

Awakening The Beast

A One-round Living City Adventure

by Larry Douglas

ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS, and RPGA are registered trademarks of TSR, Inc. RAVENS BLUFF and LIVING CITY are trademarks of TSR, Inc. Tournament detail copyright 1997 by TSR, Inc. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Make sure you have finished voting before you collect the players' voting sheets. This way you will not be influenced by their votes and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Tier Structure

Add the levels of the PCs to determine which tier they are on. Tiered events and foes are marked throughout the text.

| | |
|---------|--------------------|
| Tier 1: | Total levels 4-13 |
| Tier 2: | Total levels 14-25 |
| Tier 3: | Total levels 26-37 |
| Tier 4: | Total levels 38-56 |
| Tier 5: | Total levels 57+ |

DM's Background

In this adventure, the PCs start out at a Spring festival just outside Ravens Bluff. During the celebration, a young boy who pleads with those gathered to come and help him defend his village disrupts the gathering. The boy explains that he was sent from his village to try and gather heroes who will help defend it from attack. Assuming the PCs agree to help they will make the short journey during which they will have a strange encounter with a mysterious old man (actually a silver dragon). When the PCs arrive at Dark Hollow they will learn of the complete destruction of the neighboring village of Sweet Water. The villagers will

also claim that the destruction was wrought by a couple of neighboring beast cults that wander about the area. After telling tales of the carnage wrought by the cultists, the villagers urge the adventurers to go and destroy the beast-friends before they attack Dark Hollow. If pressed, the villagers will even offer the PCs a reward for destroying the cultists.

If the PCs agree, they will be advised to go to the ruins of Sweet Water to try and track the cultists from there. Another possibility that will be mentioned if the PCs speak with the ranger at the inn is that the PCs can go to the home of an old hermit who lives in the area. Should the PCs visit the old hermit he will talk about the new cult in the area. The hermit will say that the new beast cult is strange compared to the others and perhaps they know something about the destruction of Sweet Water. He can even direct the PCs to the new cult's camp although he will recommend that the PCs go to the camp of the resident beast cultists first.

If the PCs go to the ruins of Sweet Water they can track the cultists back to the area of the forest they inhabit. Once they meet the cultists, the PCs will be faced with the option of either fighting or talking with them. If the PCs talk with the cultists they will learn that the beast cults actually did not destroy Sweet Water. The PCs will be invited to a beast cult council during which the actual cult responsible for the destruction, a cult of Malar, arrives. When the Malarites see the PCs, the cultists will demand that they are spies for civilized peoples. Further the Malarites will claim that the PCs have come to infiltrate and destroy the cultists. The PCs will then have to convince the cultists that this is not the case to prevent them from attacking. If the PCs expose the Malarites for what they are then the beast cults will turn against them. In a pitched battle the PCs will help defeat the Malarites. However the Malarite leader will have escaped during the fray perhaps to return again sometime...

Player Introduction

All around you are hundreds of people from all walks of life frolicking about. Commoners enjoying ballads from the local bards, merchants selling their wares from makeshift stands and nobles engaged in quiet chat as they survey the scene from their ornate, well-guarded pavilions. Ah yes, the Festival of the Seed has arrived once again and the people of Ravens Bluff are celebrating more than ever. With the war over, this is the first time that the festival is being held in its traditional place: on the fields around the city.

As you wander about the crowd, the smell of fresh baked breads and pies tickle your nostrils. After

minutes of struggling through the crowd and being jostled about by the hordes of people pushing to get to the merchant stands, you make your way to the edge of the gathering. In this relatively clear spot you rest for a bit catching your breath and watching the merriment of those around you. Moments later the rest of the crowd starts moving away from where you are now toward a wooden structure in the distance.

“The shows about to start!” yells a voice in the distance. Soon others nearby are echoing the message of that voice while the crowd surges toward the structure. It seems that the free performances that the Bards Guild provides for the festival are going to begin soon. As you wonder whether to follow the crowd to catch the performance, a young boy on a horse rides up and yells out “Help! Are there any heroes here who are willing to save my village?”

If the PCs don't approach the boy shortly after he starts to ask for help, a motley band of ill-equipped “adventurers” will volunteer to help:

The band consists of five youths: two men and three women. Each one is equipped with makeshift weapons and armor (a crude spear, a homemade bow, a pot for helm, a barrel top for shield, etc.). One of the women is dressed in a brown robe and she wears a holy symbol of Ilmater. This woman will state that she is the priest of the group (although she is just an acolyte). One of the men is dressed in a black robe and he has several pouches and a conical hat. The man will claim that he is an accomplished wizard (although he is but an overconfident apprentice).

You watch as the boy darts amongst those gathered. After about a minute you see a group of five people emerge from the crowd and head in the direction of the boy. “We will help save your village!” exclaims a young man. The man looks as if he is in his teens. As he speaks he brandishes a makeshift spear with one hand and steadies a metal pot atop his head with the other. It appears that the other four people accompanying him are not much older. Altogether this group appears to be the most ill equipped bunch of beginners you have ever seen.

This group is comprised of five young people who want to be adventurers. When no one immediately offered to help the boy, these beginners jumped at the chance to assist. The group will argue with the PCs should they try and take the job away. If the PCs persuade these youths to abandon the mission, then the PCs can take the job (the youths can be scared away by talk of the horrors of adventuring or through intimidation).

If the PCs do not overbear the group and take on the mission, the motley group will go along with the boy toward his village. The PCs will then be free to mill about the festival for about ten minutes of real time (make sure that about an hour of activity occurs at the festival). Over an hour later the boy will return and plead for more adventurers to come and help him. If asked what happened to the last group, the boy will mention that they were slain a little over a mile up the road by bandits. Fortunately for Kalin he was able to escape in the fray. If the PCs still refuse to assist, the adventure will be over.

If the PCs wait momentarily to see what happens, they will notice that the few people around stop briefly to listen to the boy. The boy will ask people to come with him to Dark Hollow to defend it. Some in the crowd shake their heads and continue to head toward the stage to watch the performances of the Bard's Guild. Others scold the boy for telling tall tales when he cannot even describe the threat to the village. If the PCs approach the boy continue:

“Hello! Will you come with me and help defend my village? Please!!”

The boy asking for help is Kalin and he will answer questions if the PCs say they might help. The boy is 13 years old has blonde hair, blue eyes and is thin. Kalin speaks rapidly and has a tendency to interrupt others during conversations. He knows the following:

- I was told by General Tarn, the village council leader to ride to Ravens Bluff and find heroes. Isn't this where heroes live?
- My village isn't under attack yet, but the neighboring village of Sweet Water was wiped out! We don't know what happened but we are afraid of being destroyed next!
- Please come and help us! The council should be able to answer your questions when we reach Dark Hollow!
- The council sent me on a horse owned by General Tarn to get help.
- My village is small with about 100 people. We may not be big but we have an inn and a town hall!

Other than the above information, Kalin doesn't know much else. He was sent by the council to try and enlist help from the famed city of adventurers, Ravens Bluff. In their haste to enlist the help of adventurers,

the council sent Kalin off without fully briefing him: they even forgot to mention whether the village was offering payment.

The Journey to Dark Hollow

The journey to Dark Hollow will take three days. Kalin will talk incessantly during the trip except when there are other NPCs around that Kalin doesn't know (like Silver Fang). During the encounter with Silver Fang, Kalin will hide behind the PC who has been the friendliest to him. The trip will be uneventful except for the second (and last) night the party camps out in the wilderness. During that night a silver dragon that has polymorphed into an old man (Silver Fang) will approach them. After this encounter the trip will proceed uneventfully and end when the party reaches the village of Dark Hollow during the late afternoon of the third day.

Encounter one The Silvery Old Man

Just as you finish setting up camp the remaining daylight escapes below the horizon. As you settle down you notice the eerie darkness of the night only occasionally being pierced by a small sliver of moonlight. Even the stars are hidden from your sight as you gaze up at the ominous blackness above. Turning your eyes from the sky you see the shadowy form of a humanoid-shaped figure at the edge of your light source.

Wait a moment to see if the PCs attack. If they do Silver Fang teleports away. Otherwise continue:

“Excuse me, but could you spare room at your camp for an old, frail man?” the shadowy figure asks in a raspy voice.

If the PCs refuse or attack, Silver Fang will teleport away.

Silver Fang; Silver Dragon (Great Wyrn):

Int Exceptional; AL LG; AC -11; MV 9, Fl 30 (C), Jp 3; HD 23; hp 160; THAC0 1; #AT 3 + special; Dmg 1-8+12/ 1-8+12/ 5-30+12; SA Special; SD Variable; MR 60%; SZ M Polymorphed/ G normally; ML 18.

Silver Fang is a dragon that enjoys the company of good-aligned beings. He wanders around approaching good adventurers and seeing if they will donate items and money to help those who are less fortunate. Silver Fang rewards the charitable

adventurers and then anonymously donates his collected proceeds to needy individuals. The party just happens to be selected by Silver Fang for one of his “tests of character”.

If the characters invite Silver Fang to the camp then continue:

“Thank you” the raspy voice states as the shadowy form steps into your light. Before you stands a old, withered man who is barely over five feet tall. He is dressed in simple brown robes and he appears to have nothing on him. He looks at all of you with sparkling eyes as he approaches the camp and sits down.

If anyone asks what color the man's eyes are or if any PC makes a successful observation check they can be told that the man has silvery gray eyes. After sitting down, Silver Fang will dismiss any questions until he is done and then continue:

“Well you all seem to be blessed with good fortune by the looks of the fine equipment you carry. Do you know that an entire family could eat like royalty for over a decade if they had even a portion of the resources you possess? In a world filled with starving, hungry souls who are less fortunate than you, don't you feel burdened by your excess? Perhaps you would like to donate from your ample supplies so that those less fortunate can survive? You know what they say: if you look out for others, they will look out for you!”

Wait for a moment to see if anyone offers anything. Multiple people can give offers to Silver Fang but he will not ask anyone directly for items nor will he tell them what to give. Once everyone has had a chance to offer an item, check the following criteria:

- PC offered all of the gold pieces their character owns (not just what they are carrying- Silver Fang can obtain the rest of a PC's gold through magic).
- PC offered at least one-tenth (1/10) of their magical items to Silver Fang or any protective item of +1 or greater at tier 1, +2 or greater at tier 2 through 4 and +3 or greater at tier 5 (ring, cloak, armor, etc.).

Silver Fang will reward the first person that meets one of the above criteria. If no one meets the given criteria then Silver Fang will shake his head, state the party has failed and teleport away (leaving behind the inappropriate items given to him by the PCs). Silver Fang will approach the person who sacrificed appropriately:

“Ah, I see that you are a person with compassion. You have a good heart and for that I will reward you” the old man says as he pulls out an item from the sleeve of his robe and holds it in his hand. “Before I give you this gift you must know that it is for you alone! Only you have proven worthy enough to wear it. Do not trade it or sell it. If you follow these instructions this amulet will serve you well!” With those words the old man holds out a necklace with a silver colored dragon hanging from a black cord. He looks as if he wishes to place it upon you.

Ask the PC if he will accept the necklace from the old man. After placing it on the PC, Silver Fang will teleport away. If the PC doesn't let Silver Fang place the necklace upon him, Silver Fang will teleport away with the necklace.

The instant the necklace is on, the PC will be aware of its powers. It is an *amulet of the silver dragon*. It provides +1 protection as a *ring of protection*. The amulet also provides the wearer with a +2 reaction bonus when dealing with dragons of good alignment. Furthermore the *amulet* has four charges which can be activated when the wearer is in the area of a breath weapon attack from an evil dragon. Each charge allows the PC to make a saving throw versus spell in order to take no damage from the breath attack or ¼ damage on a failed save versus spell. This affects only the PC wearing the necklace. After the charges are expended the amulet continues to provide a +2 reaction bonus with good dragons, but loses its AC protection power.

The amulet can be sold or traded but if a good dragon finds out this happened he or she will not be happy with the person who traded the item.

After Silver Fang conducts his test of character, he teleports away. Leaving the PCs wondering just who this silvery old man was. The rest of the night will pass uneventfully. After this encounter the trip will proceed uneventfully and the party will arrive at Dark Hollow during the late afternoon of the third day.

Encounter two

Dark Hollow

You reach Dark Hollow as the sun hangs low in the sky. It appears that it is a village readying for a siege. A crude, wooden stockade has been constructed in a perimeter around many of the buildings. The few houses on the outskirts of the village that are outside the stockade seem dark and still.

Kalin will ride ahead to the one gate visible on the stockade while yelling back:

“Come on! This is my home! We're here!”

Kalin will ride up to the stockade and wait for the PCs. There are four houses that are outside the stockade and they are locked and empty (the owners took their belongings into the stockade). When the PCs follow Kalin continue:

“Well I'll be!” a man calls down from the wall of the ten foot high stockade. “It's Kalin! And these must be...” “The heroes from Ravens Bluff! They are going to save us!” interrupts Kalin. After briefly frowning at Kalin, the man smiles at you and states “Just a moment, I will come down and let you in!”

About a minute goes by before the six foot wooden gate opens. The square slab of wood slides inward revealing a stout man with dark red hair. He smiles at you and rubs his full beard with one hand while propping himself up with a spear in the other. After a few moments the man bellows “Welcome to Dark Hollow! You have come just in time. A traveling merchant from a nearby village arrived today. He says he passed through the ruins of Dark Hollow and even now he briefs the council in the town hall!”

This man is named Bormin. He is a strong, middle-aged man who serves as the village blacksmith:

Bormin Kelrinus, hm F3. Int Average; AL NG; AC 4 (leather and dex); MV 12; hp 29; THAC0 18; #AT 3/2 (specialized in spear); Dmg 1d6+2/ 1d8+2 spear (specialized); SA nil; SD nil; MR nil; SZ M; ML 12.

He has dark red hair, a goatee, and fierce hazel eyes. Currently he has volunteered for watch duty at the one gate in the stockade. However Bormin will lead the PCs to the town hall where the council is gathered since they have offered to help. Kalin will be asked to keep watch for Bormin while he leads the PCs to the meeting. Reluctantly, Kalin will agree. If asked, Bormin knows the following:

- All I know about the massacre is that the whole village of Sweet Water was destroyed. We thought that no one lived through it until a merchant arrived today with the one survivor.
- The survivor from Sweet Water is practically useless. He is mad and babbles nonsensically. No one has been able to get anything out of him.

- I am unsure about how much this merchant knows but he does claim to know who or what was responsible for destroying Sweet Water.
- The stockade was finished two days ago. We had practically everyone working on it ever since we found out about the massacre that occurred six days ago. Now we post several volunteer guards at the stockade walls for every shift to keep watch.

Other than the information above, Bormin will not say anything. He knows that the insane survivor from Dark Hollow is housed at the inn but he will not reveal this to the PCs. Bormin will insist that the PCs accompany him to the town hall.

Encounter Three Town Hall

Nearing the town hall you can hear several voices echoing from within. It sounds like a discussion is going on but it is hard to make out the details.

Wait for the PCs to either enter or have Bormin (if he is with the PCs) open one of the double doors for them. The town hall is a wooden, barn-like storage structure that is 90 feet long, 40 feet wide and 30 feet tall. There are no windows to the hall, only a set of double doors on either end. The doors are 6 feet wide by 10 feet tall each. There is a loft level in the town hall roughly 15 feet above the ground that extends 20 feet into the building. The loft is located at either end of the building and is currently serving as a storage area for supplies for the village.

When the PCs decide to enter proceed:

As the door swings open, you can see what might be the entire village in this large room. Seated on the dirt floor on either side of a rough aisle are scores of men, women and children of all ages. At the far end of the hall you can see four people seated on chairs around a table. The room is buzzing with conversations and on many faces can be seen a look of fear.

Before you have a chance to react, an old man seated at the table bellows out in a loud voice “Quiet everyone! Quiet!” Slowly the noise lessens until the room grows completely silent. With each passing second more faces in the room turn to look at you and eventually all attention is focused your way.

“It appears that Kalin was successful! You must be the heroes that have come to save our village!” exclaims the old man. “Are you prepared to help us?”

If the PCs say yes, then the crowd cheers wildly. If the PCs want more information first, then the room remains silent. The old man is General Tarn, the head of the village council.

General Tarn Iderath, hm F6. Int Above Average; AL NG; AC 5 (leather and dex); MV 12; hp 43; THAC0 15 (12 w/ crossbow of speed + dex); #AT 2 (w/ crossbow of speed) or 1 (w/ longsword); Dmg 1d4+2 *crossbow of speed* or 1d8+2/ 1d12+2 longsword; SA nil; SD nil; MR nil; SZ M; ML 13.

Equipment: Leather armor, *crossbow of speed* +2 (in house), longsword.

Tarn is five and a half feet tall and portly. He has balding gray hair and light blue eyes. General Tarn was a veteran of a mercenary battalion from the War of the Fist- a mostly naval war that Procampur fought against Zhentil Keep when the latter started attacking merchant ships of the former. Being the most knowledgeable and worldly person amongst the villagers, he was elected as the council leader. He is dressed more fashionably than the others in the room except for the merchant sitting next to him. If the PCs want to know more information, Tarn will provide the following:

- We know now who was responsible for the slaughter at Sweet Water. In the woods near that village several groups of strange men hang out with animals. Certainly these savages are responsible!
- Although these wild men have attacked small groups of people in the woods before, we never thought they would launch a wholesale assault on our settlements!
- Sweet Water was a village of about sixty people. There were twelve houses and a small tavern. Those poor people had a few former warriors amongst them but they didn't stand a chance against those fiends!
- I want you to destroy the vile scum, those beast-friend brutes and bring proof of their demise!
- If you are unwilling to aid us, we will find another group of mercenaries who will be willing to destroy this threat.

General Tarn will insist that the PCs agree to go and defeat the villainous beast cultists. He will even offer a reward of 200 gp each and his light crossbow of speed +2 if the PCs destroy the cultists. If the PCs

agree to seek out the beast cultists and deal with them, Tarn will continue:

- Mort here (pointing toward merchant) has been to the ruins of Sweet Water. He says that there were many animal and human-sized tracks amongst the site. Only wild men like these run with beasts as if they were friends!

Tarn will dismiss the villagers from the town hall before the PCs question Mort. The other council members will also leave. The other members do not know anything about the situation beyond what Tarn has already provided (except that the insane man is at room #3 in the inn- a detail that Tarn will share after Mort is questioned). However if the PCs want to talk to the other council members, they are:

1) Salhayna:

A middle-aged woman who is the local herbalist:

Salhayna Thurgood, hm F0. Int Above Average; AL LN; AC 9 (dex); MV 12; hp 2; THAC0 20 (fists); #AT 1 (fists); Dmg 1-2 (fists); SA nil; SD nil; MR nil; SZ M; ML 11.

Salhayna is 5'4", 160 lbs., plain looking with graying, brown hair and brown eyes. She is flirtatious with any handsome male PCs that approach her. Salhayna gathers herbs from around the area but is afraid to venture into the woods. She is a poor herbalist and will not discuss the practice with the PCs. Despite her relative lack of herbal skill many of the villagers believe in her abilities and she is fairly intelligent. Often Salhayna will give people miscellaneous herbs and tell them they will be cured. Frequently this works since the villagers believe the herbs are helping them.

2) Morgessa:

A local huntress of some renown:

Morgessa Firemane, hm R5. Int Above Average; AL CG; AC 4 (leather and dex); MV 12; hp 39; THAC0 16 (14 w/ bow); #AT 1 (longsword) or 2/1 (bow); Dmg 1d8+2/ 1d12+2 longsword or 1-6 flight arrows; SA nil; SD nil; MR nil; SZ M; ML 12.

Morgessa is a young woman who is a skilled huntress. She is 5'7", 125 lbs., with long red hair and green eyes. Being a decorated veteran of the Ravens Bluff war who served in an elite archer unit, Morgessa is one of only three warriors in the village: Tarn and Bormin being the others). She is proud and fierce and will not take any innuendoes from any PCs. Anyone attempting to hit on Morgessa will be targeted with

sharp, biting insults. Morgessa was chosen to be on the council due to her experience fighting in the war and due to her expertise in woodland combat.

If the PCs wish to question Mort, he will answer the questions to the best of his knowledge. Mort Fellagro is a tall (almost 6 foot), thin man with brown hair and green eyes. He is wearing a blue silk shirt with white billowy cuffs and blue cloth pants. He has an aloof attitude; cool and detached in contrast to the emotions expressed by the villagers. Mort knows the following:

- The village of Sweet Water was utterly destroyed. All the buildings were burnt to the ground and there was nothing in the ruins when I passed by.
- Sweet Water is about a day's journey West of here. The ruins can be found at the northern edge of the High Bank forest.
- The attackers must have been savage animal-men. I saw many animal and human tracks about the ruins.
- I found one lone survivor of the village. He was on the ground sifting through ashes like some madman all the while babbling about glowing teeth and eyes and furry bunnies. That loony was lucky that I have a kind heart and brought him here.

When asked anything other than questions related to the knowledge written above, Mort will say he doesn't know the answers. A *detect lie* or *ESP* spell will reveal that Mort is lying when asked about the insane man and that there was nothing in the ruins (see below for truth). If pressed on the issue or threatened, Mort will come clean about the truth. However the council members and the townsfolk (if still present) will be appalled at the conduct of the PCs (until Mort's confession).

The truth is that Mort actually passed by Sweet Water and stopped to loot the ruins. He found the insane man (who doesn't seem to be able to give his name when asked) in the wine cellar of the ruined inn at Sweet Water. The insane man was babbling nonsensically and was holding a large bag of gold that the merchant convinced the insane man to give him. The insane man then followed Mort all the way to Dark Hollow despite repeated protests. Although the man following him was annoying, Mort didn't want to kill him since there might be a reward for him. Mort was also willing to let the insane man come along since he never mentioned the bag of gold during the

journey. Beyond the bag of gold (100 gp) that the insane man had, Mort found nothing.

After the PCs are done questioning Mort, they can either leave immediately to Sweet Water to look for clues or go to the inn to spend the night. General Tarn will tell the PCs that the insane man is being kept in room #3 of the inn if the PCs want to see him.

Encounter Four

The Happy Hearth Inn

The Happy Hearth Inn is where General Tarn will take the party if they wish to either stay the night or question the insane man. The PCs will be given room #1 to sleep in which is in the opposite corner from room #3 (where the insane man is being kept). There will not be very many people in the tavern part of the inn (the 1st floor) other than the innkeeper and a few patrons. The basic possibilities for encounters here are the inn customers and the insane man (along with the guard watching him).

Approaching the Happy Hearth Inn you can see that it is a small tavern compared to what you would find back home. The simple wooden building is two stories tall but only about twice the size of the small houses around it. A stone chimney spews out a tall column of dense, black smoke and the smell of roasting pork fills the air. Despite its simple appearance, the inn holds some promise of warmth and hospitality. From the open shuttered windows you can see a few people seated at tables drinking, talking about something you cannot quite hear and occasionally laughing.

The Happy Hearth Inn is a plain wooden structure that is two stories, 40 foot by 30' with a stone chimney. Currently smoke is pouring from the chimney-stack and entering the night sky. Wait for the PCs to enter the tavern. When they do continue:

Upon opening the simple wooden door the smell of sweet tobacco smoke wafts out to greet you. Inside the small room before you are four wooden tables each with four chairs around them. At a table in one corner you see a man dressed in simple brown clothes smoking a curved wooden pipe. A longbow and quiver are propped against the wall next to him. At another table in the center of the room sits two identical men dressed in gray. A wooden bench lies next to the fireplace where a whole pig is roasting on a spit. At the far end of the room you see a simple U-shaped bar with three stools. Behind the bar a comely, young woman in a simple dark blue dress is wiping the bar counter clean. Next to the bar in the

far corner is a spiral staircase going up.

Happy Hearth Inn Occupants

If the PCs allowed General Tarn to escort them here, the men in gray will greet the general when he enters. The man in brown will look on as the party enters but he will not do anything. The young woman will smile at any exceptionally charismatic PCs in the party before returning to wiping the bar. Should the PCs wish to speak with the people in the bar they are:

The man in brown clothes sitting in the corner:

Relgrenor Tholles, hm R4. Int Above Average; AL CG; AC 4 (leather and dex); MV 12; hp 31; THAC0 16 (14 w/ bow); #AT 3/2 (longsword) or 2/1 (bow); Dmg 1d8+2/ 1d12+2 longsword or 1-6 flight arrows; SA nil; SD nil; MR nil; SZ M; ML 12.

Relgrenor is 5 foot, 8 inches, over 160 lbs. with light brown hair and dark brown eyes. He is wearing brown leather and carrying a long sword and a longbow (accompanied by a quiver of 14 arrows). Relgrenor is a fairly gruff and abrupt man who does not like dealing with other people that much and he will be wary if approached. If approached by obvious druids, rangers or charismatic females Relgrenor will soften up without much effort. Otherwise the PCs must put up with some sharp comments and paranoid questioning from Relgrenor before he will provide any assistance to the party. Relgrenor knows the following:

- I don't know anything about the destruction at Sweet Water. However if anyone around here might know what is going on, it would be Thalidren.
- Thalidren is a hermit who lives deep in the forest up near the top of two large trees. He is a druid who keeps mostly to himself but it is said that he communes with the very forest.
- I arrived three days ago to conduct my usual fur trade with the townsfolk. To my surprise they were enclosing the village with a stockade! A foolish idea if you ask me!

Relgrenor will provide the PCs with directions to Thalidren's home if they ask for them. The directions involve traveling about a day's journey West and slightly South into the Highbank Forest, which the party passed on the way to Dark Hollow. Relgrenor is telling the truth about coming into town a couple of days earlier to trade. He thinks that the stockade is a stupid idea since it could be burnt down and it isn't very sturdy. Besides, the villagers destroyed lots of

trees to make their crude fort. Other than this, Relgrenor doesn't know much else.

The two men dressed in gray seated at the center table are:

Narn and Poldin, hm F0: Int Average; AL NG; AC 9 (dex); MV 12; hp 4; THAC0 18 (strength); #AT 1; Dmg 1-2+4 (fists + strength); SA nil; SD nil; MR nil; SZ M; ML 10.

Narn and Poldin are identical twins. They are both 5 feet, 7 inches tall with blonde hair and brown eyes. The twins are farmers in the village and they are known for their silly, mirthful nature. Both of the twins are fairly muscular, somewhat charismatic and well liked by most of the locals. The twins are always joking and they will probably annoy the PCs with their antics. Any PC approaching the twins will be made fun of and ridiculed. The worst obvious features of the PC will become the target of the jokes. The twins will make jokes about the appearance, clothing, mannerisms (mocking) or any other sensitive aspect. Narn and Poldin will not provide anything useful to the PCs if questioned. If any of the PCs threaten the twins, they will mention that the PC has no sense of humor and then they will leave the inn to return home.

The young, comely woman behind the bar is:

Corina Solemmon, hm F0: Int Average; AL NG; AC 10; MV 12; hp 2; THAC0 20; #AT 1; Dmg 1-2 (fists); SA nil; SD nil; MR nil; SZ M; ML 10.

Corina is a lovely, thin girl with black hair and sparkling green eyes. She is only 17 and has been working at the Inn that her father owns for six years now. Corina has often dreamed of going away and leaving this small town to see the world. However her sense of responsibility and her many sisters have kept her here at the inn. Her father is a man named Darneus Solemmon who is a middle-aged, portly man with shoulder-length black hair and hazel eyes. Corina's mother died when she was born. If asked where her father is, Corina will say he left two weeks ago to visit his sick brother in the village of Maskyr's Eye.

Corina doesn't know anything about the destruction of Sweet Water. She is bashful and will not speak much with the PCs. Any male PC with at least a 10 charisma who actively flirts with Corina might get her to leave Dark Hollow and return with the PCs back to Ravens Bluff. If a PC tries to convince Corina to leave and you roll the PC's charisma or less, she will become infatuated with the flirting PC and agree to leave with him. However the girl will not follow the PCs into the woods, instead they will have to come back and get her when the danger is over.

Encounter Five The Insane Man

If the PCs ask General Tarn to see the Insane Man, the general will lead the party upstairs to room #3. Tarn will talk about how the village is keeping the insane man locked in a room with a guard until they figure out what to do with him. Upon reaching the door to the room, Tarn will open the lock and the party will enter the small room (which is 10 feet long, 9 feet wide and 9 feet high).

As the door to this small room swings open, you see a man in a brown robe sitting on a bed that lies against the far wall. The man is rocking back and forth on the bed and mumbling something you cannot make out. Looking to your right you see another man dressed in gray seated in a wooden chair in the corner. The man in the chair jerks upright from the slouched position he was in when you first entered.

The guard is Yalres. He was almost asleep when the door opened and startled him awake. Yalres is a 0-level fighter wearing leather and carrying a short sword. He will deny that he was falling asleep if confronted with this possibility and insist that he was doing a neck exercise to strengthen his muscles. The man on the bed will not even react to the party entering. If a PC approaches the insane man read the following:

When you near the bed the robed man shrieks and huddles into the corner in which the bed rests. "Wabbits don...ea...AWWW!" the man yells as he gives you a wild-eyed look which expresses abject terror. After giving you an unnerving glance, the robed man returns to his mumbling and rocking on the bed.

The insane man is:

Xazeron the Binder, hm W14: Int Genius (but insane at the moment); AL LG; AC 10 (he would have a 6 from dex if not insane); MV 12; hp 35 (con); THAC0 16; #AT: 1; Dmg 1-2 (fist); SA Spells (when not insane); SD Spells (when not insane); MR nil; SZ M; ML 14.

Xazeron is a fairly powerful wizard from Calaunt who was in the Highbank Forest looking for a few rare plant spell components when Sweet Water was attacked. Xazeron saw the attack in the distance and came to the aid of the village. Although he fell many

attackers with powerful magic, Xazeron eventually was targeted with a *feblemind* spell which he failed to save against. The attackers pummeled Xazeron into unconsciousness, left him for dead and looted him of everything he had other than his gold.

When he awoke hours later Xazeron wandered around the ruins of Sweet Water, which had been destroyed by the Malarite cultists. Eventually Xazeron followed a rabbit into the cellar of the ruined inn where he began sifting through ashes. The rabbit bit him when he tried to pick it up thus his fixation with the creature. Mort later found Xazeron and took his gold at which point Xazeron followed Mort to Dark Hollow.

A successful spellcraft check at a -4 by any PC who states that they want to examine Xazeron will reveal that it looks like he might have been the victim of a feblemind spell. If the PCs can cast a heal spell or if they want to take Xazeron back to Ravens Bluff later to pay for a heal spell, they will get a reward from him. If the PCs ask if they can take Xazeron with them, General Tarn will either let them take him now (if the PCs want) or he will hold Xazeron until the PCs take care of the threat to Dark Hollow.

The PCs will not get any other information from Xazeron until (and only if) he is healed. He will then tell the party about the attackers and how they were men with metal claw weapons (religion check for any PC to know that specialty priests and followers of Malar often use these claws). More than likely the PCs will not heal Xazeron until they return to Ravens Bluff and thus his story will be too late since the PCs should already know by then that a cult of Malar destroyed Sweet Water.

Sleep at Last

Once the PCs are finished socializing with the people in the tavern, they are shown to the room that is reserved for them. The room is the largest in the inn being 12 feet long by 10 feet wide by ten feet high. One bed sits in the room and several bedrolls are on the floor (one for each PC). General Tarn will apologize for the meager accommodations but he will explain that the other rooms are filled with those who lived outside the stockade and have come inside to stay for the time being.

The night will pass uneventfully and the PCs will be awoken early in the morning by the general. He will wish the party luck on their mission and remind them to return with proof of the destruction of the foul beast cultists. After a large breakfast served by Corina in the tavern, the PCs should head west either to investigate the ruins of Sweet Water or to follow Relgrenor's directions to the druid Thalidren's home.

Encounter Six West toward the Woods

The party will head West for a day before they reach the edge of the Highbank Forest area. They can do one of three things when dusk falls as they reach the forest: either continue shortly past sunset toward the ruins of Sweet Water, Head into the forest looking for the huge trees which the druid lives under, or camp for the night.

Toward Sweet Water during the Night

You press on toward the ruins of Sweet Water, as the sun drops below the horizon ahead of you. The surrounding land grows steadily darker while the dim light casts eerie shadows as you continue west. It seems that the night is unusually dark with the stars in hiding and the moon being new. You can barely see in front of you in the utter blackness. Strange sounds can be heard coming from the forest as you travel: most of them sound like animals although a few seem unnatural.

Let the PCs know that even those with infravision are having a difficult time walking since they are stumbling over stones, logs and bumps that even their heat vision doesn't detect. If the party has a light source they can continue through the night. Parties that insist on continuing by night using a light source will be penalized -1 to all actions until they have a full nights rest.

The sounds are various animals in the forest and some of the beast cultists making noises as well. They are conveying the message that some strange-looking people (the PCs) have reached the edge of the forest. Scouts for the beast cultists will monitor the actions of the PCs as they proceed. The animal calls consist mostly of wolves and bears with some sounding distant while others seem near the edge of the forest.

If the PCs decide to camp for the night, go to the Camping for the Night section. Should the PCs press onward, they will arrive at the ruins of Sweet Water after another hour of travel. However the night is so dark that the PCs will not be able to effectively search the ruins unless they have light sources. If they search the ruins by night, go to The Ruins of Sweet Water.

Into the Forest during the Night

You enter the dark forest just as the sun sets. It seems that with the sun gone, the forest is shrouded in complete darkness. All around you hear the sounds of various creatures of the night: a howl

echoes in the distance, the sounds of something scratching can be heard not far away and up ahead you hear a loud, deep snort from something unseen.

Should the PCs press into the forest they will be unable to find the trees they seek due to the utter darkness (since the directions they have are largely based on looking for significant markers like look for the green rock, turn left and then go 300 paces etc.). Even those with infravision will have difficulty navigating since they will be constantly tripping over undergrowth. Parties that insist on continuing by night using a light source will be penalized -1 to all actions until they have a full nights rest.

The sounds are from various animals that work with the beast cultists. The animals will monitor the party while keeping out of sight of them (except for PCs with infravision who will notice various sized heat sources from time to time). If the PCs insist on pressing on continue to scare them by describing odd sounds they hear or tell them that they cannot seem to find the landmarks they are looking for until they decide to camp for the night. Once the PCs decide to camp, proceed to the Camping for the Night section.

Camping for the Night

You set up camp for the night and get ready for a much-needed rest. However many strange sounds can be heard in the distance, which seem to be a bit unnerving. Several times during the night an occasional nearby sound startles you awake. Every time you awaken, you look around for the source of the odd noise but you cannot seem to find it.

Throughout the night the party will continue to be disturbed by noises but they will not be able to locate the sources (which are various scout animals for the cultists). Any spellcaster will need to make a constitution check at -4 or they will not be able to get a restful enough sleep to memorize any new spells the next day (spellcasters who think to plug their ears make a straight save versus constitution). Everyone will be somewhat tired when morning arrives due to the noises throughout the night.

The noises cease during the day and if the party wishes, they can sleep until 4 p.m. to gain the 8 hours of sleep needed to memorize spells. A nap spell or feign death during the night will also allow a spellcaster to memorize spells without rolling (if the PCs think of either option). When the PCs decide to continue, proceed either to the Highbank Forest section or the Ruins of Sweet Water section depending on where the PCs head.

Encounter Seven The Ruins of Sweet Water

After traveling for an hour in the grasslands on the northern edge of the Highbank Forest, you begin to make out the burnt-out husks of many buildings in the distance.

Wait for the PCs to proceed before continuing:

Approaching closer to the ruins you can make out a dozen piles of rubble that might have once been houses and one slightly larger collapsed structure that may have served as an inn. A small creek bubbling nearby is the only sound disturbing the silence permeating this area. For roughly a hundred yards around the village the grass is blackened and burnt. From its appearance, you believe this must be the ruin of Sweet Water.

This is indeed the burnt ruin of Sweet Water. If the PCs search the area ask them to specify what they are searching for and where they are searching. The various areas to search are:

The ruined houses: In the rubble of the ruined houses the PCs will find pottery shards, many broken and blackened bones (a successful healing check will allow a PC examining the bones to identify them as human ones). If a PC searching makes an observation check at -4 or an intelligence check at ½, they will find a half of a broken metal item that looks like a bass knuckle with sharp blades jutting out from it (like a lion's claw). A successful religion check will be able to identify the weapon as a Claw of Malar (which specialty priests and followers of Malar use).

The ruined inn: In the ruins of the inn the PCs will find burnt chair and table pieces, bits of glass, a few blackened metal spear points and many more charred bones than the ruined houses had in them (human if a successful healing check is made). A successful observation check or an intelligence check at ½ will allow a searching PC to find some animal bones among the human ones. If a PC with animal lore makes a successful check while examining the animal bones, they will be able to discern that the bones are from bears and wolves.

The blackened grass: Anyone searching the blackened grass around the ruins who makes a successful tracking roll at -2 will notice some tracks leading away from the village toward the forest. The

tracks are very weathered and it is impossible to discern exactly what creatures made them. If the PCs follow these tracks, they will have to make three more successful tracking checks to follow the trail through the woods to where they lead: the beast cultist camp. Following the tracks will take two hours and bring the PCs to the beast cultist camp.

The Malarites destroyed Sweet Water and then traveled back into the Highbank Forest leaving a trail that could be followed to the beast cultist camp. Although the followers of Malar then retraced their steps part way, they used a pass without trace spell to cover the path they took back to their camp. The bear and wolf bones are those of a few captured animals that were slain by the attackers and burnt in the fire to make it look like the local beast cultists were responsible. Gorghen of the Tusk, the Malarite leader, hopes to provoke a war between the civilized humans who will find the ruins of Sweet Water and the local beast cultists.

Once the PCs have searched the ruins of Sweet Water they can enter the forest seeking the beast cultists (**beast cultist camp option A**). Another option for the party is to try to find the druid Thalidren (if they have the directions from the Relgrenor the Ranger) or follow the tracks (if they found them) to the beast cult camp (**beast cultist camp option B**).

Encounter Eight Seeking the Druid

Heading into the forest you weave your way through the dense undergrowth. Occasionally you can hear the noise of a woodland creature echo in the distance. Following the directions that were given to you by Relgrenor you look for the landmarks that will lead you to the old hermit. After hours of twists and turns guided by oddly colored moss here, a strange glittering rock there and some unusually shaped trees, you find yourself gazing upon a truly magnificent sight.

Two gigantic intertwined trees spiral upwards beyond the top of the forest canopy. Their gnarled, red trunks are as wide as the towers adorning a small fortress. All around the base of these trees are mushrooms and flowers of various sizes and colors. A pleasant mixture of floral fragrances delights your nose as you gaze upon this majestic sight.

These trees are redwoods that are 30 feet in diameter at the base and 100 feet tall. Thalidren was given the seeds as presents from a druid friend and he has accelerated their growth with magic. The

mushrooms around the base of the tree are a faerie ring which local pixies come to play at now and again.

This is the home of Thalidren the Druid. He lives near the top of the trees in a hollow area inside one tree trunk.

If the PCs approach the trees they will be able to notice that the surface of the tree trunks are sufficiently knotted and worn. If they are careful the PCs could easily climb up without much risk. Any PC trying to climb must make a successful roll to climb:

- Thief: climb walls +40%
- Non-thief: 80%

Any person climbing with mountaineering can add 10% to their chance of success.

Thalidren's home is 80' off the ground, which is roughly 20' higher than the canopy of the forest (the trees extend an additional 20' with branches and leaves appearing near the top).

Thalidren's Home

After traveling a long ways up the intertwined trunks of the trees you find yourself emerging above the canopy of the forest. Bright warm sunshine cascades down providing the first real warmth that you have felt since entering the woods. Just ahead on the trunk of one of the trees you can barely make out a darker area as the sun partially blinds you. Shielding your eyes from the light you can see that the dark spot appears to be a massive hollowed area.

Wait for the PC(s) to proceed and then continue:

As you near the entrance to the hollowed area you can make out a small, roughly circular room. In the room you see a wrinkled, bald old man with a flowing white beard. He is dressed in a simple dark green robe and his eyes are closed. The old man has a peaceful expression on his face. The only other things in the room are a simple bedroll and a wooden chest against which the old man is resting.

Wait for the PC(s) to enter or say something and then proceed:

"Welcome to this place!" exclaims the old man in a cracking voice. "You must have traveled a great distance to find me. Tell me what do you want out of a simple old man such as myself" he states in a raspy voice as he opens his deep-blue colored eyes.

Thalidren will question the reason why the PCs have come to visit him.

Thalidren of the Branch, hm D13. Int Above Average; AL N; AC 6 (leather and dex); MV 12; hp 64; THAC0 12 (11 w/missile weapons); #AT 1 (staff); Dmg 1d6; SA spells; SD spells; MR nil; SZ M; ML 14.

Spells memorized: Not important since Thalidren will vanish into the tree if attacked (and from this tree he can *plant door* into a number of nearby trees and escape). If the PCs start destroying the trees or the surrounding forest, Thalidren will return to attack with several treants, large numbers of mammals (make some up) and he will cast his most potent spells (choose any fifth, sixth or seventh level spells) to get the PCs to leave the forest.

Thalidren is an accomplished druid who has decided to protect the Highbank Forest from harm early in his career. He is 5 feet, 2 inches tall and thin with wrinkled skin. The possible things Thalidren can share with the PCs are:

- I do not believe that the beast cultists would leave the forest to destroy neighboring villages.
- From time to time the cultists clash with people who enter this forest. In the past two moons (months) there have been many confrontations between nearby villagers and the beast cultists. The attacks have been back and forth between the factions but perhaps you should talk with the cultists themselves to get a better idea of what is going on.
- Each beast cult clan views their chosen animal as sacred. The nature of the relationship is somewhere between that of family and that of deity personified. I'm sure that the cultists can explain things more thoroughly for you.
- I don't really interact much with the cultists since they live in harmony with the forest. I mostly keep to myself and I like it that way.
- One last thing that I should mention is that the local beast cultists have a neighboring clan that is visiting for the annual council meeting. I could give you the directions to the camp of the visiting cult if you wish but I would advise going to visit the other clans first.
- The visiting clan has been in the forest for three weeks now. I haven't actually approached them myself since they haven't destroyed anything.

If the PCs found the broken claw of Malar at the ruins of Sweet Water and they show it to Thalidren:

- I am surprised by this news. Perhaps the visiting beast cult I told you about is actually a cult of Malar. If this is true then I would venture to say that it is likely that they destroyed Sweet Water. Perhaps you should tell this news to the beast cultists.

Thalidren will provide the PCs with the directions to the camp of both the visiting beast cult (actually the Malarites) and the local beast cults camp. He will not offer any other kind of assistance to the PCs. In true neutral fashion Thalidren is not willing to disturb the balance of power which currently exists between the factions. Since neither the beast cultists nor the Malarites are destroying the forest, Thalidren is content to let events unfold as they will.

When the PCs leave Thalidren's home, they can either go to the ruins of Sweet Water, seek out the beast cultists who live in the forest, or head for the visiting cultists camp (the Malarite camp).

Encounter Nine The Beast Cultist Camp

Option A

This is the option to use if the PCs are wandering around with no clue as to where the camp is:

You wander for a long time through the dense, undergrowth of the Highbank Forest. The songs of birds and the occasional small critter stirring nearby are the only sounds you hear. All of the sudden the forest grows deathly silent. "Twang!" the sound is familiar but before you can react an arrow sinks into a tree inches away from (name of a random PC).

Tell the PCs that they see a lone human dressed in animal skins standing behind a tree 30 yards away. Wait and see what the PCs do before continuing. If the PCs perform any hostile action then proceed to beast cult combat. If the PCs either decide to hold their action or they speak to the lone figure he will say:

"So they have hired mercenaries this time! I will give you one chance to turn around or die!" yells a lone figure peering from behind a tree ahead of you.

Again wait to see what the PCs do. If any PC states that the group is not a mercenary unit but that

they are here to talk, the lone figure will tell the party to lay down their weapons. If the party lays down it's weapons, a dozen other figures in animal skins who were concealed nearby will come out and collect the gear. If the PCs want to offer a gift, the cultists will soften up slightly (although they would only want something practical to their lifestyle). The beast cultists will then lead the party into their camp. Proceed to the section Into the Camp of the Beast-Friends. If the PCs decide to do an offensive action, proceed to beast cult combat.

Option B

If the PCs found the tracks and were able to follow them all the way to the beast cult camp, this is the option to use:

You have followed the tracks for several hours now into a dense and dark part of the forest. All of the sudden the tracks end at a clearing. In the center of the clearing you can see a small pond which reflects the clouds overhead. The area seems completely empty except for several piles of what appear to be animal skins lying along the banks of the pond.

Wait to see what the PCs do. If they enter the campsite, they will find two dozen animal skins (successful animal lore check will tell a PC that these are deer skins). Also present are some fire pits circled by stones and two carved stone statues: one of a bear on its hind legs and the other of a wolf on all fours. A successful tracking check will reveal tracks, both human and animal leading into the forest.

The beast cultists will wait for the PCs to enter the forest before confronting them. The confrontation will be similar to the one in option A, although a little more convincing will be required from the party to make the beast cultists believe that the PCs are not a band of mercenaries (perhaps the PCs can provide two gifts-anything practical that the cultists can use). If the PCs put down their weapons and follow the beast cultists, proceed to the section **Into the Camp of the Beast-Friends**.

Beast Cult Combat

This option is to be used only if the PCs provoke hostilities in the beast cultists or if the PCs outright attack the cultists. The additional forces that the PCs could not see are the rest of the cultists who were hidden in the forest nearby:

Tier One

Janakka, hm P(Sp)1 of the Wolf Cult: Int Above Average; AL N; AC 10; MV 12; hp 6; THAC0 20; #AT 2 w/ short bow or 1 w/ spear; Dmg 1-6 w/short bow or 1-6/1-8 w/ spear; SA spells; SD spells; MR nil; SZ M; ML 15.

Equipment: short bow, 12 arrows in quiver, spear, wolf tooth holy symbol and animal skins.

Spell Memorized: 1st level- *invisibility to animals, faerie fire*.

Morglyn Greatpaw, hm P(Sp)1 of the Bear Cult: Int Above Average; AL N; AC 10; MV 12; hp 6; THAC0 19 (str); #AT 1 w/ hand-axe or dagger; Dmg 1-6+1/ 1-4+1 w/hand-axe & str. or 1-4+1/1-3+1 w/dagger & str. SA spells; SD spells; MR nil; SZ M; ML 15.

Equipment: hand-axe, dagger, bear claw necklace holy symbol and animal skins.

Spells Memorized: 1st level- *invisibility to animals, entangle*.

Wolf Cultists (3), hm F0: Int Average; AL N; AC 10; MV 12; hp 3 each; THAC0 20; #AT 2 w/ short bow or 1 w/ spear; Dmg 1-6 w/short bow or 1-6/ 1-8 w/ spear; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: short bows, 12 arrows in quiver, spears and animal skins.

Bear Cultists (3), hm F0: Int Average; AL N; AC 10; MV 12; hp 3 each; THAC0 20; #AT 1 w/ hand-axe or dagger; Dmg 1-6/ 1-4 w/hand-axe or 1-4/1-3 w/dagger; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: hand-axe, dagger, and animal skins.

Black Bear: Int Semi; AL N; AC 7; MV 12; HD 3+3; hp 13; THAC0 17; #AT 3; Dmg 1-3/1-3/1-6 (claw x2 & bite), SA Hug; SD Nil; MR nil; SZ M; ML 10.

Wolf: Int Low; AL N; AC 7; MV 18; HD 3; hp 10; THAC0 18; #AT 1; Dmg 2-5; SA nil; SD +1 vs. charm; MR nil; SZ S; ML 10.

Tier Two

Janakka, hm P(Sp)3 of the Wolf Cult: Int Above Average; AL N; AC 10; MV 12; hp 13; THAC0 20; #AT 2 w/ short bow or 1 w/ spear; Dmg 1-6 w/short bow or 1-6/1-8 w/ spear; SA spells, shapeshift; SD spells; MR nil; SZ M; ML 15.

Equipment: short bow, 12 arrows in quiver, spear, wolf tooth holy symbol and animal skins.

Special ability: shapeshift into a wolf (stats below) for 3-18 turns (once a week).

Spell Memorized: 1st level- *invisibility to animals, faerie fire (x2)*; 2nd level- *charm person or mammal, obscurement*.

Morglyn Greatpaw, hm P(Sp)3 of the Bear Cult: Int Above Average; AL N; AC 10; MV 12; hp 15; THAC0 19 (str); #AT 1 w/ hand-axe or dagger; Dmg 1-6+1/ 1-4+1 w/hand-axe & str. or 1-4+1/1-3+1 w/dagger & str. SA spells; SD spells; MR nil; SZ M; ML 15.

Equipment: hand-axe, dagger, bear claw necklace holy symbol and animal skins.

Special ability: shapeshift into a black bear (stats below) for 3-18 turns (once a week).

Spells Memorized: 1st level- *invisibility to animals, entangle (x2)*; 2nd level- *charm person or mammal, barkskin*.

Wolf Cultists (5), hm F1: Int Average; AL N; AC 10; MV 12; hp 5 each; THAC0 20; #AT 2 w/ short bow or 1 w/ spear; Dmg 1-6 w/short bow or 1-6/ 1-8 w/ spear; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: short bows, 12 arrows in quiver, spears and animal skins.

Bear Cultists (5), hm F1: Int Average; AL N; AC 10; MV 12; hp 5 each; THAC0 20; #AT 1 w/ hand-axe or dagger; Dmg 1-6/ 1-4 w/hand-axe or 1-4/1-3 w/dagger; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: hand-axe, dagger, and animal skins.

Black Bear (1): Int Semi; AL N; AC 7; MV 12; HD 3+3; hp 20 each; THAC0 17; #AT 3; Dmg 1-3/1-3/1-6 (claw x2 & bite), SA Hug; SD Nil; MR nil; SZ M; ML 10.

Wolves (2): Int Low; AL N; AC 7; MV 18; HD 3; hp 16 each; THAC0 18; #AT 1; Dmg 2-5; SA nil; SD +1 vs. charm; MR nil; SZ S; ML 10.

Tier Three

Janakka, hm P(Sp)5 of the Wolf Cult: Int Above Average; AL N; AC 10; MV 12; hp 26; THAC0 18; #AT 2 w/ short bow or 1 w/ spear; Dmg 1-6 w/short bow or 1-6/1-8 w/ spear; SA spells; SD spells; MR nil; SZ M; ML 15.

Equipment: short bow, 12 arrows in quiver, spear, wolf tooth holy symbol and animal skins.

Special ability: shapeshift into a wolf (stats below) for 3-18 turns (once a week).

Spell Memorized: 1st level- *invisibility to animals, faerie fire (x2)*; 2nd level- *charm person or mammal (x2), obscurement*; 3rd level- *summon insects, call lightning*.

Morglyn Greatpaw, hm P(Sp)5 of the Bear Cult: Int Above Average; AL N; AC 5; MV 12; hp 28; THAC0 17 (str); #AT 1 w/ hand-axe or dagger; Dmg 1-6+1/ 1-4+1 w/hand-axe & str. or 1-4+1/1-3+1 w/dagger & str. SA spells; SD spells; MR nil; SZ M; ML 15.

Equipment: hand-axe, dagger, bear claw necklace holy symbol and animal skins.

Special ability: shapeshift into a brown bear (stats below) for 3-18 turns (once a week).

Spells Memorized: 1st level- *invisibility to animals, entangle (x2)*; 2nd level- *charm person or mammal (x2), barkskin*; 3rd level- *summon insects, spike growth*.

Wolf Cultists (15), hm F1: Int Average; AL N; AC 10; MV 12; hp 5 each; THAC0 20; #AT 2 w/ short bow or 1 w/ spear; Dmg 1-6 w/short bow or 1-6/ 1-8 w/ spear; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: short bows, 12 arrows in quiver, spears and animal skins.

Bear Cultists (15), hm F1: Int Average; AL N; AC 10; MV 12; hp 5 each; THAC0 20; #AT 1 w/ hand-axe or dagger; Dmg 1-6/ 1-4 w/hand-axe or 1-4/1-3 w/dagger; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: hand-axe, dagger, and animal skins.

Brown Bears (2): Int Semi; AL N; AC 6; MV 12; HD 5+5; hp 35 each; THAC0 15; #AT 3; Dmg 1-6/1-6/1-8 (claw x2 & bite), SA Hug; SD Nil; MR nil; SZ L; ML 10.

Wolves (2): Int Low; AL N; AC 7; MV 18; HD 3; hp 16 each; THAC0 18; #AT 1; Dmg 2-5; SA nil; SD +1 vs. charm; MR nil; SZ S; ML 10.

Tier Four

Janakka, hm P(Sp)7 of the Wolf Cult: Int Above Average; AL N; AC 10; MV 12; hp 34; THAC0 16; #AT 2 w/ short bow or 1 w/ spear; Dmg 1-6 w/short bow or 1-6/1-8 w/ spear; SA spells; SD spells; MR nil; SZ M; ML 15.

Equipment: short bow, 12 arrows in quiver, spear, wolf tooth holy symbol and animal skins.

Special ability: shapeshift into a dire wolf (stats below) for 3-18 turns (once a week).

Spell Memorized: 1st level- *invisibility to animals, faerie fire (x2)*; 2nd level- *charm person or mammal (x2), obscurement*; 3rd level- *summon insects (x2), call lightning*; 4th level- *control temperature 10' radius, animal summoning 1*.

Morglyn Greatpaw, hm P(Sp)7 of the Bear Cult: Int Above Average; AL N; AC 5; MV 12; hp 36; THAC0 15 (str); #AT 1 w/ hand-axe or dagger; Dmg 1-6+1/ 1-4+1 w/hand-axe & str. or 1-4+1/1-3+1 w/dagger & str. SA spells; SD spells; MR nil; SZ M; ML 15.

Equipment: hand-axe, dagger, bear claw necklace holy symbol and animal skins.

Special ability: shapeshift into a brown bear (stats below) for 3-18 turns (once a week).

Spells Memorized: 1st level- *invisibility to animals, entangle (x2)*; 2nd level- *charm person or mammal (x2), barkskin*; 3rd level- *summon insects (x2), spike growth*; 4th level- *giant insect, sticks to snakes*.

Wolf Cultists (20), hm F1: Int Average; AL N; AC 10; MV 12; hp 5 each; THAC0 20; #AT 2 w/ short bow or 1 w/ spear; Dmg 1-6 w/short bow or 1-6/ 1-8 w/ spear; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: short bows, 12 arrows in quiver, spears and animal skins.

Bear Cultists (20), hm F1: Int Average; AL N; AC 10; MV 12; hp 5 each; THAC0 20; #AT 1 w/ hand-axe or dagger; Dmg 1-6/ 1-4 w/hand-axe or 1-4/1-3 w/dagger; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: hand-axe, dagger, and animal skins.

Brown Bears (2): Int Semi; AL N; AC 6; MV 12; HD 5+5; hp 39 each; THAC0 15; #AT 3; Dmg 1-6/1-6/1-8 (claw x2 & bite), SA Hug; SD Nil; MR nil; SZ L; ML 10.

Dire Wolves (2): Int Low; AL N; AC 6; MV 18; HD 4+4; hp 31 each; THAC0 15; #AT 1; Dmg 2-8; SA nil; SD nil; MR nil; SZ L; ML 10.

Tier Five

Janakka, hm P(Sp)9 of the Wolf Cult: Int Above Average; AL N; AC 10; MV 12; hp 46; THAC0 16; #AT 2 w/ short bow or 1 w/ spear; Dmg 1-6 w/short bow or 1-6/1-8 w/ spear; SA spells; SD spells; MR nil; SZ M; ML 15.

Equipment: short bow, 12 arrows in quiver, spear, wolf tooth holy symbol and animal skins.

Special ability: shapeshift into a dire wolf (stats below) for 3-18 turns (once a week).

Spell Memorized: 1st level- *invisibility to animals, faerie fire (x3)*; 2nd level- *charm person or mammal (x3), obscurement*; 3rd level- *summon insects (x3), call lightning*; 4th level- *control temperature 10' radius, animal summoning 1*; 5th level- *animal growth, rainbow*.

Morglyn Greatpaw, hm P(Sp)9 of the Bear Cult: Int Above Average; AL N; AC 4; MV 12; hp 48; THAC0 15 (str); #AT 1 w/ hand-axe or dagger; Dmg 1-6+1/ 1-4+1 w/hand-axe & str. or 1-4+1/1-3+1 w/dagger & str. SA spells; SD spells; MR nil; SZ M; ML 15.

Equipment: hand-axe, dagger, bear claw necklace holy symbol and animal skins.

Special ability: shapeshift into a cave bear (stats below) for 3-18 turns (once a week).

Spells Memorized: 1st level- *invisibility to animals, entangle (x3)*; 2nd level- *charm person or mammal (x3), barkskin*; 3rd level- *summon insects (x3), spike growth*; 4th level- *giant insect, sticks to snakes*; 5th level- *animal growth, anti-plant shell*.

Wolf Cultists (25), hm F1: Int Average; AL N; AC 10; MV 12; hp 5 each; THAC0 20; #AT 2 w/ short bow or 1 w/ spear; Dmg 1-6 w/short bow or 1-6/ 1-8 w/ spear; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: short bows, 12 arrows in quiver, spears and animal skins.

Bear Cultists (25), hm F1: Int Average; AL N; AC 10; MV 12; hp 5 each; THAC0 20; #AT 1 w/ hand-axe or dagger; Dmg 1-6/ 1-4 w/hand-axe or 1-4/1-3 w/dagger; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: hand-axe, dagger, and animal skins.

Cave Bears (3): Int Semi; AL N; AC 6; MV 12; HD 6+6; hp 52 each; THAC0 13; #AT 3; Dmg 1-8/1-8/1-12 (claw x2 & bite), SA Hug; SD Nil; MR nil; SZ L; ML 10.

Dire Wolves (3): Int Low; AL N; AC 6; MV 18; HD 4+4; hp 31 each; THAC0 15; #AT 1; Dmg 2-8; SA nil; SD nil; MR nil; SZ L; ML 10.

This combat will occur with the cultists 120 feet away from the party on either side of them. This means that anyone wearing armor more encumbering than leather will not be able to engage in melee until the second round of combat. The cultists should be split as evenly as possible into two groups which are lined up in three rows: in the front are the bear cultist, the second row consists of the wolf cultists and the third row has the priest. The animals are to the front and rear of the party 100 feet away. Since all but one of the cultists was well concealed and the party wasn't aware of their presence, the cultists receive a bonus of -2 to their initiative roll on the first round of combat.

One tip to use in speeding up this combat is to roll for the cultists in groups of five: either five hit or miss. This works well since the cultists of each type are identical in statistics. Only use this option if the players agree to it, otherwise just roll each attack separately.

Strategy: The cultists will use guerrilla warfare tactics in this fight- the priests will hang back while casting enhancing spells on their side and offensive ones at the PCs. If the battle starts going poorly and most of the missile troops are taken out, the priests will obscure the battlefield (if they can) so that the animals can close in. However the cultists will not surrender or flee: they are fighting for their homes and lives.

Into the Camp of the Beast-Friends

This section is to be read if the PCs have avoided hostilities during their initial interaction with the beast cultists. The PCs will be disarmed and led into the camp:

You hear the movement of creatures far ahead as the feral guides lead you through the forest. The thirteen men and women around you are all dressed in deerskins and adorned with animal tooth necklaces. Looking around you see most of them staring at you, watching your every move. The deep rumble of beating drums can be heard in the distance and the sound grows louder with each passing second.

After several minutes the beating drums cease as you emerge from the forest into a grassy clearing. In the middle of the clearing is a small pond around which you see many figures resembling the guides who have led you here. These figures are seated upon animal skin blankets and a few of them hold drums between their legs. Next to the drummers you see two carved stone statues: one of a bear on its hind legs and the other of a wolf on all fours. The strangest thing you see, however, is a couple of children snuggled up next to a bear! You also see another bear and several wolves lapping water from the pond. Before you can react, one of your guides motions you over to the gathering.

Wait and see what the PCs do. If they refuse to approach the gathering, the guide will growl and motion for the PCs to follow him. The next action will be to have a guide push any resistant PC toward the gathering. If the PCs decide to fight go to the beast cult combat above but modify the starting placement based on the above description.

If the PCs follow the guide to the camp, continue:

As you approach the gathering around the bank of the pond, you see a woman rise and approach. Pulling back a hood that resembles a stuffed deer's head, the woman looks at you with fierce, dark brown

eyes. She spends several minutes studying you as her straight brown hair flutters in the wind. Finally the woman grabs a fang hanging from a necklace and holds it in her hand. "Why have you come?" the woman asks in a sharp tone.

This woman is Janakka of the Fang (see stats for her in the beast cult combat section above). She is the leader of the wolf cult and the one who speaks common the best. Janakka will question the motives of the PCs since in the past the villagers in the surrounding area have hired mercenaries to attack the cultists. The PCs will have to convince Janakka that they don't plan on harming her people. This can be done in many ways such as:

- Offer Janakka or the cultists gifts (ones that are practical to them).
- Explain to Janakka that the PCs believe a cult of Malar is responsible for destroying Sweet Water (and provide proof). This will result in the cultists helping the PCs attack the Malarites at the beast council (option A).
- Showing evidence of the defeated Malar cultist camp and explaining their plans to the beast cultists (in this case go to **The Truth Revealed to the Beast Cultists** section)
- Anything else that seems a reasonable gesture of good will on the part of the PCs.

During the interaction with Janakka, the rest of the cultists will watch the proceedings. When the PCs have shown their friendly demeanor, over a dozen more feral-looking humans being led by a tall, strong man will emerge into the clearing. Proceed:

"You seem to be true of heart" states the woman before you in a more friendly tone. "Are you sure, Janakka?" growls a man with a deep voice who emerges from the forest. Over a dozen other animal-skin clad figures emerge from the woods behind this hulking man as he approaches. "They have surrendered their weapons and have conducted themselves in a peaceful manner" replies Janakka. "Well I'll be watching you," says the large man who now stands before you accompanied by his entourage. With those words, the tall man and those with him walk past you and join the others seated around the pond.

This man is Morglyn Greatpaw (see stats for him in the beast cultist combat section above). He is the leader of the bear clan and the people with him are bear cultists. He will be suspicious of the PCs even after Janakka says that they are all right. Proceed to the Dinner at the Cultist Camp encounter below.

Dinner at the Cultist Camp

Basically the PCs will be allowed to join the cultists in a feast during the night. At this feast Janakka will tell a story about the cultists after which the PCs will be asked to entertain. If all goes well, the PCs will be invited to the beast council meeting the next day at sunrise.

“Pay no attention to Morglyn. He will soften up in time. Tonight over food our people will entertain one another!” exclaims Janakka. She makes a simple gesture after which you see many of the cultists getting up from where they were resting. The camp becomes a flurry of activity as wood is placed in fire pits and roasting spits are brought out. Even the bears and wolves appear to be helping out by dragging branches clenched in their teeth to the pits.

The weapons of the PCs are under a large tarp in the center of the camp. Three cultists are guarding the tarp to ensure that nothing happens. If the PCs ask for their weapons, Janakka will frown and tell them that they don't need weapons to eat dinner. Janakka will refuse to give the PCs back their equipment while they are at the camp. If the PCs insist that they need their weapons, Janakka will warn them that they will get their equipment when they leave. Further insistence by the PCs could result in them being forcibly evicted from the camp.

Eventually the camp seems ready for the meal. The pits are filled with wood and the men, women and children gather around them. The animals back away as a pit smolders where a man has been busy banging together flint and steel. After a short time both pits are filled with a roaring blaze. From underneath a tarp two women produce large slabs of meat, which are skewered on spits and placed over the fire. Several men bring forth leather pouches filled with wild berries and begin passing them around. Janakka motions for you to join the gathering and she points to a large empty space between her and a young boy.

Wait for the PCs to join the gathering. The berries and meat (which will be somewhat rare) will be passed around and the PCs will offend the cultists if they all don't at least eat one of the foods. If the PCs ask for drinks, Janakka will motion toward the nearby pond and the gathering will laugh at the PC who asks the question. There will be little talk initially as people eat and it will be centered on the food. After a short while proceed:

“It is time for the tale of the great sadness!” shouts Janakka. The crowd grows silent and everyone looks her way.

“Countless seasons ago before the oldest elf was born there was a time of great happiness” she says smiling. “Everything on Faeroe existed in harmony. Forests were replenished naturally when they were destroyed by the fire from the sky. No creature killed another except to eat or protect itself. This wondrous time went on for ages until one day a plague spread upon the land.” Janakka states as her smile shifts into a look of sadness.

“This plague was brutal in that it destroyed forests thoughtlessly and slaughtered animals indiscriminately: not just for food but for sport and waste. As this plague grew, the harmony of Faeroe was destroyed. Forests slowly became the exception and not the rule, while animals dwindled in number as many suffered and died. Some kinds of animals vanished forever due to the onslaught of the thoughtless disease; now these creatures exist only in dreams.” Janakka states while looking as if she might cry at any moment. “This plague is the result of the so-called sentient races and it continues to this day. One day these races might destroy themselves in their foolish attempts to master nature. That is why we live off the land and follow the animals. The beasts live in harmony with nature as it was in the beginning and hopefully will be again one day.”

The crowd is deathly silent during the story. After a few moments, continue:

“So I have told you the story of our people. Now it is your turn to entertain us.” Janakka says in a lighter tone as the serious look leaves her face.

The PCs should entertain the cultists. Role-play this encounter out if there is time by having the players describe what their PCs are doing. The cultists will enjoy stories, songs, acrobatics and music but any shows of magical power will scare the cultists and provoke mistrust. After the PCs provide some entertainment, the camp will break up and get ready to sleep. The bear cultists will camp here tonight since Morglyn doesn't fully trust the PCs and he would like to keep an eye on them. If the PCs have entertained the cultists without agitating them, Janakka may invite the PCs to the council meeting. However she will only invite the PCs if they do one of the following three things:

- Show their compassion for the cultist children.
- Feed the animals at the camp or pet them.
- Talk with Janakka and express empathy for the beliefs of the cultists.

If any PC wants to speak with Janakka after the entertainment, she will share the following:

- We believe that if we live in harmony with nature and try to live like the beasts, then we will be rewarded in our next incarnation. The truly blessed come back in a pure animal form.
- Although we currently rest here, the wolf clan doesn't have a permanent home. The bear clan resides in an underground cave. I can not tell you the location of the bear cave since Morglyn would not want me to share that secret.
- In recent months our people have been brutally attacked by nearby villagers. These filth senselessly destroy our best trees leaving barren areas. Worse yet they have slain numerous animals often skinning them and leaving the carcasses to rot! Even some of our kin (referring to cultists, wolves and bears), including children, have been butchered by groups of villagers!
- About two weeks ago our sacred figurines disappeared. We believe that trappers from a nearby village must have taken them. Only these villagers would show such disrespect for sacred objects!

Janakka does not believe that the "visiting cult" would take the figurines. It is a major taboo among the beast clans to pilfer sacred relics.

- The villagers nearby even had the nerve to send heavily armed men to try and destroy us. Although the men killed many, we defeated them.
- In order to defend the forest, and ourselves we have attacked some of the villagers who intrude. In fact at tomorrow's council meeting, one of the topics of discussion will be whether the cults should unite and punish the villagers for their incursions!
- There is a visiting clan from a nearby forest. The visiting clan has been here for almost a moon now (one month). The new clan has met with us twice but they mostly keep to themselves. This clan worships tusked boars although they only brought one to their meetings with us.

(Janakka will state that visits from distant clans are rare but not unheard of if the PCs ask. Of course this clan is actually the Malar cult)

If the PCs ask Janakka whether the cultists destroyed Sweet Water:

- I am surprised to hear that a village was destroyed but I am not sorry. We did not attack this village

since we would not perform such a drastic act without the sanction of the beast council!

If the PCs show empathy for the cultists:

- Since you have demonstrated that you are trustworthy, I invite you to attend the beast council. At the council we will meet with the visiting boar clan to decide whether we should attack the villagers.
- It is a great honor for a non-believer to be invited. The meeting will be held tomorrow when the sun first rises.

Other than the information above, Janakka will not answer any questions. She will provide the PCs with animal skins to sleep with and then dismiss herself for the night. The night will pass uneventfully unless the PCs cause trouble. At any given time three cultists and one wolf will be awake and guarding the tarp under which the PCs items are located. If the night passes uneventfully, continue to the section The Beast Council.

The Beast Council

You are awoken early the next morning by many noises. In the near blackness you can barely make out various shapes moving about the camp. The clanking of metal objects, the splashing sound of water and the drone of conversations fill the air.

"It's time to arise!" shouts a nearby figure before darting off into the darkness.

As you gather your senses and survey the scene you can make out the silhouettes of three approaching figures. "Here are your possessions" states the familiar voice of Janakka "I thought you might want them." With a clanking sound the other two figures place a tarp before you.

Janakka and the other cultists will wait while the PCs gather their belongings. Everything that the PCs turned over will be in the tarp. When the PCs are finished retrieving their possessions, continue:

Retrieving the last piece of your returned equipment, you notice the sky starting to lighten. You can now make out the forms of Janakka and two men standing next to you. "We must leave now so we are not late!" and with those words Janakka and the men head off. At the edge of the clearing you can just make out the forms of dozens of cultists heading into the forest.

Use option A if the PCs provided evidence that the Malarites destroyed Sweet Water and that they have probably have been pitting the villagers and the cultists against one another. Otherwise use option B.

Option A

Use this option if the PCs provided evidence that the Malarites destroyed Sweet Water and that they have probably have been pitting the villagers and the cultists against one another.

After traveling for a long time at a rather hurried pace you emerge from the undergrowth and enter a large clearing. Trying to catch your breath you see the crimson rays of the rising sun illuminating the field before you. At the edge of the clearing you see the wolf and bear cultists waiting. In the distance you can make out dozens of large boulders which are clustered near the center of the field. "We will approach as if the meeting shall take place as normal and then jump them!" states Janakka.

Proceeding up to the boulders you notice dozens of men waiting around the rocks. A tall man with black hair stands behind some of the others. "So you have found out about us!" the man shouts as he throws off the brown robe he was wearing revealing a suit of mail underneath. "Kill them all!" With that chilling command the men around the boulders charge out to fight!

The man with black hair had an ESP spell going from a potion and he knew what the cultists were planning as they approached. Proceed to The Battle of the Beasts section.

Option B

Use this option if the PCs are attending the council but they have not convinced the beast cultists that the visiting clan is actually a group of Malarites.

The PCs will need to follow Janakka or track the cultists to follow them. If they follow continue:

After traveling for a long time at a rather hurried pace you emerge from the undergrowth and enter a large clearing. Trying to catch your breath you see the crimson rays of the rising sun illuminating the field before you. At the edge of the clearing you see the wolf and bear cultists waiting. In the distance you can make out dozens of large boulders which are clustered near the center of the field. "That is the council meeting area!" Janakka exclaims as she points in the direction you are looking.

Before you can fully catch your breath the gathered cultists dash for the rocks in the distance.

Wait for the PCs to follow and then continue:

When you reach the boulders it appears that the visiting cultists have already arrived. A tall, unfamiliar man with black hair appears to be engaged in a heated discussion with Janakka and Morglyn. The man is wearing a brown robe that seems very large. "You know that these meeting grounds are sacred places Janakka!" shouts the man "I cannot believe you would bring spies to such a place!" "I knew those people were imposters!" yells Morglyn. "There must be some mistake" pleads Janakka "these people seem to be of good spirit!"

The argument ceases as those involved notice your arrival. All goes quiet as the gazes of dozens of people turn toward you. "If you knew what was best, you would kill these scum before they destroy us all!" exclaims the black haired stranger standing motionless before you.

Wait and see what the PCs do. If they attack, then they will have to fight the forces of the beast cultist (see the stats from the beast cultist combat) and the Malar cultists (from Tracking the Malarites). However if the PCs can convince the wolf and bear cultists that the visiting clan is a cult of Malar, they will help the PCs fight them.

Ways that the PCs could convince the beast cultists are:

- Exposing the evidence of the Malarite attack on Sweet Water.
- Rationalizing the situation by explaining to the beast cultists how things have worsened since the "visiting cult" has arrived.

Any reasonable argument to the beast cultists from the PCs will provide enough uncertainty that the Malarites will attack. Once this occurs proceed to the Battle of the Beasts Section.

Fighting the Malar Cultists

This section deals with the final confrontation between the PCs and the Malar cultists. There are two paths for this to occur: either the PCs enlist the assistance of the beast cultist or the PCs face the Malarites alone. Both possibilities are dealt with here.

Battle of the Beasts

This section is used if the PCs have convinced the beast cultists to help them in the fight. The enemy forces provided are the ones that are engaging the PCs.

The beast cultists have their hands full dealing with the rest of the attacking Malarites:

Tier One

Korog of the Tusk, hm P(Sp)4 of Malar: Int Exceptional; AL CE; AC 4 (banded mail); MV 12; hp 20; THAC0 17; #AT 2; Dmg 1-6+2/1-4+2 (Claws of Malar + str); SA Spells; SD Spells; SZ M; ML 16.

Spells memorized: 1st level- *entangle*, *magical stone* (x2), *faerie fire*, *endure heat* (pre-cast); 2nd level- *charm person or mammal* (x2), *heat metal* (x2).

Equipment: Banded mail, 2 Claws of Malar, pouch with 2 diamonds worth 300 gp each and one scroll: **Player Handout #1**.

Morril, hm W2: Int Genius; AL LE; AC 6 (armor spell); MV 12; hp 6; THAC0 20; #AT 1; Dmg 1-4 (dagger); SA Spells; SD Spells, invisible (until attacking); SZ M; ML 14.

Spells memorized: 1st level- *armor* (pre-cast), *magic missile*.

Equipment: Dagger, robes.

Malar Cultists (5), hm F1: Int Average; AL N; AC 10; MV 12; hp 5 each; THAC0 20; #AT 1; Dmg 1-8 (scimitar); SA Nil; SD Nil; SZ M; ML 14.
Equipment: Scimitars and robes.

Tier Two

Korog of the Tusk, hm P(Sp)5 of Malar: Int Exceptional; AL CE; AC 4 (banded mail); MV 12; hp 25; THAC0 17; #AT 2; Dmg 1-6+2/1-4+2 (Claws of Malar + str); SA Spells; SD Spells (protection from fire- can absorb 60 pts. of fire damage; SZ M; ML 16.

Spells memorized: 1st level- *entangle*, *magical stone* (x2), *faerie fire*, *endure heat* (pre-cast); 2nd level- *charm person or mammal* (x2), *heat metal* (x2); 3rd level- *continual light*, *protection from fire* (pre-cast).

Equipment: Banded mail, 2 Claws of Malar, pouch with 2 diamonds worth 300 gp each and one scroll: **Player Handout #1**.

Morril, hm W3: Int Genius; AL LE; AC 6 (armor spell); MV 12; hp 10; THAC0 20; #AT 1; Dmg 1-4 (dagger); SA Spells; SD Spells, invisible (until attacking); SZ M; ML 14.

Spells memorized: 1st level- *armor* (pre-cast), *magic missile*; 2nd level- *stinking cloud*.

Equipment: Dagger, robes.

Malar Cultists (10), hm F1: Int Average; AL N; AC 10; MV 12; hp 5 each; THAC0 20; #AT 1; Dmg 1-8 (scimitar); SA Nil; SD Nil; SZ M; ML 14.
Equipment: Scimitars and robes.

Wild Boar (1): Int Animal; AL N; AC 7; MV 15; HD 3+3; hp 11 each; THAC0 17; #AT 1; Dmg 3-12; SA Nil; SD Fights until -7; SZ M; ML 11.

Tier Three

Korog of the Tusk, hm P(Sp)6 of Malar: Int Exceptional; AL CE; AC 1 (plate mail, dex); MV 12; hp 30; THAC0 17; #AT 2; Dmg 1-6+3/1-4+3 (Claws of Malar + str); SA Spells; SD Spells (protection from fire- can absorb 72 pts. of fire damage; SZ M; ML 16.

Spells memorized: 1st level- *entangle*, *magical stone* (x2), *faerie fire*, *endure heat* (pre-cast); 2nd level- *charm person or mammal* (x2), *heat metal* (x2); 3rd level- *continual light*, *dispel magic*, *protection from fire* (pre-cast).

Equipment: Plate mail, 2 Claws of Malar, pouch with 2 diamonds worth 300 gp each and one scroll: **Player Handout #1**.

Morril, hm W5: Int Genius; AL LE; AC 3 (armor spell, dex); MV 12; hp 24 (con 16); THAC0 19; #AT 1; Dmg 1-4 (dagger); SA Spells; SD Spells, invisible (until attacking); SZ M; ML 14.

Spells memorized: 1st level- *armor* (pre-cast), *color spray*, *magic missile*, *enlarge*; 2nd level- *stinking cloud*, *mirror image*; 3rd level- *lightning bolt*.

Equipment: Dagger, robes.

Malar Cultists (15), hm F1: Int Average; AL N; AC 10; MV 12; hp 5 each; THAC0 20; #AT 1; Dmg 1-8 (scimitar); SA Nil; SD Nil; SZ M; ML 14.

Equipment: Scimitars and robes.

Wild Boars (3): Int Animal; AL N; AC 7; MV 15; HD 3+3; hp 11 each; THAC0 17; #AT 1; Dmg 3-12; SA Nil; SD Fights until -7; SZ M; ML 11.

Tier Four

Korog of the Tusk, hm P(Sp)9 of Malar: Int Exceptional; AL CE; AC 0 (plate mail, dex); MV 12; hp 40; THAC0 15; #AT 5/2; Dmg 1-6+3/1-4+3 (Claws of Malar + str); SA Spells; SD Spells (protection from fire and lightning- can absorb 84 pts. of fire and lightning damage; SZ M; ML 16.

Spells memorized: 1st level- *entangle*, *magical stone* (x2), *faerie fire*, *endure heat* (pre-cast); 2nd level- *charm person or mammal* (x2), *heat metal* (x2); 3rd level- *continual light*, *dispel magic*, *protection from fire* (pre-cast); 4th level- *protection from lightning* (pre-cast), *sticks to snakes*; 5th level- *animal growth*.

Equipment: Plate mail, 2 Claws of Malar, pouch with 2 diamonds worth 300 gp each and one scroll: **Player Handout #1**.

Morril, hm W7: Int Genius; AL LE; AC 2 (armor spell, dex); MV 12; hp 32 (con 16); THAC0 18; #AT 1; Dmg 1-4 (dagger); SA Spells; SD Spells, invisible (until attacking), 6 stonesskins; SZ M; ML 14.
Spells memorized: 1st level- *armor (pre-cast), color spray, magic missile, enlarge*; 2nd level- *stinking cloud, mirror image, Melf's acid arrow*; 3rd level- *lightning bolt, haste*; 4th level- *stoneskin (pre-cast)*.
Equipment: Dagger, robes.

Cultists (15), hm F1: Int Average; AL N; AC 10; MV 12; hp 5 each; THAC0 20; #AT 1; Dmg 1-8 (scimitar); SA Nil; SD Nil; SZ M; ML 14.
Equipment: Scimitars and robes.

Giant Boars (4): Int Animal; AL N; AC 5; MV 15; HD 6+6; hp 40 each; THAC0 11; #AT 1; Dmg 6-24; SA Nil; SD Fights until -7; SZ L; ML 11.

Tier Five

Korog of the Tusk, hm P(Sp)10 of Malar: Int Exceptional; AL CE; AC -1 (plate mail, dex); MV 12; hp 55 (con 16); THAC0 13; #AT 5/2; Dmg 1-6+3/1-4+3 (Claws of Malar + str); SA Spells; SD Spells (protection from fire and lightning- can absorb 120 pts of fire and lightning damage; SZ M; ML 16.

Spells memorized: 1st level- *entangle, magical stone (x2), faerie fire, endure heat (pre-cast)*; 2nd level- *charm person or mammal (x2), heat metal (x2)*; 3rd level- *continual light, dispel magic, protection from fire (pre-cast)*; 4th level- *cure serious wounds, protection from lightning (pre-cast), sticks to snakes*; 5th level- *animal growth; slay living*.

Equipment: Plate mail, 2 Claws of Malar, pouch with 2 diamonds worth 300 gp each and one scroll:
Player Handout #1.

Morril, hm W9: Int Genius; AL LE; AC 6 (armor spell); MV 12; hp 40 (con 16); THAC0 18; #AT 1; Dmg 1-4 (dagger); SA Spells; SD Spells, invisible (until attacking), 6 stonesskins; SZ M; ML 14.

Spells memorized: 1st level- *armor (pre-cast), magic missile (x2), enlarge*; 2nd level- *stinking cloud, mirror image, Melf's acid arrow*; 3rd level- *lightning bolt, haste, slow*; 4th level- *stoneskin (pre-cast), phantasmal killer*; 5th level- *feeblemind*.

Equipment: dagger, robes.

Cultists (20), hm F1: Int Average; AL N; AC 10; MV 12; hp 5 each; THAC0 20; #AT 1; Dmg 1-8 (scimitar); SA Nil; SD Nil; SZ M; ML 14.
Equipment: Scimitars and robes.

Giant Boars (6): Int Animal; AL N; AC 5; MV 15; HD 7+7; hp 48 each; THAC0 8; #AT 1; Dmg 6-24; SA Nil; SD Fights until -7; SZ L; ML 11.

The cultists will try to prevent the PCs from reaching the spellcasters. The boars will emerge from behind the boulders and charge the PCs. The spellcasters will try to enhance the attacking boars so that they can do maximum damage (enlarge, animal growth and haste if possible).

Let the PCs know that the beast cultists are also engaged in combat with the Malarites. Any area effect spells that the PCs unleash will surely catch some wolf or bear cultists as well as the Malarites (since there are scores of figures involved in the fight) due to the chaotic shifting nature of this mass combat. The only area effect spells that might not catch the friendly beast cultists are lightning bolt, cone of cold and similar directed narrow, focused blasts (although there will still be a 10% chance that a beast cultist is hit).

Many of the beast cultists will be slain in the fighting including Morglyn of the Paw. The cultists will leave their dead to decompose on the field (that is nature's way) and return to their camp. After the battle is over proceed to the section The Truth Revealed to the Beast Cultists or the Malarite Camp if the PCs look for it before speaking with Janakka (since this area doesn't have anything here to indicate that it was a camp).

Fighting the Malar Cultists Alone

If the PCs go to face the Malar cultists alone, despite the warnings, they will be attacked in the forest by the Malarites. The attack will occur at the Malarite camp, which is in a lightly wooded area about a half an hour away from the beast council meeting site. Use the stats from the Battle of the Beasts section and add the following reinforcements:

Tier One

Malar Cultists (5), hm F1: Int Average; AL N; AC 10; MV 12; hp 5 each; THAC0 20; #AT 1; Dmg 1-8 (scimitar); SA Nil; SD Nil; SZ M; ML 14.
Equipment: Scimitars and robes.

Wild Boars (1): Int Animal; AL N; AC 7; MV 15; HD 3+3; hp 11 each; THAC0 17; #AT 1; Dmg 3-12; SA Nil; SD Fights until -7; SZ M; ML 11.

Tier Two

Malar Cultists (10), hm F1: Int Average; AL N; AC 10; MV 12; hp 5 each; THAC0 20; #AT 1; Dmg 1-8 (scimitar); SA Nil; SD Nil; SZ M; ML 14.

Equipment: Scimitars and robes.

Wild Boars (2): Int Animal; AL N; AC 7; MV 15; HD 3+3; hp 11 each; THAC0 17; #AT 1; Dmg 3-12; SA Nil; SD Fights until -7; SZ M; ML 11.

Tier Three

Malar Cultists (15), hm F1: Int Average; AL N; AC 10; MV 12; hp 5 each; THAC0 20; #AT 1; Dmg 1-8 (scimitar); SA Nil; SD Nil; SZ M; ML 14.
Equipment: Scimitars and robes.

Wild Boars (3): Int Animal; AL N; AC 7; MV 15; HD 3+3; hp 11 each; THAC0 17; #AT 1; Dmg 3-12; SA Nil; SD Fights until -7; SZ M; ML 11.

Tier Four

Malar Cultists (25), hm F1: Int Average; AL N; AC 10; MV 12; hp 5 each; THAC0 20; #AT 1; Dmg 1-8 (scimitar); SA Nil; SD Nil; SZ M; ML 14.
Equipment: Scimitars and robes.

Giant Boars (1): Int Animal; AL N; AC 5; MV 15; HD 6+6; hp 40 each; THAC0 11; #AT 1; Dmg 6-24; SA Nil; SD Fights until -7; SZ M; ML 11.

Tier Five

Cultists (30), hm F1: Int Average; AL N; AC 10; MV 12; hp 5 each; THAC0 20; #AT 1; Dmg 1-8 (scimitar); SA Nil; SD Nil; SZ M; ML 14.
Equipment: Scimitars and robes.

Giant Boars (2): Int Animal; AL N; AC 5; MV 15; HD 7+7; hp 48 each; THAC0 8; #AT 1; Dmg 6-24; SA Nil; SD Fights until -7; SZ M; ML 11.

The Malar cultists will fight to the death with using the same strategies they would use in the battle with the beast cultists and PCs (the other option). When the PCs defeat the cultists they can search the nearby forest and locate the Malarite camp.

The Malarite Camp

After a bit of searching through the forest you find what must have been the Malarite camp. Dozens of tattered bedrolls lie about a makeshift fire pit. Several worn tents are set up under the trees. Behind the tents you see three different animals chained to separate tree trunks. From one tree a baby elephant emits a snorting noise from its trunk. The second tree has a small, shackled white bear groaning for attention. A third tree has a baby lion chained to it

that is lying still.

The animals are above average intelligence (for their species) and were trained by a merchant who gathered rare animals to train and sell to circuses. Unfortunately for the merchant he was caught in Sweet Water when the Malarites attacked and was slain. The Malar cultists destroyed the wagons that the animals were in and sent the remaining pieces down the stream near the ruins of Sweet Water. Not knowing what to do with them, the Malarites brought the animals here to the camp where they figured they might be useful for either food or sport.

The animals are trained and very friendly. All of them are in somewhat poor health since they have been malnourished while under the care of the Malar cultists. With a little bit of effort, the PCs can feed the animals and get them to come along with them. The PCs can take the animals to the beast cultists (who will refuse to take them since they don't belong in the forest and probably wouldn't live). Another option is that the PCs can bring the animals back to Ravens Bluff (where they can be kept as non-combatative pets if any PC has a place to house them or where they can be sold to the circus). One final option is that a *7th level ranger* or above can befriend one of the animals and in doing so gain a follower.

Gorghen of the Tusk fled the camp when he learned of the approach of the PCs. Gorghen used a *word of recall* to return to the home base of the cultists. The camp will have little of use: dozens of moth-eaten bedrolls, a few tattered tents and scraps of burnt meat. In one tent the PCs will find a scroll that is Player Handout #2.

The Truth Revealed to the Beast Cultists

This section can occur either after the PCs have defeated the Malar cultists by themselves and revealed the truth to the beast cultists or after the joint efforts of the PCs and beast cultists have defeated the Malarites. If the PCs present evidence (the scrolls and the Claws of Malar) to the cultists, they will accept the truth.

The beast cultists will be thankful to the PCs for setting things right for them. Janakka will request that the PCs try and explain what happened in the forest to the villagers of Dark Hollow so that they know the truth. She will also ask the PCs to get the villagers to cease their trapping and lumber operations in the woods. If the PCs get the villagers to agree to the requests of the beast cultists and they return with the news, Janakka will reward them.

Returning to Dark Hollow

When the PCs return to Dark Hollow to speak with the villagers, several things could happen depending on what the PCs have done:

The PCs have slain the beast cultists: General Tarn and the people of Dark Hollow will thank the PCs, hold a feast in their honor and pay them their reward (300 gp each and Tarn will hand over his light crossbow of speed +2). The PCs are then free to return to Ravens Bluff.

The PCs have slain the Malar Cultists and bring proof of their existence: After the PCs provide some evidence that the cultists of Malar were actually behind the destruction of Dark Hollow (**Player Handouts #1 and/or #2**), the villagers will reluctantly admit that the beast cultists were innocent. The villagers will still provide the PCs with the promised rewards if they insist on having them.

The people of Dark Hollow will also agree to stop attacking the beast cultists but they will resist agreeing to halt their lumbering and trapping activities. If pressed, the villagers will state that these activities are the sole sources of trade for Dark Hollow and several other smaller settlements near the Highbank Forest. The main problem is that there are many people who only know trapping or lumbering skills who would be without a means of livelihood. There are several solutions to this problem that the PCs can propose which would be accepted:

- The PCs can agree to stay for three months and teach some of the villagers' new skills that they can use to generate other trade goods (the PCs must have appropriate non-weapon proficiencies like herbalism, carpentry, etc).
- If the PCs want they can forfeit their monetary reward from the villagers so that it can be used to send people to Ravens Bluff for training in other skills.
- The PCs can approach the Beast Cultists and arrange for them to teach the villagers how to make more efficient use of the animals they trap. The villagers will be taught how to use more parts of the animals they hunt. The villagers will also agree not to hunt the sacred animals of the cultists.

If the PCs offer one of the above options to the villagers, they will agree after discussing the matter. The PCs will then be provided with a scroll on which the specified agreement is written out. If the PCs

return to the beast cultists with the agreement, Janakka will reward the PCs.

Encounter Ten Delivering the Agreement to the Cultists

You return to the beast cultist camp with the agreement from Dark Hollow in hand. Janakka smiles broadly as she reads the scroll. "Finally there may be a chance for peace. Perhaps not all members of the sentient races are part of the plague after all!" she exclaims.

"I have gathered some shamanic talismans that I want you to have. Please take them and remember us always!" Janakka exclaims as she thrusts a bundle of items wrapped in tarp into your hands. As she walks away to join her people, Janakka turns and waves. "Do not forget our struggle. Teach others about the importance of respecting the land!" she shouts before merging into the crowd of her people.

The items the PCs are given are summarized in the Treasure Summary below.

Encounter Eleven Home To Ravens Bluff

At last you head down the road that leads you home. During the long journey you reflect on the recent events. Not too long ago you answered the pleas of a small boy who wanted you to save his village. It sounded like a simple mission but from the events that followed you soon learned how complicated the situation really was. And what of this Gorgrhen fellow and this awakening that was mentioned in the letter. Perhaps you will never know the answers to these questions. For now though you travel back to your home, knowing that once again you have proven yourself to be a hero!

The two last things that the PCs will have to do is

- 1) take care of the animals (if they found them and brought them along) and
- 2) pay for a heal spell for Xazeron the Binder (if they brought him along and they want to pay for the spell.

The PCs will have to either sell the animals to the circus or register them and show proof that they have a place to keep them (a ranger should register his

follower, although he doesn't have to if he never brings it into the city). Xazonon will explain who he is if the PCs cure him and he will provide them with two items. If not cured, he will be placed in a "home" and cared for by the priests of Selune.

Here Ends *Awakening the Beast*

Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. Finally, multiply the total by the tier according to this chart:

| | |
|--------------|--------|
| Levels 6-13 | Tier 1 |
| Levels 14-25 | Tier 2 |
| Levels 26-37 | Tier 3 |
| Levels 38-56 | Tier 4 |
| Levels 57+ | Tier 5 |

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 3 group, not for a Tier 4 group.

| | |
|--|---------------|
| Discovering the true story from Mort the merchant | 50 xp |
| Getting the information about the druid from Relgrenor | 50 xp |
| Discovering that the insane man is suffering from a <i>feblemind</i> spell | 50 xp |
| Finding the broken Claw of Malar at the ruins of Sweet Water | 50 xp |
| Locating the tracks leading to the beast cult camp | 50 xp |
| Defeating the beast cultists in combat | 200 xp |
| Defeating the Malar cultists in combat | 300 xp |
| Informing the beast cultists of the presence of the Malar cult | 50 xp |
| Securing an agreement from Dark Hollow in which the rights of the residents of the Highbank Forest are respected | 100 xp |
| Curing Xazonon the Binder from the <i>feblemind</i> spell | 50 xp |
| Total Experience for Objectives: | 950 xp |

Roleplaying Experience: 0-500 xp

Total Possible Experience: 1,450 xp

| | |
|-------------|----------|
| For Tier 2: | 2,900 xp |
| For Tier 3: | 4,350 xp |
| For Tier 4: | 5,800 xp |
| For Tier 5: | 7,250 xp |

Please note that due to the multiple paths through this adventure, it is highly unlikely that any party will get all the experience. In fact, most groups will get at most 1,250 x tier because they won't attack the beast cultists.

Treasure Summary

If it's not on this list, the PCs cannot keep it.

From Silver Fang only if a PC gave a correct item:

- *Amulet of the silver dragon*: This amulet provides +1 protection as a *ring of protection*. The amulet also provides the wearer with a +2 reaction bonus when dealing with dragons of good alignment. Furthermore the *amulet* has four charges which can be activated when the wearer is in the area of a breath weapon attack from an evil dragon. Each charge allows the PC to make a saving throw versus spell in order to take no damage from the breath attack or ¼ damage on a failed save versus spell. This affects only the PC wearing the necklace. After the charges are expended the amulet continues to provide a +2 reaction bonus with good dragons, but loses its AC protection power.

From Dark Hollow:

- A light *crossbow of speed* +2 from General Tarn
- 300 gp each (unless the PCs forego the monetary reward)

From the Malar Cultists:

- 2 diamonds worth 300 gp each from Korog
- 20 gp each per tier worth of equipment

From the beast cultists if they were destroyed:

- 50 gp each per tier worth of equipment
- Reward from Janakka only if the PCs secure an agreement from Dark Hollow**
- A wolf figurine: Although this dagger-sized figurine seems to be a simple limestone carving, it exemplifies the art you have seen among the cultists. It vaguely resembles a wolf and it has a

few indecipherable markings. This figurine is worth 100 gp.

- A hollowed bone smoking pipe: This pipe is two feet long and it sports a carved bowl in the shape of a howling wolf. Eagle feathers hang from leather strips off of the handle and the pipe is brightly decorated. Anyone possessing this pipe will have a +2 reaction from beast cultists in the Vast due to the pipe being a symbol of affinity towards animals. This pipe is worth 500 gp due to its rarity and beauty.
- Bracelet of the owl: This plain wooden bracelet allows the wearer to see at night exactly like an owl. Because of the improvement in night vision, any penalties to surprise rolls due to darkness are negated as long as there is minimal light available (stars or the moon). On the other hand, the person wearing this bracelet is blinded in daylight or effects of *light*-like spells.

Reward from Xazeron the Binder only if the PCs paid for a *heal* spell to be cast upon him:

- Ice Wind, a *longbow* +2: Ice Wind is a finely crafted longbow of elven origin. The shaft of the bow glitters in the light due to the crystalline shards embedded in its surface. Once per day the wielder of Ice Wind can activate the true power of the bow. When activated, Ice Wind emanates light from all colors of the rainbow and frost forms upon its surface. For one turn the wielder of the bow can shoot shards of ice that do 1-8 points of damage.

Followers

- Corina (or one of her sisters) becomes a PC's "associate" if he or she befriends her. Rangers 7th level or higher can take her as a follower, in which case she can gain levels as a fighter or ranger. She starts at 1st level in the chosen class after one year (her training). Non-rangers cannot have Corina start in a class. Corina can adventure with the ranger after one year.

Selling each animal from the Malarite camp to the circus at 200 gp each: 600 gp total.

OR

A ranger can choose to befriend either the polar bear or the lion and take it on as a follower. The follower can adventure with the follower as soon as it grows up, one year's time. A given ranger PC can only have one of these animals as a follower, **not more than one**. No one can keep the elephant; the city will not grant a license for it to anyone.

Non-rangers can get a license and keep the animal(s) as pets, but must keep them confined and they cannot adventure.

Note: a ranger can take Corina OR an animal as a follower, not both. Followers cannot be traded or gifted to another PC.

Baby Polar Bear: Int Low (5); AL N; AC 6; MV 12, Sw 9; HD 4+4; hp 25; THAC0 16; #AT 3; Dmg 2-5/2-5/ 1-6; SA Hug; SD Nil; SZ M (5' tall).

Requires: 110 gp of food each month and a place to live.

Baby Common Lion: Int Low (5); AL N; AC 6; MV 12; HD 3; hp 21; THAC0 17; #AT 3; 1-3/ 1-3/ 1-6; SA Rear claws 2-4 (1d3+1) each; SD Surprised only on a 1; SZ M (4 ½' long).

Requires: 100 gp of food each month and a place to live.

All of the above animals have been trained, and they know the following commands: come; stay; fetch; and play dead. Any PC who wishes to train an animal further can do so according to the normal rules for animal training

Note: The city government will warn the PC who takes the animal that it is not to be used for fighting. The creature should only fight if it need to defend itself. City officials will be very angry with any PC who uses their new pet intentionally for combat. Sanctions could include revoking the animal's license, confiscating it and holding the owner liable for any damage it causes.

Fame Award

1 Fame Point in General.