

Going Ape

**A One-Round Living City Tournament for player
characters of any level**

by Jean Rabe

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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. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings 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.

Going Ape Background

A few years ago, Jack Mooney, the owner of the Mooney and Sons Circus in Ravens Bluff, paid a band of adventurers to obtain some carnivorous apes for his big top. Jack Mooney wanted people to learn that carnivorous apes are intelligent and not the threat they were commonly believed. Mooney prides himself on educating the public while entertaining them.

His efforts have met with some success. Mooney has eight carnivorous apes in his act--one of the most popular acts at the circus. However, he will soon cut the number of his apes to six. Two of the apes, a young male and female, want to return to the wild and start a family. The female is pregnant, and she wants her baby to be born in the woods.

Mooney, wanting to accommodate them, has contacted another band of adventurers to serve as an escort. He wants to make sure the simian couple is safely returned to the woods. While all of that might sound simple enough, a roadside ambush, and Trulal, an evil wizard, will complicate matters. The wizard, who has been daily attending the circus in anticipation of the birth, is crafting an enchantment that requires as its major component a three-hour-old ape.

When the player character adventurers leave Ravens Bluff with the ape couple, he follows them. He has no desire to cross paths with a group of "heroes," he just wants to know where they leave the couple so he can wait for the birth, slay the parents, and begin work on his enchantment.

The wizard's spell will create a gigantic ape--the likes of which Faerun has never seen. The great ape will be under his control and will be his means for attaining wealth and power.

Players' Introduction

A few years ago, Jack Mooney, the proprietor of the fabulous Mooney and Sons Circus, hired a band of adventurers to obtain some carnivorous apes.

The apes have been performing regularly under the big top--much to the delight of yourselves and the rest of the circus patrons.

And Mooney has been educating the public while entertaining them, demonstrating that carnivorous apes are not monsters. They are intelligent animals that can coexist with people.

However, it seems that Mooney wants to return a pair of the apes to the wilderness, and he has contacted a handful of local adventurers to serve as escorts. You comprise that group, and you sit in Mooney's tent waiting for the ringmaster and the apes.

Allow the PCs a few minutes to interact, introduce each other, and select their spells for the upcoming task. Then Mooney walks in to brief them further.

The ringmaster is dressed in a simple brown tunic this morning, garb far removed from his flamboyant circus attire. His youngest son strolls at his side.

"Good of you to help me out," Mooney begins. "I suppose one of the circus hands could have seen to the apes. But I promised them safe conduct, and I know the wilderness can be a bit rough sometimes. I've heard there's bugbears in the woods to the southeast, and since you'll be headed that way, I didn't want to take any chances."

He slowly paces back and forth in front of you, wringing his hands. "They're young apes, these two. And she's pregnant, about ready to give birth to their first offspring. They want the baby to grow up in the wild. And I guess I agree with them. Let the little ape see the forest first. Who knows, maybe the family will

come back to the circus someday.” He reaches into his pocket and retrieves a small bag.

“These apes are very important to me,” the ringmaster continues. “They’ve served me well, so I want you to take good care of them. Find them a spot in the woods--at least four or five days out of town. The spot has to be agreeable to them, so you might have to look around for a while. I’ll pay you very well for the task. And I’ll pay you up front. The circus might not be here when you get back. We’re ready to start our spring circuit.”

Mooney hands the bag to _____ (the character with the highest Charisma score--pass out the ribbon certificates) and nods.

“They’re three ribbons of Talutah, very magical, worth 700 gold each, and more than adequate payment I hope for finding Grug and Eeagah a new home. There’s a wagon out back, filled with an assortment of nuts, dried fruit, things to give the couple a stock of food. They won’t have a lot of time to hunt with a little one on the way. There’s a couple of cows, too. The apes are carnivorous after all. See that you don’t lose the supplies to bugbears or anything else. I want Grug and Eeagah--and their young one--to have a well-stocked larder. Eeagah, that’s the lady ape, understands the common tongue pretty much, so she’ll be your guide. She can’t speak it, though. So unless you’ve got some magic spells to help you out, the conversation will be a bit one-sided.”

Mooney tells you to take the trail southeast of the city, then to cut out across the lightly forested lands toward the east. “There’s bound to be some appealing woods there for my friends.”

Mooney, who cannot be bargained with for more payment, directs the PCs behind the tent. There is a large, open rickety wagon with four massive gray horses hitched to it. Three cows are tied to the back.

Barrels, crates, and sacks take up most of the wagon bed--except for a spot where two cloaked figures huddle near the front. The two look like priests, in brown robes with hoods that cover their faces. A hairy black hand edges out of one of the sleeves and waves at you.

“That’s Grug,” Mooney says. “The other is Eeagah.”

In response, the smaller hooded figure nods.

“I thought it best if they traveled incognito until you were out of the city. I don’t want the people of Ravens Bluff to think I’m throwing away some of my animal acts. It’s really none of their business. And I

don’t want any trappers or hunters following you and trying to take Grug’s and Eeagah’s pelts.”

Mooney’s son explains there’s plenty of water in the wagon. The horses are old, and the apes are welcome to them after a homesite has been selected. He says he trusts you can either take additional mounts with you or walk back. “The wagon is old, too,” he adds. “Eeagah and Grug can break it up and use it for firewood or as building supplies.”

“That should do it!” Mooney exclaims. The ringmaster pats the back of each ape. “Good luck to you,” he tells them. “And to you,” he adds as he faces you. “Better be on your way.”

Statistics are provided in Appendix One for the apes, horses, and the cows--in the event the animals get involved in a battle or fall into the radius of a spell or two. Determine if the PCs are bringing additional horses or any supplies of their own.

If the PCs search the wagon, either before or after they leave the circus grounds, give them **Handout #1**.

If the PCs chat with Mooney and his son, they can pick up no additional information. However, if they specifically ask about the bugbears, Mooney says his fortune teller had a vision about bugbears southeast of the city. She’s not available to talk to the PCs.

If the characters visit any of their guilds, the City Watch, or other places in town, they gain no more tidbits. No one else has heard of the bugbears.

If the PCs use magical means or sign language to chat with the apes, they learn:

- Eeagah is expecting her baby in a little more than two weeks. They want to have their new homesite picked out in time for the birth.
- Eeagah and Grug have been with the Jack Mooney and Sons Circus for the past three years. They were among the apes previous adventurers talked into joining the circus.
- The apes like Jack Mooney and make it clear they will miss him. Someday they’d like to come back to the circus--so their offspring can learn about people.
- They want a homesite with plenty of old, tall trees, with a pond or stream nearby. There has to be some small game in the area, too.
- The apes are willing to share the water in the wagon, but they want the PCs to come up with their own food. Jack Mooney is giving Grug and Eeagah the supplies--not giving them to the PCs. (Especially persuasive PCs or kind PCs can have some, however.)

When the PCs are ready to start on their journey, continue with the following:

You exit the city gate at midmorning. The sun is shining down warmly, but the breeze is strong enough to keep you from sweating. Your ape passengers seem reasonably friendly, though Grug is overtly protective of Eeagah. They grunt softly to themselves.

The horses do not move especially fast. Mooney was right, they are old. Still, they are up to the task of pulling the wagon.

The day drifts by, the hours filled with pleasant conversation. As it nears sunset, the horses stop.

The horses are simply tired and have decided they're done pulling the wagon for the day. The PCs can learn this by magically speaking with them. PCs with the animal handling, animal lore, or observation proficiencies also can figure it out.

There are several places to camp. Allow the PCs to set up a watch, determine what they are doing for dinner (the apes will discourage them from eating the supplies, though Grug will forage for them), and allow the night to pass uneventfully.

Wagon, Ho!

If any PCs inspect the wagon, tell them the back wheels look a little loose. They can be fixed easily. When they are ready to resume their trek in the morning, read the following:

You start your second day of the trip. "Four or five days out of town," you remember Mooney telling you. It's not such a long time, really.

Again the hours drift by as the trail you follow winds its way through a lightly wooded area. The horses slow their pace, and their nostrils quiver. They stop and paw at the ground. A stream running slowly by the side of the trail catches their attention, and they drift toward it.

A little farther down the trail, about a half-mile, you see a smaller wagon pulled to the side. You don't see the horse or two that would pull it. But you see a young man splashing in the stream nearby.

Unless the PCs inspected their wagon earlier, chance causes one of the back wheels to wobble loose, effectively stopping their wagon--and preventing the horses from getting to the stream.

Grug and Eeagah have decided that a drink from the stream would be a good idea, too. The pair climbs out of the wagon and trundles to the edge of the stream.

PCs with animal handling, animal lore, observation, or common sense realize the horses want a drink. If the horses are not accommodated, Eeagah returns from the stream and starts unhitching the horses. She'll carefully guide them to the bank.

PCs with carpentry can easily fix the back wheel. If none of the PCs have the carpentry proficiency, Grug grunts and points here and there to indicate how to fix the wheel. It will take roughly a half hour to fix the loose wheel--and the other back wheel that is threatening to come off.

If the PCs show an interest in the wagon and the young man a half-mile away, read the following:

Moving closer to the other wagon that shares the trail, you can see that it belongs to a peddler. The side of the wagon is painted bright red, blue, and green, and there are dark purple words on the side.

*Otto the Stupendous
Cure-alls, What-Nots, and Hair Tonic
If it ails you, Otto will fix it.*

"I'm Otto," calls the young man, who climbs up the stream bank and strides toward you. "And I'm in a bit of a fix."

The young man is quick to explain that his horse, Bright Eyes, ended up lame a few hours ago. Well, he thought it was lame. He unhitched it so it could lay down and rest, and he decided to take a quick bath in the stream in the meantime.

Unfortunately, he adds, the horse disappeared into the woods. Otto says he's not a tracker, so he can't begin to attempt to find it. However, he says if the PCs would be willing to find his horse, he'd give them each a bottle of his hair tonic. Otherwise, he'd really appreciate it if they would sell him one of their horses. He says he'll pay 50 gold pieces--much more than one of those old horses is worth.

Otto is exactly what he seems, a young man who made a mistake and let his horse loose. He is a good-natured, 20-year-old, snake oil salesman. He means the PCs no harm, and all he wants to do is get on the road to Ravens Bluff.

Otto Orbarger, hm 0-lvl: Int average; AL CG; AC 9; MV 12; hp 5; THAC0 20; #AT 1; Dmg 1-2 (fist); SA Nil; SD Nil; MR Nil; Size M; ML 8

The characters have several options:

- They can agree to sell Otto a horse for 50 gp.
- They can leave him stranded--very unheroic.
- Or they could volunteer to go after his horse.

Selling him a horse: He'll go as high as 100 gold for one of their mares--if the PCs are good bargainers. Eeagah would prefer to not get rid of a horse. She and Grug have designs on eating the horses later. However, she won't put up too much of a fuss, as she realizes Otto's predicament. Otto thanks them profusely, pays them, hitches up an old gray mare, and says he'll be on his way now to Ravens Bluff.

Ignoring him: Otto yells curses at them and shakes his fist as they pass by. He says they are unkind people, and the gods will make them pay for leaving a man stranded so far from the city.

Searching for Bright Eyes: If the PCs agree to search for Otto's horse, it will take a successful tracking proficiency check to find the hoofprints. They lead into the woods to the left of the trail. Determine how many PCs are going after Otto's horse. It will take two hours to find the horse, less 15 minutes per each additional PC looking--to a minimum of one hour. For example, if three PCs search for the horse, it will take one hour and 30 minutes. If only one PC searches, it will take two hours. The horse is unharmed, happily munching grass and dandelions. Searching PCs return covered with burrs and itching from poison ivy (any magical curing or successful herbalism attempts will fix it).

Searching Otto's wagon: If the PCs try to search his wagon, he puffs out his chest and calls them thieves. "You've no right. The wagon and what's inside belongs to me!" Inside the wagon are crates, shelves, bins, and sacks, all stocked with various-sized bottles filled with thick elixirs. In a small leather sack under a loose board is Otto's money--230 gold pieces. A ceramic jar holds a water flask and a satchel of beef jerky.

Asking about his goods: If the PCs do not search his wagon, but ask about his goods, Otto breaks into his sales pitch. Read the following:

"Gentle beings, if you've a cough, a sneeze, an annoying little wheeze, I can prescribe an elixir that will have you feeling great in no time.

"If you've a tickle in your throat, a bald spot on your head, a rumble in your tummy, or a bunion on

your foot--I've just the right mixture to cure what ails you.

"I've got cough syrup, hair tonic, wart remover, bunion blaster, rash reliever, toothache paste, hand lotion, and headache-be-gone. Each bottle is only one gold piece. What can I sell you?"

Give the PCs **Handout #2**. The elixirs are mixtures of maple syrup and various fruit juices, all carefully labeled with an Otto the Stupendous seal on the cap. They taste good and are very aromatic. Nothing is harmful, but nothing will cure any problems--with the exception of his hair tonic.

Otto has heard that various adventures in Ravens Bluff are suffering from baldness, and he claims his hair tonic will fix their problem.

If any PC who became bald in the adventure *Petals of the Night's Rose* uses the hair tonic, his or her hair begins to grow back. Said PC will have a certificate stating the baldness problem. Rip up the certificate.

Grug and Eeagah are interested in the stuff, as the elixirs smell delicious. Since they cannot talk common, Eeagah does her best to try to get one of the PCs to buy her bunion blaster--which smells the best, faintly of bananas.

During the course of his sales pitch, Otto notices that the robed figures are hairy and tries to sell them hair remover lotion (which won't work, but smells like honey). He plays on other PCs' weaknesses, too, such as hand lotion for the ladies, rash reliever for rangers, etc.

Determine if any transactions are made, and have the PCs subtract any appropriate amount of gold pieces. Otto has hundreds of bottles of the stuff, so the PCs can buy up to dozens of bottles of any one kind of remedy if they so desire.

PCs with the herbalism or healing proficiencies can easily determine the mixtures are not medicinal, but neither are they harmful.

If the PCs accuse Otto of being a charlatan, he acts terribly offended. His mixtures are natural! Nature is being put to work to cure the public! If he is threatened, however, he admits his stuff doesn't actually do anything. But his customers are often cured anyway, he points out, simply because they think the elixirs work. "The mind is a powerful tool," he adds. Otto has no intention of changing his occupation--he's providing a service, something delicious to drink, no one is getting hurt, and he's not robbing people blind.

When the PCs are ready to be on their way again, continue with the next encounter, which is a carefully-laid two-stage ambush.

Ambush

You continue on your way, the horses plodding down a trail that is becoming increasingly rough. The sun has started to set, and you suspect you've got another hour of good light before you have to stop for the evening.

But it looks like you'll be stopping sooner than expected. A large tree has fallen across the road, blocking your path.

There are several ways to deal with the tree: shrink it magically, burn it, chop it up, or push it out of the way. The latter method requires a combined Strength score of 50.

No matter what method the PCs choose, while they are tending to the tree, the bugbears--who were hiding in ambush--strike.

If any PCs were being particularly alert, they can hear the bugbears approaching and can roll for initiative. Otherwise, the bugbears get one round of surprise attacks. The bugbears laid their trap after Otto and his snake oil products rolled by. The bugbears had no interest in lotions and oils.

They are more interested in good food, which is what they suspect is on the PCs' wagon.

Use the following bugbears, regardless of the player character levels. Two are on each side of the trail, and they begin their assault by throwing spears. After that, they close to melee. The bugbears have been instructed to concentrate on any armored individuals first, followed by older men in robes--suspected wizards.

Bugbears (4): Int low; AL CE; AC 5; MV 9; HD 3+1; hp 25 each; THAC0 17; #AT 1; Dmg 1-6 (spear), 1d6 (club); SA Nil; SD Nil; MR Nil; Size M; ML 11

If three of the bugbears fall, the fourth tries to flee. The PCs likely will have little trouble overcoming the creatures. If any bugbears are caught, the PCs can question them--provided they speak bugbear or goblin or can communicate with them magically. If communication is established, the bugbears reveal:

- They periodically lay traps for merchants bringing food in and out of the city. Human food tastes better than whatever the bugbears can forage out here.

- The bugbears have a boss, a big burly human who especially favors sugar and candy. He's the one who came up with the idea for the ambushes.
- The big human was watching them raid this wagon, and certainly is long gone by now. They don't know where the big man lives--as he comes to them when he wants some work done.
- The bugbears promise not to raid wagons ever again--if the PCs will just let them go. They'll even volunteer to give the PCs all their wealth--a total of eight gold pieces among them--in exchange for their freedom.

If the PCs killed the bugbears, or cannot question them, they won't find out about the big human who is behind the second stage of the ambush.

Ambush, Part Two

The big human is actually a young giant who has bullied some ogres and bugbears into raiding particularly interesting caravans wandering by. When he spied the two cloaked figures riding in the wagon, he guessed they were monks and that the crates and bins on board were food supplies bound for a small temple somewhere. He directed a quartet of his bugbears to raid the wagon. He was testing the monks and the others with them. The giant knows all about spellcasters, and he wanted to learn if there were any clerical-types in the mix. If the bugbears were able to defeat the monks and the others with them--great. If the bugbears were defeated, the giant would know there were adventurers guarding the wagon, who among them were spellcasters, and that whatever was on board must be valuable.

Given that the latter happened, the giant has decided to follow the wagon at a safe distance and attack the camp at night using the rest of his minions.

When the PCs set up camp, one of his bugbear minions sneaks close to see where everyone and everything are positioned. He reports to the giant.

The group strikes during the second watch. The bugbears (and ogres if the PCs are high enough level) move in first and melee the PCs. The hill giant keeps his distance and throws rocks at the party by aiming between the branches, giving him a -2 penalty to his THAC0. He aims for suspected spellcasters first.

If the giant's side is winning, he calls to the adventurers to surrender the wagon and its goods. In exchange, he'll let them live. Though he is evil, he prides himself on letting his victims live. That way it is

less likely people will hunt him and a greater chance his victims will pass through again with another wagonload of food. If the PCs refuse, the giants and his minions try to finish them off. However, just before the PCs would succumb to his attack, a “savior” arrives in the form of a nature-wizard named Trulal.

If it appears the PCs are winning, the giant will do his best to avoid melee, preferring to run away rather than risk death. If the PCs pursue him, he’ll turn and fight with his club. The PCs will have help defeating the giant, regardless of whether they are capable of besting him on their own. Trulal steps in to finish the giant off. See Resolving the Ambush on the next page.

Tier 1: If the PCs’ levels total 6-13:

Bugbears (6): Int low; AL CE; AC 5; MV 9; HD 3+1; hp 20 each; THAC0 17; #AT 1; Dmg 1-6 (spear); SA Nil; SD Nil; MR Nil; Size M; ML 11

Hill giant (1): Int low; AL CE; AC 5; MV 12; HD 12+1-2 hp; hp 38; THAC0 9 (11 through branches); #AT 1; Dmg 2-16 (hurled rocks), or 1-6+7 (spiked club); SA Nil; SD Nil; MR Nil; Size H (16’ tall); ML 13

Tier 2: If the PCs’ levels total 14-25:

Bugbears (6): Int low; AL CE; AC 5; MV 9; HD 3+1; hp 20 each; THAC0 17; #AT 1; Dmg 1-6 (spear); SA Nil; SD Nil; MR Nil; Size M; ML 11

Ogres (2): Int low; AL CE; AC 5; MV 9; HD 4+1; hp 20 each; THAC0 17; #AT 1; Dmg 1-10 (fist); SA Nil; SD Nil; MR Nil; Size L (9’); ML 11

Hill giant (1): Int low; AL CE; AC 5; MV 12; HD 12+1-2 hp; hp 50; THAC0 9 (11 through branches); #AT 1; Dmg 2-16 (hurled rocks), or 1-8+7 (spiked club); SA Nil; SD Nil; MR Nil; Size H (16’ tall); ML 13

Tier 3: If the PCs’ levels total 26-37:

Bugbears (6): Int low; AL CE; AC 5; MV 9; HD 3+1; hp 20 each; THAC0 17; #AT 1; Dmg 1-6 (spear); SA Nil; SD Nil; MR Nil; Size M; ML 11

Ogres (6): Int low; AL CE; AC 5; MV 9; HD 4+1; hp 20 each; THAC0 17; #AT 1; Dmg 1-10 (fist); SA Nil; SD Nil; MR Nil; Size L (9’); ML 11

Stone giant (1): Int average; AL N; AC 0; MV 12; HD 14+1-3 hp; hp 70; THAC0 7 (9 through branches); #AT 1; Dmg 2-12+8 (spiked club); SA Nil; SD Nil; MR Nil; Size H (18’ tall); ML 13

Tier 4: If the PCs’ levels total 38-56:

Bugbears (6): Int low; AL CE; AC 5; MV 9; HD 5+1; hp 30 each; THAC0 16; #AT 1; Dmg 1-6+2 (spear+STR); SA Nil; SD Nil; MR Nil; Size M; ML 11

Ogres (6): Int low; AL CE; AC 5; MV 9; HD 6+1; hp 35 each; THAC0 14; #AT 1; Dmg 2-12 (spear); SA Nil; SD Nil; MR Nil; Size L (9’); ML 11

Mountain giant (1): Int average; AL CE; AC 5; MV 12; HD 15+3; hp 105; THAC0 5 (7 through branches); #AT 1; Dmg 2-20 (hurled rocks), or 1-8+10 (spiked club); SA Nil; SD Nil; MR Nil; Size H (14’ tall); ML 13

Tier 5: If the PCs’ levels total 57+:

Bugbears (6): Int low; AL CE; AC 5; MV 9; HD 5+1; hp 40 each; THAC0 15; #AT 1; Dmg 1-6+2 (spear+STR); SA Nil; SD Nil; MR Nil; Size M; ML 11

Ogres (6): Int low; AL CE; AC 5; MV 9; HD 6+1; hp 45 each; THAC0 14; #AT 1; Dmg 1-12 (spear); SA Nil; SD Nil; MR Nil; Size L (9’); ML 11

Mountain giant (1): Int average; AL CE; AC 5; MV 12; HD 15+3; hp 120; THAC0 5 (7 through branches); #AT 1; Dmg 2-20 (hurled rocks), or 1-8+10 (spiked club); SA Nil; SD Nil; MR Nil; Size H (14’ tall); ML 13

Resolving the Ambush

There are several things Trulal can do to help the PCs finish the battle. His main goal is to keep the apes safe, so if necessary, he will position himself between the apes and the attacking force.

Exactly what he does will in part be determined by where the PCs are. But here are some ideas:

- *Lightning bolt* a line of ogres and bugbears.
- *Web* the ogres and bugbears, using the trees as anchor points for the spell. He will aid in cutting free any caught PCs.
- *Fireball* the giant, aiming the spell at the giant’s upper body.
- Dividing *magic missiles* between several foes.

It is not necessary to roll damage for Trulal’s spells. Just be dramatic with their casting, and use him as a vehicle for ending the combat without ending the PCs’ lives. His object is to make himself look like a hero and hope that the PCs believe his act.

If the PCs in turn attack Trulal, either because they are overly suspicious or because they’ve cast a

know alignment spell, he casts *invisibility* and escapes. It is crucial he not be defeated in this encounter so he can go after the baby ape. To that end, allow him to make every saving throw, run away without leaving visible tracks, etc.

Trulal, hm W8: Int High; AL NE; AC 2 (Armor spell, Dex); MV 12; hp 40 (with CON bonus); THAC0 18; #AT 1; Dmg 1-6 (staff); SA Spells; SD Spells; MR Nil; Size M (6'); ML 16

Magical effects: Trulal has a *stoneskin* spell on him, that allows him to ignore two physical attacks at Tier 1. This increases by two for each subsequent Tier. For example, in the fifth Tier, he can withstand 12 physical attacks. Further, Trulal has cast his *protection from normal missiles* spell on himself, making him impervious to harm from arrows, darts, thrown daggers, and the like.

Magical items: *Bag of tricks*, three *potions of moderate-healing* (cures 3d4+3)

Spells: *magic missile* x3 (4d4+4), *spider climb*, *glitterdust* (1d4+7 rounds, save or be blinded with -4 to attack rolls), *invisibility*, *web*, *fireball* (8d6, save for half), *lightning bolt* (8d6, save for half), *protection from normal missiles*, *polymorph other*, *polymorph self*

Use the following to describe the PCs' helper.

The man moved out of the foliage, separating himself from the shadows and coming to your aid. His fingers fluttered in the air, releasing a magical spell at the bugbears.

He is dressed in dark green, a wizard-woodsman perhaps. He showed little regard for his own safety, and instead concentrated on keeping you safe.

If the PCs converse with him:

“My name is Trulal. I live alone in these woods, and I use my magic to help travelers from time to time. I was surprised to see you camp here. I thought people were aware there were bugbears about, raiding wagons for their giant boss.”

He pushes his cowl away from his face. You can tell he is a young man with intense green eyes and a shock of blond hair.

“Perhaps it is for the best they are finally defeated. I had not interfered until now, as they hadn't killed anyone--merely robbed from them. You should have nothing else to fear now in these woods.”

If the PCs are badly injured, and it does not look like they have the ability to heal themselves, Trulal

volunteers two of his three *potions of moderate-healing*. He keeps the other potion for himself. If the two potions are used, tear up the two corresponding certificates at the end of this tournament.

He tells the PCs he's a loner, and so therefore he won't be staying long. However, he'd like to share a bit of ale with them--if they've any to spare. He asks them the following:

- “Your hairy friends, over there--they look like apes. Why dress apes up in men's clothes? Apes, like all of Mielikki's forest creations, were meant to be naked. If you mean them harm, you will have to deal with me, as I love animals. Tell me truthfully, do you mean to hurt them?”
- What are the PCs hauling that the giant and the bugbears were so interested in? If they mention food, Trulal laughs. “The brute loved civilized food, especially candy. His sweet tooth was his downfall.”
- “Are there no true woodsmen in your number? Foresters and the like could have seen the signs of the bugbears. Perhaps you should stay in the city where I've been told it is safer.”
- “Are you poor? Why carry so much in such a rickety wagon and with such old horses. I've a few gold I can spare if you are so down on your luck.” Trulal volunteers 50 gold pieces and tells them the giant laired in a small cave about three-quarters of a mile from here. Perhaps they could find wealth there, as surely the giant hoarded something of value. And they could use it to buy a better wagon and younger horses. He has no use for wealth, he says.

After he's learned a bit of information and had a chance to look over the PCs, their possessions, and gauge their abilities, he departs. He is careful to cover his tracks and to stay fairly close so he can see where they settle the apes.

If the PCs search for the giant's cave, they'll have no trouble following Trulal's directions. The cave is set into a low hill, and it is filled with refuse, bits of bone, and all manner of disgusting things. If it wasn't so close to the city and so repulsive, it would make a good home for the apes.

After a thorough search, tell the PCs they've recovered:

Three jars filled with peppermint sticks, a ceramic jug filled with cherry cider, a small wooden box filled with bits of chocolate, and a gold jewelry box roughly six inches long by four inches wide by three inches high. The lid of the box is decorated with pearls and tiny rubies. Inside the box are wrapped pieces of

butterscotch. The jewelry box is musical, playing a soft, romantic tune when the lid is opened. It looks quite valuable (worth 1,000 gold).

Trulal lied when he said he wasn't interested in wealth. But he figured the PCs would trust him if he gave them directions to a small treasure.

A Home for the Apes

The next two days pass quickly and uneventfully, leaving you in a denser part of the woods. It is difficult going for the horses and the wagon, and the apes seem interested in the terrain.

Grug climbs out of the wagon, doffs his robe, and starts sniffing about. Eeagah remains quiet and pats her belly. Finally Grug returns to you and starts gesturing and grunting. He shakes his hairy arms and waves them about. Eeagah returns his grunts.

Grug is asking the PCs to help him find a suitable homesite. *Speak with animals* or asking questions to Eeagah and getting nods in response will reveal that. Grug wants a cave or a burrow where they can hide the supplies, and he wants plenty of tall, thick trees about.

The PCs can either help the couple or leave. Likely they'll take the first option. Refer to the following proficiencies to determine what the PCs find:

Agriculture:

A character with this proficiency discovers a glade with old trees and filled with all manner of berries--wild strawberries, blueberries, blackberries. With a successful proficiency check, the character also discovers a large hollow tree filled with mushrooms. The tree would hold a lot of the apes' supplies. Nearby are a pair of apple trees, and not too far away is a black walnut tree that looks like it will bear a considerable amount of nuts. However, there is an obstacle to be overcome if the PCs settle on this area or even explore it. There is a nasty patch of bloodthorn that must be dealt with. PCs carefully searching the area are alerted to the presence of a hostile plant and can fight or avoid it. Otherwise, the plant attacks with surprise. Use these statistics, regardless of PC level:

Bloodthorn (1): Int Non-; AL N; AC 4; MV 1/4; HD 10; hp 40; THAC0 15; #AT 1; Dmg 25% of hp; SA Lots of tendrils, blood drain; SD Nil; MR Nil; Size M (6'); ML 19; Magical or natural cold immobilizes a bloodthorn for 2-5 rounds.

If the bloodthorn successfully strikes, its prey is caught by a tendril. The prey continues to suffer 25%

of its hit points in damage per round until it or the bloodthorn is dead. Each tendril can be broken by inflicting 10 points of damage on it; this damage does not count toward the creature's body hit points. The prey can escape by severing a tendril or making a successful Strength check.

Animal lore:

A character with this proficiency finds a rise between a row of elm trees. At the base of the rise is a hollowed-out spot where it looks like a giant badger once made its home. A successful proficiency check reveals that the badger has not been present for many months, meaning it likely moved on to find another lair or was killed. The hollowed out spot would hold most of the apes' supplies, and with a little work it could be made big enough to accommodate everything and the new mother and baby.

Unfortunately, the hollowed-out spot is occupied by a few insects, four of which are two-inch-long creatures called addazahar. They are slender, winged creatures resembling dragonflies, and they are more of an annoyance than a danger. The addazahar attack the PCs--with surprise--who are searching in this area. Use the following statistics regardless of the PCs' levels:

Addazahar (4): Int Animal; AL N; AC 4; MV 6, fl 18; HD 1/2; hp 1; THAC0 20 (plus surprise bonus); #AT 1; Dmg 1 +disease; SA Disease; SD Nil; MR Nil; Size T (2"); ML 6

A bite injects saliva into the wound, causing a disease (save vs. paralyzation with a -2 penalty negates). The disease causes soreness in the limbs and aching in the joints. The game effects are -1 to all combat rolls and ability modifier checks until either a *cure disease* spell is cast or two weeks pass. After two weeks, the saliva is out of the victim's system.

Fishing:

Relying on this proficiency helps the characters locate a wide, slow-moving stream that teams with trout. Large trees shade the banks. A successful proficiency check lets the PCs discover that part of the stream runs underground, and that by following the branch through a gap between the roots of a big willow, they can find an underground cave. It would hold all the apes' supplies and would provide a dry place for the couple. Of course, they would get wet getting there.

Of course, there is a problem to be overcome here. Part of the stream has been blocked by a fallen tree. The apes would like the tree moved. To do so requires the application of 60 points of Strength if the PCs are physically trying to move the forest giant. However, a

clever use of ropes or spells will make the task much easier. Determine what the PCs are trying to do, throw in a few Dex or Str checks, let a couple of them get soaking wet, and eventually allow them to succeed.

Herbalism:

A character with this skill spots several herbs that can be used for cooking and medicinal purposes. There is a riot of edible plants amid the herbs. A successful proficiency check means the searcher has found a patch of moss that leads into a small cave. More of the edible moss is inside--and the place is just large enough for the apes and their goods.

Unfortunately, the cave has an occupant that must be dealt with--a gnoat. The gnoat, a gnomish-centaurkin who oddly prefers the flatlands to mountains, has been living in this cave for the past four months. He will fight only if attacked, and he will try to get away if it looks like he is outclassed. The gnoat is willing to relinquish the cave if he receives some compensation.

His choices, in order, are: a magical potion of any kind--with an explanation of what it does, a nice piece of jewelry or gems worth a minimum of 500 gp since it's a very nice cave, a magical dagger (the PCs can bluff here, as he can't detect magic), or lots of food and wine. Use these statistics regardless of levels:

Gnoat: Int Average; AL N; AC 6; MV 12; HD 3+1; hp 24; THAC0 18; #AT 1; Dmg 1-6 (small staff), 1-6 (rear kick); SA Nil; SD +4 to saves vs. spells or poison; MR Nil; Size M (5'); ML 16

Hunting:

Small game abounds in another section of the woods. That's because there's lots of old, dead trees, and the little animals eat the grubs and other insects drawn to the rotting wood. The apes would have little trouble finding meat here. A successful proficiency check reveals a couple of dead trees with hollowed-out trunks. The trees could suffice to keep the apes' supplies hidden. However, the "hunting" PCs note the tracks of large cats, possibly cougars. The cats are apparently hunting in this area also. The PCs cannot locate the cats, so it will be up to them to persuade the apes the area is safe enough.

Tracking:

A character with this skill finds a similar area as the hunter, mentioned above. However, with a successful proficiency check, the tracker locates bear prints that lead to a spacious-looking cave. To gain the cave, the PCs would have to fight the bear.

Big bear (1): Int semi-; AL N; AC 6; MV 12; HD 6+6; hp 48; THAC0 15; #AT 3; Dmg 1-8/1-8.1-12; SA Hug; SD Nil; MR Nil; Size H (12' tall); ML 10

The bear fights to the death to defend his lair. Inside the cave are bones from previous meals and bits of fur. There is nothing of value.

If the PCs lack the above-mentioned proficiencies, allow them to eventually come across one of the potential homesites--with the help of Grug. They must face whatever obstacle is associated with the location. If the PCs are well-to-do, use the encounter with the gnoat, who wants compensation for leaving the cave.

If the PCs located more than one lair, Eeagah and Grug use sign language--or talk if the PCs provided a magical means--to get the characters to explain which spot would be the best. This is an opportunity for the characters to expound upon the site they discovered.

The apes select the spot found by the most-persuasive PC. Use your judgment on which character presented the best case.

When a site is selected, which will be about sunset, Grug and Eeagah make it clear they want the wagon, gray horses, and the three cows--like Jack Mooney promised them. If the PCs want to be difficult about the matter, the apes will relent, settling for whatever supplies the PCs will leave behind. However, if the PCs took any of the apes' goods, the apes vow never to return to civilization--people are too greedy for their tastes and don't live up to promises.

The PCs are welcome to spend the night with the apes, but in the morning the apes expect them to be on their way back to the city.

Grug and Eeagah settle into their new home. The young female ape groans and points to her stomach. Then she makes a motion with her hands, as if she were rocking a baby. Next she brings her hands close together, almost touching. Near! She is trying to tell you that the time for the baby to come is near.

Grug tries to shoo you away, waving his hairy arms for effect. His grunts are soft, not threatening. And he acts very protective of his mate.

(If the PCs leave) As you turn to go, Grug waves at you, and the approximation of a grin crosses his face. Eeagah nods farewell.

Allow the PCs to start back to Ravens Bluff. However, if any of the PCs elect to stay behind and wait out the birth, go directly to Trulal's Assault,

Outcome A. PCs who stay behind likely can save the lives of the ape couple.

If the PCs leave, continue to the next encounter--The Sage Brush.

The Sage Brush

Satisfied that you have found Grug and Eegah a new homesite, you turn toward your own home--Ravens Bluff. Hopefully Jack Mooney will still be there so you can tell him of your success.

Midmorning finds you an hour from the apes' home and pointed toward the city. It won't take you much longer to get to Ravens Bluff than it took you to get here. The gray horses were slow. You certainly can walk as fast--if not faster.

"Psst! Over here!" The voice is scratchy and deep. "Travelers, aren't you? I like to talk to travelers. I don't do much traveling myself. But I am pretty good at talking."

Allow the PCs to search for the speaker for a while. Eventually let them discover a talkative, big dark green bush with multicolored berries.

The bush is almost five feet high and nearly four feet across. Its leaves are large, fan-shaped, and thick. Its berries are multicolored and thumb-sized.

"Call me Sage," the bush says in its scratchy voice. "Now what do I call you?"

A sage brush is a curious cousin to a treant. This one has a magical twist. He is a bit of a fortune teller, or sage if you will. However, he needs a magical drink to let him correctly predict the future.

He tells the PCs if they will pour a potion of any kind at his base he will tell them three truths about their future. If the PCs are not willing to pour a potion, the bush "tsk-tsks" at them.

"You'll be sorry," the sage warns. "I know things that are important to your well-being."

If the PCs still are unwilling, let them bypass the sage brush and skip to the encounter Almost Home.

The PCs will not have an inkling about the attack on the ape couple and will have no cause to return to the apes' homesite.

If the PCs are willing to lose a potion, however, consult the bulleted items listed in the next column. The first three bits of information are imparted for the first potion. Note that if the PCs stayed until the young ape was born, they will have fought Trulal and the first three pieces of information should be ignored.

Other groups of three are revealed for each additional potion poured.

If the PCs continue to pour potions--in excess of the bulleted items, have the sage brush tell them his intuitive powers have escaped him for the moment, and they'll have to try again on their next visit. Or, make up cryptic bits of information on your own.

- "I see tree children in your past, a friendly couple who had too few years on this earth. Their spirits have passed beyond this world now."
 - "A babe still lives--and will grow far too quickly than is natural--if his new father gets his way. The babe will crush the city named for black birds while his father looks on and smiles."
 - "Someone in green who recently aided you is the babe's father now. His minions guard him as he works his spells."
-
- "I see more green in your future, a different, though deadly green. The green of the forest comes alive as you near the city. The green, like the forest, is continually reborn. But unlike the forest it is not neutral at heart. Evil courses through its veins, runs wild like a fueled fire. Be wary of the green things' claws and teeth--the green things augmented by a wizard."
 - "I see red in your future, too. The red runs like a stream, but is thick and dark. It is blood. The blood is of your enemy. But the blood is also from you. I see that you shall be wounded. But I cannot see if you shall wither and die."
 - "I also see silver in your future, and gold. They are somehow connected to the green and the red--interlinked and prized. The silver and gold shall be yours to take to your city of the black birds--if you can overcome the green and live."
-
- "There is a grand romance in the offing for one of you. Be warned that a heart that beats with love might also beat with treachery."
 - "I can sense that at least one of you desperately covets magic and wealth. Greed has become a prime force, though the individual or individuals will not admit it. Greed is the ruler, and greed shall cause friends to turn away. Mend your soul while you still can. There is far more treasure in this world than that which glitters."

- “I see that one of you shall become embroiled in a heated discussion with the Lord Mayor. I cannot tell if it is a matter of personal interest or whether the fate of the city is involved. But I can tell you to watch your tongue. Words spoken in anger to one in such authority could spell your downfall.”

- “I see people and businesses in your near future. You shall be among them, walking toward a place with tents and animals. I sense this is the city of the black birds, and at least some of you shall return home.”
- “Beneath the place of black birds I see danger. Things lurk in tunnels. Giant slugs that spit acid. Venture not below the city of the black birds. It is dark and dangerous there.”
- “I see excitement in your future. Those of you who live beyond the next few days have much promise. You shall be heralded by the city of the black birds. The leaders there will one day say you’ve saved the city. They’ll count you as heroes.”

The sage brush cannot elaborate on any of the bits of information mentioned above. Before they leave, the sage tells them they are each welcome to take one of his fruits--since they shared a conversation with him. There are six colors. Ask which color a PC takes and whether he or she eats it. Refer to the following:

- *Red*: tastes like a sweet cherry and leaves the eater pleasantly filled and satisfied for the next eight hours.
- *Blue*: tastes like a tart blueberry and makes the eater instantly alert for the next four hours.
- *Yellow*: tastes like soggy paper, but leaves the eater refreshed, as if he’d just awoken up from a good night’s sleep.
- *Green*: tastes sour like underripe apples, but makes the eater cheerful for the next eight hours.
- *Purple*: tastes like a fine vintage of semi-sweet wine and makes the eater worry-free and at peace for the next eight hours.
- *Orange*: tastes like sweet citrus. The eater has no need for food or water for the next 24 hours.

If an individual eats two pieces of fruit within that time, he or she becomes ill, suffering a -1 penalty on attack and damage rolls for 24 hours. The fruit loses its potency within minutes of being plucked. So individuals who pick a fruit but do not eat it soon

thereafter discover that their colorful morsel shrivels to a gray husk.

Sage brush: Int very; AL N; AC 7; MV 1; HD 4; hp 30; THAC0 17; #AT Nil; Dmg Nil; SA Predict future, make observations of the past; SD Immune to water-based spells; MR 20%; Size M 5' tall; ML 10

When the PCs are ready to leave the bush, determine whether they are returning to the ape homesite or to Ravens Bluff. If they opt for the former, go to the Trulal’s Assault, Outcome B encounter. If they head toward the city, go to the Almost Home encounter.

Trulal’s Assault, Outcome A

How this encounter runs will depend on whether the PCs stayed with the ape couple until the baby was born or if they headed back toward the city and encountered the sage brush. Use the Outcome A version if the PCs stayed with the apes. Read the following:

Ignoring the apes’ request for you to leave, you stayed the following day with them. The night passed uneventfully, and dawn brought the arrival of an ape baby. Mother and father smile with pride and are quick to show off their offspring. The proud parents take turns cradling the infant and strutting about beneath the shade of a tall oak.

Suddenly, Grug stiffens. His nostrils quiver and twitch. From out of the brush charges a tiger!

Tiger (1): Int animal; AL N; AC 5; MV 12; HD 5+2; hp 28; THAC0 15; #AT 5; Dmg 1-4/1-4/1-10/2-7/2-7; SA Nil; SD Nil; MR Nil; Size L; ML 20

Note: if the PCs are in the fourth-sixth tiers, the tiger has been hasted, gaining double the number of attacks.

Assume none of the PCs have weapons in hand--unless someone stated otherwise. Give them a -2 penalty on initiative because of this. The tiger, pulled from Trulal’s *bag of tricks*, charges toward the ape not carrying the baby, using all five (or 10) of its attacks. In the same round, Trulal, who was hiding in the foliage, casts *magic missile* on a PC spellcaster.

In the following round, Trulal casts *invisibility* from his scroll and moves around for a better position for his next assault. If the tiger is killed, he pulls another animal from his *bag of tricks*. For the purposes of this tournament, this is not counted as an attack and

still leaves Trural invisible. His result is a buck, which charges forward to attack one of the PCs.

Buck (1): Int animal; AL N; AC 6; MV 12; HD 2; hp 10; THAC0 19; #AT 1; Dmg 2-7; SA Nil; SD Nil; MR Nil; Size L; ML 20

The rest of what transpires will depend on the PCs' levels. In the lowest tier, 6-15 total levels, Trural fights the PCs alone and with the animals from his bag of tricks. Only one animal can be used at a time. When it dies, or when a turn passes, the animal disappears and another can be pulled. Subsequent animals called are:

Bull (1): Int animal; AL N; AC 7; MV 12; HD 4; hp 20; THAC0 19; #AT 1; Dmg 2-7; SA Nil; SD Nil; MR Nil; Size L; ML 20

Goat (1): Int animal; AL N; AC 7; MV 12; HD 1+1; hp 8; THAC0 19; #AT 1; Dmg 1-6; SA Nil; SD Nil; MR Nil; Size M; ML 20

Dog (1): Int animal; AL N; AC 7; MV 12; HD 1; hp 6; THAC0 19; #AT 1; Dmg 1-4; SA Nil; SD Nil; MR Nil; Size S; ML 20

Trural, hm W8: Int High; AL NE; AC 2 (Armor spell, Dex); MV 12; hp 40 (with CON bonus); THAC0 18; #AT 1; Dmg 1-6 (staff); SA Spells; SD Spells; MR Nil; Size M (6'); ML 16

Magical effects: Trural has a *stoneskin* spell on him, that allows him to ignore two physical attacks at Tier 1. This increases by two for each subsequent Tier. For example, in the fifth Tier, he can withstand 12 physical attacks. Further, Trural has cast his *protection from normal missiles* spell on himself, making him impervious to harm from arrows, darts, thrown daggers, and the like.

Magical items: *Bag of tricks*, three *potions of moderate-healing* (cures 3d4+3)

Spells: *magic missile* x3 (4d4+4), *spider climb*, *glitterdust* (1d4+7 rounds, save or be blinded with -4 to attack rolls), *invisibility*, *web*, *fireball* (8d6, save for half), *lightning bolt* (8d6, save for half), *protection from normal missiles*, *polymorph other*, *polymorph self*

At the lower tier or tiers, Trural will avoid using his *lightning bolt* and *fireball* spells on PCs. He wants to save them in the event something tougher comes along. He will use his *glitterdust*, and other *magic missiles*, to hold off the PCs while he rushes in to grab the ape baby. Casting additional spells or grabbing the

baby will make him visible. However, he has an *invisibility* spell in reserve. Further, he'll use *web*, if necessary, to keep the PCs from reaching him. If Trural is able to snare the ape baby, he dashes into the brush, where he casts *polymorph self* to make him look like a carnivorous ape--the baby's new father. The PCs will be safe from further attacks if they do not pursue him.

If it appears that Trural's life is in danger, he'll attempt to flee, hoping to find another ape baby later.

Note that if spells such as *fireball* and *lightning bolt* are used against him while he cradles the baby, the ape baby will be cinders.

If the PCs capture Trural, he admits he wanted the ape baby for a spell he was devising. He would turn the ape into a 30-foot-tall behemoth which he would direct against Ravens Bluff. While the ape caused havoc, he intended to blackmail city officials for magic, wealth, and power.

If the PCs are beyond the first tier, use the following creatures to beef-up the fight. Trural has been in the woods for a time, and he has used scrolls with *charm monster* spells on them to acquire minions. The minions fight for him, but are careful not to hurt the ape baby. In the higher tiers, Trural will not hesitate to use his *fireball* and *lightning bolt* spells, realizing his foes are worthy enough for the potent magic.

Tier 2: If the PCs' levels total 14-25:

Ankheg (3): Int non; AL Nil; AC 2, underside 4; MV 12, br 6; HD 3+2; hp 15 each; THAC0 15; #AT 1; Dmg 3-18; SA Victims caught in the mandibles continue to suffer 1d4 points of acid damage each subsequent round until they are freed or dead; SD Nil; MR Nil; Size L 10' long; ML 12

Tier 3: If the PCs' levels total 26-37:

Ankheg (3): Int non; AL Nil; AC 2, underside 4; MV 12, br 6; HD 6+2; hp 32 each; THAC0 12; #AT 1; Dmg 3-18; SA Victims caught in the mandibles continue to suffer 1d4 points of acid damage each subsequent round until they are freed or dead; SD Nil; MR Nil; Size L 10' long; ML 12

Tier 4: If the PCs' levels total 38-56:

Ettin (5): Int low; AL CE; AC 3; MV 12; HD 10; hp 50 each; THAC0 10; #AT 2; Dmg 2-16/3-18; SA Nil; SD Surprised only on a 1; MR Nil; Size H-13' tall; ML 16

Tier 5: If the PCs' levels total 57+:

Behir (3): Int low; AL NE; AC 4; MV 15; HD 12; hp 60 each; THAC0 9; #AT 2 or 7; Dmg 2-8/2-5 or 2-8/1-6/1-6/1-6/1-6/1-6/1-6/1-6; SA Lightning bolt every 10 rounds for 24 points of damage (save for ½); SD Immune to electricity, poison; MR Nil; Size G-40' long; ML 16

If the PCs defeat the creatures and Trulal, allow them to pick through the carnage, loot the goods off the wizard's body, and decide what to do about the baby ape and the parents--provided the apes are still alive. They have several options with the baby ape if the parents are dead:

- Try to keep it. This should prove highly unlikely, as the baby requires a lot of attention and care.
- Find new parents. Searching through the woods, they can find ape tracks, which leads them to a small group of carnivorous apes. The apes are more than happy to take the baby.
- Return to Ravens Bluff. The Mooney and Sons Circus will not yet have left on its spring circuit. Jack Mooney will place the baby in the care of his other apes.

If the PCs fled from the combat, let them return to the city and run the Almost Home encounter before ending the event.

Trulal's Assault, Outcome B

If the PCs did not stay with the ape couple until the baby was born, they will have learned about the threat to the apes via the sage brush.

Trulal waited until the child was born, then moved in on the parents, using his three *magic missile* spells to slay both of them. He grabbed the baby and fled to a clearing he'd prepared and where he was planning to cast his spell to turn the baby into a behemoth. Read the following when the PCs reach the spot where they left the apes:

You make your way back to the apes' homesite and are greeted by a terrible scene. The bodies of the two young apes lie at grotesque angles, singe marks on their fur. It is obvious Eeagah had her child, but there is no evidence of the ape baby.

Glancing about, you see human footprints amid the signs of the struggle. The footprints lead toward the southeast.

If the PCs opt to search for the baby ape, several avenues are available.

A successful tracking roll will lead them to Trulal's clearing.

- Speaking with the plants or animals via spells will reveal that a blond-haired wizard dressed in green killed the ape parents and stole the newborn.
- A successful spellcraft roll reveals that *magic missiles* killed the parents.
- Using locate animals and plants spells or a locate object spell concentrating on one of Trulal's possessions will lead the PCs to the wizard.
- A clever use of familiars or persuading animals to help search can also lead to Trulal.

Other methods could work. Use your judgment. Note that the PCs walked one hour away from the homesite when they encountered the sage brush. It was another hour back. That leaves them roughly an hour to stop Trulal.

If they are unsuccessful in finding the wizard, allow them to return to Ravens Bluff, but run the Almost Home encounter before ending the tournament.

If the PCs were successful in finding the wizard, read the following:

Your search for the baby ape leads you to a clearing ringed by oak and maple trees. In the center, a man in a green cloak--the man who aided you against the giant and bugbears--hovers over the tiny ape.

At his side is a tiger. Its nostrils quiver, and its head looks in your direction. It runs toward you, baring its fangs and growling loudly. It leaps to the attack!

The tiger was just pulled from Trulal's bag of tricks and was ordered to keep the wizard from being interrupted. It will leap at the closest PC.

What transpires will depend on the PCs' levels. In the lowest tier, 6-13 total levels, Trulal fights the PCs alone and with the animals from his bag of tricks.

Tiger (1): Int animal; AL N; AC 5; MV 12; HD 5+2; hp 28; THAC0 15; #AT 5; Dmg 1-4/1-4/1-10/2-7/2-7; SA Nil; SD Nil; MR Nil; Size L; ML 20

Trulal has a *stoneskin* spell on him from his scroll, allowing him to ignore the first several physical attacks made against him. He used the *invisibility* spell off the scroll to sneak up on the apes.

In the first round of combat, he clutches the baby to his chest, assuming the characters do not want to risk casting a damaging spell at him and killing the child. He casts *glitterdust* on the largest group of PCs.

In the second round of combat, he casts *web*. However, if the PCs are of reasonably high level, he lets loose with his *fireball* and *lightning bolt* spells. He will not bother using such potent magic on inferior foes.

If you desire, substitute two *Melf's minute meteors* spells for the *fireball* and *lightning bolt* for lower-level PC groups. With each *meteor* spell, he will release five missiles that he can throw at a target with his free hand. He must make a roll "to hit" with a +2 bonus. Each missile inflicts 1d4 points of damage, while misses inflict 1 point of damage.

He will use his *polymorph other* spell to turn a threatening PC into a bunny. If he is in jeopardy, he will use his *polymorph self* spell to turn himself into an ape and swing away with the baby.

If necessary, he'll cast *invisibility* on himself to aid in his escape. He'll leave the baby ape behind as a last resort.

In addition, if the characters are of reasonable level (use your judgment), he pulls a creature from his bag of tricks as his movement phase. Allow him a spell or to attack physically in addition to this. Only one creature can exist out of the bag at a time. The order in which the creatures are pulled are listed below the wizard.

Note that if spells such as *fireball* and *lightning bolt* are used against him while he cradles the baby, the ape baby will be cinders.

Trulal, hm W8: Int High; AL NE; AC 2 (Armor spell, Dex); MV 12; hp 40 (with CON bonus); THAC0 18; #AT 1; Dmg 1-6 (staff); SA Spells; SD Spells; MR Nil; Size M (6'); ML 16

Magical effects: Trulal has a *stoneskin* spell on him, that allows him to ignore two physical attacks at Tier 1. This increases by two for each subsequent Tier. For example, in the fifth Tier, he can withstand 12 physical attacks. Further, Trulal has cast his *protection from normal missiles* spell on himself, making him impervious to harm from arrows, darts, thrown daggers, and the like.

Magical items: *Bag of tricks*, three *potions of moderate-healing* (cures 3d4+3)

Spells remaining: *spider climb*, *glitterdust* (1d4+7 rounds, save or be blinded with -4 to attack rolls), *invisibility*, *web*, *fireball* (8d6, save for half), *lightning bolt* (8d6, save for half), *protection from normal missiles*, *polymorph other*, *polymorph self*

Bull (1): Int animal; AL N; AC 7; MV 12; HD 4; hp 20; THAC0 19; #AT 1; Dmg 2-7; SA Nil; SD Nil; MR Nil; Size L; ML 20

Buck (1): Int animal; AL N; AC 6; MV 12; HD 2; hp 10; THAC0 19; #AT 1; Dmg 2-7; SA Nil; SD Nil; MR Nil; Size L; ML 20

Goat (1): Int animal; AL N; AC 7; MV 12; HD 1+1; hp 8; THAC0 19; #AT 1; Dmg 1-6; SA Nil; SD Nil; MR Nil; Size M; ML 20

Dog (1): Int animal; AL N; AC 7; MV 12; HD 1; hp 6; THAC0 19; #AT 1; Dmg 1-4; SA Nil; SD Nil; MR Nil; Size S; ML 20

If the PCs capture Trulal, he admits he wanted the ape baby for a spell. He would turn the ape into a 30-foot-tall behemoth which he would direct against Ravens Bluff. While the ape caused havoc, he intended to blackmail officials for magic, wealth, and power.

If the PCs are beyond the first tier, use the following creatures to beef-up the fight. They will attempt to keep the PCs from reaching their wizard-master. Trulal has been in the woods for a time, and he has used scrolls with *charm monster* spells on them to ensure their loyalty. The minions fight for him, but are careful not to hurt the ape baby.

Tier 2: If the PCs' levels total 14-25:

Ankheg (3): Int non; AL Nil; AC 2, underside 4; MV 12, br 6; HD 3+2; hp 15 each; THAC0 15; #AT 1; Dmg 3-18; SA Victims caught in the mandibles continue to suffer 1d4 points of acid damage each subsequent round until they are freed or dead; SD Nil; MR Nil; Size L 10' long; ML 12

Tier 3: If the PCs' levels total 26-37:

Ankheg (3): Int non; AL Nil; AC 2, underside 4; MV 12, br 6; HD 6+2; hp 32 each; THAC0 12; #AT 1; Dmg 3-18; SA Victims caught in the mandibles continue to suffer 1d4 points of acid damage each subsequent round until they are freed or dead; SD Nil; MR Nil; Size L 10' long; ML 12

Tier 4: If the PCs' levels total 38-56:

Ettin (5): Int low; AL CE; AC 3; MV 12; HD 10; hp 50 each; THAC0 10; #AT 2; Dmg 2-16/3-18; SA Nil; SD Surprised only on a 1; MR Nil; Size H-13' tall; ML 16

Tier 5: If the PCs' levels total 57+:

Behir (3): Int low; AL NE; AC 4; MV 15; HD 12; hp 60 each; THAC0 9; #AT 2 or 7; Dmg 2-8/2-5 or 2-8/1-6/1-6/1-6/1-6/1-6/1-6/1-6; SA Lightning bolt every 10 rounds for 24 points of damage (save for ½); SD Immune to electricity, poison; MR Nil; Size G-40' long; ML 16

If the PCs defeat the creatures and Trulal, allow them to pick through the carnage, loot the goods off the wizard's body, and decide what to do about the baby ape. There are several unusual components in a satchel on Trulal's body. And there are plenty of scrawled notes illustrating a baby ape and one taller than trees and buildings.

By piecing together the notes, the PCs can tell what Trulal was up to. If any PC has the spellcraft proficiency, tell him or her that the wizard's notes look inaccurate, and it is doubtful the spell would have functioned. However, the baby ape might have been killed in the process. The PCs have several options regarding the baby ape, provided it lived:

- Try to keep it. This should prove impossible or highly unlikely, as the baby requires a lot of attention and care.
- Find new parents. Searching through the woods, they can find ape tracks, which leads them to a small group of carnivorous apes. The apes are more than happy to take the baby.
- Return to Ravens Bluff. The Mooney and Sons Circus will not yet have left on its spring circuit. Jack Mooney will place the baby in the care of his other apes.

If the PCs fled from the combat, let them return to the city and run the Almost Home encounter before ending the event.

Almost Home

The past two days have passed without incident, and the player characters have had plenty of opportunity to cast healing spells to restore any hit points that might have been lost from the battle with Trulal. The third day is another matter, however, as they cross paths with few of Trulal's creations. The wizard had been experimenting with other creatures in the wild, using his growth spell and other magics to enhance them.

When Trulal went after the young ape in earnest, he left his previous experiments to fend for themselves. He had intended to come back to them--after he had enchanted the baby ape and turned it into a behemoth. However, Trulal's run-in with the PCs prevented him from returning. Read the following:

The trail you were following through the woods has made travel easy. The miles have been melting beneath your feet.

But now the trail is different, and up ahead it looks difficult to traverse. There are large rocks strewn here and there, and small trees have been toppled across your path. In the distance, and to the side of the trail, you spot the remains of a campsite--a shredded tent, cooking pots hanging from the trees, blankets tossed about. It is as if a whirlwind touched down in this spot of the forest.

The "whirlwind" was Trulal's creature. Allow the PCs to take whatever precautions they want. The wizard's creatures are not in the immediate vicinity. If the PCs explore the ruined campsite, determine how long they are searching and consult the list below:

Five rounds: the cooking pots and pans that hang from the tree look like they were placed there as decorations. They are carefully hooked on some of the sturdiest branches. Bits of food cling to some of the pots, as if a meal was interrupted. And there is evidence of a cookfire--long cold.

One turn: the tent was shredded by something with claws, as the marks are uneven--not perfect cuts like a dagger would leave. And there is no pattern to the carnage. A couple of scraps of canvas have dried blood on them. From the looks of the blood, this carnage happened more than a day ago. The blankets likewise have blood on them, though larger spots. And there is a shredded suit of leather armor under one of the blankets--bloodless, and with no sign of an individual who might have been it. Perhaps someone was sleeping when a clawed creature attacked. That would explain why there was blood on the blankets, but not on the armor.

Two turns: there is a small leather bag, tossed several yards back from the campsite. The contents of the bag include a broken small silver mirror, pieces of bark from an oak tree, holly berries, a sumac leaf, a small straight piece of iron, incense, a lump of clay, and a couple of amaryllis plant stalks. If a character has trouble deducing what the materials are for, allow a successful spellcraft proficiency to reveal that they are material components for priest spells. For example, the amaryllis plant stalks can be used for a *starshine*

spell, and the lump of clay for a *stone shape* spell. Also, after two turns, a soft leather tunic with a unicorn embroidered on it can be found beneath a bush. The tunic is designed for a man of medium build. And a mace head can be spotted in a patch of ferns.

Three turns: read the following if the PCs search three or more turns and uncover the victim's diary.

Your search leads you many yards from the demolished campsite. You've been following scraps of cloth, laces from boots, and pieces of parchment. There's been no sign of a body, but you have found more traces of blood.

Finally something intact catches your eye, it is a small book, laying open over a low-hanging branch. A claw mark cuts across its back cover, ruining several of the last pages.

If the PCs retrieve the book and look at it, continue with the following and give the PCs **Handout #3**:

It is a journal, written in a flowing common script. The front page indicates that it belongs--or more likely belonged--to a man named Hethal Landon. One of the latest entries reads:

"I pray Mielikki will give me the strength to best the evil wizard doing harm to the woods. I shall use all my priestly powers to defeat him, this man called Trulal.

"My divinations tell me he is after a baby animal, one that is three hours old. He will cast terrible magic on it, make it into a monster.

"I've learned that he has already corrupted nature, even nature's fouler elements. He has experimented with toads, kobolds, and worse, changing their proportions and abilities. He must be stopped, else no one in the woods will be safe."

The last intact page continues: *"I cast divinations again today, and Mielikki revealed to me that I do not have the power to alone best him. So I shall die in defense of my blessed woods, the woods I have called my home for the past many years."*

If the PCs search longer than three turns, they recover the priest's body. It is badly clawed, and any PC with the healing proficiency can tell it has been dead three to four days. If they are able to cast *speak with dead*, the priest tells them the following:

- I was Hethal Landon, a humble priest of Mielikki. I lived in these woods for the past decade, enjoying

the company of my god's creatures and basking in the presence of nature.

- The animals told me that a man in green was new to the woods and was doing horrible things to animals. He was a wizard, and a worshiper of Malar. It seems he wanted to augment the abilities and sizes of animals and other creatures.
- I came upon a baby toad two weeks ago. It was the size of a man on all fours. It was not a natural giant toad, it was augmented by the wizard. I slew the toad to grant it peace. If you come across other augmented creatures, please slay them. Mielikki did not intend for them to be thus.
- My divinations revealed the man, called Trulal, was searching for an infant ape--a baboon, a chimpanzee, a spider monkey--any kind of infant ape. He had crafted some spell that would allow him to increase the creature to a staggering size--larger than the creatures he already fouled.
- I was slain by a kobold--a giant one who invaded my camp and woke me. The creature was nearly a dozen feet tall and was foul tempered. I struggled with him, but it was no use. I could not reach my weapons or my spell components. The kobold ruined the camp. And as a final insult the beast placed my treasured holy symbol about its neck. I would rest easy if you could bury me beneath the branches of an oak tree and slay the unnatural kobold.

Searching for tracks around the campsite: If the PCs search for tracks around the camp or around the body of the dead priest, they'll have no trouble finding big footprints and following them. A successful tracking proficiency check reveals that they are kobold tracks--though unusually large ones.

Whether the PCs follow the tracks, they'll encounter the kobold--and possibly other creatures enhanced by Trulal--based on their level.

The creatures are large, but they've learned how to use the woods to help cloak their form. Unless the PCs found the tracks and followed them--and were taking reasonable precautions to be quiet--there is a chance the creatures could surprise them. Roll for surprise after the PCs have left the priest's ruined campsite.

If the PCs were quiet, allow them a chance to surprise the creatures. Consult the PCs' level totals, then have at them with Trulal's beasts. Beyond the first tier, assume that the stirges and the leopard have been

following the giant kobold, which has been leading them to all manner of tasty treats. Eventually the stirges and leopard would have attacked the kobold, the PCs encounter the lot of them before that would happen. Read the following, and add to the description to include any additional creatures:

The kobold is indeed immense. Its scaly rusty brown hide is covered with a makeshift canvas garment, perhaps a piece of the tent from the ruined campsite. It smells horrible, like stagnant water. Its eyes glow like red coals, and the two white horns that rise from the top of its head add to its hideous appearance. About its neck, hanging from a thong, is a piece of jewelry, a charm--a unicorn's head rendered in silver with a horn of gold. The unicorn's eye twinkles, a blue star sapphire in the center of it.

Tier 1: If the PCs' levels total 6-13:

Augmented kobold (1): Int average; AL NE; AC 5; MV 12; HD 10; hp 60; THAC0 11; #AT 2; Dmg 1-8+2/1-8+2; SA Every other round the kobold can also bite for 1d8 points of damage; SD Nil; MR Nil; Size L 11' long; ML 16

The kobold attempts to flee if it is reduced to 30 or fewer hit points. However, if the PCs pursue it, the kobold will turn to fight.

Tier 2: If the PCs' levels total 14-25:

Augmented kobold (1): Int average; AL NE; AC 5; MV 12; HD 10; hp 60; THAC0 11; #AT 2; Dmg 1-8+2/1-8+2; SA Every other round the kobold can also bite for 1d8 points of damage; SD Nil; MR Nil; Size L 11' long; ML 16

The kobold will attempt to flee if it is reduced to 30 or fewer hit points. However, if the PCs pursue it, the kobold will turn to fight.

Really big stirges (4): Int non-; AL Nil; AC 6; MV 3, fl 18; HD 5; hp 25 each; THAC0 14; #AT 1; Dmg 1-6; SA Blood drain. Once the stirge has hit and inflicted 1d6 damage, its proboscis stays imbedded and continues to drain 1-6 points a round until it is killed or has drained 25 points--at which time it will fly away bloated; SD Nil; MR Nil; Size M 6' wingspan; ML 16

Tier 3: If the PCs' levels total 26-37:

Augmented kobold (1): Int average; AL NE; AC 5; MV 12; HD 10; hp 80; THAC0 11; #AT 2; Dmg 1-8+2/1-8+2; SA Every other round the kobold can also bite for 1d8 points; SD Nil; MR Nil; Size L 11' long; ML 16

The kobold will attempt to flee if it is reduced to 30 or fewer hit points. However, if the PCs pursue it, the kobold will turn to fight.

Really big stirges (8): Int non-; AL Nil; AC 6; MV 3, fl 18; HD 5; hp 25 each; THAC0 14; #AT 1; Dmg 1-6; SA Blood drain. Once the stirge has hit and inflicted 1d6 damage, its proboscis stays imbedded and continues to drain 1-6 points a round until it is killed or has drained 25 points--at which time it will fly away bloated; SD Nil; MR Nil; Size M 6' wingspan; ML 16

Tier 4: If the PCs' levels total 38-56:

Augmented kobold (1): Int average; AL NE; AC 5; MV 12; HD 10; hp 80; THAC0 11; #AT 2; Dmg 1-8+2/1-8+2; SA Every other round the kobold can also bite for 1d8 damage; SD Nil; MR Nil; Size L 11' long; ML 16

The kobold will attempt to flee if it is reduced to 30 or fewer hit points. However, if the PCs pursue it, the kobold will turn to fight.

Really big stirges (8): Int non-; AL Nil; AC 6; MV 3, fl 18; HD 8; hp 40 each; THAC0 11; #AT 1; Dmg 1-8; SA Blood drain. Once the stirge has hit and inflicted damage, its proboscis stays imbedded and continues to drain 1-8 points a round until it is killed or until it has drained 40 points--at which time it will fly away bloated; SD Nil; MR Nil; Size M 6' wingspan; ML 16

Giant leopard (1): Int semi-; AL NE; AC 5; MV 12; HD 10; hp 80; THAC0 11; #AT 3; Dmg 1-8/1-8/1-10; SA Nil; SD Nil; MR Nil; Size H 14' long; ML 16

The leopard attempts to flee if it is damaged for more than half its hit points.

Tier 5: If the PCs' levels total 57+:

Augmented kobold (1): Int average; AL NE; AC 5; MV 12; HD 10; hp 80; THAC0 11; #AT 2; Dmg 1-8+2/1-8+2; SA Every other round the kobold can also bite for 1d8; SD Nil; MR Nil; Size L 11' long; ML 16

The kobold will attempt to flee if it is reduced to 30 or fewer hit points. However, if the PCs pursue it, the kobold will turn to fight.

Really big stirges (8): Int non-; AL Nil; AC 6; MV 3, fl 18; HD 10; hp 50 each; THAC0 9; #AT 1; Dmg 1-10; SA Blood drain. Once the stirge has hit and inflicted 1d8 damage, its proboscis stays imbedded and continues to drain 1-10 points a round until it is killed or has drained 50 points--at which time it will fly away bloated; SD Nil; MR Nil; Size M 6' wingspan; ML 16

Giant leopard (1): Int semi-; AL NE; AC 5; MV 12; HD 10; hp 80; THAC0 11; #AT 3; Dmg 1-8/1-8/1-10; SA Nil; SD Nil; MR Nil; Size H 14' long; ML 16

The leopard attempts to flee if it is damaged for more than half its hit points.

Following the battle, the PCs can search the bodies. Any PCs with animal handling or animal lore, or any druid PCs can tell the creatures were physically stressed by whatever magical experimentation was done to them.

Their bones were brittle, their flesh hard and stringy, etc. It is likely they would have died within a few weeks (though they could have caused a lot of damage within that time).

The kobold has a pouch made out of a piece of tent canvas. Inside: 200 gold pieces, 20 platinum pieces, an ivory carving of a unicorn worth 40 gold, and a dozen rotting apples.

The holy symbol about his neck is valuable and can be recognized as the symbol of Mielikki by any druid, ranger, Mielikki worshiper, or PC who makes a successful religion proficiency check.

If the PCs search for tracks, they find only those made by the giant kobold and the big leopard.

There is no indication of any other unnaturally-large creatures. Speaking with plants and animals or casting other magics will not reveal additional animals.

Wrapping up the Adventure

When the characters have finished with the combat and press on toward Ravens Bluff, tell them another day passes uneventfully, and they are nearing the city.

The gates of Ravens Bluff come into view. It is a welcome sight after your sojourn in the wilds.

You stride into the city, your muscles a little sore from your endeavors and your throats a little parched. In the distance you can see a few of the circus tents. It looks like Jack Mooney and his entourage are packing up to leave on their circuit.

If time remains in the tournament, allow the PCs to return to the circus and tell Jack Mooney what happened. If they brought the baby ape back with them, he says his carnivorous apes will look after it. Perhaps when it is older, he will personally return it to the woods.

He thanks the PCs for their efforts and busies himself with packing up to take his show on the road.

This Concludes Going Ape

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.

Helping Otto the peddler with a horse	50
Defeating the bugbears in the first ambush	50
No PC fatalities in ambush, part two	100
Finding a suitable home for the apes	100
Gaining information from the Sage Brush	50
Preventing the parent apes' deaths	100
Saving the baby ape	100
Defeating Trulal, and his creatures	125
Finding priest Hethal Landon's diary	50
Defeating the giant kobold and its cohorts	75

Total Experience for Objectives:	800 xp
Roleplaying Experience:	0-500 xp

Total Possible Experience: 1,300 xp

For Tier 2:	2,600 xp
For Tier 3:	3,900 xp
For Tier 4:	5,200 xp
For Tier 5:	6,500 xp

Treasure Summary

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

- Three different *Ribbons of Talutah*
- Musical jewelry box from giant's cave worth 1,000 gp
- *Bag of tricks* from evil wizard
- Up to three *potions of moderate-healing* (depending on what the wizard used)
- Silver Mielikki holy symbol worth 500 gp
- 200 gold pieces from giant kobold
- 20 platinum pieces from giant kobold
- Ivory unicorn from giant kobold worth 40 gp

Chivalry Point Award

If the PCs save the ape parents and baby and return with the news to the circus, any knights and squires receive 1 Chivalry Point.

Fame Point Award

PCs who found a home for the apes and who were able to save the baby ape receive 1 Fame Point in the General Category.

Appendix One

Stats for the Apes, cows, and Wagon Horses

Grug and Eeagah, carnivorous apes (2): Int Ave; AL N (NG); AC 6; MV 12, 9 in trees; HD 5; hp 25 each; THACO 15; #AT 3; Dmg 1-4/1-4/1-8 (claw/claw/bite); SA Rend for 1-8 if both claws strike; SD Nil; MR Nil; Size M 6'; ML 17

Old gray mares (4): Int animal; AL N; AC 7; MV 12; HD 2+2; hp 14 each; THACO 19; #AT 1; Dmg 1-2 (bite); SA Nil; SD Nil; MR Nil; Size M; ML 10

Cows (3): Int animal; AL N; AC 7; MV 12; HD 3; hp 18 each; THACO 18; #AT 1; Dmg 1-2 (bite); SA Nil; SD Nil; MR Nil; Size M; ML 8

Player Handout #1

The Contents of the Old Circus Wagon

3 barrels filled with fresh water
34 pounds of dried apricots
18 pounds of dates
30 pounds of pecans
26 pounds of walnuts
13 pounds of almonds
27 pounds of dried apples
20 pounds of fresh bananas
28 pounds of dried beef strips
32 pounds of dried lamb strips
39 pounds of dried pork strips
45 pounds of buffalo jerky
12 quart jars of peach cider
10 quart jars of strawberry preserves
14 quart jars of apple-cinnamon preserves
11 quart jars of blueberry preserves
4 wool blankets
1 crate of wooden pull toys

Otto's Offerings

Item	Price
cough syrup	1 gp
freckle enhancer	1 gp
hair tonic	1 gp
mustache wax	1 gp
wart remover	1 gp
callous comforter	1 gp
bunion blaster	1 gp
hangnail extractor	1 gp
rash reliever	1 gp
heel soother	1 gp
toothache paste	1 gp
gray hair chaser	1 gp
hand lotion	1 gp
tummy-ache easer	1 gp
dandruff eliminator	1 gp
blister bliss	1 gp
pimple annihilator	1 gp
headache-be-gone	1 gp

Player Handout #3

It is a journal, written in a flowing common script. The front page indicates that it belongs--or ore likely belonged--to a man named Hethal Landon. One of the latest entries reads:

I pray Mielikki will give me the strength to best the evil wizard doing harm to the woods. I shall use all my priestly powers to defeat him, this man called Trulal.

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The last intact page continues:

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