

TSS4-07

Cat's Grace

A One-Round D&D LIVING GREYHAWK[®] Splintered Sun Meta-Regional Adventure

Version 1.0

Round 1

by Rainer Nagel

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You are called on by some old acquaintances. The Aerdy Re-Enactment Company, famous for their recreation of important battles in Aerdy history, has gone missing, somewhere to the south deep in Ahlissan territory. Rumour has it that this is only the beginning of a rebellion against the rule of Overking Xavener. You are to go there and bring them back – before the Ahlissan army does the job for you ...

An adventure for parties from APL 4 to 10.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

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

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

Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Some of the text in this scenario 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 gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

LIVING GREYHAWK Levels of Play

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

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

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

to attack must succeed at a DC 10 Handle Animal or

Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round /Meta-regional adventure, set in the Splintered Sun. Characters native to the Splintered Sun pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Travel In The United Kingdom Of Ahlissa

In 593 CY, PCs adventuring in the Splintered Sun had several opportunities to receive AR entries that could help or hinder their movement through the United Kingdom of Ahlissa.

For the DM's convenience these are replicated below.

Free Travel Throughout the Kingdom of Ahlissa: The bearer of this document is entitled to travel freely throughout the Kingdom of Ahlissa without molestation. It is signed by Garlann of Naelax.

Wanted! The PCs are known to have slain one or more nobles of The Kingdom of Ahlissa. As such the authorities are actively searching for them.

Wanted In Ahlissa: This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any travel privileges within Ahlissa including the Free Travel Throughout the Kingdom of Ahlissa. At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favour with a high ranked Ahlissan NPC or powerful organization might be spent instead of the bribes.

Once this bribe is paid, score through this entry. The PC is free to continue the adventure in which he was caught.

Adventure Background

This adventure centres around the further exploits of the Aerdy Re-Enactment Company as introduced in TSS 3-04, *The Glory of Times Past*. After the mysterious defection of one of their leading members, Eldan Arkion in Innspa, the Company took on a replacement actor to finish the rest of their performances in the city. The replacement was Lady Andira Cálem, head of the recently disbanded bardic School of Andira. At the same time, they established an Innspa branch office of the Re-Enactment Company.

Concluding their business in Innspa, the Company made their way south, via Kalstrand. DMs who are interested in what exactly the Company have been up to from the time we last saw them will find a somewhat longer synopsis tucked safely away in *Appendix 1: Shades of Aerdy*, to peruse at their leisure, while a basic run-down of the Company (including stats for its major members) can be found in *Appendix 7: The Aerdy Re-Enactment Company*. As regards this basic introduction, let us jump directly what is necessary for understanding the set-up of this adventure:

The Company's next project was to do a goodwill tour of Naerie, the Dullstrand and, if possible, Sunndi (staying clear of Onnwal for the time being due to the fighting there). The Company were on route from Hexpools to Naerie, and had recently arrived in the small village of Denshaw (two thirds of the way to Naerie, hard by to the southernmost foothills of the Iron Hills). Unfortunately, in Denshaw disaster struck...

It so happens that the area around Denshaw is the abode of creatures very rare on Oerth: winged cats, called tressyms (see *Appendix 2: On Tressyms*). Landra, the Company's leading lady, found them really cute once she had seen her first tressym, and wanted one. Desperately. Unfortunately, the tressyms proved quite elusive, and Landra's search, tolerated by the leader of the Company, Kurlasgh Orrm (imagining that not that much harm could come from hunting small cats, as long as his leading actress didn't break a leg in the process) and egged on playfully by Lady Andira, slowly mutated from search to hunt. Things escalated when Landra convinced Lertolia Corander, the Company's illusionist, to lend a hand. Lertolia's spells indeed manage to corner a tressym mother just releasing her young into the wild, and the cat – rather unsurprisingly, one has to say – misinterpreted Landra's actions for an assault on her kittens, and viciously attacked the actress. After landing a surprise hit that hurt Landra (and especially her pride) a lot, the actress fought back and easily killed the cat, who was not used to people attacking her with long, sharp, metal thingies. The tressym young then went into the fray, one of them even managing to interrupt one of Lertolia's spells, and in the end there were

five dead tressyms. Landra, not really caring about these "mere animals," took the carcasses to have them mended, cleaned, and stuffed, reckoning that a stuffed cute cat is better than no cute cat at all. Of course, the tressyms stayed clear of the Company from that time on, and Landra's fixation on tressyms had been sated by her "booty." Things returned to normal.

For a while.

For the Company's actions did not sit well with the tressyms, who had lived in peace with the humans of the regions for as long as they could remember, and the unease felt by these rare beasts did not subside. It grew and grew, despite their apparent passivity, until it came to the attention of one being.

A very powerful being - the Catlord, ruler of all catkind, who watches over the cats of the Oerth from his domain in the Beastlands and has been firmly involved in the fate of the Oerth since the days of Gord the Rogue.

The Catlord was not amused. He sent the feline equivalent of an inquisitor to Oerth and arranged, in a rare display of para-deital invention, that the entire Company be trapped in a demi-plane filled with all manner of cat to play with the offenders, until the "inquisitor" (a weretigress by the name of Banderia, trained as a druid) saw fit to judge them. The demi-plane is escape-proof as long as Banderia is alive, inhibiting all kinds of magic that allow movement to or from that place. All other magic still works. The demi-plane is described in more detail in *Encounter Five: Cat and Mice*, suffice it to say that the Company are having a hard time just getting around the place, being constantly prodded by servants of the Catlord, but never seriously injured.

All the Catlord's "inquisitor" wants is that the Company declare themselves guilty, apologize to the tressyms, and accept proper penance (i.e., hand over Landra to the mercy of the weretigress). This, however, the Company's leaders so far have refused to do – for how could mere animals and their "deities" (powerful beings, yes; but godlike, certainly not!) dare to imprison and even judge diplomatic representatives of the United Kingdom of Ahlissa, the only legitimate successor state of the Great Kingdom? The situation is rapidly deteriorating and Banderia's patience (never much to begin with, she being a cat and all) is beginning to wear thin.

Adventure Summary

Players' Introduction: At this point in the story the PCs get involved. There are several introductions, depending on the PCs' previous exploits. In any case, the PCs are contacted by agents of the Company (or someone else, depending on the situation) and offered some money to find out what happened and return the Company safely, if at all possible.

In addition, the agent makes it clear in all of the above cases that Kurlasgh Ormm is a powerful man with friends in high places, and that he can be expected to exert his influence (if brought back safely, that is) to erase *one* "Wanted in Ahlissa" condition held by the PCs. The party is then briefed as far as is possible and sent towards Denshaw with a full set of instructions.

The PCs will also – discreetly – be made aware of the fact that Kurlasgh Ormm is **important** and that his recovery has high priority for certain political circles in the United Kingdom of Ahlissa. Given the general theory about a rebellion brewing at Denshaw, the United Kingdom of Ahlissa is already mustering a small army to quell the "rebellion" and, as show of force, probably level Denshaw, just to show them who's Overking around here. Thus, whatever the PCs do – it's urgent!

Encounter 1: Where Cats fear to Tread: The adventure now skips forward to the PCs arriving at Denshaw, a village of some 300 inhabitants. The PCs find the Company missing and start investigating and learn most of what has transpired so far. The villagers believe that "the answer lies with the cats," meaning the PCs have to go out there and find the tressyms. However hard the PCs search for signs of an anti-Ahlissan rebellion, there just aren't any. And so, the adventure turns from political intrigue and spying to a rather straightforward search-and-rescue mission – with a feline twang.

Encounter 2: Winged Cat Down! The PCs set forth into the Iron Hills to find the tressyms. However, their initial attempts are unsuccessful. However, fate intervenes a bit. The PCs come upon a scene of carnage, where a tressym has fallen prey to one of his natural enemies: a harpy (an aspiring harpy archer, with levels of fighter added as depending on APL). The creature has attacked the tressym in flight and forced him down to the ground with a masterful bowshot through one of the cat's wings. Now, the wounded cat is cornered and fighting for its life. If the PCs do not intercede, the tressym, stunned, at 0 hp, and clearly outmatched, will be dead within the next round or two.

Encounter 3: Where's the Cats?: If the PCs defeat the harpy, they may tend to the wounded tressym. If they treat the cat well, he will be of great help in finding the other tressyms. Once the PCs find the tressyms, they may try to establish communications. After a bit of playing around, the cats will inform the PCs about what has happened from their point of view, but will also tell them not to worry, since it's all in the hands of the "Great Cat" now. The tressyms have not really understood what has happened, but are able to tell the PCs that the Great Cat has taken the

offenders to his "playground," where they are to be held until judged by "the tigress." The tressyms know where the "man-den" leading to this "playground" is and will show the PCs the location of the entrance point to the demi-plane created by the Catlord if they ask nicely.

Encounter 4: Where's the Cat? The "man-den" as described by the tressyms turns out to be an abandoned two-storey barn, half in ruins. Tracking reveals that a human-sized creature with clawed feet moved into the barn, but not out again. In the barn's hayloft, the weretigress has opened a *gate* leading to a pocket dimension where the prisoners are held. However, the Catlord has inscribed a trap on the floor that is automatically triggered by any non-cats that stand directly in front of the entry point. Once this trap is dealt with, the PCs are free to enter the *gate*.

Encounter 5: Cat and Mice: The PCs step through the *gate* – and find themselves in a huge, rather complex maze! This is the Catlord's playground, and he doesn't want to make it too easy for the bipeds he has trapped here... Bothered by a number of disproportionately huge cats, the PCs need to find the trapped Aerdy Re-Enactment Company as well as the creature responsible for all this. The Company are not too hard to find, and look in pretty bad shape. They have been in the demi-plane for close to two weeks now, not being able to find any way out nor to find the "damned overcat" they believe to be in charge here (they couldn't, because the weretigress wouldn't let them). From this point on, it should be easy enough for the PCs to use either their own system of navigation or one developed by the Company to find Banderia.

Encounter 6: Seeing a Cat about Some Men: Banderia resides in a lavish room at the centre of the maze. She is willing to grant the PCs an audience if they have amused her (and by extension, the cats around the maze). If asked nicely, Banderia agrees to negotiate for the release of the Company. Once she is assured that the bipeds will be able to take care of Landra's crimes on their own, Banderia gives in and the PCs are returned to the barn. However, to not be totally bereft of any enjoyment, the weretigress has left the PCs with some small task to deal with... Should the PCs at any time attack Banderia, the action immediately moves to *Encounter 8*.

Encounter 7: Cats Just Wanna Have Fun. This encounter is only used if the PCs successfully negotiated with Banderia. It consists of a cat's idea of a test of physical fitness to please them whims of the weretigress. It will not be used if the PCs attack Banderia.

Encounter 8: Catfight: This scene only ever comes into play if the PCs are not able to convince Banderia of their good intentions and fail in their negotiations. Should the PCs kill the weretigress, the demi-plane dissolves, and everybody returns to whatever remains of the old barn, including the Company. Thus, the PCs have fulfilled their mission, and the Company are free to go, since the Catlord, not wanting to risk the wrath of the other powers by intervening twice in a row, will withdraw, *highly* unamused. The PCs, however, gain the Disfavour of the Catlord for the rest of their lives.

Epilogue: Cat's Grace: If all goes well, the PCs have convinced Banderia to let the Company (including Landra) go free, and so all of them, both PC party and Aerdy Re-Enactment Company, return to what remains of the barn. Kurlash Orrm leads the Company back to Denshaw, where they stay for another two weeks, resting, mending, and healing. Orrm promises the PCs that he will do what he can for them, seeing to it that messages are dispatched as quickly as possible, thus earning each PC the *immediate* erasure of **one** "Wanted in Ahlissa" or one Disfavour of an Ahlissan noble as promised in the *Players' Introduction*.

Orrm will indeed punish Landra, not in a way that a cat would understand, but in a way that Landra understands fully well.

Finally, there is that little business of the approaching army to deal with... The PCs are then free to return to wherever they came from (perhaps with a tressym in tow...) to collect the rest of their reward.

Players' Introduction: Where But for the Grace of the Cat?

There are several introductions, depending on the PCs' previous exploits, but all of them involve the PCs being contacted by a representative of the Aerdy Re-Enactment Company (or, if necessary, another institution). If the adventure takes place in a region where the Company has already established a branch office (contact your local Triad to find out), simply use a representative of this branch office. If not, any government official might do. Said official does not even need to be in favour of the Ahlissan government; the fact that an Ahlissan army is on the loose somewhere to the south should be an incentive to next to anyone who is interested in some stability in the region. In addition, freedom fighters from Sunndi or Onnwal might have heard about the army approaching Denshaw and now want to stop that army without actually having to take the field themselves.

At least one of the PCs is a member of one of the Company's branches:

In this case, getting the group into the adventure is fairly easy: they are asked to find out what happens (with hardly a possibility to refuse), but are still promised compensation, but only as some kind of afterthought.

At least one of the PCs holds a Favour of the Company:

The only way this may have come about without being a member of a branch office is that the PCs have played through TSS 3-04 *The Glory of Times Past*. In that case, the approach of the local Company representative will be of a much less heavy-handed fashion and will contain an outright offer of money (and an additional favour).

If none of these conditions apply:

Should the PCs neither hold a Favour nor be members of a branch office, they are contacted by branch agents believing them to be the next best thing to somebody directly involved with the Company, with essentially the same offer, but worded slightly differently. Similarly, for more lawfully-aligned PCs, there is the possibility of being contacted directly by the Ahlissan military who are seeking (expendable) scouts to find out what has happened before they can come barging in.

Another option would be to introduce an agent of the Iron League, who is interested in the build up of tensions in northern Naerie and wishes to defuse any potential border skirmishes that might force the League into choosing sides between Ahlissa and Ideean rebels. – an especially sensitive subject since Onnwal and Sunndi signed the Naerie Compact. Any such conflict might lead to an open schism in the League between Onnwal and Sunndi on one hand and Irongate and the Kingdom of the Iron Hills (who both still offer tacit support to the Ideeans).

In short: Depending on which region this adventure is played in, and how exactly the group is composed, the exact beginning may vary widely. Thus, there is no such thing as a unified reading passage to begin the adventure with. You will need to adapt what is given below to the situation of your game, and possibly need to contact your Triad for some of the details.

Branch members or Favour holders will also have their travelling expenses paid by the Company (i.e., Adventurer's Standard is paid for by the Company). The reward offered is per APL, with half of it being paid one the PCs set out (total reward: APL 4 – 300 gp; APL 6 – 500 gp; APL 8 – 600 gp; APL 10 – 1100 gp). Payment of Adventurer's Standard is not included in the treasure section and is simply noted on the

character sheets. It is probably best if you do not inform the PCs about the lump sum all in advance; instead, have the agent pay the first half but only mention that there will be a "substantial bonus" upon completion of the task.

In all cases, the money will be offered in two parts: half at the beginning of the adventure, the second half only after the PCs have returned the Company safely, if at all possible. To ward against fraud, the Company insists on PCs being subject to *detect lie* and *detect thoughts* spells by (where possible) Zilchan clerics in case they fail to bring back the Company, to insure that indeed the PCs did everything in their power.

In addition, the agent (or officer) talking to the PCs makes it clear in all of the above cases that Kurlasgh Orrm is a powerful man with friends in high places (the exact details being beyond the PCs' need to know...), and that he can be expected to exert his influence (if brought back safely, that is) to erase *one* "Wanted in Ahlissa" or a Disfavour of any Ahlissan noble held by the PCs. This, of course, can only take place after the Company has been returned safely! Orrm's recovery is of the utmost importance for certain political circles in the United Kingdom of Ahlissa, with implications that may well spread into the PCs' home nations. There should be a distinct notion that Kurlasgh Orrm's importance reaches beyond the Company, and that he is regarded as a rather moderate politician in the dealings of Ahlissa with her neighbours.

The party is then briefed as far as is possible, i.e., they are provided with the Company's itinerary, and are then sent towards Denshaw. They are specifically told that, despite magical and clerical attempts, it has not been possible to ascertain the whereabouts of the Company, pointing to the fact that some powerful magic may well be involved. Since all communication was lost only after the Company had got to Denshaw, the PCs' contact suggests they go there to start their investigations.

The general theory is that someone at or near Denshaw is in the process of instigating a rebellion against House Haxx and the Overking (possibly with help from Irongate; never trusted these Irongaters anyway...) and that the Company got somehow mixed up in this (in fact, it is believed that Orrm actively unearthed some kind of conspiracy and was taken out of the picture by the opposition, but nobody will care to relay this idea to the PCs). Of course, the Ahlissan officials have got it all totally wrong, but they are in no position to know this. Being Oeridians, the thought of political intrigue and military uprising comes a lot easier to them than the concept of divine intervention on behalf of what they would consider as a mere triviality involving a few animals...

The PCs were chosen mostly because they are independent operatives whom it is easy to disassociate with

should the need arise (again, this will *not* be phrased in such a direct way). Also, sending a team of non-affiliated "agents" might be preferable to acting in a less covert way. However, the situation *is* tense, and, given the general theory about a rebellion brewing at Denshaw, Princes Reydrich and Barzaan are already mustering a small army (around 1,000 soldiers strong) to crush the "rebellion" and, as show of force, probably level Denshaw, just to show them who's Overking around here.

Thus, the full mission of the party runs somehow like this:

- Find out what they can about the Company's whereabouts.
- Find out what is going on in Denshaw, especially with regard to rumours of insurrection and rebellion.

Additionally, if the PCs are in the employ of the Company or other agents of Ahlissa:

- Reconnoitre Denshaw and its environs, make notes and plans of all military fortifications, troop positions, etc. (diagrams would be much appreciated).

Since at least one (and probably more) powerful magic-user seems to be involved, the PCs are advised to exercise the highest possible caution. Should they be able to find and free the Company – fine. If not, they are to rendezvous with the commanding general of the Ahlissan army exactly three days after they get to Denshaw, tell him what they know, and leave the rest to the trusted and experienced officer. The army will be in striking distance by this time, and from then on, things should go very smoothly – thanks to the scouting efforts of the PCs. Of course, the entire operation is top secret. If the PCs are caught, whoever sent them will entirely disavow their involvement.

Treasure: Half of the promised reward is paid up-front in cash.

APL 4: Coin: 150 gp;

APL 6: Coin: 250 gp;

APL 8: Coin: 300 gp;

APL 10: Coin: 550 gp;

Encounter 1: Where Cats Fear to Tread

The adventure now skips forward to the PCs arriving at Denshaw, a village of some 300 inhabitants. The village is situated on hex I1-15 on the large map accompanying the *Living Greyhawk Gazetteer*.

👑 **Denshaw (Hamlet):** Conventional; AL (L)N; 100 gp limit; Assets 1600 gp; Population 324; Mixed (82% human, 3% halfling, 5% elf, 6% dwarf, 3% gnome, 1% half-elf).

Authority Figure: Rurigan Volck, N human male Ari5 (mayor); Lamidia Berrgen, LN human female War4 (chief constable)

Important Characters: Berionna, N half-elf female Drd4 of Beory; Volgan Ernsting, LN human male Clr3 of Zilchus; Tordak Hammerhome, NG dwarf male Exp3 (trader); Groggo Berkomm, CG male gnome Rgr2; Appelpwine Harst, NG human female Clr2 of Merikka.

Denshaw is a farming village at the feet of the Iron Hills (hence both a druid and a cleric of Merikka in prominent positions). In terms of NPC classes, most villagers are Commoners, but there are also a few Experts, notably those dealing in the food and wine trade. Since the village is no more than a starting point for events taking place elsewhere, a detailed map should not be necessary. The village does not have any fortifications, nor does it field an army of any kind. The only thing coming close to an armed force is Lamidia Berrgen's assistant constables – all 7 of them.

As the PCs arrive in Denshaw, they find no trace whatsoever of the missing Company. Investigation will not be too difficult, though: Almost all of the villagers can give the PCs the basic facts. You may want to spent as much time with relaying this information as you like, and distribute it among as many villagers as you like, but in the end the PCs should have learned the following, without even needing to roll Gather Information checks:

- The Company got to Denshaw, boosted the local economy by throwing a bit of money around and rented the only two inns in the village (the Penny Pot and the Cross Scythes) for two weeks, to recuperate, relax, rehearse, and mend some equipment.
- Some of them (descriptions of Landra, whom the PCs might recognize, and Lady Andira, whom they most probably won't) set out into the wild, for reasons at first unknown. Later, it turned out that they were "looking" for the tressyms, a fact not liked by the villagers. Their protestations being cut short, though (and some of them threatened with "consequences" if they interfered further), they instead saw the search intensified, and another of the Company's leaders brought in (a description of Lertolia follows). The forays into the surrounding countryside stopped soon afterwards and the Company returned to their usual pursuits, with nothing else happening.

- Tressyms are winged cats known to inhabit the hills to the north. Normally they are quite rare and are seldom seen. However, to see one is said to bring good luck.
- The villagers also complain about a number of things that they believe were caused by "the vengeful cats" – it hasn't rained one single drop since the Company came here, it has been unnaturally hot for the season (late autumn), there are more insects than usual, a swarm of locusts has been seen. None of this has anything to do with the actions of the Catlord (and the bit about the locusts isn't even true), but that's rural superstition for you. Give or take a day or two, they'll probably claim it's going to rain blood... None of these complaints come from any of the priests or the druid, and they are not uttered when one of these is around.
- Three days later, so the villagers' story continues, the entire Company vanished overnight without a trace, and nobody saw anything – except numerous tressyms flying around the village of Denshaw. Nobody really knows what happened, but everybody is convinced that "the cats took care of their own."
- All villagers are in agreement that the tressym are very shy and reclusive, but basically friendly – the Company must have done something to seriously provoke them! The villagers also believe that "the answer lies with the cats," meaning the PCs have to go out there and find the tressyms – not an easy task after the actions of the Company!

This basic skeleton of information might be added to a successful Gather Information check (one pre PC is allowed). The information gleaned from this check depends on the DC the PCs are able to beat.

DC 10: The PCs meet a villager who has heard a rumour that the Company have actually found tressyms out there (a very rare thing, as far as the common villager is concerned).

DC 15: The PCs meet a villager who overheard that the Company had not only found tressyms, but also killed several of them.

DC 20: The PCs meet a villager who actually observed the Company bringing in the dead cats.

DC 25: The PCs meet a potboy from the Penny Pot, the inn where Landra had been lodged, who tells them that the dead cats are still there!

Depending on how many PCs make this roll, they may get the same information twice, either from the same source or from different villagers.

Rurigan Volck – Mayor of Denshaw: Despite what PCs might believe, Denshaw's mayor does not know significantly more than the average villager about what happened here. Volck has never seen any tressym himself, and thus is prone to considering them as no more than a rural myth. Neither does he believe in the superstitions concerning the flying cats (and of course, he does not believe in the existence of a "Catlord"). If pressed for more information, he will grudgingly direct the PCs to Lamidia Berrgen who, as was her duty, conducted the (fruitless) investigation after the disappearance of the Company. If the PCs succeed in a DC 20 Sense Motive check, they notice that Volck does seem to exhibit some ill will towards the Company, though. If questions on this, he sourly admits that he felt slighted and mistreated by Kurlasgh Orrm (who indeed did not see much need in taking the mayor into his confidence too much) and is thus not entirely sorry to see him gone. However, he does not have any links or inclinations concerning rebellion against Ahlissa.

Lamidia Berrgen – Constable of Denshaw: The constable can also confirm the basic information as given by the rest of the villagers. She investigated the matter herself, but cannot tell the PCs much more than that the actors seem to have vanished in the dark of night (the third hour after midnight, she suspects) without any trace. To her, it looked like they vanished right in the middle of what they were doing, leaving all of their belongings behind. Lamidia knows that all of the Company's belongings are stored in a makeshift storehouse and that all the animals the Company brought with them are corralled in a pen next to the Cross Scythes. Lamidia, having been through all the rooms in the inns, too, does know of the stuffed tressym in Landra's former room at the Penny Pot but has not told anyone else yet.

At the Penny Pot: Should the PCs have heard the rumour that dead cats had been brought to the Penny Pot ("penny pots" are the pimples that appear on the face of a man who has drunk too much), they may go there to investigate. In addition to learning the usual info about the disappearances (people just dropping at the same time during the night, most of them in their sleep), actually visiting a room (let's say, Landra's) requires a DC 15 Bluff or Diplomacy or Intimidate check against the inn's host, Grundygoot (breaking in might also be an option, but should probably not be necessary). Favour holders get a +2 circumstance bonus to their roll, while members of the Company MO get a +5 circumstance bonus.

Once in the room, the PCs will notice a small, winged cat sitting on the table, its wings spread. There is something strange about the cat, though. First of all, it doesn't move or even breathe. Secondly a DC 15 Spot Check will reveal that its fur patterns do not really match. This is because none of the tressyms were killed "cleanly," and thus Landra had to "patch up" the best-preserved corpse with fur from two others after stuffing (the rest of the corpses she threw away; they might still be in the closest midden, but would not be a pretty sight). Nonetheless, the PCs know now what to look out for once they start in search of the tressyms.

The Company's Belongings: Most of the Company's personal belongings have by now been cleared out of the rooms. The villagers have only left Landra's room untouched since they seem to have an instinctive fear of it, due to the stuffed tressym. All of the stuff (see the personal descriptions in *Appendix 7* and invent stuff of your own as appropriate, plus three large carts, one of them being a travelling kitchen for Berthil Harthfire, the Company's cook) is currently gathering dust in a former barn turned into a makeshift storehouse. None of it is missing and the items are guarded constantly by one of Lamidia's assistant constables.

The animals have all been put in a pen next to the Cross Scythes. They are well groomed and fed and are also guarded constantly by one of the assistant constables. All in all, there are 51 riding horses (some of which are of *very* high quality), six draft horses (two per cart), 3 ponies, and five pack mules (the halfling travels in his cooking cart).

Berionna: The half-elven druid may also provide the PCs with a bit more info on what may be going on. She not only knows that the Company have grossly violated the balance of nature in the area, but also that something much more dangerous than just "the cats retaliating" has happened. Among all the religious elite of the village, she is the only one to acknowledge that there is a quasi-deital being caring for cats: the Catlord (Volgan Ernsting and Aepplwine

Harst simply refuse to take such thoughts serious, and will not volunteer any of this should the PCs contact them). Berionna fears that the Catlord himself has taken a hand, or at least has sent an agent. However, all she will tell the PCs is her sense of foreboding, unless the PCs succeed in a DC 15 Diplomacy check (DC 10 for druids). Should this check succeed, Berionna tells the PCs of her suspicion, and also informs them about the Catlord if need be (see *The Catlord* below).

Berionna is a good resource for groups who are not able to talk to animals. The half-elven druid does have a number of scrolls of *Speak with Animals* (divine spell, 25 gp per scroll) for sale. She may also accompany the PCs into the Iron Hills to search for the tressyms, but will only do so if the PCs succeed in a DC 20 Diplomacy check. Berionna does not offer to accompany the PCs on her own, nor will she join the group if Groggo Berkomm already accompanies the PCs.

Groggo Berkomm: Groggo Berkomm, very loosely related to the infamous Bergom sisters running the Gnomish Architects' Guild in Innspa, is a gnomish ranger living on the outskirts of Denshaw. He knows the foothills of the Iron Hills fairly well, and has seen his fill of tressyms in his life. Given his alignment, he felt quite at ease with the somewhat whimsical cats, and is on good terms with them. Groggo is fairly certain he should be able to find the cats, although a DC 15 Sense Motive check reveals that this is probably wishful thinking. However, he does know the Hills fairly well, and his presence in the party will indeed make contact with the tressyms a bit easier. He is not of high enough level to cast *Speak with Animals* spells, though.

Groggo is cheerful, irrepressible and hard to keep quiet, and does indeed have an opinion on next to everything the PCs may meet on their way or even talk about.

Groggo has one final bit of information to offer, regardless of whether the PCs let him accompany them or not. He knows that there are harpies out there and that these creatures are the tressyms' natural enemies (hence his taking of Monstrous Humanoids as his Favoured Enemy).

The Catlord: The following information may be gleaned from Berionna. Should the PCs in the course of the adventure ever inquire whether cats might have gods of their own, a DC 25 Knowledge (religion) check also reveals this information:

- The Catlord, or Master Cat, is the ruler of all forms of felines from domestic cats through the great lynx to the largest of smilodons. Some believe the Catlord to be at least a deity of minor sort; others

claim he is a malign creature of evil. Those who truly understand felines know that the Catlord is neither good nor evil, but concerned with cat-things alone.

- It is said that he is able to roam the Prime Material Plane, the Astral Plane, and the Ethereal Plane at will, but his true home is reported to be in the Wilderness of the Beastlands, the mildly good-aligned outer plane of animals, on the layer of Brux, a domain of perpetual twilight (see DMG, p. 165).
- The Catlord is said to appear as a black cat, or as a black panther, as a pale human with dark hair, or as a dark-skinned human. In human form he is said to always wear black garb with gold and gems matching feline colours. Other than cats, his only known friend is the deity Xan Yae (the Baklunish deity of twilight, shadows, stealth, and mental power).

Rebellion? What Rebellion?: However hard the PCs search for signs of an anti-Ahlissan rebellion, there just aren't any. You may have them roll whatever rolls they want to make, but there is simply no sign of rebellion, sedition, or any kind of political background to the disappearances. Neither are there any traces of the Company's members, except a few signs showing that they vanished right from the spot they were doing whatever they were doing (sleeping, mostly).

At this point, it should become pretty obvious that the initial assumptions about the situation were seriously flawed, and that there is no rebellion afoot. Thus, regardless of what the PCs are going to find, the Ahlissan army will be here without any due cause. Of course, that's not what the Ahlissan general is likely to believe, so if the PCs want to save the obviously rather loyal ("indifferent" would probably be a better term, but from an Ahlissan perspective, this wouldn't make a difference as long as they are not actively disloyal) people of Denshaw, it will not be enough to tell the general that the villagers are innocent and that "the cats took the Company." The general is not really likely to believe this, for magic-using cats and their deities fill as big a space in his heart as they do with Kurlasgh Orm's (even less, rather, since the general has never been abducted by one). And so, the adventure turns from political intrigue and spying to a rather straightforward search-and-rescue mission – with a somewhat feline twang.

Encounter 2: Winged Cat Down!

If the PCs set forth into the Iron Hills to find the tressyms, the villagers are able to give rough directions to places where they believe the PCs might actually find tressyms

(not the most reliable of information, to be precise). If the PCs use divination magics to narrow down their search, they find their spell inexplicably blocked by some powerful counterspells. They may, however, hear a soft purring, or they may see a cat-like face if they use a scrying spell. Once this happens, they will have come to the notice of the Catlord, who will be scrying after them every now and then (normal chances to detect).

At first, the PCs' attempts remain unsuccessful. Druid and ranger PCs may, if they roll well, find some traces of the cats, but not the tressyms themselves. If the PCs have taken Groggo Berkomm with them, he may do their tracking for them, but will be no more successful than PCs able to track would have been. On a DC 10 Track (or Survival) check, the PCs are able to follow the tracks of the mounted Company delegation, right down to the point where they met (and killed) the tressyms, although this will not avail them since the tressyms will not even go near that particular place for months to come.

However, fate intervenes a bit later: The PCs come to a scene of carnage, where one tressym has fallen prey to one of his natural enemies: a pair of harpies (aspiring harpy archers, with levels of fighter added as depending on APL).

Read aloud or paraphrase the following:

After hours of trekking through the foothills of the Iron Hills, you suddenly come across a strange sight:

A pair of creatures looking like an evil-faced old human, with the lower body, legs, and wings of a reptile and tangled, filthy hair, are squatting on the ground right in front of you, some 30 feet away. A gleaming composite longbow is lying next to them, and the creatures, their backs to you, are hunched over something on the ground. They do not seem to have noticed you.

The harpies have attacked the tressym in flight and forced him down to the ground with a masterful shot through one of his wings, and have now cornered the wounded cat. If the PCs do not intercede, the tressym, stunned, at 0 hp, and clearly outmatched, will be dead within the next round or two. The harpies have so far just been toying with their prey, and haven't used *captivating song* on it yet.

At first, the PCs do not see the wounded tressym since her body is shielded from sight by the harpies' bodies. The PCs need to succeed in a DC 10 + APL Spot check to notice the wounded flying cat.

If the PCs act immediately, allow them a surprise round. If they need to draw weapons, ready spells, or want to close in for melee, have them roll Move Silently checks versus the harpies' Listen skill.

All APLS

Groggo Berkomm, male gnome Rgr 2, hp 15; see DMG, p. 122 for a rough guide, but substitute gnome for gnom and add "Monstrous Humanoid" as favoured enemy.

APL 4 (EL 6)

- 👉 **Wounded tressym**, hp 0; see *Appendix 2*
- 👉 **Harpy (2)**: hp 45; see *Appendix 3*

APL 6 (EL 8)

- 👉 **Wounded tressym**, hp 0; see *Appendix 2*
- 👉 **Harpy (2)**: Ftr2, hp 60; see *Appendix 3*

APL 8 (EL 10)

- 👉 **Wounded tressym**, hp 0; see *Appendix 2*
- 👉 **Harpy (2)**: Ftr4, hp 75; see *Appendix 3*

APL 10 (EL 12)

- 👉 **Wounded tressym**, hp 0; see *Appendix 2*
- 👉 **Harpy (2)**: Ftr6, hp 90; see *Appendix 3*

Tactics: Once battle is joined, the harpies pick up their bows and take to the air as their first action. Once safely (they think) in flight, one uses their *captivating song* on the group, while the other fires arrows. Following this, they uses their bows to pick on enemy spellcasters or enemy bowmen. The harpies are not used to meeting superior enemies and will thus fight to the death out of sheer ignorance.

Treasure: The harpy's treasure depends on APL:

APL 4: Loot: 26 gp; Magic: 2 x *+1 composite longbow* (+1 Str bonus) (2 x 208 gp)

APL 6: Magic: 2 x *+1 composite longbow* (+1 Str bonus) (2 x 208 gp), 2 x *+1 studded leather* (2 x 97 gp)

APL 8: Magic: 2 x *+1 composite longbow* (+1 Str bonus) (2 x 208 gp), 2 x *+2 studded leather* (2 x 348 gp)

APL 10: Magic: 2 x *+1 frost composite longbow* (+1 Str bonus) (2x 708 gp), 2 x *+2 studded leather* (2 x 348 gp), 40 *+1 arrows* (80 gp)

Detect Magic Results: *+1 composite longbow* (Faint Transmutation); *+1 studded leather* (Faint Transmutation); *+2 studded leather* (Moderate Transmutation); *+1 frost composite longbow* (Moderate Evocation, Faint Transmutation); *+1 arrows* (Faint Transmutation)

Encounter 3: Where's the Cats?

If the PCs defeat the harpy, they may tend to the wounded tressym (two *cure minor wounds* spells will bring the cat back to full health). If they treat the cat well, he will be of

great help in finding the other tressyms (even more so if the PCs are able to communicate with him). If the PCs allow the tressym to die, their task will be so much harder. They will eventually be able to find the tressyms if they apply their wilderness skills (they are now close enough to the tressym hiding places that a DC 20 Track check will sooner or later do the trick), but the flying cats will be rather hostile towards them, clearly remembering what the last bipeds did... and what these ones did not.

The Tressyms: Once the PCs find the tressyms, they may try to establish communications. If the PCs saved the wounded tressym, the flying cats slowly start believing that maybe not all bipeds are evil cat-slayers and start to slowly converge around the PCs: first one cat appears, then another, until in the end there are about 10 of them. The same will happen if Groggo Berkomm is with the group (regardless whether the PCs saved the wounded tressym), although the PCs will have to do the actual talking. Conversely, if Berionna accompanies the PCs, the tressyms do not react positively to the druidess, but may be easier to communicate with. After a bit of playing around, the cats inform the PCs about what has happened from their point of view, but also tell them not to worry, since it's all in the hands of the Great Cat now (a DC 25 Knowledge (religion) check reveals this to be the Catlord, as above). The tressyms have not really understood what has happened, but are able to tell the PCs that the Great Cat has taken the offenders to his "playground," where they are to be held until judged (whatever that may entail) by "the fierce tigress." The tressyms know where the "man-den" leading to this "playground" is and will show the PCs the location of the entrance point to the demi-plane created by the Catlord if they ask nicely.

If the PCs healed the wounded cat, the tressyms will, in exchange, offer one of their own as a familiar to a magic-user or sorcerer, if such is desired, or as an animal companion to a druid or ranger. This will be noted on the AR. If (and only if) the wizard or sorcerer in question has the Improved Familiar feat, he may use this feat to acquire a tressym as a familiar at any time in the future, but only once. Druids and rangers may pick their tressym companion on the spot, but once again, this is a singular act and a dead tressym can never be replaced.

If the PCs did not save the wounded tressym, it is up to their diplomatic skills to convince the tressyms of their good intentions. Obviously, rangers or druids might be of good use here, but groups without such characters will also have their chance to succeed. In the end, they will receive the same information as listed above if they behave in a friendly manner - although they will be treated with much

more caution and will not be offered the services of a tressym familiar or animal companion.

The following table shows the initial reactions of the tressyms as based on the PCs' actions so far:

Tressym Initial Reaction Table

Saved and healed tressym	Helpful
Saved tressym	Friendly
Did not save tressym, but fought harpy	Indifferent
Did not save tressym	Unfriendly
If Groggo Berkomm is with the group, improve Initial Attitude by 1 step.	

Should the PCs ever think of attacking the tressyms, the cats will flee in all directions, not staying for any fighting whatsoever (they have learned from the last time they engaged bipeds). Should the PCs even kill one tressym here, the Catlord will take offence, and the adventure is over at this point until the PCs find some way of appeasing the Catlord. The PCs gain the Disfavour of the Catlord as described in *Encounter 8: Catfight!*

All APLs

Tressyms, hp 2; see *Appendix 2*

Encounter 4: Where's the Cat?

Read aloud or paraphrase the following:

The "man-den" as described by the tressyms turns out to be an abandoned two-storey barn some 45 minutes walk away, half in ruins. The place looks rather small, no more than 30 feet by 20 feet, and no more than 15 feet high. Its wooden door is swaying loosely in the wind. The place looks old, dilapidated, and downright deserted.

The place is indeed empty when the PCs approach, but a DC 10 Track check shows the following:

- The barn was frequented by at least 20 tressyms on and off, most of these having come to the area within the last two weeks (i.e., after the permanent *gate* to the demi-plane was created here).
- Further tracking (same DC) reveals that a human-sized creature with clawed feet moved into the barn; if the tracks are traced backwards, away from the barn, they turn into a tiger's tracks about 300 yards away from the building (and vanish after another 500 yards, as if the creature making these tracks had disappeared out of nowhere, which, of course, it did). The tracks lead to and into the barn, but not out again.

The barn's ground floor is devoid of almost anything save lots of straw, used by the tressyms for playing, sleeping, and, in some clearly marked-off places, as a litter tray. "Almost" means that there is a small hole towards the far left corner of the building in which the tressyms have hidden some trinkets they have happened across, which a DC 15 + APL Search check will uncover), covered with some straw. However, what immediately catches the eye is the hayloft (30 by 10 feet), 10 feet up, but with no ladder or other means of access. Another DC 10 Track check shows that the humanoid creature entering the barn must have stood in front of the hayloft, and suddenly the tracks get deeper, just as is the creature had crouched before jumping up (which she did). Incidentally, Banderia left these tracks on purpose, in case anyone ever came after her (and into the Catlord's demi-plane). *Detect magic* reveals the presence of one Overwhelming aura (Conjuration) – the entry to the demi-plane created by the Catlord for his "inquisitor." The building has long stood empty and has clearly seen better days; especially the hayloft looks very shaky, and the wood seems to be rather dry. While a map of the map would not seem absolutely necessary at this stage of the adventure (the *gate* is invisible anyway, and the trap is hidden by the straw), one is provided anyway in *Appendix 4: The Barn*, since the ground floor of the structure might see use again in *Encounter 7: Cats Just Wanna Have Fun*.

Getting to the hayloft is pretty easy, requiring only a DC 8 Jump or a DC 10 Climb or Strength check to reach. The *gate* is also rather easy to find – but the Catlord has caused a trap to be inscribed here on the floor that is automatically triggered by any non-cats that stand directly in front of the entry point. It is, of course, possible to detect the trap by the usual means, but only once the PCs are on at least eye level with the hayloft floor.

APL 4 (EL 4)

↗ **burning hands Trap:** CR 3; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 5thst-level wizard, 5d4 fire, DC 11 Reflex save half damage) Search DC 26; Disable Device 26.

APL 6 (EL 6)

↗ **glyph of warding (Blast):** CR 6; spell trigger; no reset; spell effect (*glyph of warding* [blast], 12th-level cleric, 5d8 fire, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

APL 8 (EL 8)

↗ **greater glyph of warding (Blast):** CR 8; spell trigger; no reset; spell effect (*glyph of warding* [blast], 18th-level

cleric, 10d8 fire, DC 17 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

APL 10 (EL 10)

↗ **Maximised fireball trap:** CR 9; spell trigger; no reset; spell effect (maximised *fireball*, 10th-level wizard, 10d6 fire, DC 18 Reflex save half damage); multiple targets (all targets within 20 ft. radius); Search DC 31; Disable Device DC 31.

The trap was not the work of the weretigress, but rather a "gift" from the Catlord himself. The trap, by the way, is a bit more devious than it seems at first glance: the fiery explosion is sure to burn away the hayloft sooner or later, since the floor has only 10 hit points at any given square, and the dry straw is effectively negative the wood's hardness (at APLs 4 and 6, there may be a chance of putting the fire out before the hayloft gives if the PCs up there act quickly, but since the straw *is* rather dry, the fire will probably spread quickly), dropping the PCs to the ground floor, inflicting an additional 1d6 damage on them for falling 10 feet. Afterwards, they will have a much harder time getting into the *gate*, since they now no longer have the hayloft to stand in. Actually, there's a good chance the entire barn will burn down, leaving the *gate* hanging 10 feet up in the air. The PCs now need some ingenuity to get up there. Due to these circumstances, the actual EL of the trap is 1 higher than the respective CR should indicate.

If the PCs brought Groggo Berkomm with them, the gnomish ranger is really excited about going through the portal, even if he has taken serious damage from the trap. However, he is about to notice to his dismay that he cannot pass the *gate*! This is because the Catlord wants to test the PCs' mettle, not that of hired NPCs. If Berionna accompanied the PCs, she does not even volunteer to step through the *gate*, deeming her task done.

Treasure: The tressyms have buried some shiny trinkets (one gold ring, one silver ring, a small golden statuette in the shape of a mounted knight, and a dented silver key) in a hole in the far left corner of the ground floor of the barn, all of it small items of jewellery (rings, bracelets, and the like).

APL 4: Coin: 129 gp;

APL 6: Coin: 95 gp;

APL 8: Coin: 145 gp;

APL 10: Coin: 315 gp;

Encounter 5: Cat and Mice

Read aloud or paraphrase the following:

You step through the invisible gate – and find yourself in a very strange place! You are standing in a corridor 10 feet

wide, open to the sky and flanked either side by walls 20 feet high. But what a weird sky this is: bright blue, not a single cloud in sight, and it is also suddenly much warmer than where you came from. Also, there is a constant ... purring sound in the air, deep and low, as if produced by many cats... large cats, from the sounds of it.

Should Groggo Berkomm have tried to enter alongside the PCs, they find that he did not come here with them. The PCs are now in the demi-plane created by the Catlord, and administered by Banderia, for the judgement of the cat-slaying bipeds. This place is, in fact, a maze. Imagine long lines of high (20 feet) walls, intersecting ever so often, stretching the entire demi-plane... What's more, any spells or magical abilities that allow transportation of any kind are inhibited, as are spells summoning creatures (including a paladin's warhorse). The walls are made of what would be the permanent equivalent of *wall of force spells*, effectively negating *stone shape* and *passwall* (and similar spells). This is the Catlord's playground, and he doesn't want to make it too easy for the bipeds he has trapped here...

A map of the maze may be found in *Appendix 5: The Maze*. The PCs enter the maze (via the *gate*) at the place marked "G" on the map. Beyond the outer perimeter of the maze as depicted on the map, the demi-plane ends. Technically speaking, this is a multiply-connected puzzle maze, with the perimeter walls not being directly connected to the walls surrounding the central goal. In between, the maze has various "islands" to overcome the standard adventurer solution to mazes, the hand on wall method. If anyone tries to solve the maze in this tried and trusted fashion, they simply come back to their point of origin since they are going to miss the gap between the perimeter and the goal. The goal is located within a central "island" that the PCs have to find out by trial and error. For added puzzlement, there are also a number of "minor islands" within the design. These basic facts of labyrinth construction may be made available to the PCs if they succeed in a DC 20 Knowledge (architecture and engineering) check.

And yet, things are even worse: Every once in a while, a huge cat's paw appears from beyond the walls, trying to give a PC a "gentle" nudge (Atk: +10 + APL melee (APL 4 – 2 hp; APL 6 – 3 hp; APL 8 – 4 hp; APL 10 – 5 hp, slam)). This usually happens when one of the cats watching those stupid little bipeds gets bored, or when the PCs get the silly idea of resting. The paw doesn't hurt much, but the situation is very annoying. Occasionally huge cat faces appear in the sky above, and grin down on the PCs, and whenever they (i.e., the DM) believe the PCs are not sufficiently entertaining them, they raise their grubby little paws. If the PCs don't start doing something interesting

(moving around is always good, but the best thing is clearly trying to run away from the cats, which they *really* like, especially since they know it won't work), the giant cats up the ante a bit and pop their claws, resulting in double damage (APL 4 – 4 hp; APL 6 – 6 hp; APL 8 – 8 hp; APL 10 – 10 hp, claw) and nasty scratch marks that have the annoying tendency of not healing as long as the PCs are in the demi-plane, effectively lowering Charisma by 2 during that time.

The constant vigilance of the cats makes it *very* hard for the PCs to get proper rest (and let's not even start thinking about the constant hissing and purring). Since the constant pawing counts as "significant interruption" as per the rules on p. 146 of the PHB, natural healing is not possible while in the demi-plane. For that reason, the DM should not overuse this ability of the cats, lest he weaken his group too much for things to come.

It will not become actually clear during the course of the adventure whether the PCs were shrunk, the cats enlarged, or whether the truth is something else entirely. This is the way the Catlord structured this particular demi-plane, and he has no inclination of explaining what he was doing, and why. While the PCs may attack the paws, this will not register as real damage with the cats, only as a serious effort of the bipeds to play with them (a little pricking here and there has never hurt a cat so far), and thus neither an *arrow of slaying* nor a well-placed *fireball* will actually kill any of the cats.

The walls may of course be climbed (DC 20; these walls are a lot like brick walls), but this only puts the PCs on the other side of the wall, in the next corridor... However, the cats do like such activity, and will not interfere, at least as long as the PCs do not try to spoil the cats' fun by actually walking *on* the walls. Should the PCs try this, the cats simply brush them off on a successful bull rush attack (size modifier of +12), success of which deals the usual damage plus 2d6 for falling 20 feet. Then again, it might also be interesting to just pick up such a PC and place it somewhere else, just to see what the tiny thing might be doing then (by making a grapple check with the same modifiers). This the cats will actually do very gently, not doing any damage while transferring PCs.

It should become obvious pretty soon that the PCs need to act quickly to get to the bottom of this. To do so, they need to develop a means of navigating in the maze. Divination spells still work, and spatial perception is in no way affected by the conditions in the maze, and thus it should be rather easy for the PCs to develop some means of navigation. They are most likely to use the old hands-on-wall trick, which, for reasons already mentioned, is not going to work for them. Pity.

The PCs have two objectives here: finding the trapped Aerdy Re-Enactment Company, and finding the creature responsible for all this. It does not take Mordenkainen-like intelligence to figure out that the Company are trapped here, too (the hints the PCs have gathered so far should be fairly self-evident). As to where to go to find the Company, let the PCs make DC 15 Search checks once per 10 minutes. On a successful check, they find some personal item belonging to one of the members of the Company (an item of clothing, some piece of equipment, etc.) that helps them to stay on track. The PCs might not know that the item they've just found belongs to the Company, but they do learn that somebody else is in here.

Since the Company are trying to do the same thing, sooner or later either the PCs will find the actors, or vice versa. The Company's initial position is indicated as "C" on the map in *Appendix 4*. The Company are not exactly doing much exploring by this time, so it is basically up to the DM to decide whether they move out a bit to stumble upon the PCs. PCs who have played TSS 3-04, *The Glory of Times Past* and have seen the members of the Company perform might have an easy time using *locate object* or *locate person*. In the end, however, it is up to the DM to determine how long it takes the PCs to find the Company, depending on the party's search and orientation strategies, or whether the Company find them first (only advisable in the most dire of situations, since the PCs will then lose the xp for locating the Company, few as they may be). Once the PCs have found the Company, they get 30 xp for successfully navigating the maze (regardless of APL). The Company are described in *Appendix 7: The Aerdy Re-Enactment Company*.

Once found, the Company look in pretty bad shape. They have been in this demi-plane for close to two weeks now, not being able to find any way out nor to find the "damned overcat" they believe to be in charge here (they couldn't, because the weretigress wouldn't let them). The cats do let them grab some sleep every once in a while, but never enough to fully heal or to regain spells, and tempers are rather low, especially with the staff who by now is just tagging along behind the leaders. If the PCs do not know yet that there is a being controlling the maze somewhere at its centre, the Company will tell them. The Company also explain that, once per day, they are visited by the apparition of a female face with feline features who wants them to "admit their guilt and bring the offender to justice" (something that won't have happened to the PCs by then, and never The offender would be Landra, that much is pretty obvious. However, Kurlasgh Orrm is not yet ready to abandon one of his own, still hoping to achieve a diplomatic solution (which the weretigress told him several

times would not work, but he wouldn't listen). None of the Company's spell-casters have any spells left, by the way.

Should the PCs not have discovered a means of navigating the maze by now, the Company have at least will). found out about the "island" and the fact that the perimeter and the centre are not directly linked and will make this knowledge available to the party. Despite knowing how to solve this problem, they couldn't find the centre because they weren't supposed to. Both Kurlasgh Orrm and Lertolia Corander however, are certain that there must be a centre somewhere (both are familiar with the concept of multiply-connected puzzle mazes) and that there must be an outside-induced reason why that can't seem to find it. The PCs, however, obviously admitted into the maze by its owner's consent (the little incident with the fiery trap notwithstanding), should obviously be able to get to the centre of the maze and bargain with the feline female for the Company's (or, to be precise, Landra's...) life. Thus, the entire Company is very pleased to see the PCs, and if asked, Kurlasgh Orrm confirms all reward promised by his branch agent in the *Players' Introduction*, including the exertion of his political influence – provided the *entire* Company (including Landra) is saved – Orrm could have saved the rest of the Company, excluding Landra, the entire time by simply admitting to Landra's guilt and offering her to Banderia.

From this point on, it should be easy enough for the PCs to connect to the inner set of walls and find Banderia. Since all the Company are able to vividly describe the feline face, another *locate person* would work, too. Once the PCs get to the centre of the maze, they receive another 60 xp if they used a means of navigation of their own devising (including spell use), once again independent of APL. Of course, the huge cats will again egg them on all the time. The PCs may have the Company accompany them, but this is not strictly necessary, since the Company won't be allowed into the lair of the weretigress anyway.

Encounter 6: Seeing a Cat About Some Men

Banderia, the weretigress-cum-druid, resides in a lavish room at the centre of the maze. She is willing to grant the PCs an audience if they have amused her (and by extension, the cats around the maze). Thus, once the PCs have reached the centre of the maze **and** the weretigress feels like the characters have earned it, read this to your players:

Suddenly, the wall directly in front of you slides aside. Soft light emanates from a room situated at the centre of the maze. The room is furnished lavishly with soft carpets, low couches, and seating cushions.

In the middle of this room stands a stunning female, scantily clad in only a few rags strategically placed to make her look even more alluring. The woman is very sleek, and yet her build betrays powerful muscles. There is a certain ferocity about her, and the way she looks at you with sparkling eyes makes you slightly uncomfortable. With superhuman, almost cat-like grace, she turns towards you and greets you:

"Welcome, brave adventurers. So you are those my Lord has allowed into my... playground?" She produces a slight purring noise. "But I'm forgetting my manners. I am Banderia. And who might you be?"

Banderia seems to be in an idle, even friendly, mood, but she actually is anything but. After proper introductions have been made, Banderia, with unusual patience, waits until the PCs have stated their plea (cats *can* be very patient if need be). All the time, the weretigress will leave no doubt that she is in absolute, total, perfect command here, informing the PCs in a *very* friendly manner that they cannot do anything to harm her anyway, since they are in *her* world, governed by *her* laws. This, of course, is not exactly true, but why tell these stupid bipeds? Maybe they believe her? Maybe they humour her and treat her nicely? Purr...

Statistics for Banderia can be found in *Appendix 6: Banderia*. If asked nicely, the weretigress agrees to negotiate for the release of the Company. In fact, she has become a bit tired of Kurlasgh Orm's unyielding rejection of her attempts of bringing him to admit the Company's guilt and handing over Landra, and would have lost interest long ago had she not been under direct orders from the Catlord (something else she will, of course, *not* tell the PCs). However, PCs who succeed in a DC 20 + APL Sense Motive check actually notice her boredom, and may conclude that the weretigress is only waiting for a suitable way to pull out of her predicament without the Catlord finding any fault in it.

Banderia's disposition not only depends on how the PCs performed in the maze, but also on how they interacted with the tressyms (of which Banderia, of course, knows). If the PCs saved the wounded tressym, the weretigress believes them to be kind of okay for bipeds, and if they even healed the poor cat, she actually has a high opinion of them. In game terms, her initial attitude is *unfriendly* if the PCs only barely got by with the tressyms, *indifferent* if they saved the wounded cat, and *friendly* if they healed the tressym. PCs who have entertained Banderia in the maze get a +2 circumstance modifier on all Diplomacy or Charisma checks to influence her reactions. Cautious and surreptitious use of magic might also help in swaying Banderia.

At the start of negotiations, Banderia outright claims the right to judge Landra as she sees fit (i.e., to kill her after a few hours of quality playing time). This is of course not in the PCs' interest, and they need to put forth some reasons why Landra should be allowed to leave free. Offers of disciplining her as is suitable for humans (or something similar along these lines) is most likely to work. The PCs do not have authority to do this, but Kurlasgh Orm will only too readily agree. He actually made the same offer himself, but since he or the rest of the Company (excluding, maybe, Shari Songwood, who is rather fond of cats and disliked Landra's actions immensely) were never in the good graces of Banderia as the PCs are now, his offer was simply ignored.

Once Banderia is assured that the bipeds will be able to take care of Landra's crimes on their own, the weretigress makes sure of the following:

1. The bipeds state that they are sorry about the killing of the five tressyms. *Very* sorry. This includes a full apology.
2. The bipeds promise that the offender (Landra) will be brought to biped justice.
3. The bipeds promise that something like this is never going to happen again

There are two possible endings to this encounter. One of them involves the PCs convincing Banderia to give in. In this case, the weretigress lets go with a low growl and purrs:

"Very well, my brave adventurers. I will do what you have asked so nicely, living safely in the fact that not all bipeds are evil cat-slayers and that the wrongdoer will be punished.

"However, there are still a few laws to all of this, and oh! I still like to have a bit of fun of my own. I will now send you back to the barn as you have left it, but you will not be able to leave its grounds until each of you have performed two tasks for me – small tasks for a cat, but maybe not as small a task for a biped.

"Firstly, return to the barn by which you came to this place. There, each of you will have to catch a live and conscious mouse, using nothing but your bare hands and feet, and doing so on your own, without any help from the others. And this includes familiars as well as animal companions, mind you. No spells, neither learned nor innate, no weapons, no items, neither magical nor mundane. Just what a cat would use, too. And you have no more than, say, 2 minutes each. You need to catch the mouse alive, and then have to eat it.

"Then, assuming you succeed, I want you to render some aid to the tressym. They are plagued and hunted by a

flight of harpies. To make amends for the blood that has been spilt, spill the blood of these foes of these enemies.

"Once each of you have done these things, all that you came to find is yours."

With this, Banderia releases the characters from her demi-plane and sends them straight to *Encounter 7: Cats Just Wanna Have Fun*. Since the characters have not had to spend their resources by fighting Banderia, they only get half the xp possible for this encounter; the rest of the xp is tied to *Encounter 7*.

Should, at any time, the encounter turn into a combat situation (i.e., should the PCs attack Banderia), immediately turn to *Encounter 8: Catfight!*

Encounter 7: Cats Just Wanna Have Fun

If the PCs have struck a deal with Banderia and are released into what remains of the barn (see the map in *Appendix 4: The Barn*, in all likelihood minus the hayloft).

Read aloud or paraphrase the following:

Suddenly, you find yourself back in what remains of the barn. You notice a faint shimmering around what used to be the door. This seems to be the means of preventing you from leaving the structure as mentioned by Banderia.

Claw marks incurred while on the demi-plane as well as all damage taken from the cats will still be felt by the PCs, as will Charisma loss.

For their first test, The PCs now need to decide in which order to try to catch their mouse. Once this has been decided upon, Banderia conjures the first mouse into existence...

The basic rules are actually very simple: spot the mouse and catch it, refraining from the use of spells, weapons, and items. Should the PCs try, they will find that they are unable to leave the barn by any means, including *fly*, *dimension door*, or *teleportation* spells. Paladin mounts cannot be summoned here. Should they employ any means expressly forbidden by Banderia, the mouse immediately disappears, and Banderia's voice booms out: "Foul! You lose! Next!" Note that while spells or spell-like abilities are forbidden, the use of other class abilities is not. A druid or ranger's Animal Companion class ability might not be used here, though, since the object is ultimately to eat the animal. Wild Empathy may be used to a certain extent (however, once caught and about to be eaten, the mouse is sure to panic). A druid's Wild Shape class ability does not count as magical or spell-like, but is supernatural in fashion

and does thus not violate Banderia's rules. In fact, should a druid change into a cat to catch to mouse, Banderia will be highly pleased...

As anyone who ever tried to do so will immediately attest, catching a mouse with one's bare hands is tricky at best. However, it does get significantly easier at higher levels, which is why the xp reward effectively decreases at higher APLs.

Catching the Mouse: The basic procedure is like this: The PC whose turn it is steps forward and the mouse (use the stats for a rat on page 287 of the MM for purposes of this encounter) appears in the square that is farthest away from him. Mouse and PC then roll for initiative and act according to the rules. The mouse does not initially know that it is about to be captured and feels a bit disoriented due to having been so suddenly transported to an unfamiliar location; thus, it incurs a circumstance modifier of -2 to its Initiative check.

The PC may well be able to get rather close to the mouse before the animal notices what's up. Using Wild Empathy might certainly help the PC to get to animal to remain still, but once the mouse is about to be captured, all bets are off and the mouse tries to run.

Even when forced to rely on their hands and fists only, most PCs should be able to catch up with the mouse easily enough. However, Banderia's stipulation that the mouse needs to be captured "live and conscious" makes the solution so much more difficult. Most PCs should be able to hit AC 14 even when unarmed, but with 1 hp, even a glancing non-lethal blow will render the mouse immediately unconscious – too boring for cats to bother with, and thus of no interest to Banderia and her idea of feline fun.

In effect, the PC will have to grapple with the mouse, as ridiculous as it may seem – see the rules for grappling on page 156 of the PHB. The mouse will probably fail the opposed grapple check rather miserably, but will do its utmost to get the attack of opportunity that precedes the grapple attack in. Once grappled, the mouse will surely try to escape, but with a grapple modifier of -16, chances of this are pretty slim. PCs need first to maintain the hold and then to pin the mouse to be able to count it as "captured." Afterwards, they are free to proceed with the "eating" part of the task (see *Eating the Mouse*, below).

The mouse, of course, does not want to be captured. As soon as it notices what's going on, it tries to flee. Its base speed of 15 feet is none too impressive, but there are a few holes in the walls and the floor into which the mouse will want to creep. At the beginning of each round, roll 1d10 to determine which of the holes is closest to the mouse. The mouse, not knowing what awaits it in which hole, will immediately make for that hole.

Mousehole Table:

- 1-3: hole in the floor, 5 feet away
- 4-6: hole in the floor, 10 feet away
- 7-8: hole in the floor, 15 feet away
- 9: hole in the wall, 5 feet away
- 10: hole in the wall, 10 feet away

Holes in the ground are good, holes in the wall are bad for the mouse. The latter are considered bad because these holes lead outside, and the mouse is as unable to leave the barn as the PCs are. Thus, a mouse fleeing into a hole in the wall effectively loses one round, making it so much easier for the PC to corner and capture it.

A mouse in a hole is considered to have 20% concealment since the hole is barely large enough to a PC to put his hand in, let alone see here they are grabbing. At the same time, the mouse on the hole gets a circumstance bonus of +2 to attack the hand of any PC reaching into the hole; this includes attacks of opportunity against grapple attempts. Should a PC get the brilliant idea of peeking into the hole first, the mouse gets a free attack with a bonus of +4 against the PC's eye. The bite attack does normal damage if it hits, but automatically counts as a "hit to One Eye" as per the rules on page 27 of the DMG regardless of actual damage rolled.

Once in the right hole (in the ground), the mouse is rather unlikely to ever want to get out on its own... DMs who are feeling generous may have the mouse find shelter in the hole already mentioned in *Encounter 4: Where's the Cat?*, the one that holds the tressyms' treasure, in case the PCs have missed it the first time around.

Since time is limited to 2 minutes per PC and mouse, it is not possible to take 20.

Eating the Mouse: Once the mouse is captured, it should be killed before eating. Even cats do so (if only after having played with their food for a while). Human mouths are not capable of eating a live and kicking (and scratching and biting...) mouse without receiving severe injuries. Killing a captured mouse is easy and does not require any rolls.

Druids, rangers, and barbarians should have no problems whatsoever in eating the dead mouse, even uncooked (remember – you have to eat the mouse as the cats does, not even getting a good sauce first is allowed – and when was the last time you have ever seen a cat cook its food?). The former should be used to it from wilderness experience, while the latter probably don't care. The same applies to half-orcs in general (don't care) and any PCs who are "living off the wild" for their standard of living (they should be used to it, too).

All others need to succeed in a DC 10 Constitution check to keep the mouse down once they have eaten it. Individual PC backgrounds might provide a way around this, at the DM's discretion, as might certain prestige classes. PCs that act particularly squirmy at the prospect of eating the mouse have their DC increased to 12.

If the PCs eat the mouse but cannot keep it down, Banderia considers the test a (marginal) success, but the PC is only awarded half the xp for this encounter, because they only did half of the job, from a cat's point of view (in fact, they missed out on the more important part: the feeding...)

All APLs

Mouse, CR 1/8, hp 1; see MM, p. 278 (use rat statistics)

Assuming the PCs succeed in the mouse catching, they now need to defeat the harpies that have been plaguing the tressym of the area.

Read aloud or paraphrase the following:

A tressym enters the barn sits in the centre of the floor, washing its wings. After a moment, it pauses and regards you coolly. The cat gets up, stretches and walks to the door. There it pauses and looks back at you pointedly, its tail whipping impatiently.

The tressym will lead the PCs deep into the hills to the nest of the harpies that have been preying on the flying cats, a journey of some three leagues in total. The harpy lair is a cave set into the side of a craggy hill. The cave mouth itself is really only accessible to flying creatures. However, the PCs do not have to worry too much about this, as the harpies will have spotted them long before they reach the foot of the hill.

As soon as the PCs come within sight of the lair, read aloud or paraphrase the following:

After some three leagues of winding through the increasingly rugged hills, your guide suddenly stops, sits down and gazes unblinkingly up at the rugged tor that looms up before you. The hill rises in a sheer cliff, some 200 ft. high. About two thirds of the way up, you can see the pale yellow stone is riddled with black cave openings.

Suddenly, the tressym arches its back, and hisses – its ears flattened to its skull, its grey hair standing on end. A hideous screech rings out, as winged shapes come screaming down from the top of the cliff.

APL 4 (EL 8)

Harpy (4): hp 31; See *Monster Manual* p 150 and Appendix 3

APL 6 (EL 10)

Harpy (6): hp 31; See *Monster Manual* p 150 and Appendix 3

Harpy matriarch: Ftr2; hp 60; see Appendix 3

APL 8 (EL 12)

Harpy archers (6): Ftr2; hp 60; see Appendix 3

Harpy matriarch: Ftr6; hp 90; see Appendix 3

APL 10 (EL 14)

Harpy archers (6): Ftr4; hp 75; see Appendix 3

Harpy matriarch: Ftr6; hp 90; see Appendix 3

Tactics: Two of the harpies will swoop down to strike at the PCs with their claws, while the remainder remain airborne to riddle the PCs with arrows. Each round, one of the flying harpies will use its captivating song ability to try to enthrall the PCs. If any of the harpies engaging at close quarters becomes flanked or takes more than half its total hit points in damage, it will retreat into the air, resorting to bowfire. The archers will target any obvious spellcasters and then any archers or crossbow wielding PCs, leaving solely melee PCs till last. The harpies will fight to the death

Treasure:

APL 4: Loot: 304 gp;

APL 6: Loot: 300 gp; Magic: *+1 composite longbow* (+1 Str bonus) (208 gp), *7 x +1 studded leather* (7 x 97 gp)

APL 8: Loot: 300 gp; Magic: *+1 composite longbow* (+1 Str bonus) (2 x 208 gp), *6 x +1 studded leather* (6 x 97 gp); *40 +1 arrows* (80 gp); *+2 studded leather* (348 gp).

APL 10: Loot: 300 gp; Magic: *+1 frost composite longbow* (+1 Str bonus) (708 gp), *6 x +1 studded leather* (6 x 97 gp), *40 +1 arrows* (80 gp) *+2 studded leather* (348 gp).

Detect Magic Results: *+1 composite longbow* (Faint Transmutation); *+1 studded leather* (Faint Transmutation); *+2 studded leather* (Moderate Transmutation); *+1 frost composite longbow* (Moderate Evocation, Faint Transmutation); *+1 arrows* (Faint Transmutation)

Development: Assuming the PCs defeat the harpies, they should return to the barn as instructed. Once the PCs have mastered this last obstacle, they will find Groggo Berkomm or Berionna waiting for them in case either has accompanied them here.

If the PCs flee from the harpies, they creatures will pursue for about a mile, sniping at them from the air, before giving up the chase and returning to their lair. The Company cannot be freed so long as the harpies live

Encounter 8: Catfight!

This scene only ever enters play if the PCs are not able to convince Banderia of their good intentions and fail in their

negotiations. Written at APL +4, this is a tough fight: the PCs are tired, wounded, probably low on spells, while Banderia is fully prepared (she has watched the PCs every step of their way) and very able. The DM should play her to the best of his abilities. To this end, ample notes on how to do this are given in *Appendix 6: Banderia*.

The good news is: If the PCs kill the weretigress, the demi-plane dissolves, and everybody returns to whatever remains of the old barn, including the Company, up to the last man, woman, and gnome. There will be no test waiting for the characters in the barn (i.e., *Encounter Seven* is not used). If Groggo Berkomm or Berionna have accompanied the PCs, they are still waiting in the probably ruined barn. Thus, the PCs have fulfilled their mission, and the Company are free to go, since the Catlord, not wanting to risk the wrath of the other powers by intervening twice in a row, will withdraw, *highly* unamused.

Hence, the bad news: The PCs (and Landra, too) have earned the Disfavour of the Catlord by killing one of his emissaries, generally thwarting his designs and absolutely not doing what he wanted them to do. Never do that to a cat. It doesn't sit well with him, and he is only too eager to communicate his unease to the rest of the Oerth's cats. For the rest of their lives, all normal cats will shun the PCs, and larger types will attack them on sight, if at all possible within the bounds of an adventure. They will never be able to gain a cat of any type (including larger and dire varieties) as a familiar or an animal companion. Thus, they will not be able to redeem the tressym favour, even if they initially qualified for it.

APL 4 (EL 8)

Banderia: weretigress/druid 3, hp 55 (human form)/75 (hybrid and animal forms); see *Appendix 6*

APL 6 (EL 10)

Banderia: weretigress/druid 5, hp 66 (human form)/88 (hybrid and animal forms); see *Appendix 6*

APL 8 (EL 12)

Banderia: weretigress/druid 7, hp 80 (human form)/106 (hybrid and animal forms); see *Appendix 6*

APL 10 (EL 14)

Banderia: weretigress/druid 9, hp 91 (human form)/121 (hybrid and animal forms); see *Appendix 6*

Epilogue: Cat's Grace

If all goes well, the PCs have convinced Banderia to let the Company (including Landra) go free, and so all of them, both PC party and Aerdy Re-Enactment Company, return

to what remains of the barn after having faced the Banderia's little tests of amusement.

Alternatively, the PCs have killed the weretigress and left the demi-plane without any delay. In either case, claw marks incurred while on the demi-plane will have vanished, all damage taken from the cats (except damage taken from battle with Banderia) will have been restored, as will Charisma loss.

Kurlash Orrm leads the Company back to Denshaw, where they stay for another two weeks, resting, mending, and healing. Orrm promises the PCs that he will do what he can for them, seeing to it that messages are dispatched as quickly as possible, thus earning each PC the *immediate* erasure of **one** "Wanted in Ahlissa" or one Disfavour of an Ahlissan noble as promised in the *Players' Introduction*. If no such condition exists, the Favour may be retained for later use.

Orrm will also see to it that each PC gets a written note of the promised Favour of the Company, as indicated on the AR.

Landra will indeed be punished by Orrm, not in a way that a cat would understand, but in a way that Landra understands fully well: a warning-off with the prospect of leaving the Company the next time she steps out of line, coupled with a substantial salary decrease (half pay for the next six months).

Finally, there is that little business of the approaching army to deal with... If the PCs have rescued the Company, it's best to let Kurlasgh Orrm deal with the Ahlissan general in command of 1,200 heavily armed soldiers. He will listen to the PCs, too, however. The general, by the way, doesn't care one single bit about villagers, flying cats, or even Landra – his main concern is that Orrm is returned safely. For political reasons, he would also like to bring Lertolia, Shari, and Lady Andira back home safely, for these are regarded as high-status VIPs. PCs who are already "Wanted in Ahlissa" will have to make an **additional** check to see whether they are recognized when they are brought before the general; should they be recognized, they may, however, immediately offset this by spending the Favour granted to them by Kurlasgh Orrm. The army has Zilchan clerics along to verify any statements the PCs make.

Should the PCs take Orrm with them to their meeting with the general, negotiations will be short as the officer immediately follows Orrm's suggestions. This should give the PCs another indication that there is a lot more to Kurlasgh Orrm than it may have seemed in the wake of TSS 3-04 *The Glory of Times Past*.

The PCs are then free to return to wherever they came from (perhaps with a tressym in tow...) to collect the rest of their reward.

Treasure: The second half of the promised reward is paid once the Company has been returned safely:

APL 4: Coin: 150 gp;

APL 6: Coin: 250 gp;

APL 8: Coin: 300 gp;

APL 10: Coin: 550 gp;

Campaign Consequences

There are two items of interest that may influence further adventures:

1 – Was Kurlasgh Orrm rescued?

2 – Was Banderia killed?

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The End

Experience Point Summary

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

Encounter 2: Winged Cat Down!

Defeat the harpies:

APL 4 (EL 6):	180 xp
APL 6 (EL 8):	240 xp
APL 8 (EL 10):	300 xp
APL 10 (EL 12):	360 xp

Encounter 4: Where's the Cat?

Defeat or survive the trap:

APL 4 (EL 4):	120 xp
APL 6 (EL 6):	180 xp
APL 8 (EL 8):	240 xp
APL 10 (EL 10):	300 xp

Encounter 5: Cat and Mice

Navigating the Maze (finding the Company and the weretigress):

APL 4 :	30 xp
APL 6 :	30 xp
APL 8 :	30 xp
APL 10 :	30 xp

Encounter 6: Seeing a Cat About Some Men

Successfully negotiating with the weretigress:

APL 4:	45 xp
APL 6:	90 xp
APL 8:	135 xp
APL 10:	130 xp

Encounter 7: Cats Just Wanna Have Fun

Defeat the harpies:

APL 4 (EL 8):	240 xp
APL 6 (EL 10):	300 xp
APL 8 (EL 12):	360 xp
APL 10 (EL 14):	420 xp

Catching the mice:

APL 4:	60 xp
APL 6:	60 xp
APL 8:	60 xp
APL 10:	60 xp

OR (instead of xp for Encounters 6 and 7):

Encounter 8: Catfight!

Defeating the weretigress:

APL 4 (EL 8):	240 xp
APL 6 (EL 10):	300 xp
APL 8 (EL 12):	360 xp
APL 10 (EL 14):	420 xp

Total Possible Experience

APL 4:	675 xp
APL 6:	900 xp
APL 8:	1125 xp
APL 10:	1300 xp

Treasure Summary

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

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

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

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

Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Players' Introduction: Where But for the Grace of the Cat?

- APL 4: Coin: 150 gp;
- APL 6: Coin: 250 gp;
- APL 8: Coin: 300 gp;
- APL 10: Coin: 550 gp;

Encounter 2: Winged Cat Down!

APL 4: Loot: 26 gp; Magic: 2 x +1 *composite longbow* (+1 Str bonus) (2 x 208 gp)

APL 6: Magic: 2 x +1 *composite longbow* (+1 Str bonus) (2 x 208 gp), 2 x +1 *studded leather* (2 x 97 gp)

APL 8: Magic: 2 x +1 *composite longbow* (+1 Str bonus) (2 x 208 gp), 2 x +2 *studded leather* (2 x 348 gp)

APL 10: Magic: 2 x +1 *frost composite longbow* (+1 Str bonus) (2x 708 gp), 2 x +2 *studded leather* (2 x 348 gp), 40 +1 *arrows* (80 gp)

Encounter 4: Where's the Cat?

- APL 4: Coin: 129 gp;
- APL 6: Coin: 95 gp;
- APL 8: Coin: 145 gp;
- APL 10: Coin: 315 gp;

Encounter 7: Cats Just Wanna Have Fun

APL 4: Loot: 304 gp;

APL 6: Loot: 300 gp; Magic: +1 *composite longbow* (+1 Str bonus) (208 gp), 7 x +1 *studded leather* (7 x 97 gp)

APL 8: Loot: 300 gp; Magic: +1 *composite longbow* (+1 Str bonus) (2 x 208 gp), 6 x +1 *studded leather* (6 x 97 gp); 40 +1 *arrows* (80 gp); +2 *studded leather* (348 gp).

APL 10: Loot: 300 gp; Magic: +1 *frost composite longbow* (+1 Str bonus) (708 gp), 6 x +1 *studded leather* (6 x 97 gp), 40 +1 *arrows* (80 gp) +2 *studded leather* (348 gp).

Epilogue: Cat's Grace

- APL 4: Coin: 150 gp;
- APL 6: Coin: 250 gp;
- APL 8: Coin: 300 gp;
- APL 10: Coin: 550 gp;

Total Possible Treasure

APL 4: Loot: 330 gp; Coin: 429 gp; Magic: 416 gp -
Total: 1175 gp

Cap: 650 gp

APL 6: Loot: 300 gp; Coin: 595 gp; Magic: 1497 gp -
Total: 2392 gp

Cap: 900 gp

APL 8: Loot: 300 gp; Coin: 745 gp; Magic: 3121 gp -
Total: 4166 gp

Cap: 1300 gp

APL 10: Loot: 300 gp; Coin: 1415 gp; Magic: 4281 gp -
Total: 5996 gp

Cap: 2300 gp

Special

☛ **Favour of the Aerdy Re-Enactment Company:** Kurlasgh Orm, the leader of the Aerdy Re-Enactment Company, has made you an honorary member of his Company. Besides lifelong free admission to all of the Company's performances, this Favour also counts as 1 Influence Point with the Company. It stacks with other Favours of the Company.

☛ **Connections of Kurlasgh Orm:** This is a special kind of Favour that allows a PC to have Kurlasgh Orm, the leader of the Aerdy Re-Enactment Company, apply his considerable influence to erase one "Wanted in Ahlissa" condition or one Disfavour from any Ahlissan noble. The benefit need not be taken immediately. Once it is used, cross off both this Favour and the specific condition it is used to erase.

☛ **Disfavour of the Catlord:** You have angered the Catlord, a quasi-deity from the Beastlands and the Overlord of all catfolk, by killing one of his emissaries. For the rest of your life, all normal cats will shun you, and larger types will attack you on sight, if possible within the limits of future scenarios. You will never be able to gain a cat of any type (including larger and dire varieties) as a familiar or an animal companion.

Items for the Adventure Record

☛ **Tressym Familiar:** A tressym, a rare flying type of cat, has agreed to become your familiar (if wizard or sorcerer) or animal companion (if druid or ranger). To get the tressym as a familiar, you need to have the *improved familiar* feat; you may then automatically take a tressym as a familiar. To get the tressym as an animal companion, all you have to do is ask nicely. This is possible only once. Should the tressym die, you may not replace it with another tressym. Cross this entry off if your tressym familiar dies.

Tressym: CR ¼; Tiny Magical beast; HD 1/2 d8; hp 2; Init +2; Spd 30 ft. (6 squares), fly 50 ft. (good); AC 14 (+2 size, +2 Dex), touch 14, flat-footed 12; BAB +0; Grap /-12;

Atk +4 melee (1d2–4, 2 claws), –1 melee (1d3–4m, bite); SA –; SQ Darkvision, poison immunity, scent; AL GC; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 12, Wis 12, Cha 13.

Skills and Feats: Balance +10, Climb +4, Hide +18*, Listen +3, Move Silently +10, Spot +2; Stealthy, Weapon Finesse (bite).

Only one character may leave the table with a tressym, even if more are eligible.

☛ **Favour of the Aerdy Re-Enactment Company:** Kurlasgh Orm, the leader of the Aerdy Re-Enactment Company, has made you a honorary member of his Company. Besides lifelong free admission to all of the Company's performances, this Favour also counts as 1 Influence Point towards the Company. It stacks with other Favours of the Company.

☛ **Connections of Kurlasgh Orm:** This is a special kind of Favour that allows a PC to have Kurlasgh Orm, the leader of the Aerdy Re-Enactment Company, apply his considerable influence to erase one "Wanted in Ahlissa" condition or one Disfavour from any Ahlissan noble. The benefit need not be taken immediately. Once it is used, cross off both this Favour and the specific condition it is used to erase.

☛ **Disfavour of the Catlord:** You have angered the Catlord, a quasi-deity from the Beastlands and the Overlord of all catfolk, by killing one of his emissaries. For the rest of your life, all normal cats will shun you, and larger types will attack you on sight, if possible within the limits of future scenarios. You will never be able to gain a cat of any type (including larger and dire varieties) as a familiar or an animal companion.

Item Access

APL 8

+2 studded leather (Frequency Adventure, Caster Level 6, Source DMG)

APL 10 (All of APL 8 plus the following)

+1 frost composite longbow (+1 Str bonus)
(Frequency Adventure, Caster Level 8, Source DMG)

Appendix 1: Shades of Aerdy

When last we saw the Aerdy Re-Enactment Company, they were performing the *Battle of a Fortnight's Length* in Innspa as told in TSS 3-04, *The Glory of Times Past*. After they had lost one of their leading members, Eldan Arkion, who had defected into the city of Innspa for reasons unknown, they took on a replacement actor while still at Innspa to finish the rest of their performances in the Principality (another one in Innspa, and one each in Jennden and Ralsand), at the same time establishing an Innspa branch office of the Re-Enactment Company, led by one Mirandus (see the Aerdy Re-Enactment Meta-Organisation in the Meta-Region 5 Sourcebook). This replacement actor was Lady Andira Calem, head of the recently disbanded bardic School of Andira. Lady Andira, who was at least provisionally broken into the job while still at Innspa (taking place in the second performance, but with an highly reduced role due to her lack of experience with the performance, and magically disguised to be a man), came highly recommended by Lord Chamberlain Graulem of Atirr, and since she did a superb job and showed remarkable chemistry with the rest of the team, she was asked to hire on for a more permanent position. Lady Andira accepted, and soon the Company left for Kalstrand (via a bonus performance in Jalpa). Lady Andira went with Graulem's and even Princess Karasin's blessing, and all involved interpreted this as either (from the Company side) a tacit approval of the Company's political stance (i.e., a pro-Ahlissa statement) by the Principality of Innspa, or (from the Innspa side) as a token gesture of Innspa's loyalty to the treaty with Ahlissa, despite some rather... unsavoury actions of some citizens of the Principality (such as those told in TSS 4-02, *Blood Money*, or, depending on outcome, TSS 3-07, *Osson's Lance*). Also, the presence of a second bard, even one directly involved in the performance, enhanced the troupe's magical abilities. And better yet – her retainer was paid by the Principality of Innspa! Thus, all were satisfied, and Lady Andira was having fun, too (among other things – see next paragraph).

In Kalstrand, the Company rested for some time, rehearsed the modified show, took on some new members to replace others whose terms had run out and who didn't want to renew – and decided to not only keep Lady Andira among their ranks, but to even fully install her in Eldan Arkion's former position as second in command of the Company's travelling troupe. The part of the bodyguard of the Oeridian troops was rewritten into a woman (the production had never given much care about historical accuracy, so nobody minded too much). There was some tension in the group for some time after this, since Landra Merolion, the third principal actor of the group, had been

filling in as second in charge from the time the Company left Innspa and had entertained hopes of permanently being promoted to this position, but as she was considered too much of an actor and not enough of a diplomat (let alone of a spy), she was passed over. However, things soon calmed down, and the Company continued on its way. It even turned out that Lady Andira was much less concerned with leading and coordinating the inner workings of the group than Arkion had been, with Landra suddenly finding herself with more leeway than she had initially expected (and had had before). Of course, it is fairly obvious to an experienced old hand such as Kurlasgh Orrm that Lady Andira is a not-so-secret spy (or rather, "observer") for Princess Karasin. Orrm is fully aware of this, and Andira, who indeed is a bit more than just an actor (and her "bardic school" was little more than a front for training spies for Karasin), is as fully aware that Orrm is. Thus, the two of them get along famously, engaging in a game of diplomatic hide-and-seek that both Orrm and Andira enjoy quite a lot, and that goes mostly unnoticed by the Rest of the Company (including Landra, clearly demonstrating why she wouldn't have been a good choice in the first place). The rest of the Company only notice some sparks flying between Orrm and Andira, and have concluded that a romantic interlude might be in the offing (which might actually happen some day, come to think of it).

The Company's next project was to do a goodwill tour of Naerie, the Dullstrand and, if possible, Sunndi (staying clear of Onnwal for the time being). At the time the adventure sets in, the Company are on route from Hexpools to Naerie, where they have recently come to the small village of Denshaw (two thirds of the way, right next to the southernmost foothills of the Iron Hills). Unfortunately, in Denshaw disaster struck...

Appendix 2: On Tressyms

Tressym Tiny Magical Beast

Hit Dice: ½ d8 (2 hp)

Initiative: +2

Speed: 30 ft. (6 squares), fly 50 ft. (good)

AC: 14 (+2 size, +2 Dex), touch 14, flat-footed 12

Base Attack/Grapple: +0/-12

Attack: Bite -1 melee (1d3-4)

Full Attack: 2 claws +4 melee (1d2-4), bite -1 melee (1d3-4)

Space/Reach: 2-½ ft./0 ft.

Special Attacks: -

Special Qualities: Darkvision 60 ft., poison immunity, scent

Saves: Fort +2, Ref +4, Will +1

Abilities: Str 3, Dex 15, Con 10, Int 12, Wis 12, Cha 13

Skills: Balance +10, Climb +4, Hide +18*, Listen +3, Move Silently +10, Spot +2

Feats: Stealthy, Weapon Finesse (bite)

Environment: Temperate plains

Organization: Solitary

Challenge Rating: 1/4

Treasure: None

Alignment: Usually chaotic good

Advancement: -

Level Adjustment: -

The tressym is a winged cat about the size of a housecat (2 feet long), with a pair of feathered, leathery wings extending to a 3-foot wingspan. These creatures are highly intelligent, though they do not speak human languages. Good-aligned wizards frequently seek tressyms as familiars.

Skills: A tressym receives a +8 racial bonus to Balance checks and a +4 racial bonus to Hide and Move Silently checks. It uses its Dexterity modifier for Climb checks. * In areas of tall grass or trees in leaf, its Hide bonus rises to +8.

Special Qualities: Poison Immunity: Tressyms suffer no effects from any type of poison.

(Stats updated from *Forgotten Realms Campaign Sourcebook* following WotC web enhancement.)

Appendix 3: Harpy on the Hunt

APL 4

Harpy Archer: CR 4; Medium Monstrous Humanoid; HD 7d8+14; hp 45; Init +8; Spd 20 ft., fly 80 ft. (average); AC 18, touch 14, flat-footed 14; Base Atk +7; Grp +8; Atk +8 melee (1d3+1, claw) or +13 ranged (1d8+2/x3, +1 *mighty* (+1 Str) *composite longbow*); Full Atk +13/+8 ranged (1d8+2/x3, +1 *mighty* (+1 Str) *composite longbow*) and +3 melee (1d3+1, 2 claws); Space/Reach 5ft./5 ft.; SA Captivating song; SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +9, Will +6; Str 12, Dex 18, Con 14, Int 7, Wis 12, Cha 17.

Skills and Feats: Bluff +11, Intimidate +7, Listen +7, Hide +6, Spot +3; Improved Initiative, Point-Blank Shot, Weapon Focus (composite longbow).

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Harpies receive a +4 racial bonus on Bluff and Listen checks.

Possessions: Masterwork studded leather armour, *mighty* (+1 Str) *composite longbow* +1, leather quiver, 20 arrows.

APL 6

Harpy Archer Ftr2: CR 6; Medium Monstrous Humanoid; HD 7d8+14 + 2d10+4; hp 60; Init +8; Spd 20 ft., fly 80 ft. (average); AC 18, touch 14, flat-footed 14; Base Atk +9; Grp +10; Atk +10 melee (1d3+1, claw) or +15 ranged (1d8+2/x3, +1 *mighty* (+1 Str) *composite longbow*); Full Atk +15/+10 ranged (1d8+2/x3, +1 *mighty* (+1 Str) *composite longbow*) or +13/+13/+8 ranged (1d8+2/x3, +1 *mighty* (+1 Str) *composite*

longbow) and +5 melee (1d3+1, 2 claws); Space/Reach 5ft./5 ft.; SA Captivating song; SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +9, Will +6; Str 12, Dex 19, Con 14, Int 7, Wis 12, Cha 17.

Skills and Feats: Bluff +11, Intimidate +9, Listen +7, Hide +6, Spot +3; Improved Initiative, Manyshot, Point-Blank Shot, Rapid Shot, Weapon Focus (composite longbow).

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Harpies receive a +4 racial bonus on Bluff and Listen checks.

Possessions: Masterwork studded leather armour, +1 *mighty* (+1 Str) *composite longbow*, leather quiver, 20 arrows

APL 8

Harpy Archer Ftr4: CR 8; Medium Monstrous Humanoid; HD 7d8+14 + 4d10+8; hp 75; Init +8; Spd 20 ft., fly 80 ft. (average); AC 19, touch 14, flat-footed 15; Base Atk +11; Grp +12; Atk +12 melee (1d3+1, claw) or +17 ranged (1d8+4/19-20/x3, +1 *mighty* (+1 Str) *composite longbow*) or +11 ranged (3 x 1d8+4/19-20/x3, +1 *mighty* (+1 Str) *composite longbow*) or ; Full Atk +17/+12/+7 ranged (1d8+4/19-20/x3, +1 *mighty* (+1 Str) *composite longbow*) or +15/+15/+10/+5 ranged (1d8+4/19-20/x3, +1 *mighty* (+1 Str) *composite longbow*) and +7 melee (1d3+1, 2 claws); Space/Reach 5ft./5 ft.; SA Captivating song; SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +10, Will +7; Str 12, Dex 19, Con 14, Int 7, Wis 12, Cha 17.

Skills and Feats: Bluff +11, Intimidate +9, Listen +7, Hide +6, Spot +5; Improved Critical (composite longbow), Improved Initiative, Manyshot, Point-Blank Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Harpies receive a +4 racial bonus on Bluff and Listen checks.

Possessions: +2 studded leather armour, +1 mighty (+1 Str) frost composite longbow, leather quiver, 20 arrows

APL 10

Harpy Archer Ftr6: CR 10; Medium Monstrous Humanoid; HD 7d8+14 + 6d10+12; hp 90; Init +9; Spd 20 ft., fly 80 ft. (average); AC 20, touch 15, flat-footed 15; Base Atk +13; Grp +14; Atk +14 melee (1d3+1, claw) or +19 ranged (1d8+4 +1d6 cold/19-20/x3, +1 mighty (+1 Str) frost composite longbow) or +13 ranged (3 x 1d8+4 +1d6 cold/19-20/x3, +1 mighty (+1 Str) frost composite longbow); Full Atk +19/+14/+9 ranged (1d8+4 +1d6 cold/19-20/x3, +1 mighty (+1 Str) frost composite longbow) or +17/+17/+12/+7 ranged (1d8+4 +1d6 cold/19-20/x3, +1 mighty (+1 Str) frost composite longbow) and +9 melee (1d3+1, 2 claws); Space/Reach 5ft./5 ft.; SA Captivating song; SQ Darkvision 60 ft.; AL CE; SV Fort +9, Ref +12, Will +10; Str 12, Dex 20, Con 14, Int 7, Wis 12, Cha 17.

Skills and Feats: Bluff +11, Intimidate +9, Listen +7, Hide +6, Spot +7; Improved Critical (composite longbow), Improved Initiative, Improved Precise Shot, Iron Will, Manyshot, Point-Blank Shot, Precise Shot,

Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Harpies receive a +4 racial bonus on Bluff and Listen checks.

Possessions: +2 studded leather armour, +1 mighty (+1 Str) frost composite longbow, leather quiver, 20 +1 arrows

Encounter 7: Cats Just Wanna Have Fun

APL 4

Harpy Archer: CR 4; Medium Monstrous Humanoid; HD 7d8+14; hp 45; Init +8; Spd 20 ft., fly 80 ft. (average); AC 18, touch 14, flat-footed 14; Base Atk +7; Grp +8; Atk +8 melee (1d3+1, claw) or +13 ranged (1d8+2/x3, +1 mighty (+1 Str) composite longbow); Full Atk +13/+8 ranged (1d8+2/x3, +1 mighty (+1 Str) composite longbow) and +3 melee (1d3+1, 2 claws); Space/Reach 5ft./5 ft.; SA Captivating song; SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +9, Will +6; Str 12, Dex 18, Con 14, Int 7, Wis 12, Cha 17.

Skills and Feats: Bluff +11, Intimidate +7, Listen +7, Hide +6, Spot +3; Improved Initiative, Point-Blank Shot, Weapon Focus (composite longbow).

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

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Harpies receive a +4 racial bonus on Bluff and Listen checks.

Possessions: Masterwork studded leather armour, mighty (+1 Str) composite longbow, leather quiver, 20 arrows.

APL 6

Harpy Archer: CR 4; Medium Monstrous Humanoid; HD 7d8+14; hp 45; Init +8; Spd 20 ft., fly 80 ft. (average); AC 18, touch 14, flat-footed 14; Base Atk +7; Grp +8; Atk +8 melee (1d3+1, claw) or +13 ranged (1d8+2/x3, +1 mighty (+1 Str) composite longbow);

Full Atk +13/+8 ranged (1d8+2/x3, +1 mighty (+1 Str) composite longbow) and +3 melee (1d3+1, 2 claws); Space/Reach 5ft./5 ft.; SA Captivating song; SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +9, Will +6; Str 12, Dex 18, Con 14, Int 7, Wis 12, Cha 17.

Skills and Feats: Bluff +11, Intimidate +7, Listen +7, Hide +6, Spot +3; Improved Initiative, Point-Blank Shot, Weapon Focus (composite longbow).

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Harpies receive a +4 racial bonus on Bluff and Listen checks.

Possessions: Masterwork studded leather armour, mighty (+1 Str) composite longbow, leather quiver, 20 arrows.

Harpy Archer Ftr2: CR 6; Medium Monstrous Humanoid; HD 7d8+14 + 2d10+4; hp 60; Init +8; Spd 20 ft., fly 80 ft. (average); AC 18, touch 14, flat-footed 14; Base Atk +9; Grp +10; Atk +10 melee (1d3+1, claw) or +15 ranged (1d8+2/x3, +1 mighty (+1 Str) composite longbow); Full Atk +15/+10 ranged (1d8+2/x3, +1 mighty (+1 Str) composite longbow) or +13/+13/+8 ranged (1d8+2/x3, +1 mighty (+1 Str) composite longbow) and +5 melee (1d3+1, 2 claws); Space/Reach 5ft./5 ft.; SA Captivating song; SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +9, Will +6; Str 12, Dex 19, Con 14, Int 7, Wis 12, Cha 17.

Skills and Feats: Bluff +11, Intimidate +9, Listen +7, Hide +6, Spot +3; Improved Initiative, Manyshot, Point-Blank Shot, Rapid Shot, Weapon Focus (composite longbow).

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all

creatures (other than harpies) within a 300-foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Harpies receive a +4 racial bonus on Bluff and Listen checks.

Possessions: Masterwork studded leather armour, +1 mighty (+1 Str) composite longbow, leather quiver, 20 arrows

APL 8

Harpy Archer Ftr2: CR 6; Medium Monstrous Humanoid; HD 7d8+14 + 2d10+4; hp 60; Init +8; Spd 20 ft., fly 80 ft. (average); AC 18, touch 14, flat-footed 14; Base Atk +9; Grp +10; Atk +10 melee (1d3+1, claw) or +14 ranged (1d8+1/x3, mighty (+1 Str) composite longbow); Full Atk +14/+9 ranged (1d8+1/x3, mighty (+1 Str) composite longbow) or +12/+12/+7 ranged (1d8+1/x3, mighty (+1 Str) composite longbow) and +5 melee (1d3+1, 2 claws); Space/Reach 5ft./5 ft.; SA Captivating song; SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +9, Will +6; Str 12, Dex 19, Con 14, Int 7, Wis 12, Cha 17.

Skills and Feats: Bluff +11, Intimidate +9, Listen +7, Hide +6, Spot +3; Improved Initiative, Manyshot, Point-Blank Shot, Rapid Shot, Weapon Focus (composite longbow).

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a

dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Harpies receive a +4 racial bonus on Bluff and Listen checks.

Possessions: Masterwork studded leather armour, mighty (+1 Str) composite longbow, leather quiver, 20 arrows.

Harpy Archer Ftr6: CR 10; Medium Monstrous Humanoid; HD 7d8+14 + 6d10+12; hp 90; Init +9; Spd 20 ft., fly 80 ft. (average); AC 20, touch 15, flat-footed 15; Base Atk +13; Grp +14; Atk +14 melee (1d3+1, claw) or +19 ranged (1d8+4 +1d6 cold/19-20/x3, +1 mighty (+1 Str) frost composite longbow) or +13 ranged (3 x 1d8+4 +1d6 cold/19-20/x3, +1 mighty (+1 Str) frost composite longbow); Full Atk +19/+14/+9 ranged (1d8+4 +1d6 cold/19-20/x3, +1 mighty (+1 Str) frost composite longbow) or +17/+17/+12/+7 ranged (1d8+4 +1d6 cold/19-20/x3, +1 mighty (+1 Str) frost composite longbow) and +9 melee (1d3+1, 2 claws); Space/Reach 5ft./5 ft.; SA Captivating song; SQ Darkvision 60 ft.; AL CE; SV Fort +9, Ref +12, Will +10; Str 12, Dex 20, Con 14, Int 7, Wis 12, Cha 17.

Skills and Feats: Bluff +11, Intimidate +9, Listen +7, Hide +6, Spot +7; Improved Critical (composite longbow), Improved Initiative, Improved Precise Shot, Iron Will, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties. A victim within 5 feet

of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Harpies receive a +4 racial bonus on Bluff and Listen checks.

Possessions: +2 studded leather armour, +1 mighty (+1 Str) frost composite longbow, leather quiver, 20 +1 arrows

APL 10

Harpy Archer Ftr4: CR 8; Medium Monstrous Humanoid; HD 7d8+14 + 4d10+8; hp 75; Init +8; Spd 20 ft., fly 80 ft. (average); AC 19, touch 14, flat-footed 15; Base Atk +11; Grp +12; Atk +12 melee (1d3+1, claw) or +16 ranged (1d8+3/19-20/x3, mighty (+1 Str) composite longbow) or +10 ranged (3 x 1d8+3/19-20/x3, mighty (+1 Str) composite longbow); Full Atk +16/+11/+6 ranged (1d8+3/19-20/x3, mighty (+1 Str) composite longbow) or +14/+14/+9/+4 ranged (1d8+3/19-20/x3, mighty (+1 Str) composite longbow) and +7 melee (1d3+1, 2 claws); Space/Reach 5ft./5 ft.; SA Captivating song; SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +10, Will +7; Str 12, Dex 19, Con 14, Int 7, Wis 12, Cha 17.

Skills and Feats: Bluff +11, Intimidate +9, Listen +7, Hide +6, Spot +5; Improved Critical (composite longbow), Improved Initiative, Manyshot, Point-Blank Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Harpies receive a +4 racial bonus on Bluff and Listen checks.

Possessions: +1 studded leather armour, mighty (+1 Str) composite longbow, leather quiver, 20 arrows

Harpy Archer Ftr6: CR 10; Medium Monstrous Humanoid; HD 7d8+14 + 6d10+12; hp 90; Init +9; Spd 20 ft., fly 80 ft. (average); AC 20, touch 15, flat-footed 15; Base Atk +13; Grp +14; Atk +14 melee (1d3+1, claw) or +19 ranged (1d8+4 +1d6 cold/19-20/x3, +1 mighty (+1 Str) frost composite longbow) or +13 ranged (3 x 1d8+4 +1d6 cold/19-20/x3, +1 mighty (+1 Str) frost composite longbow); Full Atk +19/+14/+9 ranged (1d8+4 +1d6 cold/19-20/x3, +1 mighty (+1 Str) frost composite longbow) or +17/+17/+12/+7 ranged (1d8+4 +1d6 cold/19-20/x3, +1 mighty (+1 Str) frost composite longbow) and +9 melee (1d3+1, 2 claws); Space/Reach 5ft./5 ft.; SA Captivating song; SQ Darkvision 60 ft.; AL CE; SV Fort +9, Ref +12, Will +10; Str 12, Dex 20, Con 14, Int 7, Wis 12, Cha 17.

Skills and Feats: Bluff +11, Intimidate +9, Listen +7, Hide +6, Spot +7; Improved Critical (composite longbow), Improved Initiative, Improved Precise Shot, Iron Will, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

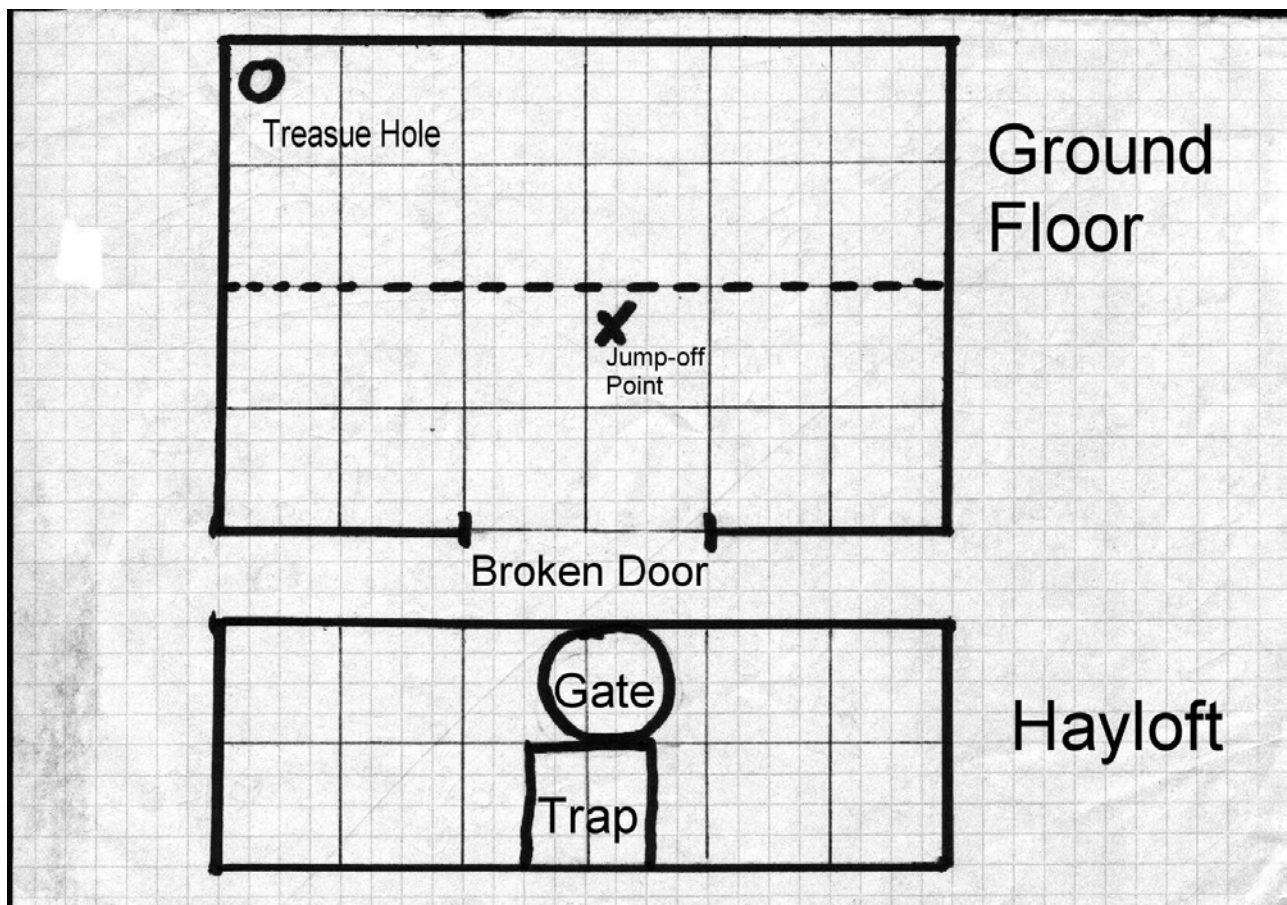
Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

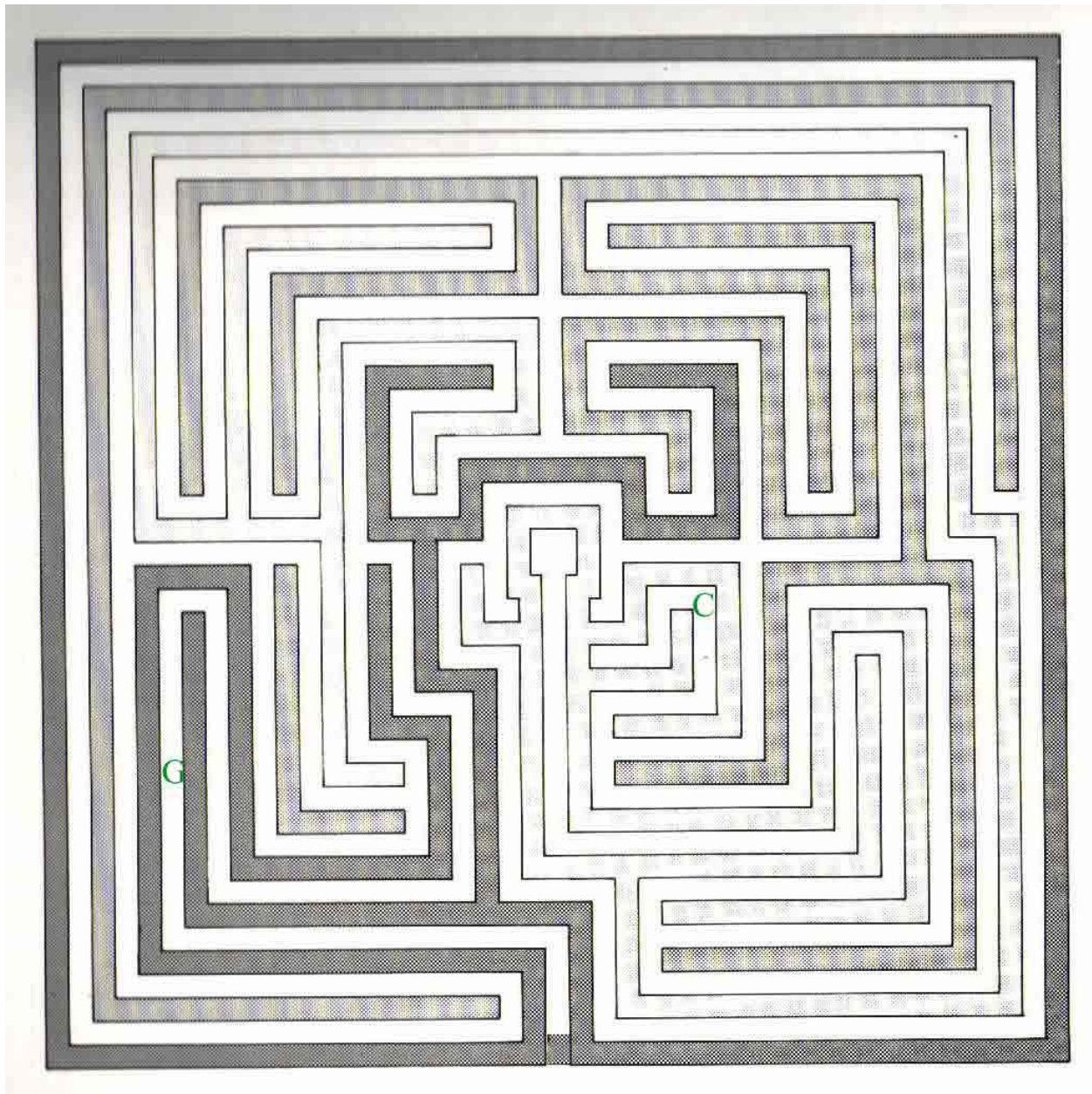
Harpies receive a +4 racial bonus on Bluff and Listen checks.

Possessions: +2 studded leather armour, +1 mighty (+1 Str) frost composite longbow, leather quiver, 20 +1 arrows

Appendix 4: The Barn



Appendix 5: The Maze



Dark lines = perimeter walls
Light lines = central island
Medium lines = minor islands

G = PC group enters here
C = initial position of the Company

This is actually the plan of a maze that exists in reality: the multiply-connected maze at Chevening, in Kent, built in the 1820s.

Source: Adrian Fisher & Georg Gerster: *Labyrinth: Solving the Riddle of the Maze* (New York: Harmony Books, 1990)

Appendix 6: Banderia

APL 4

Female Weretiger Drd 3, Human Form: CR 8; Medium Humanoid (Human, Shapechanger); HD 6d8+6 + 3d8+3; hp 55; Init +5; Spd 30 ft.; AC 13 (touch 11, flat-footed 13) [+1 Dex, +2 natural]; Base Atk +7; Grp +8; Atk +8 melee (1d6+1, club); Full Atk +8/+3 melee (1d6+1, club); Space/Reach 5ft. / 5 ft.; SA None; SQ Alternate Form, Tiger Empathy, Low-light Vision, Scent, Lycanthropic Empathy, Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step; AL N; SV Fort +9, Ref +7, Will +11; Str 13, Dex 12, Con 12, Int 10, Wis 19, Cha 8.

Skills and Feats: Balance +5, Concentration +11, Handle Animal +4, Hide +5 (+9 in tall grass or heavy undergrowth), Knowledge (Nature) +3, Listen +11, Spellcraft +3, Spot +11, Survival +5; Alertness, Boar's Ferocity, Fast Wild Shape, Iron Will, Improved Initiative, Multiattack.

Spells Prepared (4/4/3; base DC = 14 + spell level): 0th - *cure minor wounds, flare, resistance, virtue*, 1st - *entangle, longstrider, magic fang, shillelagh*; 2nd - *barkskin, resist energy, fog cloud*.

Tactics:

Prior to combat, the following spells are cast in the following order if time permits (otherwise adjust individually: *barkskin, resist energy, longstrider, magic fang, shillelagh, resistance, virtue*).

Fog cloud is reserved for flanking opponents (can't flank because of 20 % miss chance) or long-range combat. She's aware of her heightened senses (with *scent* she can sniff out opponents and doesn't rely on vision, long-range combat is impossible because of total concealment. *Entangle* is used against nearby targets (see spell description). *Barkskin* raises her AC by 2, giving her a new AC of 15, *longstrider* raises her land movement by 10 ft., giving her more mobility and therefore a significant advantage in combat. *Magic fang* and *shillelagh* increase her armed and unarmed combat abilities by 1 point each (not included in the stats above).

If Banderia converts any of her spells for her *summon nature's ally* ability, the summoned creature(s) gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell.

Female Weretiger Drd 3, Hybrid Form: CR 8; Large Humanoid (Human, Shapechanger); HD 6d8+18 + 3d8+9; hp 75; Init +6; Spd 30 ft.; AC 16 (touch 11, flat-footed 14) [-1 Size, +2 Dex, +5 natural]; Base Atk +7; Grp +14; Atk +14 melee (1d8+7, claw); Full Atk +14/+9 melee (1d8+7, claw) and +12 melee (2d6+3, bite) or +14/+9 melee (1d6+7, club) and +12 melee (2d6+3, bite); Space/Reach 10 ft. / 10 ft.; SA Curse of Lycanthropy; SQ Alternate Form, Tiger Empathy, Low-light Vision, Scent, Lycanthropic Empathy, Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, DR 10/silver; AL N; SV Fort +11, Ref +8, Will +11; Str 25, Dex 15, Con 16, Int 10, Wis 19, Cha 8.

Skills and Feats: Balance +6, Concentration +13, Handle Animal +4, Hide +6 (+10 in tall grass or heavy undergrowth), Knowledge (Nature) +3, Listen +11, Spellcraft +3, Spot +11, Survival +5; Alertness, Iboar's ferocity, Fast Wild Shape, Iron Will, Improved Initiative, Multiattack.

Spells Prepared (4/4/3; base DC = 14 + spell level): 0th - *cure minor wounds, flare, resistance, virtue*, 1st - *entangle, longstrider, magic fang, shillelagh*; 2nd - *barkskin, fog cloud, resist energy*.

Tactics:

Prior to combat, the following spells are cast in the following order if time permits (otherwise adjust individually: *barkskin, resist energy, longstrider, magic fang, shillelagh, resistance, virtue*).

Fog cloud is reserved for flanking opponents (can't flank because of 20 % miss chance) or long-range combat. She's aware of her heightened senses (with *scent* she can sniff out opponents and doesn't rely on vision, long-range combat is impossible because of total concealment. *Entangle* is used against nearby targets (see spell description). *Barkskin* raises her AC by 2, giving her a new AC of 18, *longstrider* raises her land movement by 10 ft., giving her more mobility and therefore a significant advantage in combat. *Magic fang* (bite) and *shillelagh* increase her armed and unarmed combat abilities by 1 point each (not included in the stats above).

If Banderia converts any of her spells for her *summon nature's ally* ability, the summoned creature(s) gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell.

Female Weretiger Drd 3, Tiger Form: CR 8; Large Humanoid (Human, Shapechanger); HD 6d8+18 + 3d8+9; hp 75; Init +6; Spd 40 ft.; AC 16 (touch 11, flat-footed 14) [-1 Size, +2 Dex, +5 natural]; Base Atk +7; Grp +14; Atk +14 melee (1d8+7, claw); Full Atk +14/+9 melee (1d8+7, claw) and +12 melee (2d6+3, bite) or +14/+9 melee (1d6+7, club) and +12 melee (2d6+3, bite); Space/Reach 10 ft. / 5 ft.; SA Curse of Lycanthropy, Improved Grab, Pounce, Rake; SQ Alternate Form, Tiger Empathy, Low-light Vision, Scent, Lycanthropic Empathy, Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, DR 10/silver; AL N; SV Fort +11, Ref +8, Will +11; Str 25, Dex 15, Con 16, Int 10, Wis 19, Cha 8.

Skills and Feats: Balance +6, Concentration +13, Handle Animal +4, Hide +6 (+14 in tall grass or heavy undergrowth), Knowledge (Nature) +3, Listen +11, Spellcraft +3, Spot +11, Survival +5; Alertness, Boar's Ferocity, Fast Wild Shape, Iron Will, Improved Initiative, Multiattack.

Spells Prepared (4/4/3; base DC = 14 + spell level): 0th - *cure minor wounds, flare, resistance, virtue*; 1st - *entangle, longstrider, magic fang, shillelagh*; 2nd - *barkskin, fog cloud, resist energy*.

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

Pounce (Ex): If a weretiger in tiger form charges an opponent, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12, damage 1d8+3

Tactics:

Prior to combat, the following spells are cast in the following order if time permits (otherwise adjust individually: *barkskin, resist energy, longstrider, magic fang, shillelagh, resistance, virtue*).

Fog cloud is reserved for flanking opponents (can't flank because of 20 % miss chance) or long-range combat. She's aware of her heightened senses (with *scent* she can sniff out opponents and doesn't rely on vision, long-range combat is impossible because of total concealment. *Entangle* is used against nearby targets (see spell description). *Barkskin* raises her AC by 2, giving her a new AC of 18, *longstrider* raises her land movement by 10 ft., giving her more mobility and therefore a significant advantage in combat. *Magic fang*

(bite) and *shillelagh* increase her armed and unarmed combat abilities by 1 point each (not included in the stats above).

If Banderia converts any of her spells for her *summon nature's ally* ability, the summoned creature(s) gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell.

APL 6

Female Weretiger Drd 5, Human Form: CR 10; Medium Humanoid (Human, Shapechanger); HD 6d8+6 + 5d8+5; hp 66; Init +5; Spd 30 ft.; AC 13 (touch 11, flat-footed 13) [+1 Dex, +2 natural]; Base Atk +8; Grp +9; Atk +9 melee (1d6+1, club); Full Atk +9/+4 melee (1d6+1, club); Space/Reach 5 ft. / 5 ft.; SA None; SQ Alternate Form, Tiger Empathy, Low-light Vision, Scent, Lycanthropic Empathy, Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape 1/day; AL N; SV Fort +10, Ref +7, Will +12; Str 13, Dex 12, Con 12, Int 10, Wis 19, Cha 8.

Skills and Feats: Balance +5, Concentration +12, Handle Animal +5, Hide +6 (+10 in tall grass or heavy undergrowth), Knowledge (Nature) +5, Listen +11, Spellcraft +5, Spot +11, Survival +8; Alertness, Boar's Ferocity, Fast Wild Shape, Iron Will, Improved Initiative, Multiattack.

Spells Prepared (5/5/4/2; base DC = 14 + spell level): 0th - *cure minor wounds (2), flare, resistance, virtue*; 1st - *entangle (2), longstrider, magic fang, shillelagh*; 2nd - *barkskin, cat's grace, resist energy, fog cloud*; 3rd - *spike growth, plant growth*.

Tactics:

Prior to combat, the following spells are cast in the following order if time permits (otherwise adjust individually: *barkskin, cat's grace, longstrider, resist energy, magic fang, shillelagh, resistance, virtue*).

Fog cloud is reserved for flanking opponents (can't flank because of 20 % miss chance) or long-range combat. She's aware of her heightened senses (with *scent* she can sniff out opponents and doesn't rely on vision, long-range combat is impossible because of total concealment. *Entangle* is used against nearby targets (see spell description). *Barkskin* and *cat's grace* raise her AC by 4, giving her a new AC of 17 and +2 to initiative and reflex saves. *Longstrider* raises her land movement by 10 ft., giving her more mobility and therefore a significant advantage in combat. *Magic fang* (bite) and *shillelagh* increase her armed and unarmed

combat abilities by 1 point each (not included in the stats above). *Plant growth* slows opponents down as does *spike growth*, but it causes extra damage while moving and slows land speed by half for 24 hours if targets misses its reflex save.

If Banderia converts any of her spells for her *summon nature's ally* ability, the summoned creature(s) gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell.

Female Weretiger Drd 5, Hybrid Form: CR 10; Large Humanoid (Human, Shapechanger); HD 6d8+18 + 5d8+15; hp 88; Init +6; Spd 30 ft.; AC 16 (touch 11, flat-footed 14) [-1 Size, +2 Dex, +5 natural]; Base Atk +8; Grp +15; Atk +15 melee (1d8+7, claw); Full Atk +15/+10 melee (1d8+7, claw) and +13 melee (2d6+3, bite) or +15/+10 melee (1d6+7, club) and +13 melee (2d6+3, bite); Space/Reach 10 ft. / 10 ft.; SA Curse of Lycanthropy; SQ Alternate Form, Tiger Empathy, Low-light Vision, Scent, Lycanthropic Empathy, Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape 1/day, DR 10/silver; AL N; SV Fort +12, Ref +8, Will +12; Str 25, Dex 15, Con 16, Int 10, Wis 19, Cha 8.

Skills and Feats: Balance +6, Concentration +14, Handle Animal +5, Hide +7 (+11 in tall grass or heavy undergrowth), Knowledge (Nature) +5, Listen +11, Spellcraft +5, Spot +11, Survival +8; Alertness, Boar's ferocity, Fast Wild Shape, Iron Will, Improved Initiative, Multiattack.

Spells Prepared (5/5/4/2; base DC = 14 + spell level): 0th - *cure minor wounds* (2), *flare*, *resistance*, *virtue*, 1st - *entangle* (2), *longstrider*, *magic fang*, *shillelagh*; 2nd - *barkskin*, *cat's grace*, *fog cloud*, *resist energy*; 3rd *plant growth*, *spike growth*.

Tactics:

Prior to combat, the following spells are cast in the following order if time permits (otherwise adjust individually: *barkskin*, *cat's grace*, *longstrider*, *resist energy*, *magic fang*, *shillelagh*, *resistance*, *virtue*).

Fog cloud is reserved for flanking opponents (can't flank because of 20 % miss chance) or long-range combat. She's aware of her heightened senses (with *scent* she can sniff out opponents and doesn't rely on vision, long-range combat is impossible because of total concealment. *Entangle* is used against nearby targets (see spell description). *Barkskin* and *cat's grace* raise her AC by 4, giving her a new AC of 20 and +2 to initiative and reflex saves. *Longstrider* raises her land movement by 10 ft., giving her more mobility and

therefore a significant advantage in combat. *Magic fang* (bite) and *shillelagh* increase her armed and unarmed combat abilities by 1 point each (not included in the stats above). *Plant growth* slows opponents down as does *spike growth*, but it causes extra damage while moving and slows land speed by half for 24 hours if targets misses its reflex save.

If Banderia converts any of her spells for her *summon nature's ally* ability, the summoned creature(s) gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell.

Female Weretiger Drd 5, Tiger Form: CR 10; Large Humanoid (Human, Shapechanger); HD 6d8+18 + 5d8+15; hp 88; Init +6; Spd 40 ft.; AC 16 (touch 11, flat-footed 14) [-1 Size, +2 Dex, +5 natural]; Base Atk +8; Grp +15; Atk +15 melee (1d8+7, claw); Full Atk +15/+10 melee (1d8+7, claw) and +13 melee (2d6+3, bite) or +15/+10 melee (1d6+7, club) and +13 melee (2d6+3, bite); Space/Reach 10 ft. / 5 ft.; SA Curse of Lycanthropy, Improved Grab, Pounce, Rake; SQ Alternate Form, Tiger Empathy, Low-light Vision, Scent, Lycanthropic Empathy, Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape 1/day, DR 10/silver; AL N; SV Fort +12, Ref +8, Will +12; Str 25, Dex 15, Con 16, Int 10, Wis 19, Cha 8.

Skills and Feats: Balance +6, Concentration +14, Handle Animal +5, Hide +7 (+15 in tall grass or heavy undergrowth), Knowledge (Nature) +5, Listen +11, Spellcraft +5, Spot +11, Survival +8; Alertness, Boar's Ferocity, Fast Wild Shape, Iron Will, Improved Initiative, Multiattack.

Spells Prepared (5/5/4/2; base DC = 14 + spell level): 0th *cure minor wounds* (2), *flare*, *resistance*, *virtue*, 1st *entangle* (2), *longstrider*, *magic fang*, *shillelagh*; 2nd *barkskin*, *cat's grace*, *fog cloud*, *resist energy*; 3rd *plant growth*, *spike growth*.

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

Pounce (Ex): If a weretiger in tiger form charges an opponent, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +13, damage 1d8+3

Tactics:

Prior to combat, the following spells are cast in the following order if time permits (otherwise adjust individually: *barkskin*, *cat's grace*, *longstrider*, *resist energy*, *magic fang*, *shillelagh*, *resistance*, *virtue*).

Fog cloud is reserved for flanking opponents (can't flank because of 20 % miss chance) or long-range combat. She's aware of her heightened senses (with *scent* she can sniff out opponents and doesn't rely on vision, long-range combat is impossible because of total concealment. *Entangle* is used against nearby targets (see spell description). *Barkskin* and *cat's grace* raise her AC by 4, giving her a new AC of 20 and +2 to initiative and reflex saves. *Longstrider* raises her land movement by 10 ft., giving her more mobility and therefore a significant advantage in combat. *Magic fang* (bite) and *shillelagh* increase her armed and unarmed combat abilities by 1 point each (not included in the stats above). *Plant growth* slows opponents down as does *spike growth*, but it causes extra damage while moving and slows land speed by half for 24 hours if targets misses its reflex save.

If Banderia converts any of her spells for her *summon nature's ally* ability, the summoned creature(s) gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell.

APL 8

Female Weretiger Drd 7, Human Form: CR 10; Medium Humanoid (Human, Shapechanger); HD 6d8+6 + 7d8+7; hp 80; Init +5; Spd 30 ft.; AC 13 (touch 11, flat-footed 13) [+1 Dex, +2 natural]; Base Atk +10; Grp +11; Atk +11 melee (1d6+1, club); Full Atk +11/+6 melee (1d6+1, club); Space/Reach 5 ft. / 5 ft.; SA None; SQ Alternate Form, Tiger Empathy, Low-light Vision, Scent, Lycanthropic Empathy, Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape 3/day; AL N; SV Fort +11, Ref +8, Will +14; Str 13, Dex 12, Con 12, Int 10, Wis 20, Cha 8.

Skills and Feats: Balance +5, Concentration +15, Handle Animal +5, Hide +6 (+10 in tall grass or heavy undergrowth), Knowledge (Nature) +6, Listen +12, Spellcraft +10, Spot +12, Survival +10; Alertness, Boar's Ferocity, Fast Wild Shape, Iron Will, Improved Initiative, Multiattack, Natural Spell.

Spells Prepared (6/6/5/3/2; base DC = 15 + spell level): 0th - *cure minor wounds* (2), *flare* (2), *resistance*, *virtue*, 1st - *entangle* (2), *longstrider*, *magic fang*, *magic stone*, *shillelagh*; 2nd - *barkskin*, *bull's strength*, *cat's*

grace, *resist energy*, *fog cloud*; 3rd - *greater magic fang*, *spike growth*, *plant growth*; 4th - *dispel magic*, *flame strike*.

Tactics:

Prior to combat, the following spells are cast in the following order if time permits (otherwise adjust individually: *barkskin*, *cat's grace*, *longstrider*, *resist energy*, *magic fang*, *shillelagh*, *resistance*, *virtue*).

Fog cloud is reserved for flanking opponents (can't flank because of 20 % miss chance) or long-range combat. She's aware of her heightened senses (with *scent* she can sniff out opponents and doesn't rely on vision, long-range combat is impossible because of total concealment. *Entangle* is used against nearby targets (see spell description). *Barkskin* and *cat's grace* raise her AC by 5, giving her a new AC of 18 and +2 to initiative and reflex saves. *Longstrider* raises her land movement by 10 ft., giving her more mobility and therefore a significant advantage in combat. *Greater magic fang* and *shillelagh* increase her armed and unarmed combat abilities by 2 points and 1 point, respectively (not included in the stats above) and *bull's strength* add +2 to hit and damage. *Plant growth* slows opponents down as does *spike growth*, but it causes extra damage while moving and slows land speed by half for 24 hours if targets misses its reflex save.

If Banderia converts any of her spells for her *summon nature's ally* ability, the summoned creature(s) gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell.

Female Weretiger Drd 7, Hybrid Form: CR 12; Large Humanoid (Human, Shapechanger); HD 6d8+18 + 7d8+21; hp 106; Init +6; Spd 30 ft.; AC 16 (touch 11, flat-footed 14) [-1 Size, +2 Dex, +5 natural]; Base Atk +10; Grp +17; Atk +17 melee (1d8+7, claw); Full Atk +17/+12 melee (1d8+7, claw) and +15 melee (2d6+3, bite) or +17/+12 melee (1d6+7, club) and +15 melee (2d6+3, bite); Space/Reach 10 ft. / 10 ft.; SA Curse of Lycanthropy, Spells; SQ Alternate Form, Tiger Empathy, Low-light Vision, Scent, Lycanthropic Empathy, Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape 3/day, DR 10/silver; AL N; SV Fort +13, Ref +9, Will +14; Str 25, Dex 15, Con 16, Int 10, Wis 20, Cha 8.

Skills and Feats: Balance +6, Concentration +17, Handle Animal +5, Hide +7 (+11 in tall grass or heavy undergrowth), Knowledge (Nature) +6, Listen +12, Spellcraft +10, Spot +12, Survival +10; Alertness, Boar's

Ferocity, Fast Wild Shape, Iron Will, Improved Initiative, Multiattack, Natural Spell.

Spells Prepared (6/6/5/3/2; base DC = 15 + spell level): 0th - *cure minor wounds* (2), *flare* (2), *resistance, virtue*, 1st - *entangle* (2), *longstrider, magic fang, magic stone, shillelagh*; 2nd - *barkskin, bull's strength, cat's grace, fog cloud, resist energy*; 3rd - *greater magic fang, plant growth, spike growth*; 4th - *dispel magic, flame strike*.

Tactics:

Prior to combat, the following spells are cast in the following order if time permits (otherwise adjust individually: *barkskin, cat's grace, longstrider, resist energy, magic fang, shillelagh, resistance, virtue*).

Fog cloud is reserved for flanking opponents (can't flank because of 20 % miss chance) or long-range combat. She's aware of her heightened senses (with *scent* she can sniff out opponents and doesn't rely on vision, long-range combat is impossible because of total concealment. *Entangle* is used against nearby targets (see spell description). *Barkskin* and *cat's grace* raise her AC by 5, giving her a new AC of 21 and +2 to initiative and reflex saves. *Longstrider* raises her land movement by 10 ft., giving her more mobility and therefore a significant advantage in combat. *Greater magic fang* and *shillelagh* increase her armed and unarmed combat abilities by 1 point each (not included in the stats above) and *bull's strength* add +2 to hit and damage. *Plant growth* slows opponents down as does *spike growth*, but it causes extra damage while moving and slows land speed by half for 24 hours if targets misses its reflex save.

If Banderia converts any of her spells for her *summon nature's ally* ability, the summoned creature(s) gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell.

Female Weretiger Drd 7, Tiger Form: CR 12; Large Humanoid (Human, Shapechanger); HD 6d8+18 + 7d8+21; hp 106; Init +6; Spd 40 ft.; AC 16 (touch 11, flat-footed 14) [-1 Size, +2 Dex, +5 natural]; Base Atk +10; Grp +17; Atk +17 melee (1d8+7, claw); Full Atk +17/+12 melee (1d8+7, claw) and +15 melee (2d6+3, bite) or +17/+12 melee (1d6+7, club) and +15 melee (2d6+3, bite); Space/Reach 10 ft. / 5 ft.; SA Curse of Lycanthropy, Spells, Improved Grab, Pounce, Rake; SQ Alternate Form, Tiger Empathy, Low-light Vision, Scent, Lycanthropic Empathy, Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape 3/day,

DR 10/silver; AL N; SV Fort +13, Ref +9, Will +14; Str 25, Dex 15, Con 16, Int 10, Wis 20, Cha 8.

kills and Feats: Balance +6, Concentration +17, Handle Animal +5, Hide +7 (+15 in tall grass or heavy undergrowth), Knowledge (Nature) +6, Listen +12, Spellcraft +10, Spot +12, Survival +10; Alertness, Boar's Ferocity, Fast Wild Shape, Iron Will, Improved Initiative, Multiattack, Natural Spell.

Spells Prepared (6/6/5/3/2; base DC = 15 + spell level): 0th - *cure minor wounds* (2), *flare* (2), *resistance, virtue*, 1st - *entangle* (2), *longstrider, magic fang, magic stone, shillelagh*; 2nd - *barkskin, bull's strength, cat's grace, fog cloud, resist energy*; 3rd - *greater magic fang, plant growth, spike growth*; 4th - *dispel magic, flame strike*.

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

Pounce (Ex): If a weretiger in tiger form charges an opponent, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +15, damage 1d8+3

Tactics:

Prior to combat, the following spells are cast in the following order if time permits (otherwise adjust individually: *barkskin, cat's grace, longstrider, resist energy, magic fang, shillelagh, resistance, virtue*).

Fog cloud is reserved for flanking opponents (can't flank because of 20 % miss chance) or long-range combat. She's aware of her heightened senses (with *scent* she can sniff out opponents and doesn't rely on vision, long-range combat is impossible because of total concealment. *Entangle* is used against nearby targets (see spell description). *Barkskin* and *cat's grace* raise her AC by 5, giving her a new AC of 21 and +2 to initiative and reflex saves. *Longstrider* raises her land movement by 10 ft., giving her more mobility and therefore a significant advantage in combat. *Greater magic fang* and *shillelagh* increase her armed and unarmed combat abilities by 1 point each (not included in the stats above) and *bull's strength* add +2 to hit and damage. *Plant growth* slows opponents down as does *spike growth*, but it causes extra damage while moving and slows land speed by half for 24 hours if targets misses its reflex save.

If Banderia converts any of her spells for her *summon nature's ally* ability, the summoned

creature(s) gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell.

APL 10

Female Weretiger Drd 9, Human Form: CR 12; Medium Humanoid (Human, Shapechanger); HD 6d8+6 + 9d8+9; hp 91; Init +5; Spd 30 ft.; AC 13 (touch 11, flat-footed 13) [+1 Dex, +2 natural]; Base Atk +11; Grp +12; Atk +12 melee (1d6+1, club); Full Atk +12/+7/+2 melee (1d6+1, club); Space/Reach 5 ft. / 5 ft.; SA None; SQ Alternate Form, Tiger Empathy, Low-light Vision, Scent, Lycanthropic Empathy, Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape 3/day (Large), Venom Immunity; AL N; SV Fort +11, Ref +8, Will +14; Str 13, Dex 12, Con 12, Int 10, Wis 20, Cha 8.

Skills and Feats: Balance +5, Concentration +18, Handle Animal +5, Hide +6 (+10 in tall grass or heavy undergrowth), Knowledge (Nature) +6, Listen +12, Spellcraft +12, Spot +12, Survival +10; Alertness, Boar's Ferocity, Combat Reflexes, Fast Wild Shape, Iron Will, Improved Initiative, Multiattack, Natural Spell.

Spells Prepared (6/6/6/4/3/2; base DC = 15 + spell level): 0th - *cure minor wounds* (2), *flare* (2), *resistance*, *virtue*; 1st - *entangle* (2), *longstrider*, *magic fang*, *magic stone*, *shillelagh*; 2nd - *barkskin*, *bull's strength*, *cat's grace*, *flame blade*, *resist energy*, *fog cloud*; 3rd - *greater magic fang*, *spike growth*, *plant growth*, *protection from energy*; 4th - *dispel magic*, *flame strike*, *freedom of movement*; 5th - *stoneskin*, *wall of thorns*.

Tactics:

Prior to combat, the following spells are cast in the following order if time permits (otherwise adjust individually: *barkskin*, *cat's grace*, *longstrider*, *resist energy*, *magic fang*, *shillelagh*, *resistance*, *virtue*, *stoneskin*).

Fog cloud is reserved for flanking opponents (can't flank because of 20 % miss chance) or long-range combat. She's aware of her heightened senses (with *scent* she can sniff out opponents and doesn't rely on vision, long-range combat is impossible because of total concealment. *Entangle* is used against nearby and/or long-range targets (see spell description). *Barkskin* and *cat's grace* raise her AC by 6, giving her a new AC of 19 and +2 to initiative and reflex saves. *Longstrider* raises her land movement by 10 ft., giving her more mobility and therefore a significant advantage in combat. *Greater magic fang* and *shillelagh* increase her armed

and unarmed combat abilities by 2 points and 1 point, respectively (not included in the stats above) and *bull's strength* add +2 to hit and damage. Flame blade is best used against heavily armed targets because of its touch attack mode. *Plant growth* slows opponents down as does *spike growth*, but it causes extra damage while moving and slows land speed by half for 24 hours if targets misses its reflex save. *Wall of thorns* slows and damages the target further, giving Banderia more time in combat. *Freedom of movement* gives her maximum advantage in *entangled* or *spiked stone* areas and renders her immune to *hold* spells and any grappling. *Stoneskin* protects her if anyone smart enough passes very quick against her slowing spells and gives her more time to tread with a single enemy.

If Banderia converts any of her spells for her *summon nature's ally* ability, the summoned creature(s) gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell.

Female Weretiger Drd 9, Hybrid Form: CR 14; Large Humanoid (Human, Shapechanger); HD 6d8+18 + 9d8+27; hp 121; Init +6; Spd 30 ft.; AC 16 (touch 11, flat-footed 14) [-1 Size, +2 Dex, +5 natural]; Base Atk +11; Grp +18; Atk +18 melee (1d8+7, claw); Full Atk 18/+13/+8 melee (1d8+7, claw) and +16 melee (2d6+3, bite) or +18/+13/+8 melee (1d6+7, club) and +16 melee (2d6+3, bite); Space/Reach 10 ft. / 10 ft.; SA Curse of Lycanthropy, Spells; SQ Alternate Form, Tiger Empathy, Low-light Vision, Scent, Lycanthropic Empathy, Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape 3/day (Large), Venom Immunity, DR 10/silver; AL N; SV Fort +13, Ref +9, Will +14; Str 25, Dex 15, Con 16, Int 10, Wis 20, Cha 8.

Skills and Feats: Balance +6, Concentration +20, Handle Animal +5, Hide +7 (+11 in tall grass or heavy undergrowth), Knowledge (Nature) +6, Listen +12, Spellcraft +12, Spot +12, Survival +10; Alertness, Boar's Ferocity, Combat Reflexes, Fast Wild Shape, Iron Will, Improved Initiative, Multiattack, Natural Spell.

Spells Prepared (6/6/6/4/3/2; base DC = 15 + spell level): 0th - *cure minor wounds* (2), *flare* (2), *resistance*, *virtue*; 1st - *entangle* (2), *longstrider*, *magic fang*, *magic stone*, *shillelagh*; 2nd - *barkskin*, *bull's strength*, *cat's grace*, *flame blade*, *fog cloud*, *resist energy*; 3rd - *greater magic fang*, *plant growth*, *protection from energy*, *spike growth*; 4th - *dispel magic*, *flame strike*, *freedom of movement*; 5th - *stoneskin*, *wall of thorns*.

Tactics:

Prior to combat, the following spells are cast in the following order if time permits (otherwise adjust individually: *barkskin*, *cat's grace*, *longstrider*, *resist energy*, *magic fang*, *shillelagh*, *resistance*, *virtue*, *stoneskin*.

Fog cloud is reserved for flanking opponents (can't flank because of 20 % miss chance) or long-range combat. She's aware of her heightened senses (with *scent* she can sniff out opponents and doesn't rely on vision, long-range combat is impossible because of total concealment. *Entangle* is used against nearby and/or long-range targets (see spell description). *Barkskin* and *cat's grace* raise her AC by 6, giving her a new AC of 22 and +2 to initiative and reflex saves. *Longstrider* raises her land movement by 10 ft., giving her more mobility and therefore a significant advantage in combat. *Greater magic fang* and *shillelagh* increase her armed and unarmed combat abilities by and 1 point each (not included in the stats above) and *bull's strength* add +2 to hit and damage. Flame blade is best used against heavily armed targets because of its touch attack mode. *Plant growth* slows opponents down as does *spike growth*, but it causes extra damage while moving and slows land speed by half for 24 hours if targets misses its reflex save. *Wall of thorns* slows and damages the target further, giving Banderia more time in combat. *Freedom of movement* gives her maximum advantage in *entangled* or *spiked stone* areas and renders her immune to *hold* spells and any grappling. *Stoneskin* protects her if anyone smart enough passes very quick against her slowing spells and gives her more time to tread with a single enemy.

If Banderia converts any of her spells for her *summon nature's ally* ability, the summoned creature(s) gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell.

Female Weretiger Drd 9, Tiger Form: CR 14; Large Humanoid (Human, Shapechanger); HD 6d8+18 + 9d8+27; hp 121; Init +6; Spd 40 ft.; AC 16 (touch 11, flat-footed 14) [-1 Size, +2 Dex, +5 natural]; Base Atk +11; Grp +18; Atk +18 melee (1d8+7, claw); Full Atk 18/+13/+8 melee (1d8+7, claw) and +16 melee (2d6+3, bite) or +18/+13/+8 melee (1d6+7, club) and +16 melee (2d6+3, bite); Space/Reach 10 ft. / 10 ft.; SA Curse of Lycanthropy, Spells, Improved Grab, Pounce, Rake; SQ Alternate Form, Tiger Empathy, Low-light Vision, Scent, Lycanthropic Empathy, Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape 3/day

(Large), Venom Immunity, DR 10/silver; AL N; SV Fort +13, Ref +9, Will +14; Str 25, Dex 15, Con 16, Int 10, Wis 20, Cha 8.

Skills and Feats: Balance +6, Concentration +20, Handle Animal +5, Hide +7 (+15 in tall grass or heavy undergrowth), Knowledge (Nature) +6, Listen +12, Spellcraft +12, Spot +12, Survival +10; Alertness, Boar's Ferocity, Combat Reflexes, Fast Wild Shape, Iron Will, Improved Initiative, Multiattack, Natural Spell.

Spells Prepared (6/6/6/4/3/2; base DC = 15 + spell level): 0th *cure minor wounds* (2),

flare (2), *resistance*, *virtue*, 1st *entangle* (2), *longstrider*, *magic fang*, *magic stone*, *shillelagh*;

2nd *barkskin*, *bull's strength*, *cat's grace*, *flame blade*, *fog cloud*, *resist energy*;

3rd *greater magic fang*, *plant growth*, *protection from energy*, *spike growth*;

4th *dispel magic*, *flame strike*, *freedom of movement*; 5th *stoneskin*, *wall of thorns*.

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

Pounce (Ex): If a weretiger in tiger form charges an opponent, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +16, damage 1d8+3

Tactics:

Prior to combat, the following spells are cast in the following order if time permits (otherwise adjust individually: *barkskin*, *cat's grace*, *longstrider*, *resist energy*, *magic fang*, *shillelagh*, *resistance*, *virtue*, *stoneskin*.

Fog cloud is reserved for flanking opponents (can't flank because of 20 % miss chance) or long-range combat. She's aware of her heightened senses (with *scent* she can sniff out opponents and doesn't rely on vision, long-range combat is impossible because of total concealment. *Entangle* is used against nearby and/or long-range targets (see spell description). *Barkskin* and *cat's grace* raise her AC by 6, giving her a new AC of 22 and +2 to initiative and reflex saves. *Longstrider* raises her land movement by 10 ft., giving her more mobility and therefore a significant advantage in combat. *Greater magic fang* and *shillelagh* increase her armed and unarmed combat abilities by 1 point each (not included in the stats above) and *bull's strength* add +2 to hit and damage. Flame blade is best used against heavily armed targets because of its touch attack mode.

Plant growth slows opponents down as does *spike growth*, but it causes extra damage while moving and slows land speed by half for 24 hours if targets misses its reflex save. *Wall of thorns* slows and damages the target further, giving Banderia more time in combat. *Freedom of movement* gives her maximum advantage in *entangled* or *spiked stone* areas and renders her immune to *hold* spells and any grappling. *Stoneskin* protects her if anyone smart enough passes very quick against her slowing spells and gives her more time to tread with a single enemy.

If Banderia converts any of her spells for her *summon nature's ally* ability, the summoned creature(s) gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell.

Feat Descriptions:

Fast Wild Shape (Wild)

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

Prerequisite: Dex 13, ability to use wild shape

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

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

Boar's Ferocity (Wild)

You can continue fighting even at the brink of death.

Prerequisite: Ability to wild shape.

Benefit: If your hit points are reduced to 0 or less (but you aren't killed), you can spend one wild shape as a free action (even if it isn't your turn) to continue acting as if not disabled or dying. The effect lasts for one minute.

Normal: When reduced to 0 hp, you are disabled and can take only a single move or standard action each round. When reduced to -1 to -9 hp, you are dying and drop unconscious.

Appendix 7: The Aerdy Re-Enactment Company

All APLs:

Kurlasgh Ormm, human male Exp8: CR 7; Medium Humanoid (6'1" tall); HD 8d6+16; hp 50; Init +3 (Dex); Spd 30 ft.; AC 13 (Dex); Atk +7/+2 (1d6+1/crit 19-20/x2, short sword); SA -; SQ -; AL LN; SV Fort +4, Ref +5, Will +7; Str 13, Dex 16, Con 14, Int 15, Wis 9, Cha 16.

Skills: Appraise +8, Balance +5, Bluff +13, Decipher Script +5, Diplomacy +14, Disguise +13, Knowledge (acting) +12, Knowledge (history) +6, Knowledge (politics) +13, Listen +6, Perform (acting) +17, Ride +8. *Feats:* Ambidexterity, Iron Will, Leadership, Skill Focus (Perform: acting). *Languages:* Common, Old Oeridian, Nyronese.

Possessions: flashy clothing, mock weapons, as well as whatever the DM deems necessary for this adventure.

Description: Ormm (age 40) is a charismatic, yet calm diplomat type who strives to find the appropriate balance between diplomatic action and showmanship. His clothing displays some wealth, but not outrageously so. He is well aware of current politics and tries to act accordingly. Ormm has dark brown hair and blue eyes, with a short moustache.

Landy Andira Calém, human female Brd12: CR 12; Medium Humanoid (5'8"); HD 12d6, hp 50; Init +3 (Dex); Spd 30 ft; AC 18 (+3 Dex, chain shirt +1); BAB +9/+4, Atk +13/+8 melee (1d6+1/18-20/x2 rapier+1), Atk +12/+7 ranged (1d8/19-20/x2 light crossbow); SA Spells; SQ Spells, bardic music (*countersong, fascinate, inspire competence, inspire courage(+2), inspire greatness, song of freedom, suggestion*), bardic knowledge; AL N; SV Fort (+4), Ref (+11), Will (+7); Str 11, Dex 16, Con 10, Int 12, Wis 8, Cha 18.

Skills: Balance +6, Concentration +5, Diplomacy +9, Disguise +14, Knowledge (history) +11, Knowledge (nobility and royalty) +16, Knowledge (Splintered Suns) +8, Perform (act) +22, Perform (sing) +19, Profession (Teacher) +9, Ride +4, Sleight Of Hand +7, Spellcraft +6, Tumble +13; *Feats:* Acrobatic, Craft Wand, Dodge, Quick Draw, Skill Focus (Perform (act)), Weapon Finesse; *Languages:* Common, Old Oeridian *Possessions:* Wand of Cure Light Wounds (arcane) and what ever the DM deems necessary *Spells Prepared (3/4/4/4/3):* 0 - *know direction, lullaby, mage hand, message, prestidigitation, read magic, 1st - cure light wounds, disguise self, silent image, ventriloquism 2nd - alter self, calm emotions, invisibility, tongues 3rd - daylight, good hope, sculpt*

sounds, see invisibility 4th - legend lore, Leomund's secure shelter, rainbow pattern.

Description: Andira is in her mid-forties and of slender, high build. She has chestnut hair and dark eyes. Andira hails from Eastfair. In the last few decades, she has made quite a name for herself in Innspa, culminating in the foundation of her School for the Entertaining Arts in 577 CY. Hence, her decision to close that school in mid-593 CY in favour of joining the Aerdy Re-Enactment Company was felt as a bitter loss. For her reasons, Andira cited having missed the travelling life for far too long now. She had indeed been a performer with various travelling troupes throughout the Great Kingdom (and, especially, the North Province) prior to her settling down in Innspa.

Landra Merolion, human female Exp7: CR 6; Medium Humanoid (5'11" tall); HD 7d6+7; hp 31; Init +2 (Dex); Spd 30 ft.; AC 12 (Dex); Atk +7 (1d4+2/crit 19-20/x2, dagger); SA -; SQ -; AL N; SV Fort +5, Ref +4, Will +6; Str 14, Dex 14, Con 13, Int 10, Wis 12, Cha 10.

Skills: Balance +10, Craft (leatherworking) +7, Disguise +7, Handle Animal +12, Jump +10, Knowledge (acting) +7, Listen +7, Perform (acting) +10, Ride +15, Tumble +5. *Feats:* Blind-Fight, Great Fortitude, Mounted Combat, Skill Focus (Ride). *Languages:* Common.

Possessions: colorful clothing, mock weapons, horse, as well as whatever the DM deems necessary for this adventure.

Description: Landra (age 26) lives for riding and acting. If not in costume, her sense of dress might be called fashion-challenged. She has not great interest in politics and just wants to excel on the stage. Landra has red hair and blue eyes.

Lertolia Corander, human female Ill12: CR 12; Medium Humanoid (5'6" tall); HD 12d4+12; hp 42; Init +3 (Dex); Spd 30 ft.; AC 17 (+3 Dex, *bracers of armor* +4); Atk +6/+1 melee (1d4/crit 19-20/x2, dagger); SA spells; SQ spells; AL LN; SV Fort +4, Ref +7, Will +10; Str 10, Dex 17, Con 12, Int 19, Wis 10, Cha 14.

Skills: Bluff +6, Concentration +9, Craft (alchemy) +9, Craft (tailoring) +8, Diplomacy +5, Disguise +7, Forgery +9, Knowledge (arcana) +13, Knowledge (history) +10, Listen +3, Scry +13, Spellcraft +17. *Feats:* Craft Wondrous Item, Enlarge Spell, Extend Spell, Heighten Spell, Iron Will, Scribe Scroll, Spell Focus (Illusion), Spell Mastery (*ghost sound, hallucinatory terrain, mirage arcana, persistent image*), Spell

Resistance, Summon Familiar. *Languages:* Common, Old Oeridian, Draconic, Nyronnese, Elven.

Possessions: really colorful clothing, pointed hat, bracers of armor +4, and whatever the DM deems necessary.

Spells Prepared (4+1/5+1/5+1/5+1/4+1/3+1/2+1): 0 - dancing lights x2, ghost sound x3; 1st - message, silent image x4, ventriloquism, 2nd - fog cloud x3, minor image x2, pyrotechnics, 3rd - gust of wind x2, major image x4; 4th - hallucinatory terrain x5; 5th - greater shadow conjuration x2, mirage arcana, 6th - greater shadow evocation, persistent image x2 (with Extend Spell)

Description: Lertolia (age 30) is a highly skilled illusionist who quickly rose through the ranks at Kalstrand. Her flightiness, coupled with sometimes ... impetuous behavior, made her the ideal candidate for loan to the Company. She wears colorful, yet usually matching clothing, topped by an equally matching pointed hat (rumors are she's got about 20 of these). Lertolia has dark blonde hair and green eyes.

Shari Songwood, half-elf female brd9: CR 9; Medium Humanoid (5'10" tall); HD 9d6; hp 40; Init+2 (Dex); Spd 30 ft.; AC 12 (+3 Dex); Atk +5/+0 melee (1d6-1/crit 19-20/x2, short sword), +9/+4 (1d6/crit x3 short bow); SA Spells; SQ Spells, bardic music (*countersong, fascinate, inspire competence, inspire courage +2, inspire greatness, suggestion*) bardic knowledge; AL N; SV Fort +3, Ref +9, Will +5; Str 9, Dex 16, Con 10, Int 14, Wis 9, Cha 17

Skills: Appraise +5, Concentration +4, Decipher Script +2, Diplomacy +5, Disguise +6, Gather Information +5, Knowledge (arcana) +5, Knowledge (religion) +4, Listen +1, Move Silently +5, Perform (acting) +10, Perform (lute) +13, Perform (singing) +12, Sense Motive +3, Spellcraft +5, Tumble +5, Use Magic Device +5. *Feats:* Enlarge Spell, Extend Spell, Skill Focus (Perform: lute), Skill Focus (Perform: singing). *Languages:* Common, Old Oeridian, Ancient Suloise, Gnome, Elven, Halfling.

Possessions: whatever the DM deems necessary.

Spells Prepared (3/4/4/3): 0 - dancing lights, flare, ghost sound, 1st - disguise self, silent image x2, ventriloquism, 2nd - minor image x2, pyrotechnics x2; 3rd - major image, sculpt sound x2.

Description: Shari Songwood (age 24) hails from the city of Verbobonc. Traveling the world, she found employment with Orrm's Company, but is not yet sure whether she wants to remain with the troupe. She is friendly, but somewhat reserved, and sometimes seems unsure how to deal with her elven heritage. She wears

simple clothing in matching colors and is an expert with the lute. Shari has short dark brown hair and gray eyes.

In addition, there's a total of 32 actors: Mahron Valkdes (human male rog3), Helgon Byrne (human male exp2), Carla Lemmon (human female exp4), Mogon Samades (human male exp4), Annkia Gobelt (human female exp7), Veria Tranken (human female exp4), Alysan Bendo (human female exp5), Athan Terling (human male, exp4), Myrkin Vanderholt (human male exp3), Dorene Thalassa (human female exp3), Marek Jeger (human male exp6), and Corvin Jogan (human male exp1), Moren Baak (human female exp3), Marius Trunt (human male exp4), Filmore Halgern (human male exp5), Jeorn Shridde (human male exp5), Gundis Zaegon (human female rog2), Maertis Coular (human female exp4), Hargon Falsh (human male exp7), Bethina Maire (human female exp4), Ardny Cselha (human female exp6), Mord Relten (human male exp5), Fulgon Yarth (human male exp5), Samsan Halkat (human male exp3), Meidre Helsims (human female exp4), Hesind Guroloth (ftr2), Miel Larigan (human male exp3), Nurgh Jelellen (human male exp5), Marisa Vengellen (human female exp4), Kelteros Margines (human male exp3), Yoralla Diegon (human female exp2), and Leander Ralsaph (human male exp2).

The Company only employs humans as actors, since elves and half-elves would need additional make-up (magical or mundane) to disguise them as humans during the performance, and the Company's spellcasters are stretched out already as it is.

There is a total of 18 staff people, concerned with makeup, grooming, tending the horses, construction of props, and performing incidental music. As opposed to the ranks of actors, race is not a consideration here, and so the Company can pick from the best. Staff members include: Kegla Wellnoug (female gnome exp6, head groom), Salinde Mesettan (female half-elf, exp 5, make-up artist), Vors Molder (human male, exp4, make-up artist), Sangello the Great (human male, brd3, musician), Heike Malash (human female, exp6, musician), Cearl Hagbeck (human male, exp7, horse trainer), Helendy Shashy (elven female, rgr4, horse trainer), Sturn Warefare (dwarf male, exp7, prop master), Kalman Jerred (human male exp6, woodworker), Sturck (half-orc male, exp6, leatherworker), Ager Klima (human male exp3, tailor), Sirana Baccor (human female, exp7, seamstress), Berthil Harthfire (male halfling, exp8, cook), Hartmut Zeller (human male exp4, physician), Melandra

Hasindel (female half-elven exp6, vet), Curoana Stagefest (female gnome exp7, stage engineer), Sayrah Wippman (human female exp 5, accountant), Raynor Nahar (human male, exp6, scribe). Among these people, Sayrah Wippman knows quite a lot about the Company's hidden agenda (due to her position), while Ager Klima (due to his being incredibly nosey) suspects.

For those members of the Company not listed with individual statistics above (i.e., everyone except the three leading actors and the two spell-casters), just assume these are experts (or, sometimes, characters) of levels 2 through 7 as mentioned above, maxed out with Craft, Profession, or Perform skills as appropriate for their position. Also, all (except the halfling) are able to ride.