

Open Cages

A One-Round Dungeons & Dragons[®] Living Greyhawk[™] Theocracy of the Pale Introductory Adventure

Version 1.0

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A traveling bestiary has been allowed to tour the Pale. All over the city, flyers are being passed out promising free admission, snacks, and a keepsake. It sounds like it would make a great, entertaining, laid-back day, but captivity isn't for everyone. A one-round Theocracy of the Pale Regional introductory adventure for first-level characters (APL 1).

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If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

Living Greyhawk LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure.

This is an introductory adventure, so only 1st-level PCs may participate. The challenges are scaled to be appropriate for a party of four to six 1st-level PCs.

To determine this modified Average Party Level (APL) on non-introductory adventures, follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Hammon's bestiary has animals from all over the Flanaess. He has agreed to give the Shapers of Sun and Stone several pairs of a few species native to the Tenh. He has several other, more exotic, species, as well as several more mundane animals. The few animals he agreed to give towards the revitalization efforts were a small price to pay in order to show his pride to the public. He is not the only source the Shapers are tapping for their efforts.

However, there are several Tenha loyalists that do not want the "oppressive and invasive" Theocracy to take over their land and enforce their rules on the followers of the Old Faith. They would rather be free than to be under the yoke of yet another foreign ruler.

In an effort to hamper this effort, as well as create a little chaos in the overbearing lawful landscape of the Pale, a lone Tenha loyalist named Vargain of the Fields, has hatched a plan against the Palish efforts.

Vargain has always lived in Tenh. Several years ago, he and his family were taken as slaves by a priest of Iuz. Within the last 3 years, he became a slaver to the Stoneholders in Calbut when their forces raided his previous master's fort. He escaped Calbut, only to have to fend for himself alone during the Ether Threat. It was during this time that he started laying plans to secure the escape of his wife. Only weeks before his plan was to come to fruition, the Pale army and several powerful adventurers laid siege to Calbut. During the siege, he learned that his wife was an innocent casualty. He blames the Pale, as well as the powerful adventurers, for the death of his wife. It was then that he started looking for an opportunity to cause problems for the Pale, and Hammon's Bestiary gave him his chance.

While the bestiary was setting up outside of Hatherleigh, the last stop before they began populating the reclaimed areas with animals, Vargain initiated his plan. Last night, he infiltrated the area and opened several of the cages of nearly all of the animals. Several of the animals either didn't notice or didn't care to leave their cages (especially the cold-blooded animals). Some stayed in their cages until the morning, only then striking out and making their way into the world. However, several left during the night...

In the morning, the workers noticed that several of the animals were missing, but not enough to warrant a cancellation. The bestiary dispatched a few of its workers to try and track them down, since they would prefer to avoid any embarrassment and jeopardy of their contract with the Pale. The workers quickly closed and locked

all of the obviously open cages. However, several of the cages only looked secured.

ADVENTURE SUMMARY

The scenario takes place the morning after Vargain opened nearly all of the cages in the bestiary.

Introduction: Several people have been given free tickets to visit a traveling bestiary outside of Hatherleigh.

Encounter 1: While the PCs are nearing the front of the line to enter the central tent, they see several monkeys come running out of the tent and causing mischief.

Encounter 2: The owner of the bestiary asks the PCs and several others in line that looked capable of handling various situations if they could assist in recovering the escaped animals.

Encounter 3: The PCs can ask the handlers if they have any tips on where to find and how best to recapture any of the animals.

Encounter 4 a-f (6 options): The PCs find and capture the escaped animals, preferably alive. Each animal or group of animals is a separate encounter, but the PCs only need to do a few of them.

Encounter 5: While the PCs are possibly returning to the Bestiary with a loose animal, they will encounter a complication for them to overcome.

Encounter 6: During Encounter 2 and 3, the PCs can discover some leads pointing towards Vargain. The PCs can pursue the leads if they desire, and then can either let Vargain go, or bring him in for justice.

Conclusion: Depending on how the PCs bring in the animals and deal with Vargain, the PCs gain different rewards.

PREPARATION FOR PLAY

It is a good idea to collect the following information from each PC:

- Character's name, race (sub-race if applicable), deity worshipped, and general appearance (including openly worn holy symbols)

- Initiative bonus
- Whether the PC has the wild empathy class feature (and, if so, its bonus), the Track feat, or other skills that allow them to track/interact with wild animals.

INTRODUCTION

This adventure starts in Hatherleigh. The PCs are in town for any number of reasons.

Please read or paraphrase the following text aloud to the players:

You've been in the wooden city of Hatherleigh for a few days now. The tail of winter still wags in the shaded areas, even this late into the year. The cold and long winter has caused a light hunt, and several shops—tanners and smokers mostly, who rely on the deer for their prosperity—still remain closed.

Nonhuman residents are rare in every city in the Pale, but elves and half-elves make up a visible minority in Hatherleigh. Several of the buildings seem touched with elven craft.

Many shops appear to have not been adversely affected by the harsh winter. Craftsmen of every ilk are busy at work. They are creating implements for the fields of both wheat and war.

Just this morning, a young boy, bundled against the unusual cold of the season, was at a street corner, handing out envelopes to all those that passed him. You were one of the lucky recipients. The envelope was marked with a wax seal and a stylized claw over a sunburst.

A DC 15 Knowledge (nobility and royalty) or Knowledge (local – Nyrond and Her Environs) check reveals this symbol as belonging to Hammon's Bestiary, a well-known traveling bestiary with all animals mundane and exotic. Give the players Player Handout 1.

ENCOUNTER 1: MONKEY BUSINESS

Assuming the PCs decide to attend the free opening, and wish to be one of the early ones for the free refreshments and keepsakes, read or paraphrase the following. If the PCs did not attend, another set of monkeys left towards the city and are harassing a shopkeeper near the PCs. Adjust accordingly:

You've been standing in line for nearly an hour now, and they are finally allowing people to slowly shuffle into the main tent. From your count earlier, you were among the first hundred people in line (probably somewhere in the eighties). You also notice you are among the few NOT in line with young children, and most attendees also do not carry weapons. You are slowly shuffling towards the main entrance.

Finally, the man at the refreshments cart outside the main tent can be seen. He is handing all those who enter a small cloth bag and a large bag filled with nuts and other small edibles, as well as a tankard filled with your choice of beverages, and of course apple juice for the children. He also hands each of the children a stick with several twirled paper strips attached, allowing it to spin in the slightest breeze.

Just as the family three groups ahead of you enters the flap, you hear the mother let out a shrill scream, followed by a crash. Before you are able to react, several small, black, furry animals come streaking out of the tent and descend onto the poor man handing out the trinkets and refreshments.

At this point, it is obvious that several of the cages were closed, but not locked, as the animals within attempt to make a break for it.

Many of the workers are inside the tent, attempting to secure the other animals and calm those already inside. They are not aware that the monkeys fled outside. It takes a group of 4 workers 10 rounds before they are able to come outside and deal with the monkeys. In the mean time, see if the PCs want to get involved.

APL 1 (EL1):

Monkey (6): hp 4 each; *Monster Manual* 276.

Tactics: The monkeys are moving all over the booth, picking up all sorts of random objects and hurling them at anyone moving (tiny light improvised weapons, +0 ranged, 1d2-4 nonlethal damage). The worker in the cart is being harassed and 'grappled' by 2 of the monkeys and is too scared/shocked to really fight back (automatically failing any grapple checks against the monkeys). If the monkeys are left to throw things for 5 rounds, they eventually run out of the harmless baubles and start throwing sharper and more dangerous items (their thrown objects deal lethal damage).

Possible PC options:

Below are some possible PC actions and their results. If the PCs try something different, try to reference whichever of the scenarios below is the closest.

- The PCs can simply attack the monkeys. If a PC harms any monkey, all of the monkeys begin to attack that PC.
- Anyone with Handle Animal ranks or the wild empathy class ability, or anyone making a DC 15 Knowledge (nature) check, can easily tell that the monkeys are just playing, and not purposely harming anyone. Any attempt to get the monkeys' attention immediately succeeds; any monkey within a single move moves to that PC and 'grapples' them and climbs on them (if a PC resists this grapple, the monkey thinks the PC is mad at it and begins sulking). Monkeys outside of a single move direct all thrown objects towards that PC (instead of the crowd), even if that PC is 'grappling' with another monkey.
- Collapse the cart's awning (or a similar action). Sundering each of the 4 posts holding the awning up (Hardness 5, hp 2 each) drops the canvas cover onto the monkeys and the worker. The monkeys immediately calm down and attempt to escape the canvas. Once out, they are calm and look sorry and attempt to climb the closest person (be it PC, worker, or random onlooker) in a non-hostile way and just hang onto them.

Treasure: Free refreshments and a small cloth bag with a single figurine and a small card with information about the animal depicted in the figure. Each bag contains a different figure, as described on the AR.

APL 1: Loot – 0 gp, Coin – 0 gp, Magic –0 gp.

Development: If the PCs help in any manner, proceed to Encounter 2. If they attacked the monkeys with lethal force, Hammon is somewhat upset and does not offer the PCs his favor at the end. If the PCs did nothing, they are ushered into the main tent and treated to a wonderful show for the remainder of the day.

ENCOUNTER TWO: HERE FOR A PORPOISE

Read the following text once the PCs collect themselves from Encounter 1:

Once the dust settles, a soft voice can barely be heard above the commotion and onlookers coming from behind the gathered crowd "Excuse me... coming through... make way... please let me pass..." after making no headway through the crowd, the soft voice turns quickly to a deep roar—"I SAID MOVE!"—as you finally see a large set of shoulders below a mass of red hair, with two dark eyes barely visible, slowly working his way through the crowd.

Finally on the edge of the gathered onlookers, a mountain of a man emerges. He is dressed in a fine, deep red mantle with fur trim atop his simple black, silken clothing. His golden skin tone shows obvious Bakluni ancestry, mixed with hints of Suel and a smattering of Oeridian. Each shoulder of his mantle is embroidered with a stylized claw atop a sunburst.

Assuming the PCs assisted in calming down the situation, and did not physically harm any of the monkeys with lethal damage, read the following:

"I thank you from the bottom of my water jug for helping resolve this minor issue without acting uncivilized. My name is Hammon Kondert, and I am the proprietor of this bestiary. If you could find a moment to accompany me to my tent, I will see about rewarding you for your bravery, and perhaps we can discuss other matters..."

If the PCs assisted in stopping the monkey business, but did ANY lethal damage to any of the monkeys (or patrons, or staff), read the following instead:

"Well, things could have gone worse, I suppose. I do thank you for seeing to the business at hand, although I would request that you at least TRY and refrain from hurting anything else today. And seeing as how I am in need of assistance right now, I can excuse these current indiscretions. If you'd be so kind as to accompany me to my tent, perhaps I can reward you for your assistance..."

Hammon then turns and heads towards his tent, expecting the PCs to follow. Assuming they do so, read the following:

Following the large man, you notice a number of large cages. Most are filled with a wide variety of animals. Brightly colored birds squawk as you walk by. A large snake is slowly twisting itself around a large ball of fur, a strange squeak escaping as the snake tightens around the ball. In another, a large yellow cat as long as a human lies in its cage looking at you, while another in the cage, with a large flowing mane, walks between the cage door and the other animal. However, a few of the other cages lie empty, with their cage doors open.

Stopping in front of a modest looking, deep-red tent, He opens the front flap and gestures for you to enter.

Pause here, letting the PCs decide for themselves if they wish to enter. If any ask about the animals or the cages, Hammon will respond that all will be discussed inside.

Once the PCs enter the tent, read the following:

Once inside, you realize that you are not the only ones in the tent. Also seated are several other people. They appear to be sitting in two distinct groups, talking only within the groups, with no real socialization happening between them. When you enter, they all stop their idle chat and look at you, as if sizing you up, and then quickly go back to their quiet conversations.

See Appendix 3 for descriptions of the people here and their attitudes. Once the PCs take a seat, Hammon begins explaining the situation:

Quietly, the large man takes a position at the front of the tent near an easel that bears a board draped in cloth. Softly, he begins to speak, "Please, settle down..."

Some of the idle conversations cease, but one of the black-cloaked figures is still conversing with a similarly dressed person next to him. Looking perturbed, Hammon politely shouts, "QUIET down now, please..."

They finally stop talking and slowly turn their attention to the large man at the front. "For those of you who don't know me, I am Hammon Kondert, and I run this place."

"I thank you for whatever part you played in the excitement this morning, and am glad that most of the animals involved were not killed, or maimed too badly. For this, I will have one of my assistants reward you before you leave this tent."

"However, before this happens, I have something to confess, and something that you can hopefully assist with..."

Hammon pauses a little before continuing. "I need help in recovering a few of my friends that were released prematurely last night."

Hammon then pauses again, with an expectant look in his eyes.

Below are his answers to a variety of questions. If a question is asked and not covered below, try to answer it as best as you can with the information provided elsewhere in this adventure. If the PCs do not think to ask any of the questions, one of the others in the tent will ask it.

What happened? ***"Sometime last night, or more likely early this morning before the sun cleared the horizon, a saboteur came into my camp. He opened several of the cages in the night. We did notice some of them missing until recently, since many of their sleeping areas are hidden from view anyway."***

But not all are missing, right? We saw several caged animals on the walk here. ***"Many of the animals stayed in their cages, which is lucky for us. Most of the cages that were occupied and opened were secured before anything could happen. However, as you all know, a few of the cages only appeared closed and had not been double-checked yet. They opened while being moved to the main tent, and only then did the occupants decide to explore. With your help, we were able to corral them all and return them to their shelters. Again, I thank you."***

Who/What escaped? ***"A few of our more curious residents decided that they wanted to experience the Pale countryside on their own. Either after the cage was opened, or during the recent ruckus, several of my friends ventured forth."*** Hammon removes the drape over the board, revealing a list of almost a dozen names. Give the players Player Handout 2.

What's that on the board? ***"These are those that are currently missing. I have already sent what crew I could to try and locate them, however I am afraid a few of them are a little***

more...delicate...for my simple workers to handle."

Is that why you wanted to talk to us? ***"That is exactly why I have asked you here. I wanted to know if you would be willing, with proper compensation of course, to recover my friends before any harm befalls them, or before they cause any themselves?"***

So what is it exactly you want us to do? ***"Bring them back alive and unharmed, of course!"***

And how do you suggest we do that? ***"Well, I don't intend to do your job for you. Maybe you can just walk around and see if you find them. Maybe you can ask around and see if anyone has seen a large brown bear wandering around. Maybe you can ask the trainers if their charges had any peculiar tastes that may be satiated in the area. I just ask you to please bring them back before any harm is done. I don't want to upset the Theocracy."***

Why don't you want to upset the Theocracy? ***"Well, one of the main reasons I was allowed to travel from city to city with my bestiary is because I agreed to help them with the restoration of Tenh. Some of my companions will serve a noble purpose."***

When the PCs seem to have run out of questions and are ready to go, Hammon concludes:

"One last thing before you leave. We found something near the cage of Blackeye. It appears to be a broken disc of bronze. Each of your teams will receive a piece, and I will keep a piece as well for one of my experts to study. We aren't sure what it is, but first analysis leads us to believe it is a magical storage device of some variety. This may help you find out whoever it was behind this attack."

The broken disc has recorded and will replay fragmented scenes from the lives of Vargain and his wife. These fragments are included as Player Handout 3, which you should give to the players while the PCs are recovering the animals. See Encounter 4a-f for more details.

At this point, Hammon is done with them and wishes them luck. Have one of the other groups "stake a claim" on the tiger to give the PCs a hint that they should focus their efforts on only a few animals, and possibly declare it before leaving the

bestiary. See which of the other groups go for which animals if the PCs do not "stake a claim" before leaving. If the PCs go around asking the handlers about the animals, proceed to Encounter 3. Otherwise see Encounter 4.

Treasure: Before the PCs leave, Hammon's assistant gives everyone in the tent a small bag of coins and 1 potion of *cure light wounds*. He also informs the quartermaster to loan the groups saps, nets, and padded arrows and bolts. (For this adventure, padded arrows and bolts do nonlethal damage, but the PC suffers a -1 to attack rolls. This does not count as access to blunt arrows.)

APL 1: Loot – 0 gp, Coin – 30 gp, Magic – 6 potions of CLW - (4 gp each per potion), *Broken Storage Device* (0gp).

Detect Magic Results: *Potion of cure light wounds* (faint conjuration), *Broken Storage Device* (faint conjuration).

ENCOUNTER THREE: DON'T BADGER THE WITNESS

This is a very free-form encounter. The PCs need only ask the handlers for the animals they are attempting to bring in, unless they want to gather as much information as they can before making any decisions.

This encounter is broken up by the name of each animal. The PCs can learn its type, the handler's name, the animal's personality, and what it likes. This should help them deduce where the animal has gone. You should make up further details about the handlers if the players are interested.

Neequay, The Ape (male), see Encounter 4-a:

- Neequay's handler is a deep halfling named Emmott.
- He's got a fondness for small critters. He once beat up another handler when they came into the cage to get Emmott for a meeting. Took the bugger 2 weeks before he even walked near Neequay's cage again. Neequay probably thought he was protecting Emmott from the intruder.
- He's got himself a taste for the spuds. Well, any tuber really. Especially with a little bacon grease.
- If the PCs decide to search Neequay's pen, a successful Search check (DC 12) reveals a small, relatively new, hand-made

rag doll in his bedding. If they question anyone about this, a worker remembers one of the young local girls had a similar doll when they were getting a “behind the scenes” pre-opening tour of the Bestiary, since Hammon is borrowing the family’s land.

Chocolate, The Brown Bear (female), see Encounter 4-b:

- Chocolate’s handler is a gruff dwarf named Schmiddy, and she seems to have a fondness for the short, hairy guy.
- She is a very social creature and loves to play with people, or “bearlings”. If there was someone moving around in the camp when she left her cage, she probably followed them.
- She loves water and fish, so if she stumbled across a stream, she’s probably still there unless something happened. (DC 10 Knowledge [local-NMR] or Intelligence check to know of a brook not far from here in a wooded area).
- She loves to play chase and ‘roughhouse’. But she is very gentle about it unless angered. If you run into her, just slap her around lightly (Schmiddy emphasizes “lightly”), otherwise she thinks it’s OK to be rough.

Oinker, The Boar (female), see Encounter 4-c:

- Oinker’s handler is a burly half-orc named Orne’Quot. He doesn’t need to worry about Oinker’s penchant to attack things smaller than her. He also is accustomed to the dark environment that Oinker prefers.
- Oinker is a very mean girl and sometimes attacks without provocation. Be careful if you approach her—especially if you are Small size or smaller and/or have a light source.
- She does have a soft spot for stewed fruits, specifically berries. (With a DC 10 Intelligence check, a PC can remember passing a sign on a bakery near the edge of town advertising fresh berry pies as today’s special, and the Bestiary is downwind of town...).

Smarty and Fuzzy, The Hyenas (male and female), see Encounter 4-d:

- The hyenas’ handler is also the halfling Emmott (see Neequay, the ape)
- Being scavengers, they prefer raw and somewhat old meat.
- They love to act tougher than they are. If they can scare someone, they chase them around. But if their scare tactics fail, the retreat, unless defending something they want.
- After they gorge themselves, they are really lazy and don’t like to move much at all.

Jujibel, The Leopard (female), see Encounter 4-e:

- Jujibel’s handler is a quiet Suel man named Magnar. He came to work for the bestiary because of Jujibel, which has a striking resemblance to the tattoo along his right arm and shoulder. He is also one of the few workers agile enough to reach her when she’s on some of the taller branches in her pen.
- She’s quite adept to life in the trees. She generally only comes down for food, and even then, she takes it back up into the branches to eat.
- Once she’s on the ground, it sometimes takes her a few breaths to regain her “ground legs”.

Blackeye, The Rhinoceros, see Encounter 4-f:

- Blackeye’s handler is a Bakluni/Flan man named Ahamed. He is wiry and thin.
- Blackeye has almost no vision. He can make out movement within a short distance, but that’s about it. However, if he charges, his poor eyesight often makes him try to gore the target while still several feet away or just run over it completely.
- He is also fiercely territorial. If he notices anything of man- to elephant-size moving near him, he views it as a threat and acts accordingly. (The PCs can use this to lure him.)
- Also, because of his eyesight, he would like to find a nice, treeless hill to sit on so he has an unobstructed view of his territory.

- A few of the workers thought they might have seen him on a nearby farm while they were looking, but they were chased off by the farmer before they could confirm it was Blackeye.

ENCOUNTER FOUR: BE VEWVY VEWVY QUIET!!!! I'M HUNTIN' WABBITS

This encounter is broken up into 6 sections (4-a thru 4-f), each one for a different specific animal. If the PCs have picked the animals they are seeking, please refer to those individual sections for the set-up for each encounter as well as the animals' tactics. If the PCs try to track the animals, the following conditions apply (see page 101 of the PHB for more details): firm ground (base DC 15), light morning fog for the first animal they attempt to find (+3 DC), possibly moonlight if the PCs take too long in general (GM discretion) or are attempting to find more than 3 animals (+3 DC), and the creature's size (+1 DC if Small, +0 if Medium, -1 if Large). Remember, if the PC fails to find the track, it takes an hour of looking around the area to gain a retry.

Each encounter takes the PCs about 2-3 hours round trip, unless they take longer for some reason (failed Track checks, decide to rest, go into town for supplies or healing, etc). This should be enough time for the PCs to attempt 3 animals before it gets to dark.

Also, because the animals should be dealt with nonlethally, this increases the EL of each encounter by 1 and has been factored in.

Encounter 4-a: The Ape, Neequay (EL 3)

If the PCs found the rag doll and pursue that lead, read or paraphrase the following:

After learning that the rag doll might have belonged to the daughter of a local farmer, you quickly make your way to his farmhouse.

When the PCs approach the farm, they see Farmer Johannas tending his crop of winter wheat with his wife Sylvana and their eldest son and daughter Banner and Matilda (14 and 12 years old). Their third child, a daughter named Pentara, is in the barn, and Neequay the ape is there too. Below are some questions the PCs may ask Johannas.

Where's your daughter? ***Why do you want to know?*** (he accepts almost any answer that makes sense) ***Pentara's in the barn doing chores.***

Have you seen any strange animals about? ***"Well, several months ago, a bunch of your types and their animals entered the Phostwood [he is referring to the events during PAL5-I03: Weeds], but that's about it really. Now, with this wicked cold, most of the animals in the area are still thinkin' it's winter and bein' pretty quiet."***

As the PCs are approaching the barn, have them make a Listen check. Read or paraphrase the following, depending on the results:

DC 10: You hear the giggling of a small child, probably a girl.

DC 15: Along with the giggling, you hear something else, but it's hard to make out.

DC 20: The other noise you hear sounds a little deeper, and more guttural.

The PCs have several options here. Below are a few of them:

Stealth: If they attempt to sneak in, have the sneakers make Move Silently and Hide checks opposed by Neequay's Spot and Listen checks once they enter the barn. Once Neequay notices them, or once they enter his "scent zone" of 30 feet, proceed to his Tactics.

Bait: The PCs can lure Neequay out of the barn with the aroma of freshly cooked potatoes. He leaves the barn after about 1 minute of the baiting (or half that time if the potatoes are cooked with a liberal amount of bacon grease). In this case, the PCs dictate the setup of the encounter outside the barn.

Front door: If the PCs just go into the barn, he notices them and act accordingly. Proceed to his Tactics.

Before the PCs follow through with whatever plan they hatched, the eyes of the PC with the *Broken Storage Device* glow yellow briefly. Give that PC a piece of Player Handout 3.

Assuming a PC enters the barn, describe the scene as follows:

The barn before you is typical of the type. There are a few stalls to the left for the horse

and cows. A hayloft is above the main door of the barn. You also see a little girl on the far side of the barn gesturing toward something near her, inside one of the open stalls.

If the PCs approach using stealth, read the following:

As you creep towards the girl, you see the creature she is playing with. It is a large, humanoid creature covered in a coarse, dark hair, with a golden woven hat with a floral braid on top of its thick brow. It also cradles a doll in its lap.

If the PCs approach openly and any of them are Medium or bigger, or once Neequay notices a Medium PC, read or paraphrase the following:

The large ape quickly moves, putting itself between you and the little girl. It bares its teeth toward you and lets out a mighty roar.

Once Neequay has turned hostile towards the PCs, only the following things can bring him around:

- A successful wild empathy (DC 20) or Handle Animal check (DC 25). A hearty helping of potatoes and bacon grants the PCs a +10 circumstance bonus to this check. If a Small PC attempts the check, they receive a +5 unnamed bonus to this check.
- Any Medium or larger PCs backing out of the area.
- Subduing Neequay.

APL 1 (EL 3):

Ape: hp 29; *Monster Manual* 268.

Tactics: Neequay always tries to keep himself between the girl (Pentara) and any Medium or larger PC. He also tries to protect Small PCs from larger PCs as well. He does not harm a Small PC unless that PC has successfully hit Neequay two rounds in a row.

Treasure: There is no treasure itself from this encounter, but see the Development for what happens when they bring Neequay back to Hammon.

APL 1: Loot – 0 gp, Coin – 60 gp, Magic – 0 gp.

Development: If the PCs are able to lure Neequay back to the Bestiary using potatoes

and/or a small PC, Hammon gives them 60 gp and has one of his handlers use a *wand of cure light wounds* to heal any wounds they may have.

If the PCs are able to bring Neequay back with only nonlethal damage, Hammon pays them 40 gp and provides 1 charge from a *wand of cure light wounds* on each PC (no PC receives more than 1 charge).

If the PCs bring Neequay back with any lethal damage, Hammon pays them 20 gp.

Encounter 4-b: The Brown Bear, Chocolate (EL 4)

The PCs may be able to find Chocolate two different ways: either with tracking or by investigating the brook not far from the Bestiary. Read the appropriate text depending on which method they are employing.

If they are tracking, read the following:

As you've been following the scant trail left by the escaped brown bear, you near a small copse of trees, with the sound of a gentle creek permeating the air. Small patches of snow still litter the area, sheltered from Pholtus's Light on the north sides of the trees and rocks.

(And if they beat the Track DC by more than 5)

You also notice another set of footprints. They belong to a biped of medium size, wearing boots, and probably traveling light.

These tracks were left by Vargain. He is detailed in Encounter Five.

Once the PCs arrive at the creek, whether by tracking or simply knowing about it, read or paraphrase the following:

As you proceed through the wooded area, the small game trail you are on intersects and then parallels a moderate creek. A hundred or so feet downstream, you spot a large brown bear resting on a large rock near the water's edge.

If the PCs look around the area before approaching Chocolate, they find a torn piece of a belt pouch and a potion of *cure moderate wounds*. Also, give the PC with the *Broken Storage Device* a piece of Player Handout 3.

If they decide to pursue this trail now, proceed to Encounter Six. However, it takes them several

hours to conclude so they will be unable to bring back any other animals.

If the PCs approach, Chocolate merely acknowledges their presence with a playful growl. Beyond that, she is still resting off her meal, so won't move unless the PCs make contact. It's completely up to the PCs on how they go about this. But once they attack or make any physical contact, go into initiative.

APL 1 (EL 4):

Bear, Brown: hp 51; *Monster Manual* 269.

Tactics: Provided the PCs do not deal any lethal damage to Chocolate, or deal more than 10 points of nonlethal damage, Chocolate thinks they PCs are just playing. She is now playing tag. She will stand up and then move towards the last person to make contact with her. If she ever gets a chance to attack her target (either on a charge, normal attack, or AoO), she tries to start a grapple, following all the normal rules for grappling (not with a claw attack and Improved Grab; see page 156 of the PHB), and only inflicts unarmed damage (1d4) with no Strength bonus. If she never has a chance to 'tag' her target, she pursues them until she loses sight of them.

If she takes lethal damage or more than 10 points of nonlethal damage in a single hit, she thinks it is OK to play rough now, and starts using her Strength bonus to damage. If this happens a second time, all playing is off and she attacks normally.

Treasure: The potion that Vargain dropped is treasure for the PCs. Also, see the Development for what happens when they bring Chocolate back to Hammon.

APL 1: Loot – 0 gp, Coin – 90 gp, Magic – *potion of cure moderate wounds* (25 gp each).

Detect Magic Results: *Potion of cure moderate wounds* (faint conjuration)

Development: If the PCs are able to lure Chocolate back to the Bestiary, Hammon gives them 90 gp and has one of his handlers use a *wand of cure light wounds* to heal any wounds they may have.

If the PCs are able to bring Chocolate back with only nonlethal damage, Hammon pays them 60 gp and provides 1 charge from a *wand of cure light wounds* on each PC (no PC receives more than 1 charge).

If the PCs bring Chocolate back with any lethal damage, Hammon pays them 30 gp.

Encounter 4-c: The Boar, Oinker (EL 3)

The only real lead on Oinker is if the PCs remember that Connely's Crust and Crumb was having a special this morning on fresh berry pies, or if they detect the faint sweet aroma wafting in on the wind. Assuming they know of this lead and are following it, have all of the PCs make Spot and Listen checks (both are DC 12).

If any succeed at the Spot check, read or paraphrase the following:

With Connely's Crust and Crumb only a few doors down, you notice that the door of the small barn next to you is wide open...

If any succeed at the Listen check, read or paraphrase the following:

As you approach Connely's Crust and Crumb, you hear what could possibly be rough oinking coming from the small barn you were just passing...

If the PCs believe that Oinker is in the barn, hopefully they prepare themselves for attempting to appease her. If they want to purchase a pie from Octavia Connely, the pies may not be ready yet. If this is the PCs' first stop, the pies are not ready, but they can get her to sell them a bowl of stewed berries with a DC 15 Diplomacy check. She charges the PCs 1 sp for a small bowl. If they've already tracked down another animal, then the pies are ready and can be bought at 2 sp each. If they've captured 2 animals already, there is only 1 pie left, and another customer is about to buy it. To get the last pie, the PCs can either attempt to get the other customer to back off (DC 20 Diplomacy check), or they can attempt to get Miss Connely to sell them the pie. This is done by make an opposed Diplomacy check with the other customer (she has a +4 modifier).

Give the PCs positive or negative modifiers as follows:

- +1 if the speaking PC is an obvious worshipper of Pholtus.
- -1 if the speaking PC is an obvious worshipper of anyone other than Pholtus (regardless of race).
- +2 if any PC can talk shop with Miss Connely (possesses rank in Profession [cook] or similar skill).

- +2 if the PCs mention it will be used to stop a rampaging animal, or something similar.
- -3 if the PCs attempt to bully Miss Connely or the other patron (either through role-playing, or the use of the Intimidate skill).

Once the PCs approach the barn, refer to Oinker's description and possible PC tactics for how to adjudicate their approach. If they come up with something different and creative, let it play out as you see fit, using her description as a guide.

Before the PCs open the door to the barn, the hair of the PC with the *Broken Storage Device* falls out, then suddenly regrows. Give that PC a piece of Player Handout 3.

If the PCs enter the barn, it is a simple barn with a single stall in the far right corner, currently with a magnificent Hatherleigh-bred light horse in it. Oinker is underneath a small table in the opposite corner. Chances are generally good that Oinker's general disposition will result in a fight here, especially if the PCs weren't able to acquire anything from Octavia...

APL 1 (EL 3):

Boar: hp 25; *Monster Manual* 270.

Tactics: If the PCs ever get within 30 feet of Oinker, she may become hostile. If they approach with no food at all, she turns hostile. If they approach with food that isn't stewed fruit of some type, she becomes hostile 50% of the time. If they offer her any stewed fruits, she becomes hostile 25% of the time. If the stewed fruit is berries like she likes, the chance drops to only 5%. Make this check every round until either Oinker is in a pen or the PCs attempt to attack her. Once she turns hostile, she attacks the nearest PC once and then tries to flee. If she is cornered, she attacks a different target each round, attempting to scare them into leaving.

Treasure: There is no treasure itself from this encounter, but see the Development for what happens when they bring Oinker back to Hammon.

APL 1: Loot – 0 gp, Coin – 60 gp, Magic – 0 gp.

Development: If the PCs are able to capture Oinker and bring her back to the Bestiary, Hammon gives them 60 gp and has one of his handlers use a *wand of cure light wounds* to heal any wounds they may have.

If the PCs are able to bring Oinker back with only nonlethal damage, Hammon pays them 40 gp and provides 1 charge from a *wand of cure light wounds* on each PC (no PC receives more than 1 charge).

If the PCs bring Oinker back with any lethal damage, Hammon pays them 20 gp.

Encounter 4-d: The Hyenas, Smarty and Fuzzy (EL 3)

If the PCs talk to the halfling Emmott, they should know that Smarty and Fuzzy prefer raw, slightly rotting meat. In a city, generally, such delicacies can be found only in the scraps behind a butcher's shop. There happens to even be one on the northwest edge of town.

Before the PCs arrive on scene, determine where the hyenas are when the PCs arrive at the butcher's shop. Roll 1d4 and consult the following table:

d4	Where
1	at the junk pile
2	walking to the junk pile
3	walking from the junk pile
4	resting on a hill

Provided the hyenas are not at the junk pile, let the PCs investigate around the butcher's shop. They will notice a pretty good-sized pile of trimmings in a pen behind the shop. Strangely, there is a fairly good-sized pig cowering in the corner. It cowers as the PCs approach, but there are a few noticeable scratches on its snout, and even a small nip on its hindquarters. It tried to drive the hyenas away but failed.

If the PCs say they are looking for any signs of the hyenas, they see a trail of blood and bits heading from the pile. If they just want to roll a check, it's a DC 12 Survival check if they have the track feat. They should be able to follow this trail to wherever the hyenas are.

If the hyenas are at the pile, they are too busy gorging (after sufficiently tormenting the large pig) to notice the PCs approach. Once the PCs are near the pile though, the hyenas defend their claim.

APL 1 (EL 3):

Hyenas (2): hp 13 each; *Monster Manual* 274.

Tactics: Depending on where the hyenas are when the PCs approach, they act differently.

At the Junk Pile (option 1): The hyenas are unaware of the PCs until the PCs are near the pile. At this point, the hyenas defend their claim. They attempt to scare the PCs away by making a lot of aggressive movements towards them. If this fails, they attack the PCs. If anyone wounds Fuzzy, Smarty focusses on that individual until the target retreats.

Walking to the Junk Pile (option 2): As “At the Junk Pile”, but the hyenas are aware of the PCs as soon as they spot the PCs or the PCs enter their scent zone. Also, the hyenas attempt to flee if successfully struck twice in melee.

Walking from the Junk Pile (option 3): The hyenas have eaten WAY too much to act very aggressively. They attempt to scare the PCs, and if that fails they attempt to flee. Because of their gorging, they suffer a -4 penalty to Dexterity and -20 ft. penalty to Speed.

Resting on the Hill (option 4): The hyenas rest on the hill for 2 hours before returning to the pile. While resting, they suffer the same penalties to Dex and Speed as above, but the penalty goes down by 1 Dexterity and 5 ft. Speed per half-hour they have rested.

Treasure: There is no treasure itself from this encounter, however, see the development for what happens when they bring Smarty and Fuzzy back to Hammon.

APL 1: Loot – 0 gp, Coin – 60 gp, Magic – 0 gp.

Development: As soon as the PCs are finished dealing with Smarty and Fuzzy, the skin of the PC with the *Broken Storage Device* sizzles and cracks for 15 minutes, then there is no trace of anything. Give that PC a piece of Player Handout 3.

If the PCs are able to capture or net Smarty and Fuzzy and bring them back to the Bestiary, Hammon gives them 60 gp and has one of his handlers use a *wand of cure light wounds* to heal any wounds they may have.

If the PCs are able to bring them back with only nonlethal damage, Hammon pays them 40 gp and provides 1 charge from a *wand of cure light wounds* on each PC (no PC receives more than 1 charge).

If the PCs bring them back with any lethal damage, Hammon pays them 20 gp.

Encounter 4-e: The Leopard, Jujibel (EL 4)

Once the PCs learn that Jujibel loves to climb trees, they should proceed to the many groves of trees to the northwest of the Bestiary, on the way toward the Yol River, between Hatherleigh and Fensdale. Eventually, they find the one Jujibel decided to reside in.

Once they finally arrive on scene, read or paraphrase the following:

High above the ground, you see a black-spotted, yellow cat the size of an elf lazily lounging in the nook of a tree. It lets out a long, growling yawn as you approach.

Before the PCs act, The PC with the *Broken Storage Device* falls unconscious for a mere second. Give that PC a piece of Player Handout 3.

Currently, Jujibel is 15 feet off the ground, and 10 feet from the trunk of a very thick, many-branched 45-foot-tall tree.

There are many different ways to get Jujibel onto the ground. Since she's more accustomed to the trees than the ground, though, consider her to be stunned the first round she is on the ground. Below outlines the mechanics for climbing up after her, although attacking her from the ground with ranged weapons, or simply chopping down the tree are other options. If they decide to climb, refer to the Climb rules in the PHB (pg 69).

Climbing the tree requires a successful Climb check of DC 10. Once they've climbed up 10 feet, they can then attempt to go out onto the branches, or climb higher near the trunk. The branches require a DC 10 Balance check at this height. To gain altitude in the tree, a successful DC 10 Climb check is required if climbing the trunk, or a DC 15 Climb or Jump check proceeding from branch to branch. Also, the Balance check to move on the branches increases with the increase in height at the rate of +3 per 5-ft. increase in height (so DC 10 at 10 feet up, DC 13 at 15 feet, DC 16 at 20 feet, etc).

If a PC fails any of the Jump checks, or the Climb or Balance checks by 5 or more, they fall. They can attempt a DC 15 Reflex save after each 5 feet of falling distance to grab a branch on the way down. They take whatever falling damage is appropriate, with the first 1d6 points of damage being nonlethal due to the soft, snowy ground and the springing branches. Sadly, since Jujibel has no hands with which to grab a branch, the DC is 18 for her.

If the PCs simply attack her from the ground, she still goes higher in the trees as described in her Tactics.

APL 1 (EL 4):

Leopard: hp 19; *Monster Manual* 274.

Tactics: Once the PCs start climbing the tree, Jujibel is on guard (and initiative is started). She readies a move action to get distance and height on any PC that gets within 10 feet of her. She should be able to easily make the checks at the lower elevations, but if the ascent goes awhile, she may fall to the ground.

The ascent concludes at 35 feet off the ground. At this point, Jujibel readies another move action, but this time she tries to jump to another tree if a PC gets within 10 feet. This requires a DC 26 Jump check (for a standing long jump of 13-foot distance). Failure indicates that she falls to the ground (and takes the appropriate falling damage).

The first round Jujibel is on the ground, she is considered stunned as she regains her “ground legs”.

If the PCs are worried about anyone falling, allow them to rig a net system, provided they have nets and think about making one. This precaution reduces the total amount of falling damage by 1d6, and the first 2d6 damage is nonlethal instead of only the first 1d6.

Treasure: There is no treasure itself from this encounter, but see the Development for what happens when they bring Jujibel back to Hammon.

APL 1: Loot – 0 gp, Coin – 90 gp, Magic – 0 gp.

Development: If the PCs are able to capture or net Jujibel and bring her back to the Bestiary, Hammon gives them 90 gp and has one of his handlers use a *wand of cure light wounds* to heal any wounds they may have.

If the PCs are able to bring her back with only nonlethal damage, Hammon pays them 60 gp and provides 1 charge from a *wand of cure light wounds* on each PC (no PC receives more than 1 charge).

If the PCs bring her back with any lethal damage, Hammon pays them 30 gp.

Encounter 4-f: The Rhinoceros, Blackeye (EL 4)

If the PCs ask around, they should learn that workers might have already found Blackeye, but they were unable to confirm it. This is where the PCs come in. The pasture they thought they saw him in is easy enough to get to, since it is only a half-mile due south from the bestiary. Once the PCs arrive on scene, read or paraphrase the following:

Standing on a hill, like a king of his domain, is a grey animal bigger even than a Pholtan knight's mount. It stands on four legs, but is built of solid muscle and thick hide, and is low to the ground. A single, large horn grows from its snout. Several of Hatherleigh's fine horses are at the perimeter of the pasture, with their handler erecting another small pen. One of the horses is obviously injured and is being tended by a young boy.

If the PCs talk to the rancher, he has these bits of information to share:

- The creature arrived sometime early in the morning. It busted through one of the fences and is currently keeping to itself on the top of the small hill in the middle of the pasture.
- When rampaging through the fence, it bowled over one of his fine horses, causing some minor trauma. He thought it was going to attempt to gore the horse, but it didn't raise its horn until well after it passed the horse. “Strangest thing I'd ever seen.”
- His boy is tending the injured horse, but it doesn't look like it will be a lasting injury, so he is not very worried.
- He has already fixed the broken fence, and is now working on another smaller pen to hold the horses temporarily.

While the PCs are talking with the rancher, the PC with the *Broken Storage Device* begins to emit a noxious odor for a few seconds. Give that PC a piece of Player Handout 3.

There are several methods for the PCs to attempt to capture Blackeye. A simple method is to lure him into charging into a sturdy enough cage for transport (hopefully with any PCs moving out of the path before Blackeye gets to them), or keep him in a perpetual charge until they reach the Bestiary, but this can be tougher given the distance.

They can also hope to best him in combat.

APL 1 (EL 4):

Rhinoceros: hp 76; *Monster Manual* 278.

Tactics: If Blackeye hears any movement near him (by making a successful Listen check), he slowly moves towards it, moving 5-10 ft per round until it comes into his visual range (this also sparks initiative). Once within 30 ft., if the creature or object is moving and is of Medium to Huge size, Blackeye charges. Before initiating the charge, determine if he will stop short, strike true (but with a 20% miss chance for concealment), or overrun the target. Once this is determined, resolve the action.

If Blackeye ends up in a tight, enclosed space, he calms down, since he shouldn't be noticing any movement, and also can't build up enough speed to charge (provided the cage can hold him).

Treasure: There is no treasure itself from this encounter, but see the Development for what happens when they bring Blackeye back to Hammon.

APL 1: Loot – 0 gp, Coin – 90 gp, Magic – 0 gp.

Development: If the PCs are able to capture Blackeye unharmed and bring him back to the Bestiary, Hammon gives them 90 gp and has one of his handlers use a *wand of cure light wounds* to heal any wounds they may have.

If the PCs are able to bring him back with only nonlethal damage, Hammon pays them 60 gp and provides 1 charge from a *wand of cure light wounds* on each PC (no PC receives more than 1 charge).

If the PCs bring him back with any lethal damage, Hammon pays them 30 gp.

Interlude: Back at the Bestiary (EL 1)

Every time the PCs return a creature to the Bestiary, Hammon offers them the rewards listed for each animal's encounter, depending on the conditions of the animal's return.

However, if the PCs succeed on a Diplomacy check (DC 30 minus 5 per EL of that encounter), Hammon is willing to reward them as if they completed it in a more rewarding condition. This allows the PCs to earn slightly more gold for that encounter and have more healing available.

Although the PCs can do this encounter after every animal return, they only receive experience for completing it once.

Treasure: There is no treasure itself from this encounter, but it may increase the amount received from another encounter.

APL 1: Loot – 0 gp, Coin – 0 gp, Magic – 0 gp.

Development: Once the PCs have returned all the animals they volunteered to bring back, or have decide that they will not pursue any more animals, they should return to Hammon.

Once the PCs return their first animal to Hammon, he informs them that the dark cloaked group no longer wants to participate, and they even gave back the piece of the *Broken Storage Device* given to them earlier. If the PCs decide they want to carry this piece as well, give them two handouts for the next few animals they gather, so they should receive all of the 'flashbacks'.

Once the PCs bring back their third animals (or fourth if time permits), if the PCs did not decide to bring back Chocolate, Hammon also informs the party that evidence of someone was discovered there. The group that discovered it has decided not to further investigate that area. Knowing that the Pale authorities would be interested in the culprit's capture, Hammon asks the PCs if they would be interested. If they are interested, proceed to Encounter Five. If they are not interested either, then they are done; proceed to the Conclusion.

ENCOUNTER FIVE: THE TOAD LESS TRAVELED

This encounter takes place while the PCs are traveling back to the Bestiary if they ever are traveling with a loose animal (either leading or luring it back to the Bestiary). While they are making their way back, read or paraphrase the following:

Just as you crest a small hill, you see a wagon only 60 feet away. There are still 2 horses attached to the wagon as a man is repairing a wheel. The wagon appears to be loaded with supplies, mostly foodstuffs, and a small girl sits in the front, with eyes wide at the creature you have with you. A large dog is also near the wagon, and it barks loudly as you came into view over the hill.

The PCs need to think quickly on their feet to overcome this surprise. See the Tactics section to determine how each animal will potentially react to this encounter. When the riding dog begins barking, the man by the wagon notices the approaching PCs. Also, the riding dog closes the distance to the PCs, placing itself halfway between the closest PC (or animal they are with) and the wagon.

APL 1 (EL 2):

Pony (2): hp 11; *Monster Manual* 277.

Riding Dog: hp 13; *Monster Manual* 272.

Farmer Sten: male human Com2; hp 7; see Appendix 1.

Tactics:

Neequay: Neequay is hostile towards the horses, the riding dog, and the man if he is “protecting” a small PC. He puts himself between the PC and the wagon. If any of the above creatures approach, Neequay views this as a threat and attacks them.

Chocolate: If Chocolate is engaged in a game of “tag”, then she does not engage anything in the wagon unless they approach her. If the riding dog sees Chocolate “attack” any humanoid, it tries to save them by attacking Chocolate.

Oinker: If Oinker is loose, she runs for the wagon, with the intent of hiding in the shade underneath it. However, Farmer Sten and the dog may not know this and attack her if she can’t make it under the wagon in a single round. Once she is under the wagon, the horses spook and flee and the riding dog engages Oinker. At this point, the PCs must attempt to stop the run away wagon (and the child), and attempt to subdue Oinker.

Smarty and Fuzzy: Since they are outnumbered, and the wagon does not hold any raw meat for them, they only harass the dog, and then flee if the dog ever successfully strikes them.

Jujibel: The only interest Jujibel has in this situation is to get off the ground. She approaches the wagon and jumps onto the back of it if she gets close enough. This frightens the child as well as the horses, causing them to flee.

Blackeye: Once Blackeye approaches within 40 feet of the horses, they flee with the wagon. Because of the barking, no matter what the PCs are doing, Blackeye investigates the strange

noise. See his encounter tactics (Encounter 4-f) for how he proceeds from that point.

Fleeing Wagon: Because of the broken wheel, the wagon’s speed is reduced to 5 feet. However, without a successful Balance check, the child is flung from the wagon because of the violent motion (assume the child has a +2 Balance modifier). Also, the boxes and foodstuffs fall out of the wagon.

Treasure: There is no treasure itself from this encounter, but see the Development for what happens when they finish overcoming this challenge.

APL 1: Loot – 0 gp, Coin – 1 gp, Magic – *potion of cure light wounds* (4gp each).

Detect Magic Results: *Potion of cure light wounds* (faint conjuration)

Development: If the wagon flees and the PCs are able to stop it before the child is flung out, Farmer Sten will reward them with 5 sp each.

If the dog engages any of the animals in combat and the PCs are able to assist before the dog is rendered unconscious, Farmer Sten will reward them with 5 sp each.

If the PCs qualify for both rewards, the farmer will also give them something he found buried in his farm 1 week ago: an old but still potent *potion of cure light wounds*.

ENCOUNTER SIX: FERRET OUT THE TROUBLEMAKER

This is the encounter where the PCs can meet Vargain, the man responsible for opening the cages at the bestiary.

If the PCs decide to further investigate the area near the stream, where the note was found, Hammon marks the location on a map, unless the PCs were the group that found the note in the first place.

Once the PCs arrive at the location, they can investigate where the cloth scrap and scroll case were found. Have them all make a Search check. Read or paraphrase the following, depending on the search check results of their investigation:

DC 5: ***Along a barely noticeable game trail, you see a disturbed area.***

DC 10: ***In a small area of recent disturbance, you find an imprint of a boot and hand.***

One of the boot imprints appears to be dragging.

DC 15: ***On nearby plants and leaves, you notice small smears of blood.***

The tear in the belt pouch happened when Vargain tripped while walking through the woods. He did not realize that his pouch had ripped, but did injure himself on a broken branch during the trip. The difficulty in tracking Vargain depends on how many clues the PCs were able to uncover. If they only noticed the disturbed area, it is a DC 12 Survival check and requires the Track feat. For each of the above clues, the DC is reduced by 2 (DC 10 for the dragging footprint and DC 8 if they also found the blood smears). This results in the tracks being easy enough for anyone to follow, even without the Track feat.

If the PCs are able to find and follow the tracks, they eventually enter a large grove of trees just south of Fensdale along the Yol River. It is here that Vargain has decided to set up camp and tend his minor wounds. Vargain has no real fear of being followed, since he isn't very knowledgeable at tracking and didn't think there was much that could lead anyone to him.

Because of the thick foliage and Vargain's skills at making a low impact in the wild, it is not possible to see Vargain's campsite until one is 20 feet from it. Once the PCs are within 50 feet of his camp though, have them attempt a DC 12 Wisdom check to notice the smell of his campfire. If they succeed, they can choose to proceed with stealth. If they don't, they won't know to proceed with stealth and will stumble upon his campsite.

If the PCs approach with stealth, have them roll Move Silently checks (with a -2 penalty due to the underbrush and snow patches) against Vargain's Listen check while they approach the remaining 30 feet before his camp is viewable. If Vargain hears them, he tries to hide.

Read or paraphrase the following, but change it if the PCs arrive under different circumstances:

As you finally pierce some low foliage, you see a small bedroll near a still burning fire. A small animal of some type is nearly done cooking over the fire. Bloodied bandages lie seen in a pile near the campfire. Also, near the bedroll are a prayer book and a backpack. (A DC 10 Knowledge [religion] check identifies the prayer book as one to Beory, the Old Faith goddess of the nature, also known as The Earth Mother.)

If at least one PC sees him, add the following:

Near the edge of the site, you see a man of Flan descent crouched in the foliage.

If Vargain did not hear the PCs approach, add the following instead:

Sitting near the fire, with his back towards you, is a man of Flan descent tending the fire. He is quietly singing a song about the magnificence of farming and hunting, and how oppression destroys beauty.

APL 1 (EL 3):

Vargain of the Fields: Exp3/Rgr1; hp 23; see Appendix 1.

Tactics: Vargain has no desire to fight, but will defend himself if need be. If the PCs sneak up on him, he tries to flee once he's able to act after the surprise round. If Vargain was hiding, he tries to flee the scene. This may result in a chase.

If Vargain believes he cannot to escape or evade the PCs, or if he is reduced to 5 hp, he surrenders.

Treasure: Vargain only possesses mundane gear, since he is really only a simple hunter that's had too much of the oppressive boot between the luzians, Stoneholders, and now the Pholtans.

APL 1: Loot – 14 gp, Coin – 3 gp, Magic –0gp.

Detect Magic Results: none

Development: If Vargain is captured, he will tell the PCs why he did what he did. He will attempt to get the sympathy of the PCs so they will let him go. If the PCs still bring him in, he will resign his fate to being under the boot of the oppressive Pale authorities (or at least, that's how he sees them). Either choice has consequences for the PCs, as noted in the Conclusions.

CONCLUSION

Read or paraphrase the following passages, depending on the various actions of the PCs:

If the PCs brought back all their animals with NO lethal damage (including the monkeys):

With the incident behind him, Hammon was able to enter negotiations with the Theocracy to aid in the rebuilding of the natural population of animals in Tenh. For this, he is forever grateful to you and has granted you an Honorary Membership into his Bestiary.

If the PCs captured Vargain and brought him back:
You brought a suspected criminal to the authorities. Because of this, the City Watch views you in a favorable light for your display of respect for the law. However, they also don't like the ideas of vigilantes running around in their jurisdiction.

If the PCs encountered Vargain but let him go:
For being sympathetic to Vargain's cause and beliefs, he has spread word to his community that you can be trusted and have not been corrupted by the oppressive nature of the Theocracy.

The End

CRITICAL EVENTS SUMMARY

Please email your answers to the following questions, as well as other comments or questions about this adventure, to either the author, Matt Thompson (rook1138@yahoo.com) or to the Pale Triad Point of Contact (poc@theocracyofthepale.com):

1. Did the PC turn in Vargain or let him go?
2. Which animals did the PCs recover?
3. Did the PCs kill any of the animals?

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 (objectives plus roleplaying) to each character.

Encounter One: Monkey Business

Recapture the Monkeys
APL1 30 xp

Encounter Four (max of 300xp from this encounter)

A: Bring Neequay back to the Bestiary
APL1 90 xp

B: Bring Chocolate back to the Bestiary
APL1 120 xp

C: Bring Oinker back to the Bestiary
APL1 90 xp

D: Bring Smarty and Fuzzy back to the Bestiary
APL1 90 xp

E: Bring Jujibel back to the Bestiary
APL1 120 xp

F: Bring Blackeye back to the Bestiary
APL1 120 xp

Interlude: Successfully negotiate for better pay from Hammon
APL1 30 xp

Encounter Five

Overcome the road hazard
APL1 60xp

Encounter Six

Defeat or capture Vargain
APL1 90 xp

Story Award

Rescued any animals:
APL1 5 xp per set of animals rescued (max 20 xp)
Confronted Vargain of the Fields:
APL1 35 xp

Discretionary roleplaying award

APL1 35 xp

Total possible experience:

APL1 510 xp (capped at 450xp)

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 minutes 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 (i.e., 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 pieces 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 treasure from each encounter add it up and that is the 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.

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

Encounter Two

APL 1: L: 0 gp; C: 30 gp; M: 6 *potions of cure light wounds* (4 gp each per potion)

Encounter Four-a

APL 1: L: 0 gp; C: 60 gp; M: 0 gp

Encounter Four-b

APL 1: L: 0 gp; C: 90 gp; M: *potion of cure moderate wounds* (25 gp each)

Encounter Four-c

APL 1: L: 0 gp; C: 60 gp; M: 0 gp

Encounter Four-d

APL 1: L: 0 gp; C: 60 gp; M: 0 gp

Encounter Four-e

APL 1: L: 0 gp; C: 90 gp; M: 0 gp

Encounter Four-f

APL 1: L: 0 gp; C: 90 gp; M: 0 gp

Encounter Five

APL 1: Loot – 0 gp, Coin – 1 gp, Magic – *potion of cure light wounds* (4gp each).

Encounter Six

APL 1: L: 74 gp; C: 3 gp; M: N/A

Total Possible Treasure

APL 1: L: 74 gp; C: 484 gp; M: 53 gp - Total: 611 gp (capped at 450 gp)

Special

Free Trinket: These small trinkets have no resale value or significance. They are about 2 inches in size and are made of various materials in a variety of animal forms. The PC was given one in a velvet bag as a promotion for Hammon's Bestiary. It can be sold for 0 gp. Circle which one (material and animal) the PC received—for example, the Pewter Donkey.

<u>Material</u>	<u>Animals</u>
Steel	Lion
Darkwood	Bear
Iron	Ape
Ironwood	Donkey
Pewter	Badger
Amber	Constrictor Snake

Favor of the Beast Master: The PC was able to recover the missing animals without resorting to lethal damage. For this, Hammon has given you a small badge that is 2 metallic green leaves with a silver border. If worn openly, the PC receives a +2 circumstance bonus to all Cha- and Cha-based skill checks when dealing with NPC members of the Natural Order, the Shapers of Sun and Stone, any other Pale meta-organization that is pro-nature, and any Pale NPC who is a friend to animalkind (at the judge's discretion).

Favor of the City Watch: For bringing a suspected criminal into custody, the PC receives a +2 circumstance bonus to all Cha- and Cha-based skill checks when dealing with members of the Hatherleigh City Watch. However, the Watch also views the PC as being a potential vigilante, and may view them negatively if this behavior continues regularly.

Favor of the Fields: For letting Vargain go, he has spread word to other Tenhas who oppose the

Pale's expansion. The PC receives a +2 circumstance bonus to all Cha- and Cha-based skill checks when dealing with Tenha Flan of the Old Faith in Pale scenarios. The PCs maintain this favor as long as they don't act negatively to Tenha Flan in the future.

ITEMS FOR THE ADVENTURE RECORD

Since this is an Introductory Scenario, there is no item access.

APPENDIX 1: APL 1

ENCOUNTER 5: THE TOAD LESS TRAVELED

Farmer Sten: Male human (Oeridian) Com2; CR 1; Medium Humanoid (human); HD 2d4+2; hp 7; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +1; Grp +2; Atk or Full Atk +2 melee (1d6+1, club) or +2 ranged (1d6+1, club); SA —; SQ —; AL LN; SV Fort +1, Ref +1, Will +2; Str 13, Dex 12, Con 13, Int 10, Wis 14, Cha 11.

Skills and Feats: Handle Animal +5, Profession (farmer) +10, Spot +7; Great Fortitude, Skill Focus (Profession [farmer]).

Languages: Common.

Possessions: Club, commoner's clothing; wagon, 100 lbs. of foodstuffs, 2 ponies, riding dog; young daughter.

Description: Farmer Sten is a hardy Oeridian. He has the grizzled look of someone who has spent many summers in the sun and working hard. His hands are gnarled and callused. He wears a plain home-spun shirt and old but well kept trousers.

ENCOUNTER 6: FERRET OUT THE TROUBLE MAKER

Vargain of the Fields: Male human (Flan) Exp3/Rgr1 (Beory); CR 3; Medium Humanoid (human); HD 3d6+1d8+4; hp 23; Init +7; Spd 30 ft.; AC 17 (+3 Dex, +3 armor, +1 shield), touch 13, flat-footed 14; Base Atk +3; Grp +4; Atk or Full Atk +4 melee (1d6+1, club) or +7 ranged (1d8+1/x3, masterwork composite longbow [+1 Str bonus]); SA —; SQ favored enemy animals +2, wild empathy; AL NN; SV Fort +4, Ref +6, Will +3; Str 13, Dex 16, Con 13, Int 12, Wis 10, Cha 11.

Skills and Feats: Handle Animal +5, Hide +12, Jump +2, Knowledge (nature) +8, Listen +9, Move Silently +12, Profession (hunter) +5, Ride +5, Search +6, Spot +9, Survival +7 (+9 when following tracks or aboveground, +11 when following tracks aboveground), Use Rope +4; Alertness, Improved Initiative, Stealthy, Track (B).

Languages: Common, Flan.

Favored Enemy (Ex): Vargain gains a +2 bonus to the following things when dealing with animals: Bluff, Listen, Sense Motive, Spot, Survival, and weapon damage.

Wild Empathy (Ex): Vargain can make a check (1d20+3) to improve the attitude of a wild animal. He must be within 30 ft of the animal, and it takes 1 minute to perform this action.

Possessions: Masterwork studded leather armor (175gp), masterwork buckler (165gp), club (0gp), masterwork composite longbow (+1 Str bonus) (500gp), 20 arrows (1gp), dagger (2gp), backpack (2gp), bedroll (1sp), hooded lantern (7gp), 4 pints of oil (4sp), flint and steel (1gp), tent (10gp), waterskin (1gp), 3 days of trail rations (1.5gp), diary (1gp), prayer book (5gp), 5 wolf furs (20gp), 15gp, 8sp. Total gear = 892gp+15.8gp in coin (77gp per PC)

Description: Vargain is a pure-blooded Flan human, originally from Tenh. He has a very wiry frame, which aids him when stalking prey. He dresses in a mottled cloak of greens, greys, and browns. Since he was attempting to infiltrate the Pale, he has dirtied himself to cover his scent, as well as to darken his bronze skin.

APPENDIX 2: ANIMAL TRAITS AND TRICKS

All of the animals at Hammon's Bestiary are effectively wild and untrained. They do not respond well to Handle Animal checks (-10 penalty), but they do respond to Wild Empathy (+5 to this check if the PC demonstrates something the animal likes, according to their description). Most of them have a distinct personality, though, which can be learned from talking with the handlers. Armed with this knowledge, the PCs should be able to devise a workable plan to recapture the animals without bloodshed (on the animals' or PCs' part). Each animal entry has some possible plans the PCs might attempt and how to adjudicate them (or if the PCs are coming up dry, you can also drop a few hints).

The EL listed of each animal or group of animals reflects a modifier for tactics. For example, the PCs are expected to use nonlethal attacks, which make it harder to hit the animal and therefore make the EL higher.

NEEQUAY

Ape (CR 2, EL 3 for restrictive PC tactics)

Neequay loves children and small, furry animals. He is very gentle and protective when dealing with any living thing of Small size or smaller. If a creature of Medium size approaches, he immediately drops his "charge" and stands between them and the newcomer. He reacts violently if the newcomer approaches, or bares their teeth. If the newcomer is also Small, he does not react with hostility, but instead moves to cradle them and pet their heads. If he has access to any food, he offers it to his "charges". He really loves the taste of tubers (potatoes and the like).

Where he can be found: Yesterday evening, while Hammon and his workers were setting up the Bestiary, the family who owns the land they are setting up on was allowed a "behind the scenes" tour. On this tour, their youngest girl, Pentara, dropped her small rag doll near Neequay's cage. Neequay picked up the doll and placed it in his bed. When his cage was opened at night, Neequay took that opportunity to visit the girl that gave him the doll. The doll is still located in his bed and can easily be found (DC 12 Search check). If the PCs ask about the doll, they can discover that it belonged to the local farmer's girl that toured last night. Hammon can give the PCs details if this information is brought to his attention.

Possible PC tactics: If one of the PCs is Small, that PC can approach Neequay and eventually lead him away, provided any Medium PCs cannot be seen. If there are no Small PCs, or the PCs do not wish to remain off-scene, they can lure Neequay with a small animal or some cooked potatoes. This will get Neequay to come to them, and possibly into a trap or ambush.

CHOCOLATE

Bear, Brown (CR 4, EL 4 because of restrictive PC tactics and reduced creature tactics)

Chocolate loves to play and is extremely friendly and approachable. She has experience with dealing with the "fragile bearlings" (humanoids). When "roughhousing", she likes to romp around and chase her handler. If she ever ends up adjacent to him, she attempts to "hug" him (a grapple check, which provokes an attack of opportunity, doing 1d4 nonlethal damage if the check succeeds). Once he is caught, she "hugs" him loosely, and occasionally bats him around a little (grapple for damage, doing nonlethal unarmed damage (1d4) and she uses no Str bonus to damage) in the hug. She also doesn't mind being batted around herself, but if she ever takes any lethal damage or more than 10 points of nonlethal damage in a single attack, she thinks that it's OK to "play rougher" and no longer holds back her strength. If this happens again (either lethal or too much nonlethal), she doesn't hold back anything and strikes with her claws for lethal as well, since playtime is over.

Where she can be found: Because she likes to play, she followed Vargain after he left the Bestiary. On that route, she encountered a small copse of trees and a small stream, and was quickly distracted. She can be found catching fish and romping around in the chilled water.

Possible PC tactics: The PCs can easily approach Chocolate after she is napping from fishing and romping. If they give her a playful slap (remember the parameters above), she will think it's time to 'roughhouse' and get up. She gives the slapping PC a slight head start (1 round) before pursuing. If she is unable to catch the PC, she chases him as long as he stays within a short distance (slightly over a single move). If she catches the target, see her 'roughhousing' strategy above.

OINKER

Boar (CR 2, EL 3 for restrictive PC tactics)

Oinker is an ornery lass, and quite the bully. She generally loves to hurt anything smaller than her. She also doesn't particularly like bright light. She does have one very strong weakness though. She loves freshly stewed berries.

Where she can be found: It was dark when her cage was opened, so she had no problems leaving to roam. Also, because of the wind, it was possible to smell the midnight preparations coming from Connely's Crust and Crumb at the edge of Hatherleigh. The bakery's special for today is berry pie, and she started stewing the berries quite early, to make sure they had time to cool and gel before the store opened. With that aroma wafting towards her, Oinker made her way to the Bakery. Before she could make it though, the sun began to crest above the horizon. Oinker quickly made her way to a small barn, only two doors down from the Bakery.

Possible PC tactics: The PCs can try to get close in the darkness if there is a Medium-sized PC, or a Small PC on stilts or something. Even then, Oinker will likely only stay put if the PC has a treat for her: 95% likely to stay if its stewed berries, 75% if it's any other stewed fruit, but only 50% if it's any other type of food. Once close, the PC had better act fast.

If they don't want to approach, Oinker tries to get past them by goring them in their legs and other spots. If she gets free, she makes quite a ruckus.

SMARTY AND FUZZY

Hyenas (CR 1 each, EL 3 for restrictive PC tactics, but possibly lower if the hyenas are full)

Smarty is a male hyena, and protects Fuzzy, a female, as his mate. When left alone, they love to play with each other, laze in the sun, and "stalk" people passing their cages. If they are near people, with no barriers between them, the pair likes to scare those around them if they can. They chomp, pounce towards, and generally present a threatening visage to anyone near them. If their target attempts to flee, they give chase for a short time (1d4+1 rounds) before stopping and sharing a laugh. However, they themselves are actually somewhat cowardly, and shrink away at the first sign of "standing one's ground", since it isn't fun anymore.

Where they can be found: Being scavengers by nature, they were drawn to the aroma wafting from behind the butcher's shop on the northwest side of Hatherleigh. They made a beeline for the butcher's trash pile. After they gorged themselves, they moved to a field not far from the trash pile to sit in the sun and digest their findings, leaving a smattering of entrails and organs from the butcher's shop. This trail can be easily found if one is looking for a trail, otherwise it isn't obvious (DC 12 Search check, or anyone with the Track feat, or any animal with the Scent special quality). At any given moment, the hyenas are either sitting under the sun, heading to the trash pile, gorging at the trash pile, or heading back to sit in the sun. Determine where they are randomly when the PCs arrive on scene. Because of their gorging, if they are lying in the sun or returning from gorging, they are very sluggish (-4 Dex) and slow (-20 ft. base speed), and not paying attention, so give the PCs a surprise round. If they are heading towards the trash pile, the two groups will probably see each other. The hyenas will attempt to scare the PCs. If this works, they will chase them. If it doesn't, they will slowly back out of the area. If they are gorging at the pile, the PCs get a surprise round.

Possible PC tactics: If the PCs think to check any places where raw meat can commonly be found, they will most likely be able to discover the trail behind the butchers shop. They can attempt to subdue them in combat, which can be dangerous if the hyenas are not sluggish. The PCs can also attempt to lure them into a mobile, secure box with bait from the rubbish pile.

JUJIBEL

Leopard (CR 2, EL 4 for restrictive PC tactics and creature's terrain advantage)

Jujibel loves to climb. Her pen has a slew of fake trees and branches on which she likes to perch herself. She is rarely seen on the ground, even when feeding.

Where she can be found: There are several small groves to the northwest and within an easy walk from the bestiary. She is locating in one of those groves as described in the details of her encounter (see encounter 4-h).

Possible PC tactics: The PCs can attempt to pursue her into the tree she has climbed. If a PC gets close, she climbs higher into the tree. Eventually, there is no room left for her to climb. At this point, she either jumps to another tree or tries to scare the pursuer away until they fall or subdue her. Another option is to simply cut the tree down and hope to capture her on the ground. This may have other consequences though, since Jujibel will be taking the falling damage without the ability to slow her fall. Also, unless a PC has ranks in Profession (lumberjack) or similar skill, roll scatter to see which way the tree falls. If a PC is in line with the fall and within 30 feet of the tree, they need to succeed on a DC 15 Reflex save or take 2d6 points of damage.

BLACKEYE

Rhinoceros (CR 4, EL 4 with restrictive PC tactics offset by creature's handicap)

Blackeye has very poor eyesight. His vision is just enough for him to make out shapes and movement within 30 feet. (In game terms, creatures 35 or more feet away have total concealment, while nearer creatures have concealment.) He is also fiercely territorial. His cage had a safety perimeter of 40 feet around it. If he hears movement, he usually approaches slowly (5-10 feet per round) until he can barely make out what's making the noise. If he notices movement of something Medium to Huge size, he views it as a threat to his 'territory' and immediately charges. Because of his limited visual acuity, however, he is as likely to strike several feet in front of the target as he is to accidentally overrun them.

DM Note: Before charging, determine randomly if Blackeye stops 10 feet short of the target, overruns the target and stops 10 feet past them, or actually gauges the distance right. If he actually judged the distance right, he still suffers a 20% miss chance from his blurred vision.

Where he can be found: Because of his eyesight, he is not far from the Bestiary. He has taken up residency at a nearby ranch's pasture, about 2 miles south of the Bestiary. The rancher's prized horses avoid him, since a one horse was already overrun. The horse was able to limp away after the attack before Blackeye could circle back around. The workers of the Bestiary sent out earlier thought they found him here, but they rancher chased them away, thinking they were thieves.

Possible PC tactics: Armed with this information, the PCs can set up a box trap for Blackeye, with a PC as bait in front of it. If he charges past the PC (hopefully the PC was able to get out of the way in time), he will be stuck in the box.

APPENDIX 3: THE OTHER HUNTERS

When the PCs are first brought into Hammon's Tent, two other groups have also been invited in.

Below are the descriptions for both groups, their general *modus operandi*, and what animals they will pick and in what order.

Group 1: Hunter's Mercy (generally NG)

This is a group of nature-friendly individuals. Their leader, Fridry, is an elven druid. His companions are Jorge, Pooker, and Nedara (dwarf ranger, halfling fighter, and human rogue). They wear matching green cloaks, and silver brooches with a leaf motif. They are generally fairly friendly, and offer any tips on animal-safe trapping techniques, and will offer other pointers if asked. Because of their party make-up and capabilities, they will pick the animals with the highest CR first, working their way down: Striper the tiger, Blackeye the rhino; Chocolate the bear; Jujibel the leopard; Oinker the boar; Neequay the ape; Smarty and Fuzzy the hyenas. They pick Striper before anyone else does. This will hopefully give the PCs the idea to "stake a claim". For this reason, Striper the Tiger is not included as an encounter or described.

Group 2: Dark Stalkers (generally LN)

This is a group of mercenaries that rarely show compassion. Their leader, Maklar, is a human fighter/rogue. His companions are Stephenzen, Rakary, and Lerro (human cleric(Zilchus)/ftr, human rogue, and gnome sorcerer). They wear dark, deep-hooded cloaks that reveal little of their features. They generally whisper amongst themselves, rarely talking to others unless forced to. They offer no aid, even if asked. They pick the animals with the lowest CR first, and then work their way up, in the reverse order of the Hunter's Mercy group.

APPENDIX 4: SNARE AND PEN CREATION RULES

It is possible for the PCs to create snares and pens for capturing and transporting any of the animals that they encounter. Below outlines the Craft DC and mechanics for a few useful traps. For more information about making them, see pg. 74 of the *Dungeon Master Guide*.

Easy Snare Trap: CR 1/3; mechanical; location trigger; manual reset; DC 15 Reflex save to avoid. Entangled; Search DC 15; Disable Device DC 15. Materials needed: rope, net. Takes 1 minute to make a DC 10 Craft (trapmaking) check.

Difficult Snare Trap: CR 1/2; mechanical; location trigger; manual reset; DC 20 Reflex save to avoid. Entangled; Search DC 15; Disable Device DC 15. Materials needed: rope, net. Takes 5 minutes to make a DC 15 Craft (trapmaking) check.

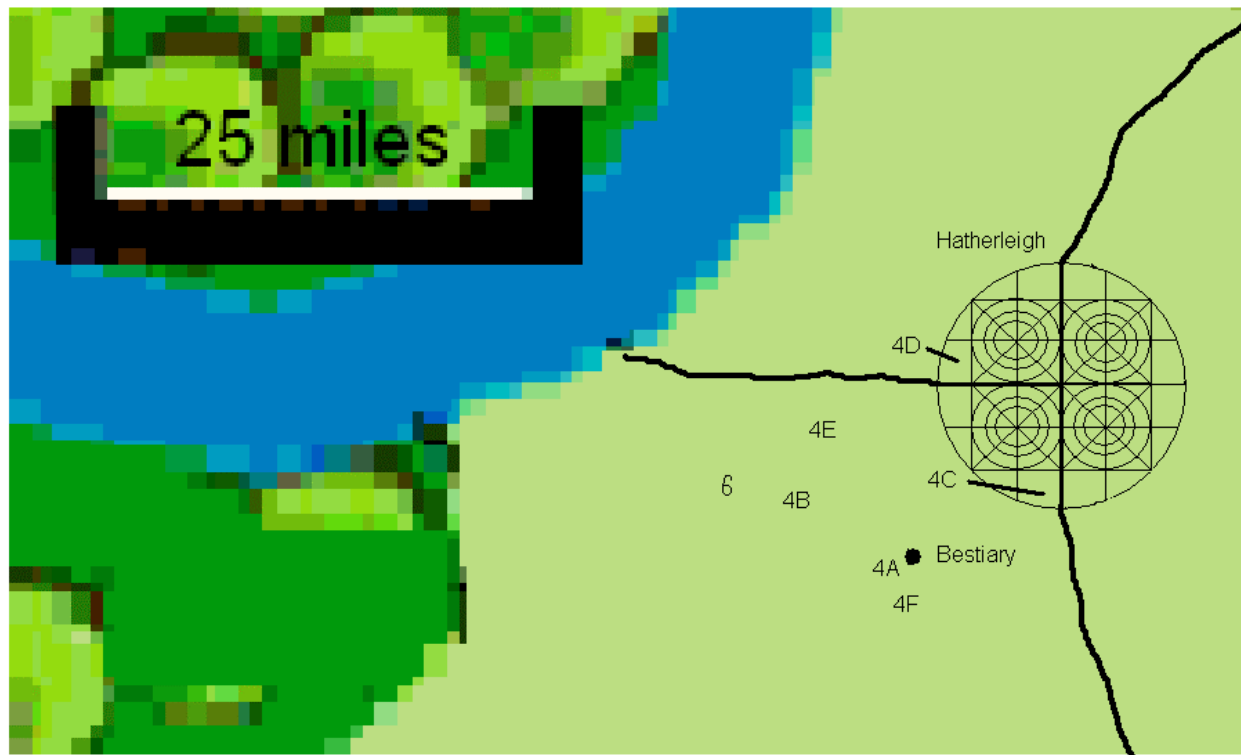
Impossible Snare Trap: CR 1; mechanical; location trigger; manual reset; DC 25 Reflex save to avoid. Entangled; Search DC 15; Disable Device DC 15. Materials needed: rope, net. Takes 10 minutes to make a DC 20 Craft (trapmaking) check.

Simple Pen: DC 15 Str or Jump check to escape. Materials needed: 100ft of rope or 200 nails, 8 10ft wooden boards, and 4 posts. Takes 30 minutes to make a DC 10 Craft (carpentry) check. Each person assisting reduces the time by 5 minutes (minimum 5 minutes). For each 5 points by which a trained person beats the DC, the overall time is reduced by 5 minutes (minimum 5 minutes).

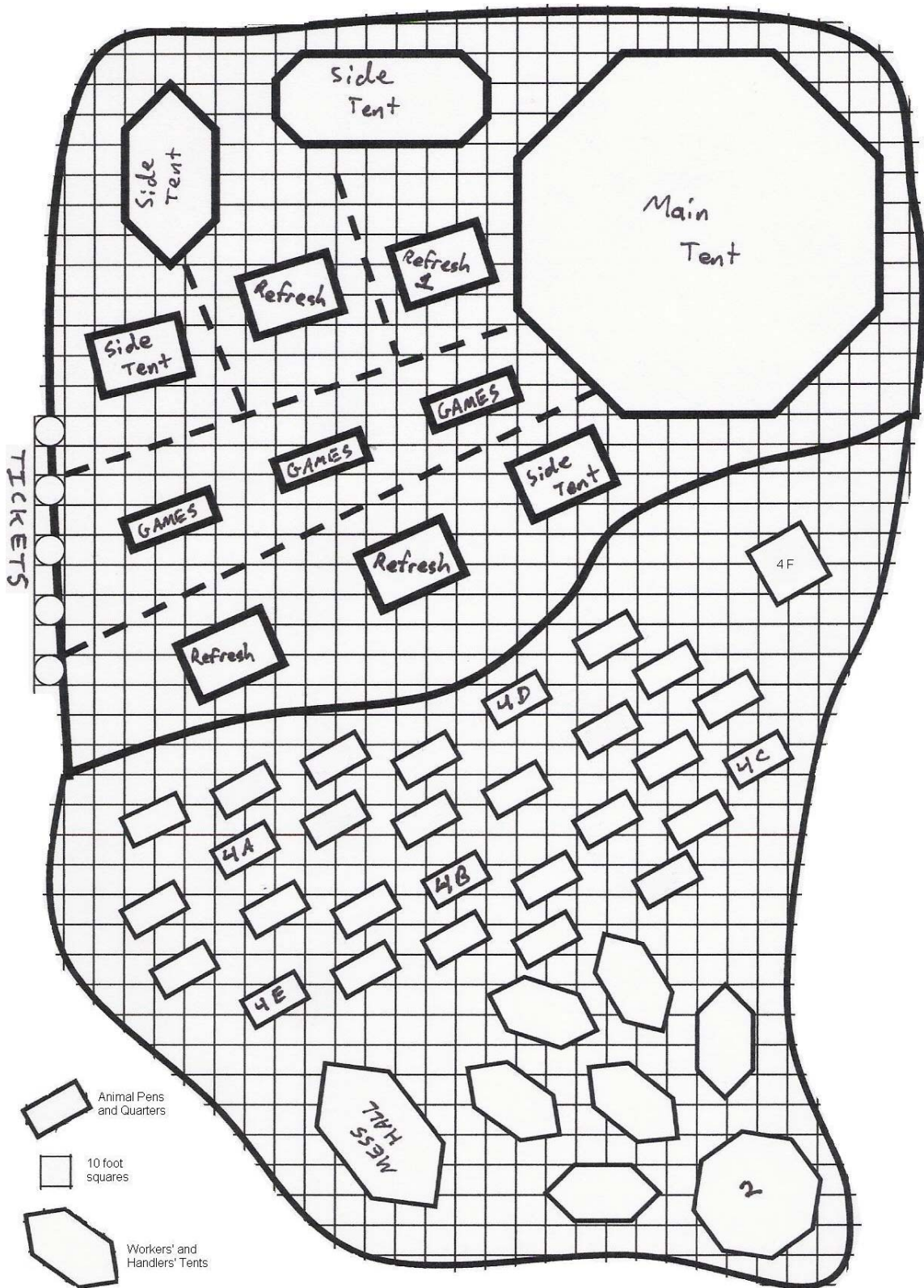
Difficult Pen: DC 20 Str or Jump check to escape. Materials needed: 150ft of rope or 400 nails, 12 10ft wooden boards, and 4 posts. Takes 45 minutes to make a DC 15 Craft (carpentry) check. Each person assisting reduces the time by 5 minutes (minimum 10 minutes). For each 5 points by which a trained person beats the DC, the overall time is reduced by 5 minutes (minimum 10 minutes).

Impossible Pen: DC 25 Str or Jump check to escape. Materials needed: 150ft of rope or 400 nails, 12 10ft wooden boards, 4 posts, and 5 steel sheets. Takes 45 minutes to make a DC 15 Craft (carpentry) check, and another 30 minutes for a DC 20 Craft (blacksmithing) check. Each person assisting reduces the time by 5 minutes (minimum 10 minutes) for that check. For each 5 points by which a trained person beats the DC, the overall time for that check is reduced by 5 minutes (minimum 10 minutes).

MAP 1: AREA AROUND HATHERLEIGH



MAP 2: THE BESTIARY



DM AID 1: SPECIAL RULES FOR THE PALE

Non-Pholtan Holy Symbols

It is illegal for adventurers to display a human holy symbol other than that of Pholtus in the Pale.

The intent of this rule is to properly depict the flavor of the Pale as a single religion theocracy ruled over by the Church of the One True Path and not to create player-vs.-player conflict. It is meant to enhance the role-playing of living under a religious government that does not allow freedom of religion.

PCs displaying the holy symbol of any human deity other than that of Pholtus should be fined and their holy symbol should be confiscated for destruction by the Palish authorities. The amount of the fine varies by APL: APL 2—90gp, APL 4—130gp, APL 6—180gp, APL 8—260gp, APL 10—460gp, APL 12—660gp. The confiscation and fine should take place as soon as any Palish authorities notice the holy symbol. This may leave a non-Pholtan cleric without his holy symbol for the adventure, as non-Pholtan holy symbols may not be purchased in the Pale without taking special actions. Non-human PCs are exempt from this law when displaying their racial deities' holy symbol(s). Non-humans are heathens who cannot even recognize the glory of Pholtus due to their beliefs in their own racial deities. If they can be brought to the light of Pholtus, this is good and perhaps they can be redeemed, but if they do not, it is of no consequence. Non-humans wearing the holy symbols of a human deity are treated the same as a human wearing a non-Pholtan holy symbol as they have shown that their souls have chosen to acknowledge human beliefs and culture, and they should, therefore, be brought to the truth of Pholtus.

Some deities require special adjudication for this rule due to their positions within non-human cultures as well as within human cultures.

- Bleredd – Considered a human deity due to his origins as an Oeridian deity and continued worship by Oeridians.
- Ehlonna – Considered an elven deity when worn as a holy symbol by elves only. This is due to special dispensation and negotiations with the Phostaldaron to allow for continued use of the Treaty Road through the Phostwood and into Tenh for the liberation and relief efforts in that region. All non-elves will be penalized as if violating the law even if they are not human as Ehlonna is considered to be a human deity.
- Fortubo – Considered a dwarven deity as he has withdrawn his support from the Suel, where his origins lie, in favor of fighting against the derro and their evil deity.
- Jascar – Considered a human deity, his origins are Suel and his primary worshippers still include many Suel.
- Nazarn – Considered a half-orc deity, since even though his origin is Suel, he was a half-orc himself and is venerated primarily by half-orcs
- Ulaa – Considered a human deity due to her position as the wife of the Oeridian god, Bleredd, and her worship by humans

Deities with Special Consideration due to their status:

- St. Cuthbert – Clergy loyal to St. Cuthbert were found to be working with clergy loyal to an infernal deity in the past. Displaying the holy symbol of St. Cuthbert is as offensive as displaying the holy symbol of a force of Chaos. See the next entry for worshippers of Chaotic deities.
- Chaotic Deities – Worshippers of Chaotic deities are fined double the usual fine, for being Agents of Chaos.
- Evil Deities – If a PC is found to be carrying the unholy symbol of an evil deity, all normal actions will be taken, and a *geas/quest* is cast on the PC to keep him from touching the unholy symbols of evil deities in the future. (The above assumes that the PC is not actually a cleric of the evil deity, since that is prohibited in the Living Greyhawk Campaign.)

No PC may enforce this rule through combat or offensive physical actions. Player-vs-player conflict will be adjudicated as a violation of the RPGA General Rules, as always. If one PC chooses to report another PC to the authorities for a violation of this law, he will also be questioned and detained as to why he was associating with such a heathen, but will not be penalized.

For fair adjudication of this rule in the Theocracy of the Pale, some in-game rules are required for skills like Bluff and the hiding of non-Pholtan holy symbols:

1. To locate a non-Pholtan holy symbol in the Pale requires a DC 25 Gather Information check and the holy symbol will cost twice the standard price listed in the *Player's Handbook* price.
2. To craft a new wooden holy symbol requires a DC 15 Craft (jewelrymaking) or (woodcarving) check.
3. Seeing a holy symbol in its normal location around the neck as a necklace unless engaged in conversation or within a normal conversational distance from someone is a DC 10 (the average Pale legal authority has an average Spot skill of +2). Holy symbols worn as other pieces of jewelry are not readily recognized as holy symbols at this time and require a DC 20 Spot check to notice followed by a DC 15 Knowledge (religion) check to identify the holy symbol since it is a non-standard holy symbol; it is the same Spot check even if engaged in conversation as most people look to the neck to notice holy symbols.
4. It is a Bluff check or Sleight of Hand check (player's choice) opposed by Spot checks may be used to cast a spell using a holy symbol without the other person being able to see the holy symbol being used to cast the spell. The person attempting this has a -5 circumstance penalty due to the requirement of forceful presentation of holy symbols to cast spells where they are required as the divine focus.
5. It is a DC 10 Knowledge (religion) check to identify the holy symbol of most deities. Some more obscure deities require a DC 15 and some extremely obscure deities may require a higher check to identify their holy symbols. Judges should use their best judgement on this, but a simple guide is if the deity is listed in the *Player's Handbook* or is a greater deity according to the LG deities' document, it is probably only a DC 10 check. If you haven't heard of the deity before, the deity is probably obscure.

Arcane Registration by Arcane Spellcasters

Arcane magic is distrusted in the Theocracy of the Pale. Thus, the law requires all arcane spellcasters to register with the government. (Registry with the government is not the same as membership in the Arcanist Guild, which is a meta-game organization.) The Church is very diligent about informing foreigners of this law, so most traveling spellcasters are promptly registered as well.

Any PC who is found not to be registered as an arcane spellcaster within the Pale will be arrested and confined to service within a New Dawn Camp for a period of 4 TU (one month in game terms). The arcanist will immediately be registered as such in the Pale as a part of his arrest.

In Pale Regional scenarios, city guards or other officials may ask any known arcane casters to show proof of registration. As the player of an arcane caster, you may download and print the Arcane Registration Certificate from the Pale regional website (http://www.theocracyofthepale.com/downloads/arcane_registration.pdf). If you are judging a scenario, you might want to print some certificates, in case any players with arcanist PCs have not done so for themselves. Just because a player has failed to print this certificate for his character is not a reason to punish his PC; if the player just did not have the opportunity or means to print a certificate, you may assume he is registered if he says he is though you may wish to document this on his AR. Once an arcanist has been arrested, he is registered in the Pale and this should be documented on his AR. It does not matter if he destroys his certificate or not as the Pale keeps diligent records of the registered arcanists and this information is transcribed to the registration books throughout the Pale once a month.

Arcane spellcaster characters may attempt to utilize forged documents if they so choose. It requires a Bluff check opposed by the Sense Motive check of the authorities attempting to verify the PCs registration paperwork to succeed at this ruse. Failure results in arrest for not being registered and an additional 500 gp fine for forging official Pale documents. (If the PC has the ability to forge documents, this check may be used in lieu of his Bluff check).

DM AID 2: DESCRIPTION OF HATHERLEIGH

(Excerpted from the Pale Gazetteer, available at www.theocracyofthepale.com.)

Hatherleigh is the capital of the Prelacy of the Phostwood. The city is located in the south of the western region of the Theocracy of the Pale, about twenty-five miles from the southeastern edge of the Phostwood. Hatherleigh has a population of approximately 29,400 people. Of these, 85% are human, 10% are half-elves, and 5% are elves. Despite its thousands of residents, Hatherleigh has maintained a rustic feel to it. This may be due to the influence of the Phostaldaron and the city's proximity to the Phostwood. The residents of Hatherleigh are very progressive in their outlook towards the worship of Pholtus but are still devout Pholtans. Prelate Carindrell, himself a conservative, rules the Prelacy of the Phostwood from the city of Hatherleigh. He was brought to the Pale from Nyrond in CY 595, shortly after Filias Farsonol stepped down as Prelate of Hatherleigh to oversee the Pale's new territory in eastern Tenh.

The city of Hatherleigh is constructed primarily of wood and is laid out in a combination of grid and circular patterns. The city has some elven influence apparent in its architecture but overall it is a human city. The city streets seem to emanate from four circles squared in opposition to each other; this organization creates a strange jumble of streets seemingly going in random directions, but when viewed on a map shows a strong sense of order. The city is surrounded by a small stone wall, which is only around twenty feet tall.

Hatherleigh's temple, at the center of the city, is the only completely wooden temple to Pholtus in all of the Theocracy. The Temple of Sunrise is a beautiful structure constructed with a combination of oak and darkwood; one would almost think it was an elven temple if not for the mural of Pholtus carved with care into the front of the structure. The temple is large enough to house all the priests and attendants of the city. The Prelate lives in a small home on the temple grounds. Directly across the street from the temple to the east is a keep, which serves as the home of the Pholtan Knights Valorous, Order of Celene. Also inside the walls is an Arcanist Guildhall. The Guildhall in Hatherleigh boasts the largest numbers of elves and half-elves in all of the Theocracy. It is also said the researchers of this hall have dedicated themselves to the study of the Phostwood and the strange phenomena that occur within its borders.

The most striking feature of Hatherleigh is its large elven quarter. The elves and half-elves dwelling in Hatherleigh have constructed an elven city within the boundaries of the city for their homes. The quarter is a beautiful garden of trees to most of the residents and visitors to Hatherleigh, but in the boughs of the trees above is a small community of elves who call Hatherleigh home and tend to the numerous gardens scattered about the city.

There are numerous farms around Hatherleigh, but most of the food for this city is provided by hunting the deer that roam the lands near the Phostwood. The Trailblazers (an order of rangers) once called this city home before they were incorporated into the Prelatal Army as their Scout Corps and their presence is still felt in the hunting industry of the city. The Scout Corps still maintains what they consider their headquarters here in Hatherleigh in the southeast quarter of the city. The city also boasts a tradition of fine horse-breeding and a large number of pig farms, where the pigs have been bred from the large boars found inside the Phostwood and the Nutherwood. The agricultural crops are mostly corn in this region of the Pale.

Hatherleigh is home of the Prelatal Army's Sixth Dawn Command. They maintain a complex of buildings set up similar to an encampment but with permanent structures outside the city. The Pale Patrol has a similar complex attached to the Prelatal Army's complex.

The Church Militant maintains a very small contingent in Hatherleigh. The Church of the One True Path believes it is better not to inflame relationships with the Phostaldaron by maintaining too large a force of the Church Militant so close to the Phostwood.

PLAYER HANDOUT 1

Come One, Come all
See AMAZING animals from all corners of Oerth.
Come early
The first 100 in line will receive free admission
plus a free keepsake and refreshments

PLAYER HANDOUT 2

Striper	Up to 120gp		
Neequay	Up to 60gp		
Chocolate	Up to 90gp		
Oinker	Up to 60gp		
Smarty and Fuzzy	Up to 60gp		
Jujibel	Up to 90gp		
Blackeye	Up to 90gp		

PLAYER HANDOUT 3

The broken item found was a magical device used to store memory. Vargain found it while he was a slave to the Stoneholders. He and his wife infused it with their memories, both good and bad, so they always had a connection to each other. Because it was broken in his incursion (and Vargain doesn't know it was left behind), it occasionally leaks magical energy, including the information stored within: images from their happy life before the Greyhawk Wars, then their captivity by the forces of luz and Stonehold, and then the Pale's attack on the city of Calbut in order to liberate (occupy) eastern Tenh. Once the PCs have seen more than one image, if they ask, the man and the woman are the same in each image. When Vargain is met in Encounter Six, anyone who has seen an image recognizes him. Also, anyone who views the images and succeeds at a Knowledge (religion) check can identify the following symbols: The grinning skull of luz (DC 12), The red blood drop of Erythnul (DC 12), the Two Moons of Pholtus (DC 10), the Sun-Face of Pelor (DC 12), and the Green Disk of Beory (DC 12).

Give the PCs pieces of the handout in order from A-F (or two at a time if the PCs also have the second broken piece, which the Dark Stalker mercenaries give back to Hammon when they give up).

3A

Your mind flashes as you are bombarded with images and feelings. You see a beautiful Flan woman, holding the hands of a weather-worn Flan man. They are walking in a wooded area. Suddenly, the background flashes. The trees begin to wither and die. They are soon replaced by armored skeletons wearing the symbol of a grinning skull. You then see the man and woman being led away in chains by the skeletons.

3B

Your spirit burns as your soul is overwhelmed with power. A man and a woman are being pulled away from each other by a group of gaunt humans. One group wears the symbol of a grinning skull, the other a drop of red blood. The group with the grinning skull loses its grip on the couple, and slowly fades into non-existence. You then see the same couple, much younger, below a glowing sun, each adorned with a wreath and holding each other's hands while another figure speaks behind them wearing a stylized sun with a face. They have a loving expression in their eyes.

3C

An image of a woman clouds your mind. You see her toiling with chores, with a large, dirty man overseeing her and many others. She looks up at you, and a small glimpse of hope crosses her face. The image is replaced. Branches and brush whip by. You feel them as they scrape against your skin. A horn is sounded behind you. Suddenly you are immersed in cold water. All goes dark. You awaken on the water's edge, a dog licking your face. Again, the scene changes. You see a drawing of a walled city. You get the feeling of a great plan being developed. The image then blurs, more a hopeful image than anything, as you see the woman embracing you, but she appears much older than before.

3D

Your senses are inundated with the feelings of hope. You see a beautiful Flan woman smiling, her hair adorned with flowers. She sits on a blanket with a Flan man. They sup from a basket of wild berries, preserved meats, and wine. Suddenly, the woman disappears behind a thick stone wall. An ugly man with an amulet in the shape of a red blood drop steps around in front of the wall. He appears to offer the woman back, if the man can supply him with something. The man then leaves, trying to obtain the items needed. As the man is gathering these items, the sun rises, revealing a large ball of blinding light heading for the stone wall...

3E

You are besieged with the din of battle. Several soldiers clad in white tunics, wearing symbols of the two moons, lay siege to a large walled city. The wall falls, crushing all those beneath. You notice several of the army groups appear to not have uniforms at all, but individualized gear, radiating much power. They lead the armies against the city, many dying around them. Soon, the din fades. You see the face of a Flan woman, her body lying crushed beneath large stone blocks. Suddenly, your perception turns red. Three symbols block your view of everything: a grinning skull that cracks and turns to dust, a drop of red blood that evaporates with holy fire, and then that of two moons, coated with blood.

3F

Your eyesight goes black as your mind fills with imagery of the lands of the two moons. You feel rage as the boots of their soldiers walk past the crushed body of a Flan woman. You see the same boots marching over a farm that you seem attached to. You see a symbol of a green disk being ground beneath the boots of the two moons. You then see a man, obviously Flan, wearing the same symbol, standing between the lands of the green disk and the forces of the two moons.