been removed.

Give the following information out only in response to direct questions:

- There is no dust on the furniture in the room. It had just been cleaned.
- Search (DC 20) finds a ribbon, such as is worn by Lystrilla, beneath one of the chairs.
- Search (DC 15) locates a bit of mistletoe on the floor near one of the walls. Further searching in that area (DC 20) reveals a secret door.
- Bookcase: If searched (DC 15), reveals a scrap of cloth that appears to have torn from clothing. Note that if the characters do not find this, Nakky sniffs around that area, "notice" it and then paw at it and mew until they see it. The cloth is of a fine weave and is the same shade of blue as the tunic that Lord Goldsaex favors. Kellendi or any other servant and guest would know this. A search of the Lord's room reveals one of his tunics with a tear.

Development: If the characters proceed through the secret door, go to *Encounter 8*. If they decide to question more NPCs, or have not yet done so, go to *Encounter 6*. They may ask permission to search the guest's rooms, and are eventually given permission. Each time they seek to enter a guest's room it takes about a half hour to locate the chamberlain and obtain permission. The chamberlain remains in the guest's room while the characters search it.

Remember that Kellendi is with the characters, as is Nakky, throughout the investigation. They are not left on their own. They find nothing of interest in any of the rooms except the torn tunic in Lord Goldsaex's room (Search, DC 15) and some mistletoe and holly in Sir Tarik's (Search, DC 15). This identifies him as a druid and also points out a possible link with the secret door, if they have found it. Note how much time the characters spend searching the rooms as well as obtaining permission to do so, as this delays their arrival at the campsite.

ENCOUNTER 8: ON THE TRAIL

This assumes that the characters find the secret door, proceed down the stairs and travel along the passage below the house.

Pushing on a rock at the bottom of the fireplace, you hear a click and the hidden door slides open to reveal stairs leading down. It is dark. You traverse the stone steps carefully and eventually reach the bottom, which opens out into a narrow passage heading in two directions.

Characters that make a successful Track check (DC 15) can determine the direction where the most recent tracks lead...the passage is not well used, but also not really exposed to dust. This passage heads to the left. Characters who ask to Intuit Direction (DC 25) can also determine this would be the shorter distance to the outer walls of the building. Note that characters that continue to track successfully (DC 20) receive a +2 circumstance bonus on Search checks for the trap.

Characters who travel in the wrong direction (to the right) eventually come to a dead end after about half hour of travel. Add an hour to their time, unless they waste time there or turn back sooner.

Note that the passage is barely less than five feet wide, so characters must walk single file. Characters heading in the correct direction eventually, after about 70 ft., run into a trap.

APL 2 (EL 2)

☞**Pit Trap (40 Ft. Deep):** CR 2; no attack roll necessary (4d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 4 (EL 4)

☞**Spiked Pit Trap (60 Ft. Deep):** CR 4; no attack roll necessary (6d6); +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 6 (EL 6)

☞**Spiked Pit Trap (60 Ft. Deep):** CR 4; no attack roll necessary (6d6); +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Falling into the trap triggers a globe of cold on either side of the pit. These both extend to fill an area 35 feet down the passage, to either side of the pit.

☞**Globe of Cold Trap:** CR 4; 20-ft.-radius sphere or hemisphere (3d6); Reflex save (DC 15) avoids; Search (DC 25); Disable Device (DC 25).

APL 8 (EL 8)

☞**Spiked Pit Trap (80 Ft. Deep):** CR 5; no attack roll necessary (8d6); +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Falling into the trap triggers a burnt othur vapor trap. The gas spreads to fill an area 30 feet down the passage, to either side of the pit.

✦ **Burnt Othur Vapor Trap:** CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets in the passage, 30 feet to either side of the pit); never-miss; onset delay (3 rounds); poison (burnt othur fumes, Fortitude save [DC 18] resists, 1 Con [permanent drain]/3d6 Con); Search (DC 21); Disable Device (DC 21).

APL 10 (EL 10)

✦ **Spiked Pit Trap (140 Ft. Deep):** CR 8; no attack roll necessary (1d6); +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Falling into the trap triggers a burnt othur vapor trap. The gas spreads to fill an area 30 feet down the passage, to either side of the pit.

✦ **Insanity Mist Vapor Trap:** CR 8; mechanical; location trigger; repair reset; gas; multiple targets (all targets in the passage, 30 feet to either side of the pit); never-miss; onset delay (1 round); poison (insanity mist, Fortitude save [DC 15] resists, 1d4 Wis/2d6 Wis); Search (DC 25); Disable Device (DC 20).

The characters can then continue down the path. Eventually, after another 80 feet, it leads to a door outside. The door is locked from the inside and is easy enough to open and exit. Once they get outside, they need to continue tracking. Kellendi does not go farther with them, but locks the door behind them and returns upstairs. Nakky runs off to report to Sir Tarik. Assuming the characters continue tracking (Wilderness Lore, DC 10) continue to *Encounter 9*.

ENCOUNTER 9: THE CONFRONTATION

The characters hopefully track down the individuals in possession of the statue. The individuals in question are primarily interested in getting away with their ill-gotten goods. Unfortunately for them, they cannot transport the item all the way to its new home. They are to be met that evening by forces that take it further north, and out of range of character recovery, as it is going by air and therefore cannot be tracked.

Remember that if it is more than ten hours from the initial tea with the countess (*Encounter 5*), the item has already been picked up. It takes the characters three hours on foot to reach the campsite once they have left the castle, given the need to follow the trail, which requires a successful Track check (DC 10) to do. Characters do not arrive at the same time as the forces of

Old Wicked. If they attempt to set an ambush, the spies discover this and do not come into the camp.

Upon arrival, if it has been more than ten hours, the characters find evidence of a camp, and may be able to determine the type of creatures with a successful Wilderness Lore check (DC 15, +2 if the following day) but soon discover they split in various directions. Eventually, they lose the trail, as the creatures have too big of a lead and the act of tracking slows the characters down.

If the characters arrive within the allotted time, they discover the thieves awaiting the pick-up group who are due to transport the item further north. They initially deny any knowledge of the statue and try to re-direct the characters elsewhere. If the characters do not leave after the first attempt, they attack.

Note they did not actually take the statue; a large dog delivered it to them, actually it was Sir Tarik in *wildshape* but they do not know this.

APL 2 (EL 4)

✦ **Werewolf:** hp 14; see Appendix I.

✦ **Wolves (2):** hp 14, 14; see *Monster Manual*.

APL 4 (EL 6)

✦ **Wernekka (Weretiger):** hp 45; see Appendix I.

✦ **Tiger:** hp 45; see *Monster Manual*.

APL 6 (EL 8)

✦ **Wernekka (Weretiger):** hp 45; see Appendix I.

✦ **Tigers (3):** hp 45, 45, 45; see *Monster Manual*.

APL 8 (EL 10)

✦ **Wernekka (Weretiger):** Male weretiger Mnk4; hp 79; see Appendix I.

✦ **Weretigers (2):** hp 45, 45; see Appendix I.

APL 10 (EL 12)

✦ **Wernekka (Weretiger):** Male weretiger Mnk6; hp 95; see Appendix I.

✦ **Weretigers (4):** hp 45, 45, 45, 45; see Appendix I.

Tactics: If attacked, they attempt to flee when at half their numbers or after taking half damage at APL 2. Note that all lycanthropes attack in hybrid form and remain in this form throughout the combat.

Development: If the characters keep one of the lycanthropes above alive and are able to question them, they discover that the individual who they are working with was a druid or had druidic abilities. They were to take the item and map to a contact in the north, but had not yet been given all the information on the meeting. The descriptions given are vague and do not fit Lord Goldsaex, although they do fit Sir Tarik, Jurstin, and Sir Frehicald Azkagar. Characters who slay or capture Wernekka (or the werewolf at APL 2), recover the statue.

Characters who carefully study the statue, and that make a successful Search check (DC 30) discovers a hidden latch, which allows a small door to be opened. The inside of the statue is empty and the items that were inside are not present at the campsite. Additionally, the lycanthropes have a sack of gold and gems whose value depends upon the APL being played and is noted in the Treasure Summary.

CONCLUSION

The characters have several choices at this point. If they decide to discuss their suspicions with the Countess, go to Option A. If they recover the item and decide to sell it in town (looking up their contact), go to Option B. In case of confronting the thief directly (whomever they believe it to be), go to Option C.

OPTION A: TALKING WITH THE COUNTESS

Characters that go to the countess are able to speak with her that evening after she returns from hunting. Allow them to provide information as desired.

The countess is interested in obtaining the following information:

- Did they recover the statue? Where was it?
- Who was responsible for its theft? Was he/she caught?
- How did that person manage to steal the item (she is interested in improving security)?

If the characters implicate one of her suitors or guests, she is initially very offended by this. Characters need to present a reasonable explanation for their conclusion. Use your own judgment here, but characters should verbally roleplay this. For guests or servants, they also need to produce some piece of evidence and succeed at a Diplomacy check (DC 15+1/APL). If the characters are accusing one of the suitors, they also need two pieces of evidence and a Diplomacy check (DC is 20+1/APL). The following modifiers apply to these checks:

- +2 for characters who recovered the statue undamaged
- +2 for characters giving verbal evidence
- +2 for characters presenting the mistletoe and accusing Sir Tarik
- +2 for characters presenting the cloth and accusing Lord Ogart, +2 additional if they also had his room searched and discovered the torn tunic
- +2 for characters who questioned the werecreatures if accusing Sir Tarik, Jurstin and Sir Frehicald Azkagar.

If the Countess is convinced of the guilt of the accused, she keeps the evidence, takes statements, and makes arrangements for a trial. If she is not convinced, she takes

no further action against that individual. Either way, the characters are thanked for their assistance and sent on their way. Characters who prove Lord Ogart innocent receive his favor, unless they previously arrested or assaulted him. If they prove Ogart guilty they receive Sir Tarik's favor. If they return the statue to Kyaren Rhavelle, they receive her favor.

OPTION B: STATUE FOR SALE

Characters that wish to sell the statue in Libernon could take a couple of different paths. They could choose to leave with it immediately, hence arousing the suspicions of the countess, who is likely to think they were attacked and consider sending a search party after them the following day. They could also return, telling the Countess that the item could not be recovered, and then go on their way. Give the Countess a Sense Motive check opposed by the party's Bluff.

Upon arrival in Libernon, the characters need to locate Lypaela. If the characters previously made arrangements with her, she meets them as requested and pays them the agreed sum of in wheatsheafs, assuming they produce the item and it is not damaged. Such characters gain her positive regard and are likely to come to the attention of the local thieves guild. This should be noted on the characters' Adventure Certificate under "notes." Characters that attempt to arrest her have a difficult time, as she states she is merely interested in the item, and has technically broken no laws by asking to purchase the item, although the characters, being in possession of it, have. Characters who did not make prior arrangements with her to meet can locate her through one of the inns mentioned earlier, *the Leaning Oak* or *the Oasis*.

Note that characters that sell the item do not receive any favor from the Rhavelle family, although they may receive favors from Lord Ogart or Sir Tarik, depending on who (if anyone) was implicated in the theft.

OPTION C: CONFRONTING THE ACCUSED

Characters that wish to confront any of the guests or servants, accusing them of stealing the statue, are met with protestations of innocence. Note that if they attack these individuals without hard evidence, they risk criminal prosecution, and more severe if the individual is a noble. In this case, the accused calls for assistance. Ten of the Countess' guards arrive in two rounds and assist the assaulted guest. Use statistics for the town guards found in the appendix.

If the characters accuse Lord Ogart

He tries to avoid conflict with the characters. He submits to custody of the Countess' guards as this is investigated, but is highly offended. If this occurs, under no circumstances do the characters gain his favor, regardless of the final outcome. If he is attacked, he defends himself, beginning with subdual attacks. Once he has taken half

his hit points in damage, he strikes to kill. Characters who subdue or slay him need to present their case to the Countess. If they have slain him and cannot prove him guilty, they face charges of murder, see Option A above. Characters who manage to “prove” his guilt to the countess earn a favor from Sir Tarik.

If the characters accuse Sir Tarik

He tries to avoid conflict with the characters, denying involvement and trying to point the blame to Ogart. He does not submit to custody of the Countess’ guards as this is investigated; he acts highly offended. If he is attacked, he defends himself, and strikes to kill. Note that Tarik typically shifts into another form for combat. Nakky assists him, but flees when reduced to less than half his hit points. His animal companions also assist those present depend on where he is confronted. If at all possible, he attempts to have the confrontation occur outside so as to have all companions present as well as quicker means of escape. Characters who manage to defeat him either by slaying him or chasing him off, still need to “prove” his guilt to the Countess or face criminal prosecution for assault (or murder). When he has reached a third his hit points (about 40), he shifts into a swift moving form and flees. Remember that he regains hit points when *wildshaping*. Characters who prove his guilt earn a favor from Lord Ogart Goldsaex.

Full information on Sir Tarik and Lord Ogart are in the appendix and are the same for all APLs. If by some chance the characters attack the other guests, they attempt to surrender. The men defend their families and/or themselves if attacked. The judge should use their judgment in terms of their abilities in the unlikely event this comes to combat. Remember the first action of these NPCs is to protest innocence and attempt to surrender for trial. Characters who slay them are committing an evil act. They should be warned and if they persist, their characters become evil and are removed from play.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter 1: An Elf in Distress

Defeat the animals.

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 8: On the Trail

Find and disable the trap.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 9: The Confrontation

Defeat the lycanthropes.

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Story Award

Prove Lord Goldsaex’s innocence.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

Discretionary Roleplaying Award

Good roleplaying and investigation.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	840 XP
APL 8	1080 XP
APL 10	1320 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a

round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 9: The Confrontation

Defeat the lycanthropes and take their money and gear.

APL 2: L: 0 gp; C: 100 gp; M: 0

APL 4: L: 0 gp; C: 300 gp; M: 0

APL 6: L: 0 gp; C: 350 gp; M: *cloak of resistance* +1 (Value 150 gp per character).

APL 8: L: 0 gp; C: 650 gp; M: *cloak of resistance* +1 (Value 150 gp per character); *ring of protection* +1 (Value 300 gp per character).

APL 10: L: 0 gp; C: 1200 gp; M: *cloak of resistance* +1 (Value 150 gp per character); *ring of protection* +1 (Value 300 gp per character).

Conclusion

Recover the statue and return it to the Countess, who rewards the characters with gold.

APL 2: L: 0 gp; C: 100 gp; M: 0

APL 4: L: 0 gp; C: 100 gp; M: 0

APL 6: L: 0 gp; C: 100 gp; M: 0

APL 8: L: 0 gp; C: 100 gp; M: 0

APL 10: L: 0 gp; C: 100 gp; M: 0

OR

Recover the statue and sell it in Libernon.

APL 2: L: 0 gp; C: 200 gp; M: 0

APL 4: L: 0 gp; C: 300 gp; M: 0

APL 6: L: 0 gp; C: 400 gp; M: 0

APL 8: L: 0 gp; C: 500 gp; M: 0

APL 10: L: 0 gp; C: 600 gp; M: 0

Total Possible Treasure

APL 2: 300 gp

APL 4: 600 gp

APL 6: 900 gp

APL 8: 1600 gp

APL 10: 2250 gp

ADVENTURE CERTIFICATES

Rhavelle House Influence Point

For recovering and returning to her a precious family heirloom, Kyaren Rhavelle has granted the character an Influence Point (IP) with the Rhavelle family in Furyondy. This point is consumed when used (cross off used influence on this adventure certificate). It may not be transferred or sold since it is based on the deeds of the hero.

Favor of Lord Ogart

For proving his innocence in the theft of the Rhavelle family heirloom, Lord Ogart Goldsaex has agreed to teach the character, at no gold piece cost, ONE of the following feats: Power Lunge or Trustworthy. Learning this feat requires the expenditure of two time units for training time, and an available feat slot. This certificate is considered regional documentation allowing the character to learn this feat. The feat selected must be circled and the player must produce this certificate as well as a copy of the appropriate builder book to their judge prior to beginning play. This favor may not be transferred or sold since it is based on the deeds of the hero.

Favor of Sir Tarik

For persuading the countess of the guilt of his rival, Lord Ogart, in the theft of the Rhavelle family heirloom, Sir Tarik Einar has agreed to teach the character, at no gold piece cost, ONE of the following feats: Natural Spell, Fast Wild Shape, or Multiattack. Learning this feat requires the expenditure of two time units for training time, and an available feat slot. This certificate is considered regional documentation allowing the character to learn this feat. The feat selected must be circled and the player must produce this certificate as well as a copy of the appropriate builder book to their judge prior to beginning play. This favor may not be transferred or sold since it is based on the deeds of the hero.

APPENDIX I: NPCS

ENCOUNTER 1: AN ELF IN DISTRESS

☛ **Kellendi:** Male elf Exp3; CR 2; Medium-size humanoid (elf); HD 3d6+3; hp 17; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk: +3 melee (1d8/19-20, longsword); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL NG; SV Fort +2, Ref +4, Will +4; Str 10, Dex 12, Con 12, Int 17, Wis 13, Cha 10.

Skills and Feats: Craft (winemaking) +11, Diplomacy +6, Knowledge (local) +9, Knowledge (nobility and royalty) +9, Listen +7, Profession (brewer) +7, Profession (herbalist) +7, Sense Motive +7, Spot +7; Lightning Reflexes, Skill Focus (Craft – winemaking).

Possessions: masterwork longsword, fine livery.

ENCOUNTER 2: AT THE GATE

☛ **Guards (10):** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +5 melee (1d8+2/x3, battleaxe) or +3 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +5, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +4, Profession (soldier) +3, Ride +3, Search +1, Sense Motive +2; Cleave, Improved Initiative, Power Attack, Weapon Focus (battleaxe).

Possessions: chainmail, large steel shield, battleaxe, light crossbow, 20 bolts.

ENCOUNTER 3: A MUG OF GOOD ALE

☛ **Lypaela:** Female human Rog6; CR 6; Medium-size humanoid (human); HD 6d6+12; hp 38; Init +8; Spd 30 ft.; AC 17 (touch 14, flat-footed 13); Atk +9 melee (1d6+1/18-20, rapier); SA Sneak attack (+3d6); SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL CN; SV Fort +4, Ref +9, Will +2; Str 12, Dex 18, Con 14, Int 10, Wis 10, Cha 13.

Skills and Feats: Bluff +10, Knowledge (Local) +4, Knowledge (nobility and royalty) +4, Listen +9, Move Silently +13, Open Locks +13, Pick Pockets +13, Sense Motive +9, Spot +9; Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Finesse (rapier).

Possessions: masterwork rapier, studded leather armor, 10 gp, masterwork thieves' tools.

ENCOUNTER 5: THE RHAVELLE ESTATE

☛ **Countess Kyaren Rhavelle:** Female human Ill4; CR 4; Medium-size humanoid (human); HD 4d4+8; hp 21; Init +2; Spd 30 ft.; AC 16 (touch 14, flat-footed 14); Atk +2 melee (1d4/19-20, dagger) or +4 ranged (1d8/19-20, light crossbow); SA Spells; AL N; SV Fort +4, Ref +4, Will +5; Str 10, Dex 14, Con 15, Int 19, Wis 11, Cha 15.

Skills and Feats: Alchemy +8, Appraise +6, Concentration +9, Diplomacy +5, Knowledge (arcana) +11, Knowledge (local) +6, Knowledge (nobility and royalty) +6, Scry +9, Sense Motive +3, Spellcraft +10; Combat Casting, Brew Potion, Expertise, Scribe Scroll.

Possessions: bracers of armor +2, ring of protection +2, cloak of resistance +1, light crossbow, 10 bolts, dagger, potion of cure moderate wounds.

Spells Prepared (5/5/4; base DC = 14 + spell level): 0 – daze, detect magic, ghost sound, mending, read magic; 1st – burning hands, color spray (2), expeditious retreat, ray of enfeeblement; 2nd – cat's grace (2), hypnotic pattern, scare.

☛ **Nakky (Awakened Cat):** Male cat Rgr3; CR 3; Tiny animal; HD 2d8+3d10; hp 31; Init +2; Spd 30 ft.; AC 14 (touch 14, flat-footed 12); Atk +6 melee (1d2-4, 2 claws) and +4 melee (1d3-4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SA Favored enemy (humans); AL N; SA Fort +8, Ref +8, Will +4; Str 3, Dex 15, Con 10, Int 16, Wis 12, Cha 10.

Skills and Feats: Balance +10, Climb +5, Hide +17*, Intuit Direction +6, Knowledge (nature) +8, Move Silently +9, Search +8, Spot +4, Wilderness Lore +7; Multiattack, Track, Weapon Finesse (claws, bite).

Possessions: collar of resistance +2.

ENCOUNTERS 6: THE INTERROGATIONS

☛ **Lord Ogart:** Male human Ftr9; CR 9; Medium-size humanoid (human); HD 9d10+18; hp 76; Init +2; Spd 20 ft.; AC 22 (touch 11, flat-footed 21); Atk +14/+9 melee (1d8+5/17-20, longsword) or +13/+8 melee (1d8+1/x3, heavy lance); AL NG; SV Fort +10, Ref +7, Will +5; Str 17, Dex 14, Con 14, Int 13, Wis 10, Cha 14.

Skills and Feats: Diplomacy +10, Gather Information +4, Handle Animal +7, Knowledge (nobility and royalty) +4, Ride +16, Sense Motive +4, Swim +8; Cleave, Combat Reflexes, Great Cleave, Mounted Combat, Power Attack, Power Lunge*, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Trustworthy*.

Possessions: adamantite shield, +1 full plate armor, cloak of resistance +2, +2 keen longsword, masterwork heavy lance, masterwork warhammer, horseshoes of a zephyr (heavy warhorse).

*See Appendix II: New Rules for additional information.

☛ **Sir Tarik Einar:** Male human Drd12/Shifter*3; CR 15; Medium-size humanoid (human); HD 15d8+42; hp 120; Init +1; Spd 30 ft.; AC 21 (touch 11, flat-footed 22); Atk +13/+8/+3 melee (1d8/x3, longspear) or +12/+7/+2 ranged (1d4, sling); SA Spells; SQ Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape (4/day, large, tiny, dire), venom immunity, greater wild shape (3/day, small or medium-size, humanoid shape, animal shape,

monstrous humanoid shape, large or tiny, beast shape, plant shape); AL CN; SV Fort +13, Ref +8, Will +14; Str 10, Dex 13, Con 14, Int 14, Wis 20, Cha 16.

Skills and Feats: Animal Empathy +13, Climb +6, Concentration +20, Diplomacy +13, Disguise +11, Heal +15, Hide +6, Knowledge (nature) +11, Listen +11, Move Silently +5, Sense Motive +10, Spot +11, Swim +12, Wilderness Lore +18; Alertness, Armor Proficiency (heavy), Dragon's Toughness*, Endurance, Fast Wild Shape*, Natural Spell*.

Possessions: ironwood full plate armor, +2 longspear, boots of speed, ring of protection +2, potion of fly, potion of fire breath, potion of cure serious wounds, torc of animal speech*.

Spells Prepared (6/7/5/5/4/4/2; base DC = 15 + spell level): 0 – detect magic (2), guidance (2), mending, purify food and drink; 1st – animal friendship, cure light wounds (2), endure elements, entangle, faerie fire, obscuring mist; 2nd – chill metal, heat metal, lesser restoration, produce flame, soften earth and stone; 3rd – cure moderate wounds, greater magic fang (2), poison (2); 4th – dispel magic, flame strike (2), summon nature's ally IV; 5th – cure critical wounds, ice storm, summon nature's ally V, tree stride; 6th – ~~ironwood~~, summon nature's ally VI.

Animal Companion (Dire Lion): hp 60; see Monster Manual.

Animal Companion (Large Viper): hp 13; see Monster Manual.

Animal Companion (Eagle): hp 5; see Monster Manual.

ENCOUNTER 9: THE CONFRONTATION

APL 2 (EL 4)

☛ **Werewolf:** CR 3; Medium-size shapechanger; HD 2d8+4; hp 14; Init +0 (+6); Spd 30 ft. (50 ft.); AC 12 (touch 10, flat-footed 12) (16 [touch 12, flat-footed 14]); Atk +0 melee (1d3 subdual, unarmed strike) (+3 melee [1d6+1, bite]); SA (Trip, curse of lycanthropy); SQ Wolf empathy (Scent, damage reduction 15/silver); AL CE; SV Fort +7, Ref +5, Will +2; Str 11 (13), Dex 11 (15), Con 11 (15), Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (blacksmith) +6, Knowledge (metallurgy) +4 (Hide +3, Listen +14, Move Silently +4, Search +8, Spot +14, Wilderness Lore +0); Skill Focus (Craft – blacksmith) (Blind-Fight, Improved Initiative, Weapon Finesse [bite]).

Possessions: statue of Rhavelle hippogriff

(): Statistics in italics and parenthesis are as wolf or hybrid. All else is as standard human.

APL 4 (EL 6)

☛ **Wernekka (Weretiger):** CR 5; Medium-size (Large) shapechanger; HD 6d8+18; hp 45; Init +0 (+2); Spd 30 ft. (40 ft.); AC 12 (touch 10, flat-footed 12) (17 [touch 12, flat-footed 15] hybrid/16 [touch 11, flat-footed 14] tiger); Atk +0 melee (1d3 subdual, unarmed strike) (+10 melee [1d8+6, 2 claws] and +8 melee [2d6+3, bite] hybrid/+9 melee [1d8+6, 2 claws] and +7 melee [2d6+3, bite] tiger); Face/Reach: (5 ft. by 10 ft./5 ft.) tiger; SA (Pounce, improved

grab, rake 1d8+3, curse of lycanthropy); SQ Tiger empathy (Scent, damage reduction 15/silver); AL N; SV Fort +10, Ref +7, Will +4; Str 11 (23), Dex 11 (15), Con 11 (17), Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (blacksmith) +6, Knowledge (metallurgy) +4 (Balance +6, Hide +9 hybrid/+5 tiger; Listen +10, Move Silently +9, Search +8, Spot +10, Swim +11); Skill Focus (Craft – blacksmith) (Blind-Fight, Multiattack, Power Attack).

Possessions: statue of Rhavelle hippogriff

(): Statistics in italics and parenthesis are as tiger or hybrid. Note that there may be differences between tiger and hybrid form as well. All else is as standard human.

APL 6 (EL 8)

☛ **Wernekka (Weretiger):** CR 5; Medium-size (Large) shapechanger; HD 6d8+18; hp 45; Init +0 (+2); Spd 30 ft. (40 ft.); AC 12 (touch 10, flat-footed 12) (17 [touch 12, flat-footed 15] hybrid/16 [touch 11, flat-footed 14] tiger); Atk +0 melee (1d3 subdual, unarmed strike) (+10 melee [1d8+6, 2 claws] and +8 melee [2d6+3, bite] hybrid/+9 melee [1d8+6, 2 claws] and +7 melee [2d6+3, bite] tiger); Face/Reach: (5 ft. by 10 ft./5 ft.) tiger; SA (Pounce, improved grab, rake 1d8+3, curse of lycanthropy); SQ Tiger empathy (Scent, damage reduction 15/silver); AL N; SV Fort +11, Ref +8, Will +5; Str 11 (23), Dex 11 (15), Con 11 (17), Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (blacksmith) +6, Knowledge (metallurgy) +4 (Balance +6, Hide +9 hybrid/+5 tiger; Listen +10, Move Silently +9, Search +8, Spot +10, Swim +11); Skill Focus (Craft – blacksmith) (Blind-Fight, Multiattack, Power Attack).

Possessions: cloak of resistance +1, statue of Rhavelle hippogriff

(): Statistics in italics and parenthesis are as tiger or hybrid. Note that there may be differences between tiger and hybrid form as well. All else is as standard human.

APL 8 (EL 10)

☛ **Wernekka (Weretiger):** Male weretiger Mnk4; CR 9; Medium-size (Large) shapechanger; HD 10d8+40; hp 79; Init +2 (+5); Spd 40 ft. (50 ft.); AC 18 (touch 16, flat-footed 16) (23 [touch 18, flat-footed 18] hybrid/22 [touch 17, flat-footed 17] tiger); Atk +6 melee (1d8+3, unarmed strike) (+16 melee [1d8+6, 2 claws] and +14 melee [2d6+3, bite] hybrid/+15 melee [1d8+6, 2 claws] and +13 melee [2d6+3, bite] tiger); Face/Reach: (5 ft. by 10 ft./5 ft.) tiger; SA Unarmed strike, stunning attack (Pounce, improved grab, rake 1d8+3, curse of lycanthropy); SQ Tiger empathy, evasion, still mind, slow fall 20 ft. (Scent, damage reduction 15/silver); AL N; SV Fort +16, Ref +14, Will +12; Str 16 (28), Dex 15 (20), Con 12 (18), Int 12, Wis 16, Cha 11.

Skills and Feats: Climb +10, Control Shape +10, Escape Artist +9, Jump +10, Sense Motive +6, Tumble +9 (Balance +6, Hide +9 hybrid/+5 tiger; Listen +10, Move Silently +9, Search +8, Spot +10, Swim +11); Combat Reflexes, Deflect Arrows, Dodge (Blind-Fight, Multiattack, Power Attack).

Possessions: ring of protection +1, cloak of resistance +1, statue of Rhavelle hippogriff

(): Statistics in italics and parenthesis are as tiger or hybrid. Note that there may be differences between tiger and hybrid form as well. All else is as standard human.

Weretigers (2): CR 5; Medium-size (Large) shapechanger; HD 6d8+18; hp 45; Init +0 (+2); Spd 30 ft. (40 ft.); AC 12 (touch 10, flat-footed 12) (17 [touch 12, flat-footed 15] hybrid/16 [touch 11, flat-footed 14] tiger); Atk +0 melee (1d3 subdual, unarmed strike) (+10 melee [1d8+6, 2 claws] and +8 melee [2d6+3, bite] hybrid/+9 melee [1d8+6, 2 claws] and +7 melee [2d6+3, bite] tiger); Face/Reach: (5 ft. by 10 ft./5 ft.) tiger; SA (Pounce, improved grab, rake 1d8+3, curse of lycanthropy); SQ Tiger empathy (Scent, damage reduction 15/silver); AL N; SV Fort +10, Ref +7, Will +4; Str 11 (23), Dex 11 (15), Con 11 (17), Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (blacksmith) +6, Knowledge (metallurgy) +4 (Balance +6, Hide +9 hybrid/+5 tiger; Listen +10, Move Silently +9, Search +8, Spot +10, Swim +11); Skill Focus (Craft – blacksmith) (Blind-Fight, Multiattack, Power Attack).

Possessions: none

(): Statistics in italics and parenthesis are as tiger or hybrid. Note that there may be differences between tiger and hybrid form as well. All else is as standard human.

APL 10 (EL 12)

Werenekka (Weretiger): Male weretiger Mnk6; CR 11; Medium-size (Large) shapechanger; HD 12d8+48; hp 95; Init +2 (+5); Spd 50 ft. (60 ft.); AC 19 (touch 17, flat-footed 17) (24 [touch 19, flat-footed 19] hybrid/23 [touch 18, flat-footed 18] tiger); Atk +7/+4 melee (1d8+3, unarmed strike) (+17 melee [1d8+6, 2 claws] and +15 melee [2d6+3, bite] hybrid/+16 melee [1d8+6, 2 claws] and +14 melee [2d6+3, bite] tiger); Face/Reach: (5 ft. by 10 ft./5 ft.) tiger; SA Unarmed strike, stunning attack (Pounce, improved grab, rake 1d8+3, curse of lycanthropy); SQ Tiger empathy, evasion, still mind, slow fall 30 ft., purity of body (Scent, damage reduction 15/silver); AL N; SV Fort +17, Ref +15, Will +13; Str 16 (28), Dex 15 (20), Con 12 (18), Int 12, Wis 16, Cha 11.

Skills and Feats: Climb +12, Control Shape +12, Escape Artist +11, Jump +12, Sense Motive +7, Tumble +11 (Balance +6, Hide +9 hybrid/+5 tiger; Listen +10, Move Silently +9, Search +8, Spot +10, Swim +11); Combat Reflexes, Deflect Arrows, Dodge, Improved Trip, Mobility (Blind-Fight, Multiattack, Power Attack).

Possessions: ring of protection +1, cloak of resistance +1, statue of Rhavelle hippogriff

(): Statistics in italics and parenthesis are as tiger or hybrid. Note that there may be differences between tiger and hybrid form as well. All else is as standard human.

Weretigers (4): CR 5; Medium-size (Large) shapechanger; HD 6d8+18; hp 45; Init +0 (+2); Spd 30 ft. (40 ft.); AC 12 (touch 10, flat-footed 12) (17 [touch 12, flat-footed 15] hybrid/16 [touch 11, flat-footed 14] tiger); Atk

+0 melee (1d3 subdual, unarmed strike) (+10 melee [1d8+6, 2 claws] and +8 melee [2d6+3, bite] hybrid/+9 melee [1d8+6, 2 claws] and +7 melee [2d6+3, bite] tiger); Face/Reach: (5 ft. by 10 ft./5 ft.) tiger; SA (Pounce, improved grab, rake 1d8+3, curse of lycanthropy); SQ Tiger empathy (Scent, damage reduction 15/silver); AL N; SV Fort +10, Ref +7, Will +4; Str 11 (23), Dex 11 (15), Con 11 (17), Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (blacksmith) +6, Knowledge (metallurgy) +4 (Balance +6, Hide +9 hybrid/+5 tiger; Listen +10, Move Silently +9, Search +8, Spot +10, Swim +11); Skill Focus (Craft – blacksmith) (Blind-Fight, Multiattack, Power Attack).

Possessions: none

(): Statistics in italics and parenthesis are as tiger or hybrid. Note that there may be differences between tiger and hybrid form as well. All else is as standard human.

APPENDIX II: NEW RULES

DRAGON'S TOUGHNESS [GENERAL] AS PRESENTED IN *MASTERS OF THE WILD*

You are incredibly tough.

Prerequisite: Base Fort save bonus +11.

Benefit: You gain +12 hit points

Special: You can gain this feat multiple times.

FAST WILDSHAPE [WILD] AS PRESENTED IN *MASTERS OF THE WILD*

You assume your wild shape faster and more easily than you otherwise could.

Prerequisites: Ability to use wild shape to become a dire animal, Dex 13.

Benefit: You gain the ability to use wild shape as a move-equivalent action.

Normal: A druid uses wild shape as a standard action.

POWER LUNGE [GENERAL] AS PRESENTED IN *SWORD AND FIST*

Your ferocious attack may catch an opponent unprepared.

Prerequisites: Base attack bonus +3, Power Attack.

Benefit: A successful attack roll during a charge allows you to inflict double your normal Strength modifier in addition to the attack's damage. You provoke an attack of opportunity from the opponent you charged.

NATURAL SPELL [WILD] AS PRESENTED IN *MASTERS OF THE WILD*

You cast spells while in a wild shape.

Prerequisite: Ability to use wild shape, Wis 13.

Benefit: You complete the verbal and somatic components of spells while in a wild shape. For example, while in the form of a hawk, you could substitute screeches and gestures with your talons for the normal verbal and somatic components of a spell. You can use any material components or focuses that you can hold with an appendage of your current form, but you cannot make use of any such items that are melded within that form. This feat does not permit the use of magic items while in a form that could not ordinarily use them, and you do not gain the ability to speak while in a wild shape.

TRUSTWORTHY [GENERAL] AS PRESENTED IN *SONG AND SILENCE*

Others feel comfortable telling you their secrets.

Benefit: You gain +2 bonus on all Diplomacy and Gather Information checks.

TORC OF ANIMAL SPEECH AS PRESENTED IN *MASTERS OF THE WILD*

This beaten steel necklace is unadorned by pendant or ornament. Its wearer can use a *speak with animals* effect at will.

Caster Level: 6th; Prerequisites: Craft Wondrous Item, *speak with animals*; Market Price: 12,000 gp; Weight: 1 lb.

SHIFTER AS PRESENTED IN *MASTERS OF THE WILD*

The shifter has no form that she calls her own. Instead, she clothes herself in whatever shape is most expedient at the time. While others base their identities largely on their external forms, the shifter actually comes closer to her true self through all her transformations. Of necessity, her sense of self is based not on her outward form, but on her soul, which is truly the only constant about her. It is the inner strength of that soul that enables her to take on any shape and remain herself within.

At first, the shifter can risk only humanoid forms and familiar animal shapes. As she grows more comfortable with her own true shapelessness, however, she can assume more outlandish forms. Eventually, she knows her self so well that she feels just as comfortable in the shape of a completely different creature type as she does in her own. At that point, her past – even her race – becomes irrelevant, since external form no longer matters to her.

The shifter's path is ideal for a spellcaster of any race who has experienced shapeshifting and yearns for more of it. Such a character can be a great force for either good or ill in the world; an evil shifter in particular poses a terrible threat, for she can appear anywhere, in any form. The same opponents may face her again and again, in one shape after another, never realizing that they actually face a single formless enemy.

Hit Die: d8.

Requirements

To become a shifter, a character must fulfill the following criteria.

Feats: Alertness, Endurance.

Spells: Able to cast 3rd-level spells.

Special: Alternate Form – must either know polymorph self or have a natural alternate form, alter self, polymorph self, shapechange, or wild shape ability.

Class Skills

The shifter's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (nature) (Int), Listen (Wis), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+2	+0	<i>Greater wild shape</i> 1/day (Small or Medium-size, humanoid shape)
2 nd	+1	+3	+3	+0	<i>Greater wild shape</i> (animal shape, monstrous humanoid shape)
3 rd	+2	+3	+3	+1	<i>Greater wild shape</i> 3/day (Large or Tiny, beast shape, plant shape)
4 th	+3	+4	+4	+1	<i>Greater wild shape</i> (giant shape, vermin shape)
5 th	+3	+4	+4	+1	<i>Greater wild shape</i> 5/day (Diminutive, magical beast shape)
6 th	+4	+5	+5	+2	<i>Greater wild shape</i> (aberration shape, ooze shape), supernatural ease
7 th	+5	+5	+5	+2	<i>Greater wild shape</i> 7/day (Huge, dragon shape)
8 th	+6	+6	+6	+2	<i>Greater wild shape</i> (undead shape, construct shape)
9 th	+6	+6	+6	+3	<i>Greater wild shape</i> 9/day (fine, elemental shape, outsider shape)
10 th	+7	+7	+7	+3	<i>Greater wild shape</i> (Gargantuan), everlasting form

Class Features

The following are class features of the shifter prestige class.

Weapon and Armor Proficiency: Shifters gain no weapon or armor proficiencies.

Greater Wild Shape (Sp): Beginning at 1st level, the shifter can take the form of another creature. *Greater wild shape* works like *wild shape*, with the following exceptions. As she rises in level, the shifter gains the ability to assume the forms of creatures with types other than animal (see Table 5–15 for details), though she cannot choose a form that normally has more Hit Dice than she herself does. She can designate at the time of the change which pieces of her equipment meld into her new form and which do not. Nonmelded equipment alters its size to match that of her new form, but retains its functionality. The shifter cannot, however, use any equipment unless she has either an appropriate appendage or a magical means of compensating for the lack of one. Any piece of equipment that is separated from her reverts to its original form.

At 1st level, the shifter is limited to humanoid forms of Small and Medium-size. Thereafter, she can use *greater wild shape* two more times per day for every two shifter levels she gains, and her range of available creature sizes and types increases as shown on Table 5–15. When she gains the ability to adopt an undead shape at 8th level, she may become incorporeal if she chooses the form of a creature with that subtype.

If the shifter already has the *wild shape* ability from another class, she may convert her uses per day of *wild shape* to uses per day of *greater wild shape* on a one-for-one basis. She may also mix and match the benefits of the two abilities as desired to gain the maximum advantage for any daily use. Thus, a Drd8/shifter1 has up to four uses per day of *greater wild shape*, and she could use the ability to become a Large humanoid (because an 8th-level druid can become a Large creature and a 1st-level shifter can adopt the form of a humanoid). In the same manner, a Drd8/Shifter2 could become a Large monstrous humanoid if she wished.

Supernatural Ease: At 6th level, the character's *greater wild shape* ability becomes supernatural rather than spell-like. It still requires a standard action and can be suppressed in an *antimagic field*, but its use no longer provokes attacks of opportunity and never requires a Concentration check.

Evershifting Form: At 10th level, the shifter has reached the pinnacle of her shapechanging abilities. From this point on, she can use *greater wild shape* once per round, as a move-equivalent action, as many times per day as she wishes. Her type changes to shapechanger for determining what effects and items can affect her, and she gains darkvision (60 feet), which remains in effect regardless of her form.

In addition, the shifter no longer suffers ability penalties for aging and is not subject to magical aging, though any aging penalties she may already have suffered remain in place. Bonuses still accrue, and the shifter still dies of old age when her time is up.

PLAYER'S HANDOUT 1: A SUMMONS

The following message is written upon fine vellum and sealed with the Rhavelle family seal.

Please accept my sincere thanks for the assistance you recently rendered to my servant, Kellendi. Kellendi has relayed to me the tale and speaks highly of your bravery and skill. There are matters I would discuss with you personally. I have made arrangements for your transport to my estate tomorrow morning. My carriage will call for you at the Eagle's Aerie at nine bells. I hope you will be there.

Sincerely,

Countess K. Rhavelle

Critical Event Summary

FUR2-06 *More Than Gold*

Return to CarpOut HQ or to Michelle Sharp

1. Did the characters save Kellendi? YES / NO
2. Were the players disrespectful to Countess Rhavelle?
If YES, explain briefly: YES / NO
3. Did the characters insult Lord Ogart or Sir Tarik?
If YES, explain briefly: YES / NO
4. Did the characters recover the statue? YES / NO
5. Do they discover the statue's hollow (and empty) nature? YES / NO
6. What is the status of the statue?
SOLD in Libernon CARRIED AWAY by Iuz's troops
RETURNED to the Countess BROKEN
7. Are any of Countess Rhavelle's guests harmed?
If YES, list who and whether they were killed: YES / NO
8. Is the Countess harmed in any way? YES / NO
9. Finding the thief:
 - a) Was Lord Ogart Goldsaex accused of the theft? YES / NO
What is his final status?
INNOCENT ESCAPED KILLED
ARRESTED RELEASED by Countess
 - b) Was Sir Tarik Einar accused of the theft? YES / NO
What is his final status?
INNOCENT ESCAPED KILLED
ARRESTED RELEASED by Countess
 - c) Was someone else accused of the theft? YES / NO
If YES: Who?
10. Is Nakky harmed in any way? YES / NO
11. Is Nakky's true nature revealed? YES / NO
12. Do any of the characters discover the connection between Sir Tarik and Iuz? YES / NO
If YES, explain:
13. Comments (Optional. Use back of paper, if necessary). Please explain any unusual circumstances

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.