



ANTHRO ADVENTURES

Agents of A.A.R.F
Adventure Path
Volume 1: Levels 1-3

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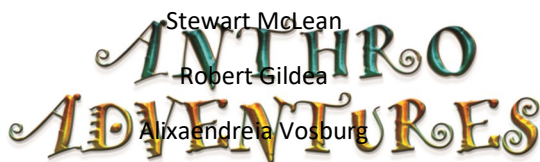
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ANTHRO
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INTRODUCTION:

Hello and welcome to “Agents of A.A.R.F, Volume 1”. In this adventure path, your PCs will be attempting to become full agents of the legendary Canine organization known as the Arcane Artifact Recovery Force (A.A.R.F.) Throughout the storyline the PCs will be sent through the Seven Realms of Layna, where they will have a chance to explore this majestic continent and engage with the dozens of unique animal/human “hybrid” races that make up its citizens. While traditional fantasy races and monsters do appear in the Seven Realms, they are often travelers/visitors and are not the focus of the socio-political landscape.

This module have been created for use with the races and cultures first presented in the Anthro-Adventures World Guide, which can be purchased via Drivethrurpg.com or Paizo.com.

The crux of our design strategy is using popular Children’s Literature to build an anthropomorphic dominated world. This will allow younger and newer players who may not be familiar with the typical fantasy societies to quickly be able to jump in and confidently role-play new takes on archetypes that they have grown up with. As such, the modules will also give advice, tactical tips and rules reminders with the assumption that some of the players at the table may be inexperienced with role-playing games.

The campaign is meant to be used with 4-5 players. If you have a different number adjustments may need to be made to encounters to keep them relevant.

If you have any questions, or find any mistakes in this adventure path, please feel free to email us at HappyGnomePublishing@yahoo.com. We will periodically update this document with clarifications and errata.

TIPS FOR THE GM

The largest problem that we as a design team has is creating a module flexible enough that it can adapt to the infinite possibilities that can occur from your PCs choices. While the plot of this adventure is primarily linear, as most stories will be, your game will most likely go off on tangents. That’s part of the fun. The storyline here is a guide, not a rulebook. We’ve included additional information, far more than you’d need if you just followed the story, so that a GM can make changes on the fly. Let your PCs explore the world, let their decisions shape the game, and always remember that the game is about them.

Each encounter is built with an amount of experience and reward factored in so that at the end of each module every PC will be ready for the next level. That said, if they are able to bypass an encounter without fighting, or find a way around aspects of the plot through good role-playing make sure to award the amount of XP and treasure that they would have received if they followed the plot in a linear fashion.

Some additional information to make use of this Adventure Path easier:

- ◆ We have color coded the writing to make it easier to understand: black font is for the GM, **purple gets read to the PCs**, and **green is dialogue spoken by a character in-game**.
- ◆ Each section has a different background color to make searching easier (encounters are green, traps/doors are blue, ect...)
- ◆ Hit Points are calculated as follows:

Creatures with PC/NPC class levels: Receive full Hit Points at first class level, and average (rounded up) for subsequent levels. Each will also receive additional hit points for favored class. Constitution and/or other bonuses are added as normal.

Creatures with only Racial Hit Dice: Receive average (rounded up) for each Hit Dice. Constitution and/or other bonuses added as normal.

This will lead to situations where monsters in our adventures have slightly more HP than similar creatures in other settings.

- ◆ Any rule not expressly defined within the Adventure Path or in the Anthro-Adventures World Guide is available under the open gaming license and can be found with a quick internet search.
- ◆ A superscript “+” sign after an ability indicates that we have already taken into account the numerical value of that ability in the creature’s stat block. Sometimes this can be because of the situation the creature shows up in during this adventure, and may need to be adjusted if that creature is used in a different setting.

Agents of A.A.R.F

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THE ADVENTURE HOOK

A messenger arrives in center of your hometown. He is a young Fox-kin with deep crimson fur and a faded scar on his left cheek. He is dressed in simple woolen traveler's garb, with mud-covered leather boots and a finely carved oak walking stick. On his back flows the famous crimson cloak of the Red Knights, a sign that he is an emissary of the Canine Kingdom.

The Fox-kin stands in the middle of town and patiently waits as hybrids gather to hear his announcement. Once the town square has filled he unravels a scroll, clears his throat, and begins to read out in Common.

"Hear ye, Citizens of the Seven Realms of Layna. The esteemed Queen of the Canine Kingdom, Emily Elizabeth the 41st, would like to formally invite any and all hybrids to travel to the city of Pawford. Here you will be able to partake in an open recruitment for the legendary organization know as A.A.R.F, the Arcane Artifact Recovery Force. Try-outs will commence on the first of the month with a small amount of very limited and highly sought after positions being granted to those hybrids who perform best. This opportunity is open to all citizens of the Seven Realms, regardless of their realm of citizenship, race, or belief system. Any questions you may have can be directed to her Majesty's messenger."

BRINGING THE PCs TOGETHER

When your players are creating PC's for this campaign they should be aware of the adventure hook above. All PCs should have a reason to want to join A.A.R.F., an organization that you can read about in the box below.

For the players, this information should be disseminated before they create their characters so that they may craft a backstory that includes motivation for wanting to join A.A.R.F.. This is an incredibly important aspect to character creation, as the entire campaign will revolve around missions and instructions from this organization. Some common motivations to want to be a member of A.A.R.F are:

- ◆ Greed: working for A.A.R.F is a great way to accumulate a huge amount of wealth
- ◆ Law/Order/Good: A.A.R.F protects the innocent from dangerous magical objects and the criminals who wish to wield them.
- ◆ Curiosity/Adventurous Spirit: A.A.R.F operatives are world renowned for their thrilling escapades and legendary stories.
- ◆ Knowledge: A.A.R.F. is at its center a covert ops unit, with access to some of the Seven Realms most secret information.

WHAT IS A.A.R.F.?

The Arcane Artifact Recovery Force (A.A.R.F.) is an ancient organization under the control of the House of Knowledge, one of the four divisions of the Canine Kingdom's governmental structure. The main purpose of A.A.R.F is to identify, locate, and procure magical objects and creatures that pose a danger to the Seven Realms of Layna. Some facts about A.A.R.F.:

- ◆ Has been in active service for over 800 years.
- ◆ Maintains the largest inventory of magical items and artifacts in the entirety of the Seven Realms. The majority of these pieces are kept inside "the vault", an impenetrable and well hidden fortress rumored to be located inside a mountain in the Cliffs of Morehair.
- ◆ Employs many of the Canine Kingdom's most powerful masters of arcane magic and lore.
- ◆ Protects the most prestigious private library in Layna. This collection is housed in the city of Sea Cliff, and requests to view the collection can only be approved by the leader of A.A.R.F, known as the Grand Protector.
- ◆ Positions have never before been open to citizens of other realms. Normally only a citizen of the Canine Kingdom can apply to A.A.R.F, and only after a two year apprenticeship with the Red Knights.
- ◆ Pays its members in commission, so working for them can be extremely lucrative.
- ◆ Their adventures are legendary, and every bard in the Seven Realms has a story about the dangerous heroics of A.A.R.F. operatives.

ARRIVAL IN PAWSFORD:

As the PCs enter the Canine Kingdom's city of Pawsford describe it in the following manner:

As you approach the enormous front gates of Pawsford you can't help but marvel at the beauty of the Canine city. In front of you thick, impenetrable walls extend out beyond the horizon, while gleaming, white-washed towers climb the sky until they control the clouds. It is a busy day in Pawsford, as most days are. Thousands of merchants and visitors pour through the open entranceway to the city looking to trade among the welcoming Dog-kin craftsmen.

As you pass through the gates a Dog-kin smiles at you. He's short with a round, scrunched face and thick, floppy ears. Behind him flies the well-known cloak of the Red Knights—the organization that oversees nearly all of the Canine Kingdom's official business.

"Where ya heading to, today?" he asks politely. You inform him that you are here to answer the open call for A.A.R.F. He nods a silent approval, making no attempt to hide that he is impressed. "Head south to the far corner of the city. Look for the flags on the wall— red background with three golden rings—that's how you'll know you're in the right place."

You thank the guard and move into the city. The roads are cobblestone, worn but well-maintained, and wide enough for horse drawn carts to pass each other. On the sides of the road are small houses and shops, most built with a timber frame and thatch roof. Above the buildings stone archways connect a series of small, towers that dot through the city. Every few hundred feet, you pass another gate, rampart, or guard tower. Each one is protected by a red-cloaked canine. You begin to understand how the Canine Kingdom has never had a city fall to foreign attackers—the entire infrastructure is a maze designed for maximum defensive capability.

Finally, after walking for almost an hour, you see the flags the gate guard had told you about: a dozen of them flying above a walled-off and gated section of the city. You approach the gate and immediately see at least a dozen Wolf-kin guards—by far the largest of the canine races. They are positioned around a metal hatch on the on the ground, spears at the ready for anyone who tries to enter without authorization.

A small Fox-kin, wielding a scroll and quill, approaches. As you attempt to introduce yourself, he brushes you off. "We know who you are. We've had eyes on you since the front gate. You don't think an intelligence organization would just let you enter here, unless we knew why? Now come along, I've someone for you to meet."

The small Fox-kin motions to the Wolf-kin squad who then part in unison, allowing you a clear path to the door. One of the Wolf-kin reaches forward, and opens it with a grunt. You imagine it must be very heavy to make such a strong creature strain.

The Fox-kin motions you inside. As you enter you see there is a path that leads underground, the floor of which is lined with rough dark stones that offer solid footing as you descend. The walls have lit sconces every few feet illuminating in front of you until finally you reach the main floor. Here dozens of creatures, primarily Fox-kin, scurry along talking to each other at a rapid pace. Books are strewn throughout, lying open on the many tables and podiums. White marble pillars and gleaming white walls give the area structure, while several side paths indicate that there is much more left unseen.

The Fox-kin picks a path and leads you down it, until you reach a plain wooden door. He opens it and invites you to sit at a large table in the center of the room. Several other hybrids are already seated, and a white-furred Fox-kin dressed in bright-colored silk clothes. stands waiting. He waits for you to sit before speaking.

"Good morning, recruits. My name is Sir Miles Whitemuzzle, senior research officer for A.A.R.F.. I will be your contact within our organization for the foreseeable future. You have all been assigned together as a team for our exercises, the results of which will determine your worthiness of becoming full time A.A.R.F. operatives. In order to gauge this possibility we have assembled a list of low-priority tasks for you to complete that we've just been too busy to get to recently. You will than be graded on the success of your mission, the speed with which it was completed, and your teamwork and potential for future employment. Be successful and you might be on you way to becoming real A.A.R.F. agents."

At this point pass the PCs the "dossier" located on the next page and let them review the mission details. Sir Miles will wait quietly as they peruse it, in case of any questions. Tips for role-playing Sir Miles, including any additional information he can provide, can be found on the next page.

After any discussion over the details of the mission, Sir Miles wishes the PCs luck and excuses himself, leaving the PCs sitting around the table. This is a good time for them to introduce themselves to each other and discuss any preparation/tactics they want to have ready before leaving Pawsford.

MISSION DOSSIER

THE HOWLING MINE

Miners working at The Howling Mine, an old silver vein just east of the Soggy Tail River, have reported that they recently found several strange glowing rocks. They believe these rocks may have magical essence. After carefully collecting them and packing them for transport a small cave-in occurred.

Though no one was hurt, the mine shaft was cut off and the chest with the glowing rocks had gone missing. The miners involved believe that malevolent fae known as tommy-knockers inhabit the mine, and they are too afraid to return to work. Your objective is to ensure the mine is clear and safe so that the miners are willing to return to their job, and to find the glowing rocks and return them to Pawsford.

Your contact for this mission will be Artemis Deephowl, the Mine Marshall* for this colony. He is lower ranking member of the Deephowl clan, the family that has owned the Howling Mine for more than three centuries. You will be leaving immediately to meet with Marshall Deephowl. A carriage will be waiting outside the main gate of Pawsford to transport you to the mine.

* A Mine Marshall is a position under the Canine House of Law. They are similar to a town Sheriff but their jurisdiction is limited to mining colonies.

TIPS FOR ROLEPLAYING

SIR MILES WHITEMUZZLE

Personality: Sir Miles is extremely eccentric, and even comes off a bit crazy. He wears brightly colored clothes, talks to himself randomly in various languages, and often smiles and jokes at weirdly wrong times. He's clearly extremely intelligent, and speaks with an impressive vocabulary, though he does take his time to explain what he means if he notices people aren't following. Much of his career has been spent in libraries and laboratories, so he's clearly excited at the prospect of overseeing teams in the field.

Background: Sir Miles has been a member of the House of Knowledge for 20 years. For the majority of that time, Sir Miles has worked in their research division, running intensive magical experiments and identifying solutions for some of the Seven Realms most dangerous situations.

Alignment: CG

Class: Wizard 7, Lore Master 3

Information:

- ♦ The Howling Mine was opened hundreds of years ago as a highly productive silver mine, but was closed when the vein ran dry. New steam-powered mining equipment from Rodentia has led Murphy's Mining Mutts, the Kingdom's largest excavation company, to attempt to reopen the mine and dig new tunnels out.
- ♦ The land that the mine is on belongs to the Deephowl clan, a wealthy and powerful Dog-kin family.
- ♦ The Mine Marshal, a Dog-kin by the name of Artemis Deephowl, is the Red Knight's representative at the mine and will act as your contact. As the Mine Marshal it is his job to protect the colony, and ensure that Canine law is being followed.
- ♦ Miners, as a group, tend to be very superstitious. They believe that the cave in and theft of the rocks

was the act of tommy-knockers, small Fae that live underground and play pranks and tricks on miners until they give up their claim. Researchers at A.A.R.F disagree on whether or not tommy-knockers are real or myth, as no living examples have ever been captured.



LEAVING FOR THE HOWLING MINE

If the PCs are newer players this is a great time to encourage them to pick up the essentials of traveling (rations, tents, outdoor supplies, ect...). As Pawsford is a very large city, the PCs can get any basic item that they are looking for without an issue. If you notice that they are willing to leave without these basics, feel free to have a street merchant grab their attention near the front gate, and convince them to purchase the items they'll need.

When they are ready to leave, read the following:

As you pass through the gates you see the covered carriage that Sir Miles mentioned. It is led by two muscular brown horses, and an elderly Wolf-kin driver who introduces himself as Torvin of the Darkhide Pack.

It is obvious Torvin had been a warrior in his younger days. He is permanently missing patches of fur from scarring, and his right eye is glazed over and distant as if it had been some years since it functioned.

The carriage is high quality with comfortable feather seating, silk window dressings, and a container with freshly filled water-skins, dried meat snacks, and ripe fruit. A.A.R.F has spared no expense to impress their new recruits.

It take the better part of the day to travel to the Howling Mine. The first half of the trip is easy and comfortable as they travel the main road out of the city, but around the mid-point the carriage turns east toward the mine and the road becomes harsh and bumpy.

About a half hour after the sun has gone down, Torvin orders the horses to "heel" in a loud, worried voice. He calls out for you to exit the carriage immediately.

As you jump down, you can see smoke and fire erupting from the mining colony, which lies about 100 yards ahead. Several tents are ablaze as a half dozen two-headed, reptilian creatures saunter around the camp. Each of the sheep-sized monsters is spitting fire in all directions, lighting tents and wagons while causing general mayhem.

The majority of the miners are running around in chaos—some fleeing away from camp, others are trying to put out the fires.

A few of the miners have grabbed weapons and begun to organize a defense. They are led by a Dog-kin wearing the cloak the Red-knights and deftly holding off two of the creatures with a pair of hand axes.

Torvin jumps down from his drive's seat, ready to help the overwhelmed miners, but as he lands on the ground he grasps his left leg in pain—his intentions are respectable, but he's several years and many battles past where he can be of help. He looks at the you from one knee and growls "Help them!"

At this point the PCs should **Roll Initiative!** The battle can be reviewed below. Encounters with enemy monsters will always be in a green box.

ENCOUNTER

FLAME SKITTERERS

Enemies: 6 Flame Skitterers

CR: 2 (Enemies +4, Well Rested -1, Ally -1)

Terrain: A small mining camp (around 80' x 80') dotted with a dozen large tents, and surrounded by tied up horses and covered supply carts. Most of the camp is up in flames, caused by a groups of six-legged, two-headed lizards spouting fire from their mouths. The miners are running around trying to put the fire out and save the animals by grabbing buckets of water from two large wooden buckets on the edge of camp. A map for this scene (A1) can be found in the Appendix section.

Tactics: The Flame Skitterers will attack the closest enemy.

Allies: Marshall begins the fight engaged with two of the Flame Skitterers. PCs can choose to help him fight off the threat, or concentrate on eliminating the other four enemies and helping put out the fire. A **Perception** check of DC 15 will inform the PCs that he appears uninjured as if the fire attacks did not effect him. *Detect Magic* would reveal an abjuration aura from the *Resist Energy* spell on him (**Knowledge: Arcana**, DC 21, will reveal the exact spell)

Alternate goals: If the PC's can collect and deliver 25 buckets of water within 10 rounds of the initiative roll, they can salvage the camp and earn extra rewards.

GM Tips: The Flame Skitterers have two attacks a round and target touch AC, so if they gang up on a single character they can kill them in 1-2 rounds. Their weakness is that they only deal fire damage—no physical—so the damage can be easily avoided with the right spell. Try to encourage the PCs to make use of good tactics by having their characters with higher defenses (high touch AC, fire resistance, or high hit points) take the lead, and protect the more vulnerable party members.

Knowledge to identify monsters: Arcana, DC: 10

Main quest reward: None

Extra reward: If the PCs are able to save the camp before it burns away, the miners will give them a box of semi-precious stones worth 50g.

Flame Skitterer

CR: 1/2

NE Small Magical Beast

Init: +1

Senses: Low-light vision; Perception +4

DEFENSE

AC:12; **Touch:** 12; **Flat-footed:** 11

(+1 Dex, +1 size)

HP: 10 (1d10+5)

Fort: +4, **Ref:** +3, **Will:** +2

Immune: Fire

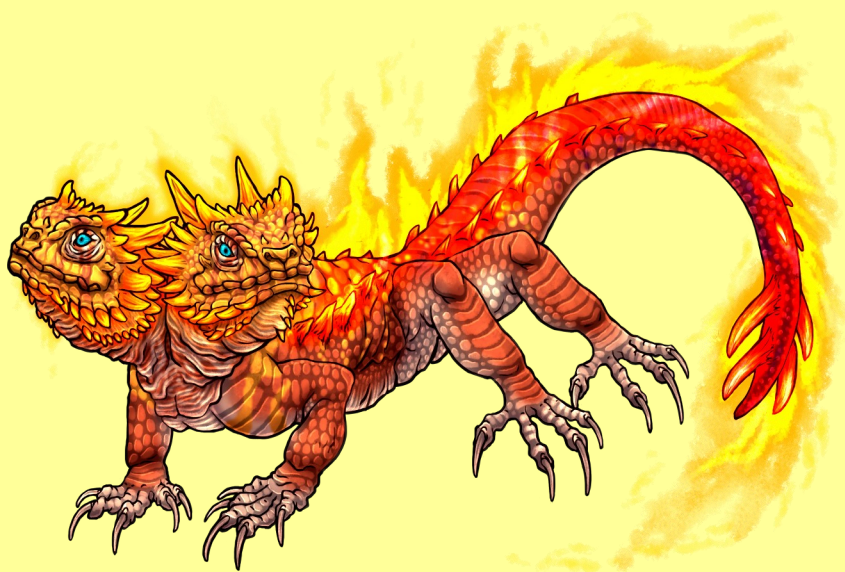
Vulnerable: Cold

OFFENSE

Speed: 40ft.

Special attack: Spit Fire: +1, +1 (1d6/x2)

Space: 5 ft.; **Reach:** 5 ft.



These flaming, two-headed lizards bring destruction wherever they roam.

STATISTICS

Str: 8, **Dex:** 12, **Con:** 14, **Int:** 3, **Wis:** 10, **Cha:** 7

Base Atk: +1; **CMB:** -1; **CMD:** 10

Feats: Toughness

Skills: Perception +4

Languages: none

ECOLOGY

Environment: Mountains of the northern Canine Kingdom

Organization: solitary, pair, or pack (6-12)

Treasure: none

Spit Fire (SU): Each of the two heads of a flame skitterer may use this attack once a round as part of a single standard action. Spit Fire is a ranged touch attack that deals 1d6 fire damage. Spit Fire has a range of 20ft. and may be used in melee without provoking an attack of opportunity. Flame Skitterers must always use spit fire simultaneously. If one head is prevented from using the ability, then the other head also cannot use it.

Two Headed: Though a flame skitterer has one body, each head has its own mind. This can lead to confusion in combat and results in the flame skitterer taking a -2 to all attacks. In addition, flame skitterers receive a +2 to Will saves against mind-affecting spells and spell-like abilities, as their two minds can make it more difficult to exert influence over them.

Flame Skitterers inhabit the mountains of the northern Canine Kingdom, where they are a destructive nuisance, particularly to the farmers who live in the valleys below. Believed to be descended from an ancient union between demons and dinosaurs, they swarm down in packs as they search for food, leaving behind nothing but death and ash in their wake.

SALVAGING THE COLONY

As the last of the flame skitterers is defeated, the miners get to work putting out the remaining fires and salvaging the materials that have not been completely incinerated. Because of your quick actions the food stores and mining machinery are both left fairly intact, which will save the colony from having any massive delays in production. Many members of the colony personally thank you, and fresh cold water is provided. At this point Artemis Deephowl saunters up to you. His clothing is singed and he has a noticeable limp, but otherwise he seems to have gotten past his part of the battle without any life threatening wounds. He sits down next to you group, takes a long drink from a flask, and speaks in a raspy voice that sounds older than he appears:

"I can't thank you enough for your help. You got here just in time. I'm Marshall Artemis Deephowl, if you hadn't guessed that already. I don't know what those crop-tails* back at A.A.R.F. told you but we got some big problems here that you all need to fix. The crew here, they think it's knockers that stole those glowing rocks and caused the cave-in, and they might be right. But that's only half the problem. The bigger issue we got is that we can't even get back in to search because the Howling Mine is haunted...by a bird."

Information on how to Role-play Artemis Deephowl appears in the pink box below. If needed, a full stat block for this character is located in Appendix: NPCs.

*"Crop-tail" is a derogatory term among the Canines. It basically means "pretentious coward".

TIPS FOR ROLE-PLAYING: **MINE MARSHAL ARTEMIS DEEPHOWL**

Personality: Gruff and weathered more than his young age would generally indicate, he is nevertheless openly glad to see the PCs.

Background: Deephowl grew up the son of a miner, so he spent much of his childhood underground, or hanging around camps listening to the stories of grizzled old Canines. After completing his apprenticeship with the Red Knights, the House of Law offered him a position as Mine Marshall based upon his combat skill and background in the mining community.

Alignment: LG

Class: Ranger 2

Additional Information Known:

- ♦ They had recently begun re-opening the old mine, and have dug out several new tunnels using steam powered drilling equipment purchased from the Rodentians.
- ♦ The new tunnels were proving to be quite valuable.
- ♦ The glowing rocks were found in an area never before excavated. Another team was scheduled to work in that same section the next day, so Deephowl decided to scout a little. While delving a bit deeper into the mine, he found a small spectral canary flying around. He tried to stay hidden, but it saw him and attacked. He escaped, barely, but decided not to tell anyone just yet. An hour later the cave-in occurred and the previously collected glowing rocks were stolen. He decided to keep the information about the ghost to himself, as fear of what was in the mine was already spreading through the colony.
- ♦ He requested a special item from A.A.R.F. to be sent along with the carriage— a potion of speak with animals. He believes the only way to get past the ghost and clear the mine is to speak to it and find out what keeps it from being able to rest.



ENTERING THE MINE

As morning breaks and the miners get back to work on the massive clean up, Deephowl approaches you, hands them a vial filled with a lime green liquid, and speaks:

“This is the potion I told you about earlier. I don’t know if it will work, considering the bird’s a ghost, but trying to talk to it is the only way you’ll get it to leave*. I’d accompany you into the mine, but I need to head back to Pawsford today to requisition a few deputies and replace the tents we lost. I’ll be back tomorrow, but I know you can’t wait that long. Good luck, and may the Big Red God smile upon you.”

At this point you may give the PCs a **Knowledge (Religion)** check (DC 12) to understand what Deephowl is alluding to. Passing this check informs them that ghosts have the ability *Rejuvenation* which means that even if destroyed he will return to form after a few days if his reason for haunting a place is not resolved. PCs may also interact with Deephowl and have him explain this concept.

As Deephowl heads over and enters Torvin’s carriage, two younger miners, one a tall, furry Dog-kin and the other a short, red-furred Fox-kin, approach you and inform you that the steam drill is warmed up and ready to go. They lead you through the entrance of the Howling Mine.

As you enter the rock-carved opening, you are greeted by a dank, musty odor and a thick cloud of dust that makes you want to hold your breath. Sconces on the wall provide enough light to travel, as you walk single file down the narrow pathway. Eventually the pathway widens into a more spacious room and you see the path blocked by a pile of rocks deposited by the cave-in.

In front of the blockage, a large metal machine vibrates wildly, it’s sound reverberating off the walls and causing your teeth to chatter uncontrollably.

The Dog-kin Miner, geared in a protective coat, helmet, and visor, climbs into the chair of the machine and nods to you to stand back. Clicking a button, the front panel of the behemoth pops open, revealing a corkscrew shaped, silver plated spike. It begins to spin, slowly at first, but picking up speed until you can only see a blur of polished steel. The driver pulls back a tall, metal lever, and the machine began slowly inching forward. Finally it reaches the blocked area, its spinning metal head pulverizing the rock debris into a cloud of powder and pebbles. Five minutes later the work is complete, and the path is once again clear. Without hesitation, the two miners turned off the machine and scamper out, never even bothering to wish you luck. Their nervousness is apparent.

Beyond the now removed obstruction is pure darkness, but as you peer into the black void a flash of translucent yellow appears. You blink to adjust to the sight, as a small, ghostly bird lands in front of you.

ENCOUNTER THE GHOST CANARY

Enemies: 1 Ghost Canary (A.K.A. Jasper Whitemuzzle*)

CR: 3 (Boss)

Terrain: 40x40x20 stone lined room, with a staggered rock face that can be used for climbing, or for a bid to perch upon. At the end of the room is a 5 foot tall wooden door. It is closed and there doesn’t appear to be a keyhole or door handle. Several large rocks dot the room. A few sconces are on the walls, providing light. See map (A2) in the Appendix section for further detail.

Tactics: Jasper will not attack the PCs unless they attack him. Instead, encourage the PCs to interact with him, by having him act in a peculiar way to indicate a desire to converse (flying in a circle, singing a happy song if they say something he likes, squawking if they don’t.) Remember, though he can’t speak while a canary, Jasper still has mind of a Fox-kin.

If a battle does occur, Jasper will fly back and forth across the room heading directly through the PCs bodies using the ghost ability “corrupting touch” to inflict damage.

GM Tips: The PC’s have two common choices here.

First, they can ignore the fact that Jasper will reappear and can attempt to destroy him in order to pass. This is extremely dangerous at their level, as Deephowl has made clear. The second choice is to let one of the party members drink the potion of *Speak With Animals* so that they can communicate with him. This should ideally be a PC with a decent Charisma score or ranks in diplomacy, henceforth known as a “face” for the party. While all PCs should certainly be encouraged to participate in roll-playing interaction, deferring to the most skilled social characters in certain situations can be helpful for the party as a whole.

Identify Monster: Knowledge (Religion), DC 12.

Ongoing Spell Effects/Auras:

◆ On Jasper (Baleful Polymorph, DC 25)

Reward:

◆ Complete Jasper’s quest: Jasper’s Locket

Interrogation/Discussion:

If the PCs choose the path where they speak with Jasper, then see Role Playing Jasper Whitemuzzle on the next page.

Jasper Whitemuzzle, “The Ghost Canary”

CR: 3

NG Diminutive Undead

Race: Fox-kin (formerly)

Class: Sorcerer 1

Init: +4

Senses: Low-light vision; Perception +9

DEFENSE:

AC: 23; **Touch:** 23; **Flat-footed:** 19

(+4 Dexterity, +3 Size, +6 Deflection.)

HP: 13 (1d6+7)

Fort: +6, **Ref:** +4, **Will:** +5

OFFENSE:

Speed: 40 ft. fly (perfect)

Special Attack: Corrupting Touch 3d6, Fort half (DC 17)

Space: 1 **Reach:** 0

STATISTICS:

Str: — **Dex:** 18 **Con:** — **Int:** 10 **Wis:** 12 **Cha:** 23

Base Atk: +0 **CMB:** 0 **CMD:** 10

Feats: Eschew Materials, Iron Will*

Skills: Intimidate +10, Stealth +24, Perception +9, Use Magic Device +10

Languages (Can't speak): Common, Yip Yap, Howl-speech



This yellow, spectral bird is hiding a big secret.

Once a young Fox-kin with an aptitude for magic, Jasper Whitemuzzle chose the wrong master for his apprenticeship—an evil sorcerer named Lincoln Shortfur. Shortfur abused Jasper, using him as a subject on which to test new spells. Eventually, Jasper succumbed to one of Shortfur's mistakes and was polymorphed into a canary. After weeks of being used a play toy for Shortfur's familiar, a cat named Mr. Scrufflepuss, Jasper's torture came to end when Shortfur was arrested for his misuse of magic. Unfortunately, unable to communicate to authorities who he was, Jasper was taken and given to a local mining colony to be used as a mine canary. He died two weeks later, but continues to inhabit the mine as a ghost in need.

TIPS FOR ROLE PLAYING **JASPER WHITEMUZZLE**

Personality: Though Jasper is young, he's been through more in his years than most hybrids will go through in an entire lifetime. He's excited that the PCs have communicated with him, as he's desperate to end his curse and move on to his place by the side of the Big Red God. Having been hurt before, though, he is a bit leery that the PCs will betray him.

In addition, the time spent as a canary has begun to warp his mind a bit, making him a bit quirky and difficult to understand.

Background: Once a promising magical apprentice, Jasper was changed into a canary by his wicked master, who would then use him to entertain his cat familiar. After his former master's imprisonment, Jasper, who could not communicate who he really was, was used as a mine canary. He passed away a few days after the Howling Mine was reopened from exposure to toxic gas, though his death did save the lives of several miners.

Scripted Speech (can only be heard if the PCs cast *Speak with Animals*):

Greetings Wanderers, My name is Jasper*. I may appear as little more than the spirit of a lowly bird to you now, but once I was a promising student of magic. However, my cruel and evil master used me to test spells on, eventually trapping me in the form you see here and allowing his dastardly pet cat to use me for exercise. My former master has since been arrested for his crimes, but his cruel behavior toward me led to my eventual death here in this mine, trapping me in this spectral state. I wish to move on, but to do so I need to regain the item I hold dearest—a small silver locket, a gift from a loved one that I cherished dearly. The locket remains in my master's tower, just a few miles east of here. Return it to me, and I shall grant you the knowledge you need to travel through the Howling Mine.

SHORTFUR'S TOWER

If the PCs decide to help Jasper and attempt to return his locket, then they will need to head off to Shortfur's tower, which is about a two hour walk east.

You travel east along a dirt road overlooking the bank of the slow-moving Soggy Tail River. Here you see a few small, family farms, but the majority of the land is undeveloped and the road is little more than a dusty path barely wide enough for a cart to use. It takes you nearly two hours of travel, but eventually see a rotting wooden post with a hanging sign indicating that you've reached "**Shortfur Estates**". Past the dilapidated front gate is a small, round tower.

The tower is crafted from dark-colored sandstone, has a thick tall oak door, and several glass windows. It appears poorly maintained, several stones are crumbling, two of the windows are broken, and the fields surrounding it have grasses taller than you are. It appears that no one has lived here for a long time.

As you approach the door, they see a sign on it that reads: "**Building protected by magical security. Keep out!**"

The PCs have several options available. They can go through the front door, in which case see the stats in the blue box below. This will almost undoubtedly set off the trap (see below), but shouldn't prove deadly.

The second option is to look through one of the windows, which are one foot squares (too small for most creatures to fit through) cut into the tower walls, and sitting about ten feet off the ground. Each one is filled with dirty stained glass, reducing any **Perception** checks through them by 5.

A successful glance inside one of the windows shows a small room, with books and parchment strewn everywhere. It is dim inside the building, but the afternoon sun provides just enough light for the PCs to glimpse a black cat, fast asleep on top of a wooden table. Around his neck is a collar with a small silver locket attached to it.

Noise may wake Mr. Scrufflepuss up, so the PCs might want to see how quietly they can enter the tower. Keep in mind any **Perception** checks made by Mr.

Scrufflepuss are made at +10 to the DC as he is asleep. This check would be opposed by the PCs **Stealth** check, if they choose to try to sneak in.

TRAP

SHORTFUR'S DOOR

The door to Shortfur's tower is both locked and trapped, a deterrent he left before his arrest in case anyone tried to steal his books. If not disarmed the trap is triggered when the door opens more than 6 inches wide. At the bottom of the door is a cat door, which is not trapped, but is only big enough for a tiny creature to get past.

CR: 2

Unlock: DC 23 (Average lock is 25, -2 penalty for being corroded from the elements). Can be unlocked from the inside without a roll.

Perception: DC 26

Disable Trap: DC 26

Type: magic

Trigger: door opens past 6 inches

Effect: Magic Missile, 1d4+1 damage. Effect occurs against all creatures within 30 feet of the outside of the door.

Reset: None

Reward: None

ENCOUNTER

MR. SCRUFFLEPUSS

Enemies: Mr. Scrufflepuss, Cat Familiar

CR: 2 (Boss)

Terrain: First floor of an abandoned wizard's tower. It is in a round room, 30x30x10. There is a table in the middle of the room, shelves line the walls, and books are strewn everywhere. See Map (A3) in the Appendix section.

Tactics: Mr. Scrufflepuss will try to avoid the PCs at all cost, running away from combat and jumping onto shelves just outside their reach. He will only attack if cornered, and will try to make it to the cat door or broken window to escape outside.

Allies: none

Goal: Recover the locket for Jasper.

GM Tips: The PCs don't need to actually attack Mr. Scrufflepuss, just figure out a way to remove the locket from around his collar. They can try using **Stealth** to steal it while he sleeps, they can try *Charm Animal* to make him friendly—the possibilities here are endless.

Knowledge to identify: **Knowledge (Arcana)** DC 12

Reward: Jasper's locket; Rare books worth 500g (to be able to know which 3 out of the hundreds lying around are valuable, a PC needs to make an Appraise check at DC 20 and be able to read the titles which are written in Yip Yap. If this is not possible, PCs might try to find a way to take all the books with them or send out a professional at a later time to determine if they have

Mr. Scrufflepuss Cat Familiar

CR: 2

N Tiny Magical Beast

Init: +2

Senses: Low-light Vision, Scent, Perception +5

DEFENSE:

AC: 19; **Touch:** 14; **Flat-footed:** 17

(Dex +2, Size +2, Natural Armor +5)

HP: 20 (half level 9 master)

Fort: 2 , **Ref:** 5 , **Will:** 7

OFFENSE:

Speed: 30 ft.

Melee: 2 claws +8 (1d2–4), bite +8 (1d3–4)

Space: 2-1/2 ft. **Reach:** 0 ft.

STATISTICS:

Str: 3 **Dex:** 15 **Con:** 8 **Int:** 10 **Wis:** 12 **Cha:** 7

Base Atk: +4 **CMB:** 0 ; **CMD:** 10 (14 vs. trip)

Feats: Weapon Finesse

Skills: Climb +6, Perception +5, Stealth +14

Racial Modifiers: +4 Climb, +4 Stealth

Languages: None

ECOLOGY:

Environment: Shortfur's tower

Organization solitary

Treasure: Jasper's locket



This little kitty is tougher than he looks.

An angry, hate-filled creature, Mr. Scrufflepuss spends the majority of his days killing small animals and sleeping. With his bonded sorcerer in jail for the foreseeable future, life is simple and boring for Mr. Scrufflepuss, a fact with which he is quite content.

Jasper's locket: This silver, heart-shaped locket appears to have little monetary value. It is also locked via unknown magical means.

BACK TO THE HOWLING MINE

With the silver locket secured, you make the trek back to the Howling Mine where Jasper sits perched above the locked door. When he sees his locket he begins flying in a circle and tweeting a choppy, but very clearly happy, song. After a moment, he swoops down and grabs the locket in his beak before landing at your feet.

Both he and the locket begin to glow as he transfers his remaining magical energy into it. With a final, joyous song Jasper fades out of existence, his spirit finally ready to join the Big Red God.

On the ground, the locket remains. It radiates with a slight white glow. As you pick it up, you feel that it is sealed with magic beyond your understanding.

The locket now has the power to cast *Knock* three times, opening up the doors inside the Howling Mine. While this is not the only way these doors (See description on page 14) can be opened it certainly would be the quickest, quietest, and easiest method.

For the PCs to know that the locket can cast *Knock* and has three charges, they must cast *Detect Magic* and then make a DC 16 **Spellcraft** check.

THE FIRST PASSAGEWAY

As the stone slab door slowly slides open you see a majestic cavern in front of you shimmering with specks of light from cracks in the ceiling. The beams of sun radiate off the stalactites and stalagmites, each one a running a gamut of color from deep regal purples to clean, sharp alabaster.

An **Appraise** or **Knowledge Dungeoneering** check of DC 13 will inform the PCs that this is an amethyst vein, and as such is a valuable resource for the Canine Kingdom. In addition, a **Perception** check against the **Stealth** check of the Lesser Amethyst Piercers hiding on the ceiling will inform them that they are walking into an ambush.

At the end of the hallway, a second closed and locked into place stone slab sits waiting.

THE DOORS OF THE HOWLING MINE

The doors inside this part of the Howling Mine have no keyhole or visible locking mechanism. They are simply large, stone slabs that appear to be completely locked in place. There are two common ways that the PCs can handle this situation.

First, if they place the locket on the door, a loud *Knock* will sound as Jasper's magical energy opens the door. If the PCs choose to save the locket (it has enough energy to cast *Knock* 3 times before going inert forever) they can attempt to break down the door. It has the following stats:

Stone Door	4 in. thick	8 hardness	60 hp
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ENCOUNTER

LESSER AMETHYST PIERCERS

Enemies: 4 Lesser Amethyst Piercers

CR: 3

Terrain: Long curving cavern path, at least 100 feet long, but only 10 feet wide. Amethyst colored stalactites and stalagmites dot the path. At the end of the corridor lies another stone slab door. See map (A4) in the Appendix section for further detail.

Tactics: The piercers attack by hiding until the PCs are under them, than dropping down in an ambush. After the initial attack, they will attempt to swarm the one with the biggest hat, as they are clearly the leader. The piercers decided on this tactic many years before, and will not deviate from it, even if it means taking attacks of opportunity or leaving easier targets. If no PC is wearing a hat, then they will attack the nearest target.

Allies: none

Alternate goals: Traverse the corridor and get past the next door. If achieved, piercers will reset themselves, but will not attack again, as they will not have had an opportunity to structure a new plan. This can also be achieved by the PCs using **Stealth** to sneak past the piercers, but that can only happen if they see them first

GM Tips: As the piercers are extremely limited in their willingness to take on large prey without a carefully thought out plan, the PCs simply need to use tactics that the piercers aren't ready for to quickly turn the tide. Once the piercers engage and show that they intend to attack a single chosen target (with the biggest hat), the PCs can protect that target with buffs, positioning, and the aid another action.

Knowledge to identify: **Nature** (Monstrous Humanoid) DC 10 or **Knowledge: Dungeoneering** DC 15 (special: environment)

Reward: Each piercer defeated can be broken up to provide a handful of amethyst gems worth 50g. 200g total can be earned this way, as there are 4 of them. A DC 10 **Appraise** or **Knowledge (Nature)** check will inform the PCs of the value the piercer bodies hold.

Some good characters may have a moral issue with breaking apart the body of an intelligent creature to sell, and this very question has been debated by Canine miners for many years. In general, the most devout followers of the Big Red God— Clerics, Paladins, and Warpriests— will avoid looting the piercer bodies as they believe it conflicts with the 1st Tenet: *Thou shall treat all others with respect, honor, and mercy, even in conflict.*

Lesser Amethyst Piercer

CR: 1/2

N Medium Monstrous Humanoid

Init: +0

Senses: Darkvision 120 ft., Perception +2

DEFENSE:

AC: 12; **Touch:** 10; **Flat-footed:** 12
(+2 Natural)

HP: 8 (1d10+3)

Fort: +5 , **Ref:** +2 , **Will:** -2

OFFENSE:

Speed: 15 ft.

Melee: Amethyst Attack +2, 1d4+1 (19-20/2)

Special Attack: Amethyst Ambush +2, 2d4+1 (19-20/2)

Space: 5 ft. **Reach:** 5 ft.

STATISTICS:

Str: 12 **Dex:** 10 **Con:** 16 **Int:** 6 **Wis:** 6 **Cha:** 6

Base Atk: +1 **CMB:** +2 ; **CMD:** 12

Feats: Improved Natural Armor

Skills: Perception +2, Stealth +12

Racial Bonus: +8 Stealth (underground)

Languages: None

ECOLOGY:

Environment: Underground in Amethyst veins.

Organization: Solitary. Pair, Formation (3-10)

Treasure: Each Amethyst Piercer body can be mined for 50g in precious gems.



Watch out for the pointy end!

Hidden among the stalactites of certain caves and mines, Amethyst Piercers will wait patiently for years until prey passes under them. Once they sense a living creature that could be food, they drop down upon them in a deadly attack.

Amethyst Piercers begin life as tiny vermin, where they nourish themselves on easily found rocks and minerals for hundreds of years, a digestive process that gives amethyst piercers the color they are named for.

Eventually they attach themselves to the ceiling of a cavern and go through an intense metamorphosis that differentiates them from other types of piercers. During this process, they grow immensely in size, intellect, and cunning as well as becoming carnivorous hunters (though they can survive for decades between meals). This change from mindless vermin to intelligent creature turns amethyst piercers into much more effective hunters. They will work with their kin to set up elaborate ambushes years before substantial prey even enters the area. Though amethyst piercers are excellent at creating plans when given unlimited time, their lack of precise language limits their ability to adapt quickly to new situations.

Though Amethyst piercers are not technically made of amethyst, their body composition is virtually identical, and can be broken up and sold as precious gems. Some adventurers have been known to make a very lucrative living off hunting these dangerous creatures.

Amethyst Attack: An Amethyst Piercer attacks in melee by lowering the point of its head and thrusting at the enemy. This is a gore attack that deals 1d4 damage.

Amethyst Ambush: Amethyst Attack may be used in a special way, gaining additional damage. This opportunity comes from when Amethyst Piercers are hanging above an enemy, hidden among other crystal formations that protects their true nature from being revealed. As enemies pass underneath they can unlatch from the ceiling hurling the sharpest point of their body at the enemy. This special attack grants the powerful charge ability, increasing the base damage of the attack from 1d4 to 2d4.

THE SECRET DOOR

After by passing the second stone slab door, either through use of the locket's *Knock* ability or by destroying it, the PCs arrive at a choice:

In front of you lies a small stone room. It is bare except for a few rocks and crates, and two lit sconces on the wall. To your left an open doorway leads down a long corridor.

If the PCs leave the first room and give the corridor wall an extended look (or if you happen to have a PC with a special ability for finding secret doors or unusual stonework) they can have a **Perception** check DC 20 to see that there is a secret door in front of them. If seen the PCs can make a **Knowledge: Engineering** check of DC 15 to ascertain that this is a mechanical system, and that there is likely a lever (or multiple) to open it.

If they do not see the secret door and choose to follow a path (both sides are identical) they will walk 60 feet before reaching a bend that leads to a gradual descent. Continuing another 100 feet lets them enter a second small room (20' x 20' x 10'), identical to the first, and also housing two lit sconces on the wall.

If the PCs examine the sconces they will see they can be moved like a lever. Moving both sconces in either room unlocks the fit mechanism for the secret door, but also summons two Bluecaps, small elemental guardians, to attack the PCs.

Once the first set of guardians is defeated, the PCs will need to head down the second path in the other direction and defeat that room's guardians as well. Once both sets are beaten, and all four sconces are pulled, the secret door will slide open.

The secret door can also be opened with the locket, using *Knock*, however it's possible that this is the third usage of the item and it could be rendered inert from here on.

ENCOUNTER BLUECAPS

Enemies: 2 Bluecaps

CR: 2

Terrain: **Two** small rooms, 20' x 20' x 10' and then end of a 80 ft. long connecting corridor. See Map (A5) in the Appendix Section for further detail.

Tactics: Bluecaps will not appear until one of two things occurs. One of the flame sconces is extinguished, or the PCs pull both sconces down (they are levers). Once they have arrived, they will move each round to a different source of flame (sconces, torches, ect.) and use their Finger of Flame ability. They have only a ten foot base movement, so extinguishing fire sources can greatly hinder their mobility.

Alternate goals: If one of the PCs speaks Ignan, then they have the opportunity to interact with the Bluecaps instead of fighting them. If this occurs, allow that PC a chance to use the **Diplomacy** skill to attempt to convince them to leave the mine and head home (and possibly trade the gems they hold). A strong roll (DC 15), along with appropriately strong role-playing, can lead to an amicable resolution here.

The key is that the Bluecaps must feel that they have been respected. One of the ways to do this is to offer them a tribute from outside the mine. Remember that to them precious gems and minerals are common, but something like cloth or leather would be a much rarer and more valuable item. Keep in mind, when role-playing bluecaps, is that they have very limited intelligence and may misunderstand an offer.

GM Tips: Assuming the PCs are not able to negotiate with the Bluecaps and have to use force to remove them from the mine, one of the tricks here is to deny the Bluecaps the ability to run away, by extinguishing any open flames. This will lock them into a single position, and limit their ability to use Finger of Flame.

Knowledge to identify: **Planes** (Outsider) DC 11

Reward: Each Bluecap has a cache of hidden gems worth 250g. These can be obtained via negotiation, or once they are vanquished can be found with a DC 12 **Perception** check (they are poorly buried)

Bluecap

CR: 1;
N Small Outsider (Elemental)
Init: +0
Senses: Darkvision 60 ft., Perception +4

DEFENSE:

AC: 16; **Touch:** 13; **Flat-footed:** 14
(+1 Dex, +1 Dodge, +1 Size, +3 Natural)
HP: 11 (2d10)
Fort: +3 , **Ref:** +4 , **Will:** +0
Immune: elemental traits, fire
Weaknesses: vulnerability to cold

OFFENSE:

Speed: 10 ft.
Melee: slam +4, 1d4
Spell-like abilities: (at will) Finger of Flame +4, 1d6+fire
Space: 5 ft. **Reach:** 5 ft.

STATISTICS:

Str: 10 **Dex:** 13 **Con:** 10
Int: 4 **Wis:** 11 **Cha:** 11
Base Atk: +2 **CMB:** +1 ; **CMD:** 13
Feats: Dodge, Improved Initiative, Weapon Finesse
Skills: Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (Planes) +1, Perception +4
Languages: Ignan

ECOLOGY:

Environment: Underground, generally hiding inside a source of fire
Organization solitary
Treasure: 250g worth of random gems

Flow with the Flame: As a move action, Bluecaps can momentarily dissipate and reappear inside any flame within 100 feet of them.

Finger of Flame: Bluecaps can cast Finger of Flame at will. This spell-like ability requires a melee touch attack. If successful, the Bluecap deals 1d6 damage and has a 50% chance to light the target's hair or clothes on fire.

Bluecaps are a race of outsiders, very closely related to fire elementals but with a greater penchant for magic. Bluecaps enjoy making their home on the material plane, particularly in mines, where they use their ability to move between sources of fire to collect valuable gems and minerals when the miners aren't looking.

Bluecaps are a noble race, with a strong belief in etiquette and respect. They have been known to share their collections of precious gems and metals with creatures who take the time to show them proper reverence as creatures of the flame (which they consider superior to those born on the material plane.) To do so, one should always address them by a prestigious title, such as *Lord of the Flame* or *King of the Burning Light*, the exact words don't matter nearly as much as the attempt to revere them. On the other hand, Bluecaps can become extremely angry to those who choose not to show them the proper respect, whether by choice or through their own ignorance of bluecap expectations.

In general, bluecaps consider items found outside of mines to be more valuable than the easy to obtain gems they already have.



THE FINAL DOOR

As you peer through the formerly secret door, which is now wide open, the path ahead is completely dark. For those that can see through darkness (or if someone uses a light source) you notice that there are several rocks and boulders dotted along the twenty foot wide path, as well as a few mine carts filled with ore. Unlike the previous rooms, which were clearly amethyst veins, this room is more difficult to decipher.

A DC 20 **Knowledge Dungeoneering** or **Profession: Miner** check will inform the PCs that this part of the mine houses an onyx vein, a material that is an important component in many spells, particularly in the necromancy school.

As soon as you enter the room, the eerie banging you heard earlier returns, sending a chill throughout your body. Though you are not entirely sure what exactly you are afraid of, fear has seeped into your body nonetheless.

The PCs have just been affected by the tommy-knocker's Eerie Knock, possibly rendering them "shaken" from the demoralize effect of the ability. Have them **Roll Initiative** at this point.

ENCOUNTER

TOMMY-KNOCKERS AND GLINTROW UNDERHILL

Enemies: 4 tommy-knockers, followed by 2 additional tommy-knockers and their boss, Glintrow Underhill

CR: 4 (Boss +2, minions +3, separated waves -1)

Terrain: A narrow but long room, 100x20x20. Dotted throughout are 2-3 foot tall rock formations. At the very end is the final stone slab door. Past the door is a throne room with a single large chair at the back and 4 stone benches in a semi-circle around the room. See Maps (A6 and A7) in the Appendix section for further detail.

Tactics: Tommy-knockers will start the fight invisible and under a Stealth check as they are hidden behind the giant rocks, as they will have used their *Vanish* spell-like ability. On round 1, they will use Eerie Knock to demoralize the PCs. From here they will attempt to separate the PCs by using their Pit Team ability and changing the terrain. On subsequent rounds they will move into melee and attack, even holding ready actions as PCs attempt to climb out of their pits. Don't forget the first attack they make will have a +2 to hit and ignore the PCs Dexterity bonus (if any) if they are still invisible (though vanish only lasts 2 rounds per casting, so it might require recasting), giving them a decent chance to hit. After the first attack, they will work to maintain a flanking position with an ally, in order to best improve their chances to hit the PCs. While tommyknockers are not great warriors they have sufficient knowledge, wisdom, and pre-planning to use strong tactics in combat.

Once the first tommy-knocker attacks, start the timer. After 5 rounds the final two tommy-knockers and their duergar boss Glintrow Underhill, will enter the battle. If the PCs are stalling/holding back resources make sure to let them know that they hear more enemies on the way. You don't want to overwhelm them by throwing in insurmountable group at them, but you also want the threat to be real.

Allies: none

GM Tips: It is unlikely the first group of tommy-knockers will prove too serious a threat to the PCs, but adding the second group before the first one is defeated can get tricky, especially with the boss. Encourage the PCs to gang up and eliminate the lesser enemies first, so they don't get too numerous.

Knowledge to identify: Local (DC 15). The reason we are using Local instead of Nature to identify the tommy-knockers (fey) is that they are more commonly known as miner's legends in the Canine Kingdom than as actual fey creatures. The duergar, being descended from the dwarves known in Canine legends as "The Mentors" would also be better known from tales and stories than from specific knowledge.

Reward:

- ◆ 750g worth of gems and ore
- ◆ 1 small chest of glowing rocks (quest item)
- ◆ 1 receipt for 1000 lbs of onyx stone, signed by Glintrow Underhill and a second named signatory, assumedly the buyer. Unfortunately, the ink is too smeared to read anything but the first few letters "Sir W."

Tommy-knockers

CR: 1/2;
N Small Fey
Init: +2
Senses: Darkvision 60 ft., Perception +6

DEFENSE:

AC: 13; **Touch:** 13; **Flat-footed:** 11
(Dex +2, Size +1)
HP: 9 (2d6+2)
DR: 2/Cold Iron
Fort: +1 , **Ref:** +5 , **Will:** +4

OFFENSE:

Speed: 20ft.
Melee: Heavy Pick +2 (1d4-1/x4)
Space: 5 ft. **Reach:** 5 ft.

STATISTICS:

Str: 8 **Dex:** 15 **Con:** 13 **Int:** 10 **Wis:** 12 **Cha:** 12
Base Atk: +1 **CMB:** -1 ; **CMD:** 11
Feats: Weapon Focus (Heavy Pick)
Spell Like Abilities (CL 2) At will: *Vanish*, *Knock*, *Hold Portal*
3/day: *Expeditious Excavation*
Skills: Acrobatics +7, Bluff +6, Perception +6, Knowledge (Dungeoneering) +9, Stealth +7, Sleight of Hand +7
Racial: +4 Knowledge: Dungeoneering (always in class)

ECOLOGY:

Languages: Undercommon
Gear: Heavy pick
Treasure: Gems (25g)



If you hear their knock, it's already too late to run.

Mischievous troublemakers at heart, Tommy-knockers are a race of fey miners that are known for their ability to steal the claims of others. They achieve this by creating dangerous and unsafe conditions in the mine (such as minor cave-ins), by stealing tools and equipment, and by using their innate magic to create an unpassable system of locked doors. While rarely harming anyone's well being, they are such an annoyance that most miners will give up and move on, allowing them to swoop in and reap the rewards of already excavated areas. When their stolen claim is challenged, they will fight to defend it, through both physical combat and elaborate trap systems. Their most common tactic is to create pits below the feet of their enemy and if they fall in surround the top of the pit as they try to climb out. From that position they will attack with their mining picks until the threat is gone.

Eerie Knock: Tommy-knockers are named for the sound they make when they communicate amongst themselves over long distances—a chilling series of knocks that echo through the mine. As a standard action tommy-knockers may use Eerie Knock to make an **Intimidate** check to demoralize their enemies. Unlike most checks to demoralize Eerie Knock does not require the tommy-knocker to be seen, in fact it only works if the tommy-knocker isn't visible to the target. The target must still be able to hear the sound created to be affected, but due to the echo effect of a mine the distance this ability can be used is increased to 100 feet. Eerie Knock is a fear effect.

Pit Team: Tommy-knockers train in team tactics, using their ability to cast *Expeditious Excavation* to trap and kill larger threats. Tommy-knockers can communicate using Eerie Knock, instructing their allies to hold their action until they are all ready to cast simultaneously. Those that choose to do this cast their spell at the end of the round. This allows several pits to be placed at one time. If they are placed next to each other they automatically combine (two casting tommy-knockers create a 10' x 5' pit, four casting creates a 10' x 10' pit, ect...). This may eliminate the ability of a creature who passes their Reflex save to move to an adjacent square, leaving the bottom of the pit as their only safe landing spot, though they are only prone if they fail the save.

Glintrow Underhill

CR: 2

NE Medium Humanoid (Dwarf)

Race: Duergar

Class: Warrior 4

Favored Class: Warrior (+4 HP)

Init: -1

Senses: Darkvision 120 ft., Perception +1

DEFENSE:

AC: 17; **Touch:** 9; **Flat-footed:** 17

(Armor +6, Dex -1, Shield +2)

HP: 38 (4d10+8+4+4)

Fort: +6 , **Ref:** +0 , **Will:** +2;

Save Modifiers: +2 against spells and spell-like abilities

Immune: paralysis, phantasms, poison

Weaknesses: light sensitivity

OFFENSE:

Speed: 20ft.

Melee: Warhammer +6 (1d8+1/x3)

Ranged: Light Crossbow +3 (1d8/19-20)

Space: 5 ft. **Reach:** 5 ft.

STATISTICS:

Str: 12 **Dex:** 9 **Con:** 15 **Int:** 10 **Wis:** 13 **Cha:** 4

Base Atk: +4 **CMB:** +5 ; **CMD:** 14

Feats: Weapon Focus (Warhammer), Toughness

Skills: Intimidate +4, Stealth +2

Skill Modifiers: +2 Perception (stonework), +4 Stealth

Spell Like Abilities (CL 4)

1/day: Enlarge Person (Self only), Invisibility (self only)

Racial abilities: slow and steady, stability

Languages: Common, Undercommon, Dwarven

ECOLOGY:

Environment: underground (The Howling Mine, Canine Kingdom)

Organization: unique character in charge of a clan of tommy-knockers

Gear: NPC gear (chainmail, heavy shield, Warhammer, light crossbow [20 bolts], 3d6 gp, other treasure

Treasure: chest of glowing rocks (quest item), receipt from Sir W.

Stability: Duergar receive a +4 racial bonus to their CMD against bull rush or trip attempts while on solid ground.

Slow and Steady: Duergar have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Glintrow Underhill is the last of his clan of Duergar, a clan that has lived hidden under the mountains of the Canine Kingdom for almost two thousand years. For the majority of the time the Underhill clan worked as slavers, using kidnapped Canine miners to work unused claims, and managing to stay completely out of the Kingdom's knowledge. By doing this the Underhills had amassed incredible wealth over the generations, wealth that was intended to one day be shipped back to their homeland (but no clan leader was ever willing to see it go). Unfortunately for the Underhills, a series of paranoid clan leaders consistently changing the hiding place for the treasure has led to it being lost somewhere under the Cliffs of Morehair.

As the generations went on, the Underhill clan struggled to maintain their numbers, particularly with no new duergar ever arriving to marry into their clan and with several deadly family disputes (often over where their family treasure was hidden). Eventually Underhill became the last of the clan. With no family left, Glintrow has taken over a tribe of tommyknockers, using their unique abilities to continue amassing wealth while searching for his clan's lost treasure.



He won't rest until the Underhill fortune is all his!

REPORTING TO A.A.R.F

As you arrive back at A.A.R.F. headquarters, you see that the overall tone is quite different than last you were there. Instead of ignoring you and rushing about their business, agents are nodding at you and making comments such as “good work” and “nice job”. An older Fox-kin even offers you a handshake as he passes.

After waiting a few minutes in the conference room, Sir Miles enters for the debriefing.

“I hear congratulations are in order for a successful mission. The curators are taking inventory of the materials you’ve bought in, but I highly doubt they are going to be classified as a danger, so you’ll be getting a nice commission off of this job. Now who would like to give me the details on how things went?”

You can let the PCs explain and interact with Sir Miles or go directly into a recap:

As you are explaining the details, you see that Sir Miles has a change of expression when you tell the story of the canary. He curtly interrupts and demands to see the locket. As you hand it to him, a look of shock overtakes him. He reaches inside his shirt and pulls out an identical locket and speaks the name “Linara”.

Both lockets pop open. Inside is a small picture of a Fox-kin family—a mother, father, and their young son. Though the painting is faded, tiny, and very outdated you can tell the father is Sir Miles.

He chokes back a tear before continuing.

“Jasper was...is....my son. We got these lockets from his mother shortly before she passed. He never took his off. When we arrested Shortfur, I never imagined something like this had happened to Jasper. Thank you, for bringing my son peace and allowing him to spend the rest of his eternal days at the side of the Big Red God.

He closes the locket and puts it back inside his shirt, while slipping the other into a pocket.

“And welcome to A.A.R.F”

HISTORY OF THE SEVEN REALMS

THE BEARDED ANCESTORS

One might be surprised to find a Duergar in the Canine Kingdom in today’s day and age, but a few thousand years prior both Mountain Dwarves and their underground dwelling cousins, Duergar, were prevalent in the Cliffs of Morehair. Primarily they worked in nomadic mining organizations, sailing far from their homes in search of the most exotic and rare precious gems. When the Canines arrived, they were able to strike up a mutually beneficial agreement with the Mountain Dwarves who taught them mining and self-defense techniques in exchange for help against their rival Duergar mining colonies.

With the assistance of the Mountain Dwarves, the Canines developed a wealthy and powerful realm, dedicated to law and justice for all races. Over time, as

the Mountain Dwarf colonies dwindled and died off, the specifics of their time with the Canines drifted to legend where they became known simply as the Bearded Ancestors.

Over the past thousand years a handful of Dwarven explorers and land speculators have visited Layna. In the Canine Kingdom these visitors are always treated with extreme reverence, as well as rabid curiosity.

Though commissioning a diplomatic envoy to venture out to the Dwarven homeland has been discussed, no Canine has ever been willing to venture that far from the sacred Redwood Forest for the trip to gain traction.

FINAL REWARD FOR THE HOWLING MINE

Experience: 2200 (550/each player). This is enough to move the PCs to level 2, assuming they completed all facets of the Howling Mine adventure.

Reward: Each player will receive 1 Stone of the Howling Mine as their commission from the mission. The Stone of the Howling Mine gives a +1 competence bonus to two different skills. The PCs may choose which two skills the stone increases, and may choose its physical appearance. A Stone of the Howling Mine is valued at 400G. A Stone of the Howling Mine functions as an Ioun Stone.

If the PCs missed any rewards in this chapter, the GM may consider supplementing their income with a bonus from A.A.R.F in order to keep them in line with the Wealth by Level chart.

Finally, the greatest reward is that the PCs have been welcomed into A.A.R.F and are now able to move on to Chapter 2: The Furmin Infestation.

Agents of A.A.R.F

Chapter 1: The Furmin Infestation

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REPORTING TO A.A.R.F

Following the PCs heroic actions inside the Howling Mine, they are given a few days off to enjoy the city of Pawsford before they are summoned into the A.A.R.F office again. Additional information on Pawsford can be found in the appendix, particularly if the PCs wish to make purchases or develop friendships with citizens of the city. As Pawsford will be their main base throughout the majority of the campaign be sure to keep track of their interactions with NPC, as that could affect them later on in the storyline.

As you enter the A.A.R.F conference room, you see that Sir Miles is already waiting there, sitting with his arms folded and his brow furrowed. In front of him is a sealed wooden crate marked “fragile”.

He motions to you to sit down, the worried look on his face a stark contrast to the confident Fox-kin you’d met just a few days before. As you sit, he stands, looking down over each of you before speaking.

“I wanted to ease you into this job. Give you a few simple tasks to get your feet wet, but I no longer have that option. This new situation requires that we throw you right into the fire. Here, read yourself.”

Sir Miles hands the PCs their Mission Dossier, letting them read over the mission details (either hand the PCs a printed version, or read them the dossier information).

After allowing time for them to digest the information, he opens the top of the crate in front of him, revealing dozens of small glass vials and a two-foot long leg from an insect.

“Mayor Tinderflint was able to send a sample of the furmin’s body, and I believe I’ve almost come up with a cure. There just seems to be something I’m missing. A catalyst that I’ve never come across before. It doesn’t seem to be alchemical or magical—I’d recognize those through testing. No, it’s completely alien to me. I’m hoping that when you apprehend Pennywhistle you’ll be able to figure out the secret and bring me back enough of whatever it is to complete the antidote and save all those innocent Mouse-kin.

Unfortunately, this also brings us to a moral dilemma. These furmin have been changed against their will, and while they might be mindless killing machines right now, in there somewhere is an innocent Mouse-kin with the potential to return to his normal self. While I can’t in good conscience ask you not to defend yourself to the best of your ability, if you have to opportunity to subdue instead of exterminate, please do so.

When you are ready, I’ve procured a transport mage to teleport you directly into the Mayor’s residence. Make sure you procure any supplies you need before leaving. Good luck agents, and may the Big Red God bless you.”

MISSION DOSSIER

THE FURMIN INFESTATION

A distress call has come from Sebastian Tinderflint, mayor of the city of Vermin. He informed us that his city is under siege by creatures they have dubbed “furmin”. These furmin are known to have been created by famous Rat-kin alchemist Viktor Pennywhistle.

Pennywhistle seems to have invented a virus that affects only Mouse-kin, but once contracted turns them into vicious insectoid creatures, completely under Pennywhistle’s control. He has set these furmin against the city, bringing their everyday life to a grinding halt.

While the virus must be injected into the bloodstream and can only affect Mouse-kin, this has not helped to slow the spread of the affliction. This is because hundreds of Mouse-kin, with their inherent desire to be

heroes, have recklessly tried to avenge their friends and families by searching for Pennywhistle, only to become victims themselves.

Your mission is to help defend Vermin from any further destruction, find and apprehend Viktor Pennywhistle, and distribute the alchemical cure to as many furmin as possible so that they can return to their Mouse-kin form.

Your contact for this mission is Sebastian Tinderflint himself. A famed weapons developer prior to entering politics, Mayor Tinderflint should be able to provide you with advanced tactical information to help you survive the furmin onslaught.

HISTORY OF THE SEVEN REALMS

THE WAR FOR VERMIN

The city of Vermin has a very complicated past. Located in between the Cliffs of Morehair and the Redbark forest, it was founded by Rodentians during a period in which they pushed rapid expansion outside their borders.

Canine’s were incensed that the Rodentians would build a city so close to their sacred forest, and for years they laid a never ending siege in an effort to drive the Rodentians out.

After decades of war, a treaty of peace was finally agreed upon. In it Vermin remained a Rodentian city, but the

land reverted back to the Canines.

While the Rodents were free to maintain their own laws and political system, they owed land rent each season to the Queen of the Canine Kingdom. Vermin, in turn, became one of the Canine’s greatest income producing cities as well as a central hub of manufacturing for the less technologically advanced Canines.

This appeased both sides enough that it ended hostility and paved the way for ongoing diplomacy between the two realms.

THE MAYOR'S RESIDENCE

After the travel mage casts his spell, you rematerialize in the middle of well-kept room with freshly painted white walls lined with leather backed chairs.

The floor is a polished green marble, and wood-framed portraits of elaborately dressed Cavy-kin are mounted in a line above the chairs. At one end of the room is a glass door leading outside. On the opposite end, is a heavy oak door, stained with a shiny red-tinged coat of oil.

Peering outside, you see that the city is a disaster—garbage is flying around in the wind, windows of nearby buildings are smashed in and the walls crumbling. The streets themselves appear deserted.

As you get your bearings, two small gold disks slide out from under a tiny gap in the other door, which bears a small sign that says Mayor Tinderflint's Office. The tiny disks twirl, twist, and transform before your eyes, and a moment later two six-inch tall clockwork creatures stand between you and the Mayor's door. They are armed with a metal chain and golden shield, but otherwise are little more than a circle filled with turning gears.

This is an appropriate time for the PCs to **Roll Initiative**.

ENCOUNTER

POCKET-WATCH DEFENDERS

Enemies: 2

CR: 3

Terrain: 30' x 40' room, with beautiful leather chairs against two walls. At opposite sides are doors, one glass one leading outdoors and the second a thick oak one with a sign that reads *Mayor Tinderflint's office*. See Map B1 in the Appendix for more information.

Tactics: This is fairly straight forward encounter. The goal is to introduce the PCs to constructs, and perhaps use up some of their daily resources. They Pocket-watch Defenders will simply move to guard the door to the Mayor's office, and will attack anyone who tries to get around them. The only unique aspect to them that PCs may not have encountered is that they are tiny size, which normally would require them to enter the PCs square to attack (and take an Attack of Opportunity), however their Fob chain weapon grants them enough

reach to avoid this issue.

Alternate goals: Get through the door or manage to read the extremely small writing on the underside of the pocket-watch defenders, which allows the PCs to shut them down (see "Engraved" ability on page 25).

GM Tips: If you're looking to make the fight more interesting, you can change the tactics of the pocket-watch defenders. Instead of simply having them guard the door, let them move under the chairs, using them as cover, while lashing out attacks from underneath.

Knowledge to identify: Arcana DC 12

Reward: Access to The Mayor

MEETING WITH THE MAYOR

As the second Pocket-watch defender crumbles the Mayor's door swings open. A short, pudgy Cavy-kin is pointing a shotgun at you. His hands are glowing in an eerie, translucent green as a spell transfers from his body into the weapon. The gun clicks as his finger twitches on the trigger. A flaming bullet erupts from the barrel of the gun, blazing by you through the glass door and into the torso of a hideous looking giant insect. You only glimpse the disgusting creature for a moment, as the bullet's target explodes in a fiery ball of flame, incinerating the would be invader where it stood.

The Mayor lowers his gun and looks at you. "From A.A.R.F., I assume? Well get in here now, cause I guarantee you that ain't the last of them." He ushers you into his office, slamming the door behind you and typing in a long numerical code into a locking device.

"I'm Mayor Sebastian Tinderflint*, he states as he turns back to you, "and wow, am I happy to see you. We don't have much time, so listen. These furmin have started their nightly attack. It begins each evening at this time

and lasts until dawn. I need you agents to push em back for me, and I got a plan to do it. On the roof, is my newest innovation. I call it the Bug Zapper. Basically, it's a weapon that uses electricity to shut down their nervous system. One shot and they're out for days. If we can knock out enough of them they'll retreat for the evening. The problem is, the shielding on the Bug Zapper can't stand up to the attacks from one of the furmin species—we call those kind bombardiers. I need ya'll to keep them way from me long enough to trim their numbers down. We don't have a lot of time. I have a hidden passageway to the roof, where the weapon is. Are you with me?

* Additional information on how to Role-play Sebastian Tinderflint can be found on page 26. This includes his ability to provide the PCs with information regarding the abilities of the furmin (as if they rolled their own Knowledge checks).

Pocket-watch Defender

CR: 2

N Tiny Construct [clockwork]

Init: +6

Senses: Darkvision 60 ft., Low-Light Vision, Perception +0

DEFENSE:

AC: 17, **Touch:** 16, **Flat-footed:** 17

(Dex +2, Shield +1, Size +2. Dodge +2)

HP: 12 (2d10)

Fort: +0, **Ref:** +2, **Will:** +0

DR: 5/adamantine

Immunities: Construct Traits

Weaknesses: Electricity

OFFENSE:

Speed: 20 ft.

Melee: light mace +4 (1d2+2/19-20)

Space: 2.5 ft. **Reach:** 0-5 ft.

STATISTICS:

Str: 10 **Dex:** 14 **Con:** — **Int:** — **Wis:** 10 **Cha:** 10

Base Atk: +2, **CMB:** +2, **CMD:** +12

Feats: Improved Initiative+, Lightning Reflexes+

Skills: None

Special Qualities: Engraved, Fob Chain

Languages: None (Knows Activation Word)

ECOLOGY:

Environment: any (generally crafted in Rodentia)

Organization: Solitary, Team (2-4)

Gear: none

Treasure: none

Engraved (SU): Mindless creatures, clockwork pocket-watch defenders are engraved with an activation word and a single simple command that the creature follows when activated. Often this is simply “protect” and the owner’s name.

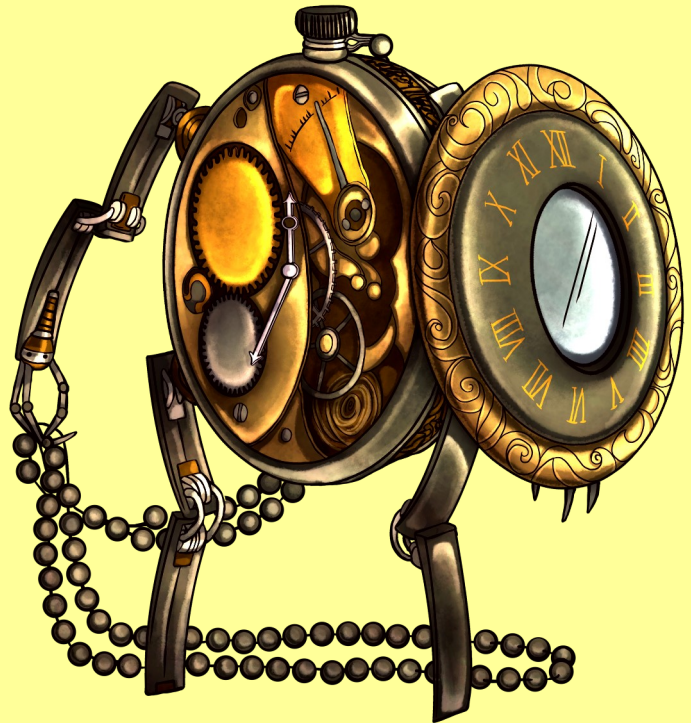
Fob Chain (EX): Attached to the min portion of their body, the pocket-watch defender, as a free action, can adjust the length of the fob chain up to 5 ft. This allows them to attack into an adjacent square without entering it. A fob chain cannot be disarmed.

Winding (EX): A pocket-watch defender must be wound before it is able to function. This takes one minute to accomplish. Once wound it will work properly for 1 day per Hit Dice before it requires being wound again.

Precision Timepiece (EX): Pocket-watch defenders deal precision damage equal to 1/HD.

Created for personal defense by wealthy Cavy-kin engineers, Clockwork Pocket Watches look like normal time pieces in the pocket of their owner, until their activation word is spoken. At that point they turn into deadly metal warriors, willing to follow the instructions on their engraving until they are completely destroyed.

While Clockwork Pocket Watches aren’t known for their ability to harm, they are powerful defensively and can offer a great distraction.



The best construct to “watch” your back!

TIPS FOR ROLEPLAYING

SEBASTIAN TINDERFLINT

Personality: Clearly somewhat frazzled and stressed from the constant attacks, Tinderflint has nonetheless maintained a relative calm demeanor of leadership.

Background: Originally a master gunsmith with some innate skill in arcane magic, Tinderflint recently became Mayor of Vermin. While he has since proven to be a capable leader, he was originally only elected due to the wealth and power wielded by the Tinderflint family, Layna's leading producer of guns.

Alignment: LN

Class: Wizard (Spellslinger) 4, Aristocrat 2

Additional Information Known: Tinderflint can give any information that he knows about the furmin. Treat this as a successful Knowledge roll, allowing the PCs three questions (as a group, not individually) about the furmin. An example might be "Do the have any special attacks?" Tinderflint would answer "Why, yes. The bombardiers can shoot a scalding liquid at their enemies." Once the three questions have been answered, Tinderflint has no more information.



ENCOUNTER

FURMIN ATTACKERS

Enemies: 12 furmin
(6 Bombardiers, 6 night-stalkers, 3 stink-shells)

CR: 4 (Enemies: 9, Ally -2, Waves -2, Knowledge -1)

Terrain: 80 x 80 concrete rooftop, with a 2 foot stone wall around the perimeter. See Map B2 for additional information.

Tactics: The furmin come in several waves. It begins on round 1 with all six bombardiers arriving. Each round thereafter half the remaining bombardiers will attack the Cavy-kin artillery, while the other half attack the PCs. On the 3rd round 2 night-stalkers and 1 stink-shell arrive, climbing onto the roof from 3 random different walls. On round five, two more night-stalkers and another stink-shell arrive. On the 7th round, the final two night-stalkers and the last stink-shell arrives. Each time a PC gets within 30 feet of a stink-shell, they must save or become sickened from their stench.

Allies: Cavy-kin artillery emplacement. The advanced technology of the Cavy-kin is on full display here. This artillery runs on electricity produced by a small steam engine located under a panel in the roof. The engine produces 15 units of energy to power the artillery. This energy provides it with ammunition and an energy shield. Every time it is hit by the bombardier attack "hot shot", it loses 1 energy. In addition, once per round on initiative 1, the energy leaps from the weapon instantly slaying a single furmin, chosen by the PCs. This attack also costs 1 energy. Once the energy is used, the weapon becomes inert.

The Cavy-kin artillery has an AC of 10, and cannot be harmed by any attacks other than hot shot. This weapon is housed on top of the roof, disguised as a stone statue of a warrior.

GM Tips: This is a long fight, and one that can become overwhelming fast. To avoid being overrun, encourage the PCs to use their resources to dispatch individual enemies quickly. Also, prioritizing targets is important here. If the group is in danger of losing the Cavy-kin artillery too quickly, take out the bombardiers first, if the stench is keeping the PCs from hitting, encourage them to gang up on the stink-shells (though they have the best defense of the three enemy types). The night-stalkers are intended to look like the biggest threat with their multitude of weapons, but their low ability to hit the PCs means that they should be the least damaging.

One final thing to remember is that the bombardiers don't have the precise shot feat, so using melee to force "in combat" and cover penalties can drastically reduce their ability to hit with "hot shot".

Knowledge to identify: N/A. Since these are not a creature ever seen before, they would be impossible to identify. However, any information needed should have been obtained earlier from Sebastian's records.

Reward: 12x Daggers, 6x Musket Axe, 6x Heavy Mace
(Total Value: 2,496g, Sale Value: 1,248g)

Furmin Bombardier

CR: 1

N Small Monstrous Humanoid

Init: +2

Senses: Darkvision 60 ft., Perception +5

DEFENSE:

AC: 14; **Touch:** 13 ; **Flat-footed:** 12

(Dex +2, Size +1, Natural +1)

HP: 16 (2d10+4)

Fort: + 2, **Ref:** + 5, **Will:** +3

OFFENSE:

Speed: 20 ft.; Fly 40 ft. (perfect)

Special Attack: Hot Shot +6 (1d4+3)

Space: 5 ft. **Reach:** 5 ft.

STATISTICS:

Str: 12 **Dex:** 14 **Con:** 14

Int: 4 **Wis:** 10 **Cha:** 6

Base Atk: +2 **CMB:** +2 ; **CMD:** 14

Feats: Point Blank Shot*

Skills: Perception +5

Languages: Common (Can understand, but can't speak)

ECOLOGY:

Environment: Rodentian city of Vermin

Organization: Swarm (100+)

Gear: none

Treasure: none



Hot Shot: Bombardiers have the ability to superheat a sticky liquid inside their own body, and then quickly release it against any creature that threaten them. A “hot shot” is a ranged touch attack that deals 1d4 + the creature’s Constitution modifier damage. Hot Shot has a single range increment of 30 feet, after which it ceases to deal damage. All damage from Hot Shot is considered to be from fire.

Furmin bombardiers fly above the fray, reigning destruction upon their enemies via superheated liquids excreted from their own bodies. Because of their limited range, they often need to be directly above their targets to fire effectively, therefore relying on their furmin brethren to protect their advance.

Furmin Night-stalker

CR: 1

N Small Monstrous Humanoid

Init: +2

Senses: Darkvision 60 ft., Perception +5

DEFENSE:

AC: 14 ; **Touch:** 13 ; **Flat-footed:** 12

(Dex +2, Size +1, Natural +1)

HP: 16 (2d10+4)

Fort: +2, **Ref:** +5, **Will:** +3

OFFENSE:

Speed: 20 ft.; **Climb:** 20 ft.

Melee: Musket Axe +4 (1d6+1); **or**

2x Dagger +2 (1d4+1),

Musket Axe +4 (1d6+1)

Ranged: Musket Axe +5 (1d6/x4)

Space: 5 ft. **Reach:** 5 ft.

STATISTICS:

Str: 12, **Dex:** 14, **Con:** 14, **Int:** 4, **Wis:** 10, **Cha:** 6

Base Atk: +2, **CMB:** +2, **CMD:** 14

Feats: Multi Weapon Fighting

Skills: Perception +5

Languages: Common (Can understand but not speak)

ECOLOGY:

Environment: Rodentian city of Vermin

Organization: Swarm (100+)

Gear: 2x dagger, 1x Musket Axe

Treasure: None



The common foot soldier of the furmin, night-stalkers brutally attack their opponents with every weapon they can find and wield.

Furmin Stink-shell

CR: 2

N Small Monstrous Humanoid

Init: +2

Senses: Darkvision 60 ft., Perception +6

DEFENSE:

AC: 17, **Touch:** 13, **Flat-footed:** 15
(Dex +2, Size +1, Shield +2, Natural +2)

HP: 24 (3d10+6)

Fort: +3, **Ref:** +5, **Will:** +3

OFFENSE:

Speed: 20 ft.; **Climb:** 20 ft.

Melee: Heavy Mace +6 (1d6+1/x2)

Space: 5 ft. **Reach:** 5 ft.

STATISTICS:

Str: 12, **Dex:** 14, **Con:** 14, **Int:** 4, **Wis:** 10, **Cha:** 6

Base Atk: +3, **CMB:** +4, **CMD:** 13

Feats: Weapon Focus (Heavy Mace),
Improved Natural Armor

Skills: Perception +6

Special Qualities: Stench Glands (DC 13)

Languages: Common (Can understand, but not speak)

ECOLOGY:

Environment: Rodentian city of Vermin

Organization: Swarm (100+)

Gear: 1x Heavy Mace, 1x Heavy Shield

Treasure: None



Stench Glands (Ex): Furmin Stink-shells secrete an oily chemical that other creatures find repulsive. All living creatures (except those with the stench special ability and other Furmin) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 stench creature's racial HD + stench creature's Con modifier) or be sickened for 3 rounds. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Furmin Stink-shells are the shock troopers of the Furmin forces, using their nauseating stench to incapacitate enemies while they wade into melee protected by their shields and thick carapace.

THE NEW LAW IN TOWN

As the furmin retreat back to their underground hiding spots, Tinderflint lets out a loud, boisterous cheer.

“Now that that’s over, we bought the city 24 hours or so. Luckily for all of us I have an idea that just might help us locate Pennywhistle’s hideout. You see there is a Snake-kin that lives in the undercity. I don’t know his real name, no one does, but he goes by the nickname ‘The Crooked One’. He’s a powerful player here in Vermin—runs an intricate web of legal and not so legal businesses, all while managing to stay completely out of the public eye. I can tell you he’s got a better intelligence network than anything we’ve even been able to muster together, even with all our fancy technology.

Now finding him might be impossible, given our short time frame, but perhaps we can entice him to find us instead? He’s got a lieutenant that works for him—a Cat-kin named Anubis—that he has a special liking toward. Seems like a weird friendship, but it’s a friendship nonetheless. Last time we picked him up, The Crooked One had him bailed out of jail in an hour, and we didn’t exactly set the price low. I’m thinking if we arrest him again and take him into the undercity, that The Crooked One may just come to you.

Luckily, I know just where to find Anubis. He’s been looting some of the factories and store fronts down by the air-ship dock, just after the furmin end their attack for the evening, so I placed a set of my wife’s gems there—something I can easily locate with a bit of magical skill. He grabbed them yesterday and right now they are sitting on the top floor of an office building two blocks west of here.”

He points at the building, one of the few left without massive damage from the furmin. It’s three stories, with glass windows and a red brick façade. It appears quaint and peaceful amid a tide of destruction.

“My guess is he’s using that base as a hideout—though how he’s kept the furmin from targeting it is anyone’s guess. If you can trap him, take him down into the undercity and search out The Crooked One. You have permission to trade Anubis for any information you can gather about the furmin or Pennywhistle. And here, just to make it completely legal.”

He hands each of you a small gold star and flashes you a toothy smile. You look down at the gift and see the words “Deputy of Vermin” etched into it. Finally, he hands you a small glass ball with a red dot flashing in the same direction as the building he had pointed out. It appears to be the tracker he had mentioned.

ENCOUNTER

ANUBIS SILKFUR

Enemies: Anubis Silkfur

Goal: Arrest Anubis Silkfur

CR: 3

Terrain: The PCs first have a chance to spot Anubis at his hideout going over his spoils. The room he is in is small, with only an old wooden table and chair to be seen. Unless the PCs have a way to detect it, an *Alarm* spell goes off in Anubis’s mind, alerting him to the PCs. He immediately thrusts a red gem necklace into his coat pocket (The Mayor’s wife’s jewels) and sprints out a nearby open window starting the engagement.

We have deliberately chosen not to include a map for this encounter, so that the GM can run it as a mind movie, rather than a strictly tactical fight. Anubis will run through the city trying to evade the PCs using **Stealth, Climb, Acrobatics**, ect... The PCs, with the aid of their locating device, will give chase. The city of Vermin is an abandoned urban manufacturing center, modeled after early Victorian England. You can include roofs, alleys, basements, narrow window ledges, jumps from building to building, planks from one roof to another, ect... (really anything you want). As the PCs have unlimited ability to track Anubis, the challenge is in finding a way to catch up to and apprehend him. The only place Anubis will not go is to the undercity, as he has been trained never to get closer to The Crooked One’s base while being followed.

Tactics: Anubis has no desire to harm the PCs and will only draw his weapons as a last resort. He simply wants to evade them and avoid capture. Once the PCs have found him and arrested him, he will do his best to escape from their clutches and start the process over again. If he sees no way out of a situation he will surrender.

Allies: Locater beacon. This magical item from Sebastian Tinderflint will always show what direction the jewels are, but will not give distance.

Alternate goals: None

GM Tips: This encounter can be very appealing to some gamers, as it’s open-ended and more about out of the box thinking. However, for others (especially characters with few skills) it might become tedious very quickly. Gauge the players at the table and see whether they are enjoying it or finding it frustrating. Adjust the depth of Anubis’s tactics in this encounter accordingly.

Knowledge to identify: Local, DC 20

Reward: PCs may search and commandeer any items he holds, as they are likely stolen.

- ◆ NPC Gear: MWK Leather Armor, pistol, 3x dagger
(Value: 416g, Sell For: 208g)
- ◆ 86g in various coins

Anubis Silkgfur

CR: 4

NE Small Humanoid (Feline)

Race: Cat-kin

Class: Rogue 4

Favored Class: Rogue (+4 skill points)

Init: +6

Senses: Darkvision 60 ft., Perception +8

DEFENSE:

AC: 17, **Touch:** 15, **Flat-footed:** 13

(+2 armor, +4 Dex, +1 size)

HP: 23 (4d8)

Fort: +1, **Ref:** +8, **Will:** +2

OFFENSE:

Speed: 25 ft.

Melee: Dagger +5 (1d3+1)

Ranged: Pistol +8 (1d8/x4)

Space: 5 ft.; **Reach:** 5 ft.

STATISTICS:

Str: 12, **Dex:** 18, **Con:** 10, **Int:** 12, **Wis:** 12, **Cha:** 14

Base Atk: +3, **CMB:** +3, **CMD:** 14

Feats: Fleet+, Stealthy+, Magical Aptitude+

Traits: Reactionary+, Child of the Streets+

Rogue Talents: Ledge Walker, Trap Spotter

Skills: Acrobatics +10, Appraise +7, Bluff +8, Climb +7, Disable Device +11, Escape Artist +13, Knowledge (local) +8, Perception +8, Sense Motive +8, Sleight of Hand +12, Stealth +17, Use Magic Device +11

Racial Abilities*: Nimble Faller, Magical Warrior, Arcane Lineage+

ECOLOGY:

Environment: The City of Vermin

Organization: Individual

Gear: Leather Armor, 3x Dagger, 1x pistol, 86g

Treasure: None



Anubis was born among his kin in the Feline Federation, however it was immediately apparent that he was different than his brothers and sisters—smaller, darker colored, and decidedly canine-like in appearance. His father wanted to drown him in the Nile, claiming he was an abomination, but his mother, a notable scholar and historian, refused her husband's demands. She claimed that the young kitten was blessed by the Trickster God himself to appear as a lost deity from the ancient legends—a jackal-headed warrior. She searched the records for reference to this deity and eventually found a poem in which he was named. She blessed the child with the lost god's name in his honor—Anubis, of Clan Silkgfur.

When his mother died, just after his 8th birthday, Anubis ran away hoping to make a new life for himself in the North. He ended up in the Rodentian City of Vermin. The sights, sounds, and never ending bustling of Vermin appealed to him. It was a place he could blend in, even though he didn't look like everyone else.

For the most part, he was right. Unable to find a job, he quickly became a skilled pick-pocket and burglar surviving well. And then winter hit, and with it illness. After weeks of suffering from lack of food, shelter, and sickness a large hybrid dressed in black cloak and top hat appeared before him. He looked at him and simply said, "You work for me now."

Since that day, Anubis has helped run the illegal street operations for the crime lord known through Vermin as "The Crooked One". His specialties are information brokering and high-end jewel theft.

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FINDING THE LAIR OF THE CROOKED ONE

You pass through a stone archway, and begin to descend a flight of stone steps into the undercity. While clearly not as much of a target as the surface, the stone carved apartment houses that line each side of the tracks for the undertrain have been scorched and damaged. You see a few Rat-kit scurrying in and out, seemingly unfazed by the notion that the furmin could return at any minute.

Most seem to be heading toward the largest, grandest building— a brick building almost as long as a full city block, with shining marble pillars decorating the façade. Carvings over the doorway indicate that it's the Vermin Academy for Science, a well known research and education center.

Leaning against the wall is a small Mouse-kin in a light green suit and matching cap. It's the first Mouse-kin you can remember seeing since you arrived. As you peer toward him you notice he motions toward to you, before moving deliberately toward the undertrain railings and heading off into a pitch black tunnel.

If the PCs choose to follow:

You quickly move after the Mouse-kin, but no matter how fast you move, he always seems to be just at the edge of your vision. He walks for fifteen minutes, making dozens of turns in the confusing train tunnels, but never leaves you behind, despite seemingly able to. Finally, he ducks down a decommissioned service corridor where an old steam engine sits, long in disrepair. Moving into the locomotive he disappears from your line of sight.

If the PCs enter they are immediately teleported into The Crooked One's Lair, via a *Permanent Teleportation Circle*.

If no one has the capability of identifying this spell via the DC 29 **Knowledge: Arcana** roll, than give them a DC 5 **Wisdom** check to understand that the hybrid they are about to meet is way beyond their power level and they should tread lightly.

If for some reason the PCs refuse to follow the Mouse-kin, and you need another way to route them to The Crooked One, you can have the subway area they are in fill with gas, causing them to lose consciousness. Have them wake up (still fully armed) at the Lair of The Crooked One.

ENCOUNTER

SALAZAR, THE CROOKED ONE

Enemies: Salazar, The Crooked One + Johnny Whiskers and The Big Ear'd Boyz Gang (3 Ruffians)

CR: 6

Terrain: Humongous underground stone palace. Salazar, The Crooked One sits upon a marble throne on a stone dais overlooking hundreds of his loyal henchmen. The PCs arrive in the center of those henchmen, directly addressing the throne. Unidentifiable magic from multiple schools resonate through the structure.

There is a visible 50' x 50' fighting pit that will be used at the latter portion of this encounter. See Map B3 in the Appendix for additional information.

Tactics: This is NOT a fight, at least at first. If the PCs attempt to fight, Salazar will simply kill them. It should be made quite apparent at this point that he is far beyond them, and quite evil. What this is, is a pure Role-playing encounter. Salazar has let the PCs live because he sees a use for them. His minions have taken a great hit from Pennywhistle's experiments (the majority are Mouse-kin) and he dares not send any more out. See page 33 for more info on Role Playing this encounter.

He cannot directly use his own powers to address the situation for reasons he does not reveal (it's a plot point for much later on in the Adventure Path, but for now he should be vague and simply declare it "beneath him"). He is however willing to trade information with the PCs, provided they prove themselves worthy by besting a team of his best Mouse-kin in unarmed combat, to prove their value.

The PCs might lose this test, unless they have a strong unarmed fighter or two among them. That's completely fine, as Salazar is simply checking their skill and bravery. Regardless of the ending of the fight the PCs will find themselves engulfed by Salazar's sleeping gas spell (possibly for a second time). When they wake there will be a note pinned to the wall next to them detailing everything they need to know to find Pennywhistle (see note on next page)

The fight itself is fairly straight forward. Johnny Whiskers and three of his "boy'z" verses the party, no weapons allowed. Johnny has levels in rogue, and will try to position himself for sneak attack, while dealing non-lethal damage. In addition, his archetype, Mutagenic Brawler gives him a Dex mutagen to imbibe before the fight (inc. in his stat block). His boy'z will also deal non-lethal damage and attack the first person they come across.

GM Tips: The section on Role-playing Salazar, The Crooked One on the next page will prove additional information on his personality and knowledge.

Knowledge to identify: N/A

Reward: Information regarding how to find Viktor Pennywhistle.

TIPS FOR ROLEPLAYING
SALAZAR, THE CROOKED ONE

Personality: Dark and mysterious, Salazar (a name never given or known to PCs) is an imposing presence as he towers above the PCs. His words hiss with sadistic glee as he plots, plans, and toys with those who think they are worthy of speaking to him as an equal.

Background: Almost nothing is known about Salazar, most hybrids have never even heard of him, despite the fact that his decisions can be seen in every aspect of life in Vermin. A DC 15 **Knowledge: History** check can inform the PCs that although Snake-kin still exist in small number in Layna, no one has seen Salazar's particular breed, King-Cobra, in over a millennia.

Alignment: LE

Class: Sorcerer Lev. 2-

Information:

- ♦ Pennywhistle's experiments have been primarily on Mouse-kin that no one will miss—the same exact group that he likes to do his recruiting from. As well Pennywhistle has turned dozens of his own minions, limiting his ability to send them outside his lair.
- ♦ Pennywhistle has put a stop to business as usual in Vermin, and Salazar likes business as usual.
- ♦ He's willing to provide information on Pennywhistle's operations and whereabouts, if the PCs prove their physical ability in a street brawl with some of his minions.



THE NOTE

Well done, Agents. I see that you are stupid enough to be willing to give your lives for this cause. While I can't say, I would ever do the same, I believe we can mutually benefit from your success in this endeavor.

What you need to know is that the reason no one has found Pennywhistle is that his laboratory is mobile—he uses a train that never stops running and keeps it on a schedule so it never passes another living soul. It does however make one stop each day, at exactly noon, in order to resupply. I have included a map on the back of this note leading you to a hidden access hatch a

few dozen yards from his supply center, however be advised it is guarded by a hulking monster that used to be Pennywhistle's lab assistant. If you can keep from being crushed by him, you might just have a chance of catching Pennywhistle's train.

Try not to die, you might be useful to me in the future,

Sincerely,

S-

Big Ear'd Boyz Ruffians

(Brawler 2)

CR: 1

NE Small Humanoid (Rodent)

Favored Class: Brawler (+2 HP)

Init: +2

Senses: Perception +

DEFENSE:

AC: 15, **Touch:** 13, **Flat-footed:** 12

(Armor +2, Dex +2, Size +1)

HP: 22 (2d10+4+2)

Fort: +7, **Ref:** +7, **Will:** +3

OFFENSE:

Speed: 20 ft.

Melee: Unarmed Strike +7 (1d4+3); or

Brawler's Flurry (Unarmed strike) +5/+5 (1d4+3)

Space: 5 ft. **Reach:** 5 ft.

STATISTICS:

Str: 16, **Dex:** 14, **Con:** 14, **Int:** 8, **Wis:** 12, **Cha:** 10

Base Atk: +2, **CMB:** +4, **CMD:** 16

Feats: Improved Unarmed Strike, Power Attack, Weapon Focus (Unarmed Strike)

Traits: Child of the Streets, Fate's Favored

Skills: Acrobatics +7, Linguistics +1, Perception +4, Sense Motive +4, Stealth +6, Sleight of Hand +3

Class Abilities: Flurry of Blows, Brawler's Cunning, Martial Flexibility, Martial Training, Unarmed Strike

Racial Abilities*: Gifted Linguist*, Feathered Foes, Better Lucky Than Good*

ECOLOGY:

Environment: Undercity of Vermin

Organization: 1 (solo), 2-5 (pack), 5-20 (mob)

Gear: Leather Armor

Treasure: None



Chosen from the numerous amount of Mouse-kin "street" orphans in Vermin, members of the Big Ear'd Boyz gang is incredibly loyal to The Crooked One, who they view as their savior from a life of pain and starvation.

*Racial Traits/Feats/or Spells used in Agents of A.A.R.F are from the Anthro-Adventures World Guide and have been reprinted in the Appendix for your convenience.

Johnny Whiskers

(Mutagenic Mauler Brawler 2, Unchained Rogue 3)

CR: 4

NE Small Humanoid (Rodent)

Favored Class: Rogue (+3 HP)

Init: +4

Senses: Perception +9

DEFENSE:

AC: 21, **Touch:** 15, **Flat-footed:** 15

(Armor +2, Dex +6, Size +1, Natural +2)

HP: 44 (2d10+3d8+10+3)

Fort: +8, **Ref:** +14, **Will:** +3

OFFENSE:

Speed: 20 ft.

Melee: Unarmed Strike +12 (1d4+10); or

Brawler's Flurry (Unarmed strike) +10/+10 (1d4+10)

Special Attack: Sneak Attack +2d6 (+2dam if non-lethal)

Space: 5 ft. **Reach:** 5 ft.

STATISTICS:

Str: 8 **Dex:** 23 **Con:** 14 **Int:** 8 **Wis:** 10 **Cha:** 10

Base Atk: +4, **CMB:** +7, **CMD:** 12

Feats: Improved Unarmed Strike, Dazzling Display, Weapon Focus (Unarmed Strike), Enforcer, Piranha Strike, Sap Adept

Traits: Child of the Streets, Fate's Favored

Skills: Acrobatics +12, Linguistics +7, Perception +9, Sense Motive +9, Stealth +16, Sleight of Hand +9, Escape Artist +8

Class Abilities: Flurry of Blows, Brawler's Cunning, Mutagen (Dex⁺), Martial Training, Unarmed Strike, Finesse Training, Sneak attack +2d6, Trap Finding, Evasion, Rogue Talents (Combat Trick), Danger Sense +1

Racial Abilities*: Gifted Linguist⁺, Feathered Foes, Better Lucky Than Good⁺

ECOLOGY:

Environment: Undercity of Vermin

Organization: Individual

Gear: Leather Armor

Treasure: None



The leader of the Big Ear'd Boyz, Johnny Whiskers isn't the biggest or strongest Mouse-kin, but he simply knows how to fight with the best of them. Taking advantage of his amazing quickness and ability to hit his enemy where it really hurts, Johnny has out-brawled hybrids twice his size without splitting a single hair on his magnificent mustache.

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PENNYWHISTLE'S ASSISTANT

After following the long, arduous path through the abandoned train tunnels that The Crooked One had provided, you finally arrive at a short metal ladder attached to the wall leading up to an old rusted access hatch. The Hatch is both locked and rusted closed and seems unlikely to open without great effort.

Once the PCs have unlocked the hatch (DC 20 Str check or another way of loosening it), you will need to check to see if Azaron hears them entering the room. Have the PCs make **Stealth** checks opposed by Azaron's **Perception** (apply a -2 to this roll for Azaron, as he's busy working and distracted, adjust based on how noisy the PCs were opening the hatch). If he perceives them, he will begin his defense (see tactics section in the Encounter box below), but if not the PCs might be able to sneak in and get close to set up a surprise round. Either way, the scene description is as follows:

As you open the hatch, you get a clear view of Pennywhistle's supply depot. It is a well-lit concrete alcove, filled with tables on which sits beakers, bubbling with liquids of every color imaginable. Dividing the room into two, is an undertrain railway cutout, heading off into another dark tunnel. Across the rails, on the far platform is a Rat-kin scientist standing in front of large, metal eggs as he carefully uses a needed to extract a sample from beneath their silvery shell. The eggs are unlike anything you'd ever seen before, and something about them immediately tells you that they are not of this world.

PCs can roll knowledge on the Undercity Akata eggs at this point (see below). A successful roll also grants the PCs enough understanding to determine that the fluid extracted from the eggs is the missing ingredient that Sir Miles could not identify (if they haven't figured that out on their own, already)

ENCOUNTER

AZARON SNAPTOOTH

Enemies: Azaron Snaptooth + undetermined number of Undercity Akata.

CR: 5 (Boss 4, Minions 1)

Terrain: The encounter takes place underground in an abandoned subway station measuring 200' x 160. The PCs enter on the far side, around 200 feet from Azaron, who is tending to the Undercity Akata eggs. Scattered across the room are metal tables filled with alchemical laboratory items (bubbling beakers filled with chemicals). In the center of the room, a ten foot deep railway bisects the room splitting you away from Azaron. See Map B4 for additional information.

Tactics: Once he knows you are there Azaron will imbibe his Feral Mutagen (str) and begin raging. For ease, these bonuses have already been calculated into his stat block on the next page. If his rounds of Rage run out, Azaron will surrender, so there should be reason to use him in combat without those bonuses available.

Azaron is a hurler who specializes in improvised weapon tossing. In this case he will pick up and two-handed toss Undercity Akata eggs using the *Throw Hibernating Cat* ability (see Azaron's stat block on the next page). This attack is quite strong, and can be deadly to PCs, especially if they are hit more than once. Azaron will always toss as the closest PC to him, so PCs can use the scattered tables for cover, and use their character with the strongest defenses to lead.

When the Undercity Akata eggs land, they will "hatch" letting the blue alien cats into the battlefield and further complicating the PCs approach to Azaron.

The next challenge for the PCs is crossing the tracks, as they dip down ten feet. They can climb, or attempt to jump the 15 foot wide gap (Climb DC 10, or Acrobatics DC 15 to either jump down and ignore damage or jump across).

Alternate goals: The PCs could avoid fighting Azaron by hiding and waiting for Pennywhistle's train to arrive and sneaking aboard, however keep in mind to cure the currently infected furmin, they will still need to get an Undercity Akata egg (or at least a sample Azaron extracted) back to Sir Miles.

GM Tips:

- ◆ The PCs can use the tables and the Undercity Akata themselves to make them harder to hit when Azaron starts tossing the Undercity Akata eggs via cover and melee.
- ◆ There are several ways to beat Azaron, but the easiest might be to take cover and let his Rage rounds expire

Knowledge to identify: Knowledge: Local (DC 14) for Azaron. Knowledge: Planes (DC 16) for the Undercity Akata. This knowledge roll is for a normal Undercity Akata, and will not reveal the specifics of the setting-affected "Undercity Akata" (IE. the Interrupted Hibernation ability).

Reward:

- ◆ Access to the Undercity Akata egg extract for Sir Miles.
- ◆ A cache of alchemical items including: 4 alchemist's fire, 4 anti-toxin's, and 1 everburning torch. (item value= 390g, sale value= 195g)

Azaron Snaptooth

CR: 4

N Medium Humanoid (Rodent)

Race: Rat-kin

Class: Barbarian 3, Alchemist 2

Favored Class: Barbarian (+3 Hit Points)

Init: +2

Senses: Perception +7

DEFENSE:

AC: 14; **Touch:** 12; **Flat-footed:** 12

(Armor+ 2, Dex +2, Natural +2, Rage -2)

HP: 57 (3d12+2d8+20+3)

Fort: +10 (+12 vs. poison), **Ref:** +5, **Will:** +1

Modifiers: +2 racial against poison and disease

OFFENSE:

Speed: 30 ft.; **Climb:** 10 ft.

Melee: Bite +8 (1d8+4), 2 Claws +8 (1d6+4),

Special Attack: Throw Hibernating Cat +8 (3d6+6)

Space: 5 ft. **Reach:** 5 ft.

STATISTICS:

Str: 18, **Dex:** 14, **Con:** 18, **Int:** 14, **Wis:** 8, **Cha:** 6

Base Atk: +4, **CMB:** +9, **CMD:** 21 (23 vs. trip)

Feats: Two-handed Thrower, Throw Anything, Brew Potion, Raging Hurler, Extra Rage

Traits: Surprise Weapon, Enduring Mutagen

Skills: Acrobatics +4, Craft: Alchemy +12,

Knowledge: Arcana +10, Knowledge: Nature +10, Perception +7, Spellcraft +10, Survival +7,

Rage Powers: Lesser Hurling

Class Abilities: Bomb (1d6), Mutagen+, Poison Resistance +2+, Feral mutagen+, Rage+ (14 rounds)

Racial Abilities*: Agile Tail+, Lab Rat+, A Sip a Day+, Mutation: Gigantism+

Extracts: 1-level: *Shield, True Strike*

ECOLOGY:

Organization: Individual

Environment: Lives in the Undercity of Vermin

Gear: Leather Armor

Treasure: Cache of Alchemical Materials

Throw Hibernating Cat: As a master of throwing all objects, Azaron can hurl the hibernating metal “eggs” of the Undercity Akata that surround him. This attack allows him to pick up the Undercity Akata egg and use a two-handed throw against a single PC. This attack is a ranged touch attack that deals 3d6 + 1.5x Str damage. The PC may make a reflex save with a DC equal to 10 + Azaron’s barbarian level + Azaron’s strength for half damage. On the round following being hurled the Undercity Akata will erupt from their hibernation egg and may act. Azaron applies Power Attack damage to this throw, as if he were using a two-handed weapon.

The longtime assistant of Viktor Pennywhistle, Azaron Snaptooth spend most of his life as a small, scrawny weakling. Then, quite by accident, he discovered a mutagen that would increase both his strength and enflame his emotions in a complimentary way. Though Azaron has soon lost much of his emotional control to his newfound lust for physical strength, he maintained just enough of his mind to remain useful to Pennywhistle as a guardian of his supply depot.

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Undercity Akata

CR: 1

N Medium Aberration

Init: +6,

Senses: Darkvision 120, Scent, Perception +1 (deaf)

DEFENSE:

AC: 13; **Touch:** 12; **Flat-footed:** 11

(Dex +2, Natural +1)

HP: 16 (2d8+6)

Fort: +3, **Ref:** +2, **Will:** +4

Immunities: No Breathing, Cold, Disease, Poison

Resistances: Fire 30, Acid 30

Weaknesses: Saltwater Vulnerability, Deaf

OFFENSE:

Speed: 40 ft., **Climb** 20 ft.

Melee: Bite +2 (1d6+1+void bite), 2 Tentacles –3 (1d3)

Space: 5 ft. **Reach:** 5 ft.

STATISTICS:

Str: 12, **Dex:** 15, **Con:** 16, **Int:** 3, **Wis:** 12, **Cha:** 11

Base Atk: +1, **CMB:** +2, **CMD:** 14 (18 vs. trip)

Feats: Improved Initiative

Skills: Acrobatics +6 (+10 jump), Climb +9, Stealth +10

Racial Modifiers +4 Stealth

ECOLOGY:

Environment: Undercity of Vermin

Organization: Pride (12-20)

Treasure: none



Deaf (ex): Undercity Akata cannot hear. They are immune to spells and effects that rely on hearing to function, but they also cannot make **Perception** checks to listen.

Interrupted Hibernation (ex): Undercity Akata can enter a state of hibernation for an indefinite period of time when food is scarce. When an Undercity Akata wishes to enter hibernation, it seeks out a den and surrounds itself in a layer of fibrous material excreted from its mouth—these fibers quickly harden into a dense, almost metallic cocoon. While hibernating an Undercity Akata does not need to drink or eat. The Cocoon is normally quite difficult to damage, however the extraction of fluid by Azaron has severely weakened the cocoons. Because of this, each round after being thrown by Azaron, the cocoon will burst, letting an Undercity Akata out onto the battlefield. The confused creatures will attack the nearest non-Undercity Akata.

Saltwater Vulnerability (ex): Salt water acts as an extremely strong acid to Undercity Akatas. A splash of salt water deals 1d6 points of damage to an Undercity Akata, and full immersion in salt water deals 4d6 points of damage per round.

Void Bite (ex): Undercity Akata hold hundreds of invisibly small larval young within their mouths, spreading these parasitic creatures to hosts through their bite. Only humanoids make suitable hosts for Undercity Akata young—all other creature types are immune to this parasitic infection. The disease itself is known as void death.

Disease (ex): *Void Death:* Bite—injury; *save* Fort DC 12; *onset* 1 hour; *frequency* 1/day; *effect* 1d2 Dex and 1d2 Con damage.

An infected creature who dies rises as a void zombie 2d4 hours later; *cure* 2 consecutive saves.

Similar to regular Akata, Undercity Akata in hibernation have been used extensively in research by Victor Pennywhistle and their blood was instrumental in the furmin experiments. This has effected the hibernation of the Undercity Akata, by making the cocoons far more brittle and easy for them to emerge from.

GOT A TRAIN TO CATCH

After the encounter, the PCs will have thirty minutes before Pennywhistle's train arrives with which to formulate a plan. Details on the train itself can be found under Encounter: Viktor Pennywhistle and his Mobile Lab.

Much of how the PCs will proceed will depend on how they decided to handle the encounter with Azaron. If the place is obviously the site of a battle, and Pennywhistle sees that, he'll immediately start his train back up and depart, leaving the PCs almost no time to board. If the PCs can hide, or clean up after the fight, than the train will make a complete stop and furmin will depart to pick up supplies, allowing the PCs time to sneak on either through **Stealth** (sneaking through the doors) **Acrobatics** (jumping on top of the train and coming in through the ceiling) or forcing their way past the furmin. Here is the description for the arrival of Pennywhistle's train:

You hear the rhythmic chugging of the machine and smell the odor of burning coal, long before the train pulls up to the supply depot. When it finally does come to a screeching halt, you see that it's not very large—a locomotive section manned by a Rat-kin, and three passenger cars each covered in protective metal plating and painted jet black.

ENCOUNTER

VIKTOR PENNYWHISTLE AND HIS MOBILE LAB

Enemies: Viktor Pennywhistle + 6 furmin night-stalkers and 6 furmin stink-shells.

CR: 6 (Boss +3, Minions +2, Major Terrain Disadvantage +2, Enemies in waves -1)

Terrain: The terrain for this fight is three 100' x 15' x 10' train cars, filled with seats that create difficult terrain (and cover). The first car has 6 furmin blocking the center aisle and the two rows of seats. Behind them is a locked door. The second car is identical, except in front of the locked door is Viktor Pennywhistle, ready to defend his mobile lab. The third car has no enemies, and contains all of the active materials causing the furmin infestation. If it's destroyed and Pennywhistle killed/arrested, no new furmin will be created. See Map B5 for additional information.

Tactics: The train will stop in front of the supply depot at exactly noon. Pennywhistle will make a Perception check at +10 (to account for the assistance of his furmin allies). If he sees that there has been a battle he will not open the doors to the train (forcing the PCs to enter through either the roof or in some more action-packed creative manner.

The furmin will defend certain spots on the train, rather than move far to engage the invaders. They've been commanded not to "let the PCs pass", and so this is their only priority. Tactically this makes it much easier for the PCs to control the flow of the fight, however the true key here is how well they can conserve resources in order to adequately handle Pennywhistle.

Once the PCs begin trying to reach the second car and Pennywhistle gets involved, he will buff himself with his mutagen (included in his stat block) and then extracts while waiting and begin lobbing bombs from behind the furmin defensive line once he sees the PCs. Keep in mind his bombs have the tanglefoot and acid bomb discoveries attached to them.

Alternate Goals: Destroy the laboratory car, and arrest Viktor Pennywhistle.

GM Tips:

- ◆ The true challenge in this fight is getting everyone on the train. While there are multiple option for their success, none of them is guaranteed and a single poor roll could wreak havoc. Randomness really plays a part here, but also allows for the greatest level of freedom for the players. Don't be afraid to adjust the encounter if the PCs hit a run of poor luck. No one wants the mission to end with "and the train got away and all the Mouse-kin died".
- ◆ The furmin are fairly straight forward, especially since the PCs have some experience with them now.
- ◆ Pennywhistle is a tough boss, with strong buffs, good damage potential, and staying power (don't forget his racial regeneration!). It's a good chance he'll run out of bombs before the PCs are able to knock him below 0.

Knowledge to identify: **Knowledge:** **Local** DC 13 for Viktor Pennywhistle. Information on the furmin was already provided by Sebastian Tinderflint.

Experience: 2400 (400 each PC)

Reward:

- ◆ Pennywhistle's Gear: Ring of Protection +1, Cloak of Resistance +1, +1 Leather Armor, Masterwork Monocle (Total Value: 4110g, Sell Value: 2055g)
- ◆ Furmin Gear: 12x Daggers, 6x Musket Axe, 6x Heavy Mace (Total Value: 2,496g, Sale Value: 1,248g)

Viktor Pennywhistle

(Alchemist 4)

CR: 3

NE Medium Humanoid (Rodent)

Favored Class: Alchemist (+4 HP)

Init: +5

Senses: Perception +7

DEFENSE:

AC: 20, **Touch:** 15, **Flat-footed:** 15

(Armor +3, Dex +5, Natural +2, Deflect +1)

HP: 35 (4d8+8+4)

Fort: +7, **Ref:** +10, **Will:** +2

Modifiers: +1 trait bonus against Divine Spells, +2 racial bonus against Poison and Disease

OFFENSE:

Speed: 30 ft.; **Climb:** 10 ft.

Special Attack: 9/day (Acid) Bomb +8

(2d6+4+splash+ tanglefoot) +1d6 one round later

Space: 5 ft. **Reach:** 5 ft.

STATISTICS:

Str: 8, **Dex:** 20, **Con:** 14, **Int:** 18, **Wis:** 10, **Cha:** 8

Base Atk: +3, **CMB:** +2, **CMD:** 17 (19 vs. trip)

Feats: Point Blank Shot, Precise Shot

Traits: Alchemical Adept, History of Heresy

Skills: Acrobatics +7, Appraise +11, Craft: Alchemy +15, Disable Device +12, Knowledge: Arcana +11, Perception +7, Sleight of Hand +12, Spellcraft +11, Survival +7

Class Abilities: Alchemy, Bomb 2d6, Mutagen⁺,

Discovery (Tanglefoot Bomb), Poison Resistance +2, Poison Use, Swift Alchemy, Discovery (Acid Bomb)

Racial Abilities*: Agile Tail⁺, Lab Rat⁺, A Sip a Day⁺, Mutation: Regenerative Tissue⁺

Extracts: **1-level:** *Targeted Bomb Extract, Shield x2, Reduce Person,*

2-level: *Barkskin, False Life*

Gear: Ring of Protection +1, Cloak of Resistance +1, +1 Leather Armor, Masterwork Monocle⁺, 282g

ECOLOGY:

Environment: Undercity of Vermin

Organization: Pride (12-20)

Treasure: none

Viktor Pennywhistle was one of Vermin's leading scientific minds for many years, and the pride of their Scientific Academy. But an extended slump that led to a few failed experiments quickly destroyed his career. After being let go by the Academy, he vowed to get revenge on the community for not appreciating his genius. After discovering a pride of hibernating Undercity Akata, and realizing that their blood had unique properties that greatly affected Mouse-kin anatomy, the Furmin experiments had begun. It took Pennywhistle only two years of testing, refining, and collecting before he had an army of Vermin ready to lay siege to Vermin and prove to everyone that he was the most valuable mind they'd ever had.



*Racial Traits/Feats/or Spells used in Agents of A.A.R.F are from the Anthro-Adventures World Guide and have been reprinted in the Appendix for your convenience.

SAVIORS OF VERMIN

As news of Pennywhistle's defeat and the end of the furmin infestation spreads through Vermin, the hybrids come out to celebrate. Rat-kin leave their underground apartments, Cavy-kin emerge from their bunkers, and the remaining Mouse-kin happily pop out from whichever hole they'd found to hide in.

Mayor Tinderflint has a great feast prepared in your honor, though the meal actually is really just a fancy salad. A small parade begins randomly, with dancing Mouse-kin children cheering for the Agents of A.A.R.F.

Unfortunately, the celebration is cut short when a Cavy-kin hands you a message from Sir Miles. He'll be arriving in the morning to begin final testing and distribution of the cure and oversee the search and capture operation to locate the remaining furmin. He also has a new mission for you, that will require you to leave first thing in the morning and in extremely time sensitive.

As you take a glance at the dancing Mouse-kin children and see the joy in their hearts, a wave of pride overcomes you. Tomorrow may be another mission, but for now it's time to simply enjoy being an Agent of A.A.R.F.

With the furmin threat ended and the Vermin shopkeepers willing to get back to work the PCs can make purchases again. Because of their newfound celebrity status, the PCs will receive a 10% discount on all items bought before dawn the next day. After that the Cavy-kin go back to business as usual.

FINAL REWARD FOR **THE FURMIN INFESTATION**

Experience: Move the PCs to Level 3!

Reward: Upon the successful apprehension of Viktor Pennywhistle (or death) The City of Vermin pays out a bounty of 5000g to be split among the participating agent's of A.A.R.F as they see fit.

Bonus Reward: If the PCs are able to provide Sir Miles with the Undercity Akata blood for his cure, they receive the honorary title of "Savior of the Furmin" which grants them a +2 Circumstance bonus on skill checks when interacting with a Mouse-kin due to their heroic reputation.

Agents of A.A.R.F
Chapter 3: A Tundra of Fun

[illegible]

INTRODUCTION

Before beginning the next section of the Adventure Path, A Tundra of Fun, ensure the PCs have completed any shopping, side quests, or personal activities they wish to engage in while in the city of Vermin. Information on Vermin can be found in the Appendix. When ready read the following text to the PCs:

After several weeks helping administer the antidote to the affected creatures in Vermin, the time has come for you to return to Pawsford, as Sir Miles has a new mission waiting for you. A transport specialist from A.A.R.F. is available to expedite your travel via a *Teleport* spell, an expensive benefit you didn't expect.

When you arrive at A.A.R.F. headquarters, you see Sir Miles looking annoyed and angry as he hastily paces around the room. His breath erupts violently from his nostrils like a bull about to charge.

"Welcome back, Agents. I apologize for my fowl mood, but it has to do with your newest mission. I received a personal visit yesterday from Lord Kensington Bloodhoof, cousin to the King of the Ruminant Republic. He was quite perturbed. Apparently a painting he had commissioned of his fiancé as a wedding gift has been stolen. I, of course, questioned why he would think A.A.R.F. would get involved in such matters—it seemed more like a job for the local Sherriff, but he uttered a single name that convinced me that we need to be involved—Bowtie Bill Pepperwiggles.

In case you've been living under a rock the past few years and haven't heard of him, Pepperwiggles is one of the top five most wanted criminals in all of the Seven Realms. Worse, he used to be one of our best agents. He was born right here in Pawsford in the Eggswaddle district and worked for A.A.R.F. for almost ten years before going rogue. He calls himself a "treasure hunter" but the fact is he stopped caring about whether the treasures he sought were already owned by someone else. He's no more than a petty thief with some great training and I'm sick of him dragging A.A.R.F.'s reputation through the mud. Head out to the Republic and meet with Kensington. Find out everything you can about the theft and where Bow-tie Bill might be hiding out and then arrest that pathetic little ball of feathers.

Allow the PCs to make a **Knowledge: History** check to know more about the History of the Ruminant Republic, shown in the box on page 44. **Knowledge: Local** or **Knowledge: Nobility** can be used as well, but if so increase the DCs by 3. If any of the characters grew up in the Republic, they receive a +5 competence bonus to the check.

In addition, PCs can inquire more about Bow-tie Bill either through asking Sir Miles (who knows everything), by rolling a **Knowledge: Local** check with a DC of 12, or by using a **Diplomacy** check around the Eggswaddle district to gather information at a DC of 10. If they ask around Eggswaddle, the information they get will portray him as more of a folk hero than a criminal.

Complete information on this legendary figure can be found on the next page.

MISSION DOSSIER

A TUNDRA OF FUN

Former A.A.R.F. agent and current master-thief, Bow-tie Bill Pepperwiggles has been spotted in the south-eastern part of the Ruminant Republic and is the main suspect in the theft of a valuable piece of artwork from Lord Kensington Bloodhoof, a noble and cousin of the King. Pepperwiggles is to be apprehended, the stolen painting returned to Lord Kensington, and any other items of value in his possession taken into A.A.R.F. custody. A transport specialist is ready to Teleport you to Milkton, where you can interview witnesses to the crime.

Be careful when in the Ruminant lands. Intelligence indicates that they are experiencing a period of increased unrest among the peasantry. Rebellions are common in the Republic, but this is different than before as it appears the leaders are part of a religious cult that worships the Goat-kin deity of death, known simply as the Great Horned God. If the Goat-kin find out you are working with the nobility it will make it significantly harder to garner needed information among their sector of the population.

LEGENDS OF THE SEVEN REALMS

BOW-TIE BILL PEPPERWIGGLE

William Pepperwiggles was born in Eggswaddle, a small neighborhood in the Canine city of Pawsford where refugees of the Great Penguin-kin Expulsion* have lived for the past century. William was a curious and intelligent child, often finding joy in getting himself both in and out of trouble. When we turned 16, he signed up to do his service with the Red Knights, despite being one of only a few Penguin-kin ever to join.

While showing aptitude in the House of Arms, it was the House of Knowledge where he found his true calling, particularly working with A.A.R.F, The Arcane Artifact Recovery Force, a branch dedicated to searching the world for dangerous and powerful items and making sure they pose no threat to the populace. Upon completion of his apprenticeship, William became the first Penguin offered a permanent position within the Knights. He donned his red cloak proudly, eager to help his adopted country in any way he could. However, After a few years of honing his craft William began to question his work. Everything they found was either locked away in the Canine's under-mountain vaults, or given to the Queen to be used she saw fit. William gained nothing from his highly impressive and often dangerous work.

William also began to develop a streak of envy, as he saw colleagues around him, most of whom were Fox-kin, promoted above him despite a lesser track record for success. Seeing no way to combat this, William resigned his commission.



For the next year William worked as a contractor for hire: returning stolen heirlooms, some light bounty hunting, even teaching classes on Arcane Archeology and Art History at Great Horn University in the Republic, but he never found it satisfying. Instead, he decided to go into business for himself as a treasure hunter, procuring many of the same items he did as a member of A.A.R.F., but now selling to the highest bidder.

Within a few short months, William, who was now going by the nickname "Bow-Tie Bill", was one of the wealthiest Penguin-kin on the planet, yet he still craved more. He began to branch out, from just searching for

hidden treasures, to also "finding" some that had already been found. He broke into castles, museums, even the vaults of the famed Republic Crown Bank. With each successful heist, both his legend and his arrogance grew to new heights. Bill walked plainly through Layna, knowing that he was so good, that no court would ever find enough evidence to convict him.

"Bow-tie Bill" has recently been reported to be working the southern shore of the Republic, where he's rumored to have a base of operations on the inhospitable Icicle Island.

HISTORY OF THE SEVEN REALMS

DEATH OF THE REPUBLIC

DC 10: The Ruminant Republic was a true Republic for hundreds of years, with an elected Prime Minister and legislature. It was a bastion of free speech, thought, and representation of all citizens.

DC 15: A century ago, The Republic fell and became a monarchy when a warmongering Cow-kin army, led by Johann Bloodhoof, annihilated the Republic forces and installed their own officials in government positions throughout the realm. Bloodhoof took over as king and

dissolved the position of Prime minister.

DC 20: In the 100 years since Bloodhoof's coup, Republic society has greatly changed. The majority of wealth and titles now lie with the Cow-kin families that worship the White Death. Followers of the other Cow-kin deity, the Peaceful Prince, and Goat-kin, the other populous race in the region, fill the middle and lower classes.

THE LORD'S PALACE

The noonday sun beats down heavily as you materialize on Lord Kensington's private dock. Directly ahead of you sits the grand palace of Milkton, a gleaming three wing structure with a smooth stone façade and black and white marble pillars framing the entrance. The palace, while certainly beautiful, is a clear symbol of the opulence and extravagance of the Ruminant nobility and you begin to understand why the realm is subject to periodic peasant rebellions.

As you step off the docks onto the central gardens of the palace, three Goat-kin soldiers dressed in ornate leather armor surround you. Their garb, an obstinate mix of fiery oranges, glittering golds, and seafoam greens boasts a strong, professional appearance.

Their weaponry only reinforces the image as muskets—seemingly brand new—filled the hands of two of the soldiers. On each of their service belts hung golden basket-handled rapiers, matching parrying daggers, and single shot flintlock pistols. You couldn't help but think that the gear these soldiers carried must have cost more than the average citizen of the Republic made in a decade, perhaps even a lifetime.

Interrupting your thoughts, one of the soldiers steps forward and speaks:

"Welcome to Milton palace, Agents. My name is Captain Billy Flashhart. I am a member of Lord Kensington's personal guard. My men and I have been assigned to escort you to the palace. The gardens can be a bit of a labyrinth, so please follow closely and don't leave the path. Also, if you encounter any of the Lord's pets, please just stand back and let us do our job. I would hate to see anyone injured."

If questioned about the "Lord's pets" or the "labyrinth" Flashhart merely states that they are part of the palace defenses, but that as long as you stay with him, it shouldn't be a problem.

After walking through a winding, twisting hedge maze for several minutes, Flashhart turns and places a single gloved finger to his lips, demanding silence from the group. You follow his eyes as he looks past the next thorny wall, to the statue looming above it.

The statue is carved primarily from white marble and stands twenty feet tall. It depicts a large horned creature, vaguely Cow-kin, but with large spiked fangs and three eye sockets filled with pristine yellow gems.

An **Appraise** check of DC 13 will inform the PCs that the gems are Citrine, worth 500G each. If the PCs choose to, they can pry the gems out with a Strength check of DC 18, however desecrating and stealing from Lord Kensington's religious monument can have disastrous effects later on.

At this point the PCs can gain the following information with a **Knowledge: Religion** check.

- ◆ **DC 10:** The statue is of the White Death, a Lawful Evil god of war worshipped by much of the Cow-kin nobility.
- ◆ **DC 20:** Cow-kin are known to protect their shrines to the White Death with beasts known as Minotaurs, bull-headed humanoids with striking physical resemblances to the Cow-kin race themselves. The shrine guardians often receive additional powers from the White Death himself.

Once the PCs have garnered their information about the shrine, give them a **Perception** check of DC 15. Those that pass here a guttural roar moving quickly toward them, and may act in the surprise round as two Shrine Guardian Minotaurs tear through the hedge row and gore into Flashhart's guard companions, killing them instantly. Those that pass the **Perception** check may act in the same round that the Shrine Guardians arrive.

ENCOUNTER

SHRINE GUARDIAN MINOTAURS

Enemies: 2 Shrine Guardian Minotaurs

Ally: Billy Flashhart (Stats in Appendix)

CR: 5 (Enemies +6, Well Rested -1, Ambush +1, Ally -1)

Terrain: Hedge row garden, with 15 foot wide paths that extend 100 feet before turning in both directions. The Hedges are too thick for the PCs to move through without cutting them down or destroying them in some other manner. In the center of the battlefield is a clearing with the statue of White Death sitting atop a stone dais. See Map C1 for Additional information.

Tactics: The Minotaurs use the surprise round to eliminate the two nameless guards, by crashing through the hedge from either side and goring them.

From this point on, they use fairly simple tactics by charging if they can and using a full melee attack if they can't. A Shrine Guardian Minotaur will attack any Goat-kin first if possible, as they have been trained to believe that they pose the greatest threat to the shrine they protect.

Gm Tips: Flashhart knows their tactics and will yell at the PCs "Don't let them charge". He will position himself to attempt to prevent them from getting off a *Powerful Charge*.

Reward: None

Interrogation: Shrine Guardian Minotaurs speak only Giant and Moola. If someone wishes to interrogate them, they say only: "For the White Death!"

Shrine Guardian Minotaur

CR: 5

LE: Large Monstrous Humanoid

Init: +0

Senses: Darkvision 60 ft.; Low-Light Vision; Perception +10

DEFENSE:

AC: 16, **Touch:** 14, **Flat-footed:** 13

(+5 Natural, -1 Size, +2 Deflection)

HP: 48 (6d10+12)

Fort: +8, **Ref:** +7, **Will:** +9

Defensive abilities: Natural Cunning, Fast Healing 5, Ability Healing

Immune: Disease, Poison, Mind Effecting

OFFENSE:

Speed: 30 ft.

Melee: Mwk Greataxe +8/+3 (3d6+12/19-20) and gore +3 (1d6+3)

Space: 10 ft.; **Reach:** 10 ft.

Special Attacks: Powerful charge (Gore +8, 2d6+12)

STATISTICS:

Str: 19, **Dex:** 10, **Con:** 15, **Int:** 7, **Wis:** 14, **Cha:** 14

Base Atk: +6; **CMB:** +11; **CMD:** 21

Feats: Great Fortitude+, Improved Bull Rush, Power Attack+

Skills: Intimidate +5, Perception +10, Stealth +2, Survival +10

Skill Modifiers: +4 racial bonus to Perception+ and Survival+

Special Qualities: Aura of Evil (as an outsider), Blessed Life, Grace of the War God+, Sacred Site

Languages: Giant, Moola

ECOLOGY:

Environment: Ruminant Republic at Shrines to the White Death

Organization: Solitary, Pair, or Gang (3-4)

Gear: Mwk Greataxe

Natural Cunning: (Ex) Although Minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to **Maze** spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

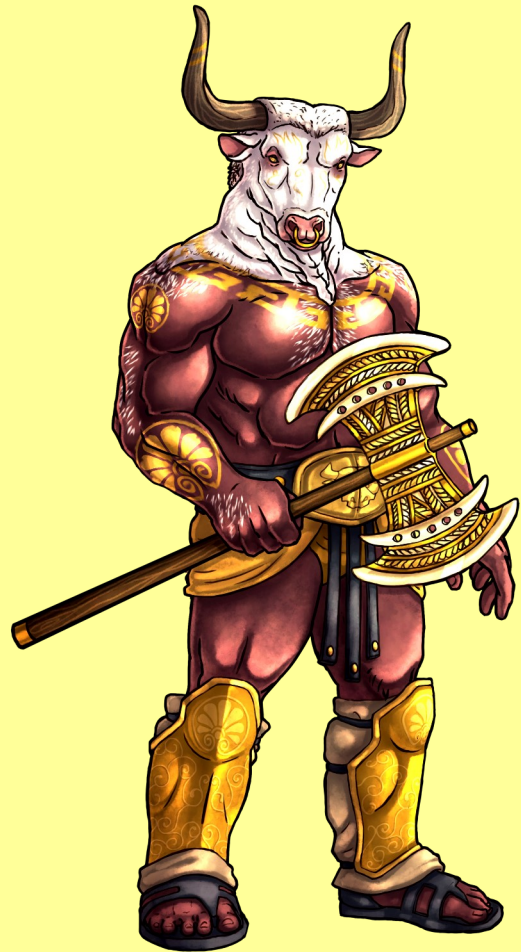
Ability Healing: (Ex) A Shrine Guardian Minotaur heals 1 point of ability damage per round for each ability score that is damaged.

Blessed Life: (Ex) A Shrine Guardian Minotaur does not need to eat, drink, sleep, or breath. He also does not age.

Sacred Site: (Ex) A Shrine Guardian Minotaur is assigned to guard a specific site sacred to the White Death. If they leave the vicinity of the site (more than 500 feet away) they lose all powers granted by the White Death and return to being standard Minotaurs.

Grace of the War God: (Ex) The White Death grants a Shrine Guardian Minotaur additional defenses for battle, allowing him to add his Charisma modifier to saves (as the Paladin's Divine Grace ability) and to Armor Class as a deflection bonus.

Cow-kin have long been fascinated with Minotaurs, beasts with the body of a human, but the head of a bull. Many believe that these violent creatures were put on Layna by the White Death himself, which is why they have such a similar physical appearance to the Cow-kin race. For hundreds of years Cow-kin have bred these reclusive monsters and trained them to fight alongside The Cow-kin armies. The Minotaurs who show the most promise as warriors are presented to the White Death who then grants them special gifts in order for them to become defenders of his most holy sites.



ESCAPING THE MAZE

With the Minotaurs defeated, the PCs have several options. If Flashhart is still alive and awake, he can lead them out, though he does request the party help carry the bodies of his guards as well.

If Flashhart is not available to lead them, then the PCs will need ten minutes and several successful rolls to navigate the hedge maze. PCs may not take 10 or 20 on these rolls.

1. A PC (or combination of PCs) must make five **Survival** checks, DC 15. To successfully navigate out of the Maze 4 of these checks must be successful. If 2 or more checks fail, the PCs get lost for one hour and must start over.
 2. PCs may aid the survival checks with various other checks. These bonuses remain, even if the **Survival** checks are reset. All checks below are DC 10 and may only be earned once.
- ◆ **Knowledge: Geography:** grants a +2 to survival checks as this PC can determine differences in the soil and texture of the land

- ◆ **Knowledge: Nature:** grants a +2 to Survival checks as this PC can map differences in the Hedges and flowering plants.
- ◆ **Climb:** grants a +2, as this PC can climb the hedge wall and ascertain the progress the PCs have made and any corrections that might be necessary.

If unable to navigate through the hedge Maze, the PCs can cut or burn their way out, though Lord Kensington is sure to be annoyed if his garden/defense is destroyed.

The PCs may choose to examine the shrine to the White Death before leaving. If so you can describe it as such:

A plaque at the bottom of the statue has a carved inscription that reads:

Death visits every home, but favors those who welcome him in.

—King Johann Bloodhoof

Once the PCs have exited the hedge maze, there are several guards waiting to escort them into the meeting hall.

MILKTON PALACE

You are gathered in a large, lavish room while waiting for the Lord to arrive. The beautifully decorated Great Hall is filled with ornate tapestries, glowing chandeliers and sconces, and stunning gold-framed artwork. Several servants of various races line the room, filling cups, offering trays of foods, and dusting random smudges off the antiques. Quiet and stoic Goat-kin and Roo-kin guards stand sentry at every exit. They wield long spears and are adorned with shining silver armor, accented with orange rivets representing the colors of Kensington's house. Flowing behind them in the slight draft of the stone room, their purple and teal cloaks announce their dedication to the crown, even above their direct Lord.

Everywhere you look the sight of wealth stares back at you—except one place. In the center of the room, above the hearth, is a noticeably bare area, where no art is hung.

After nearly an hour the large oak doors open and Lord Kensington walks in, surrounded by several well armed Goat-kin—members of his personal guard. (This includes Billy Flashhart, even if he was killed/injured by the Shrine Guardian Minotaurs it can be assumed the Kensington has had him resurrected or healed.)

Kensington is a large cow, heavy set and broad, with piercing green eyes. He is primarily white, with a large black spots covering his face and shoulders. His clothes are tailored from exquisite silks, and colored in the purple and teal motif of the Royal family, rather than the colors of his own house.

Kensington pauses as he enters, allowing the PC's to greet him with due reverence.

(He expects a bow/curtsy, and will show noticeable annoyance if not presented with one).

After everyone offers respect, he invites you to sit around a large wooden table in the center of the room. He looks around, quietly assessing each of your skills and abilities before speaking. (His reactions will depend on the party makeup. He values strength as seen in size and visible arms.

"Welcome, Agents. Thank you all for coming, I hope your travels were comfortable. Let me get right down to business as my time is valuable, as yours is as well, I'm sure.

As you know, a dastardly thief by the name of Bow-tie Bill Pepperwiggles has robbed me of a priceless piece of artwork. Two nights ago a caravan guarded by four of my best guardsmen was hijacked and a portrait of my fiancé—Lady Lisa, heir to the duchy of Woolmington and the king's own sister—was stolen. This portrait was to be a wedding gift to our new family, commissioned by the King himself.

The wedding is set to take place in seven days. I need you to find that painting and return it to me! Luckily, we included a magical location system in the painting itself. Once you are within 1 mile, this compass will begin to glow in the direction you need to travel. You just have to figure out where it went to get within a mile."

He hands the PCs a small white stone, seemingly completely innocuous and mundane.

More information on Roleplaying Lord Kensington can be found on page 48.

TIPS FOR ROLE-PLAYING
LORD KENSINGTON BLOODHOOF

Personality: He's haughty, gruff, and pretentious, but clearly worried about the stolen piece of artwork.

Background: Born and raised a noble (and a second cousin to the king) Kensington Bloodhoof has always had the finest things in life handed to him. He is out of touch with the needs of the average citizen, but wishes them no direct ill will.

Alignment: Lawful Evil

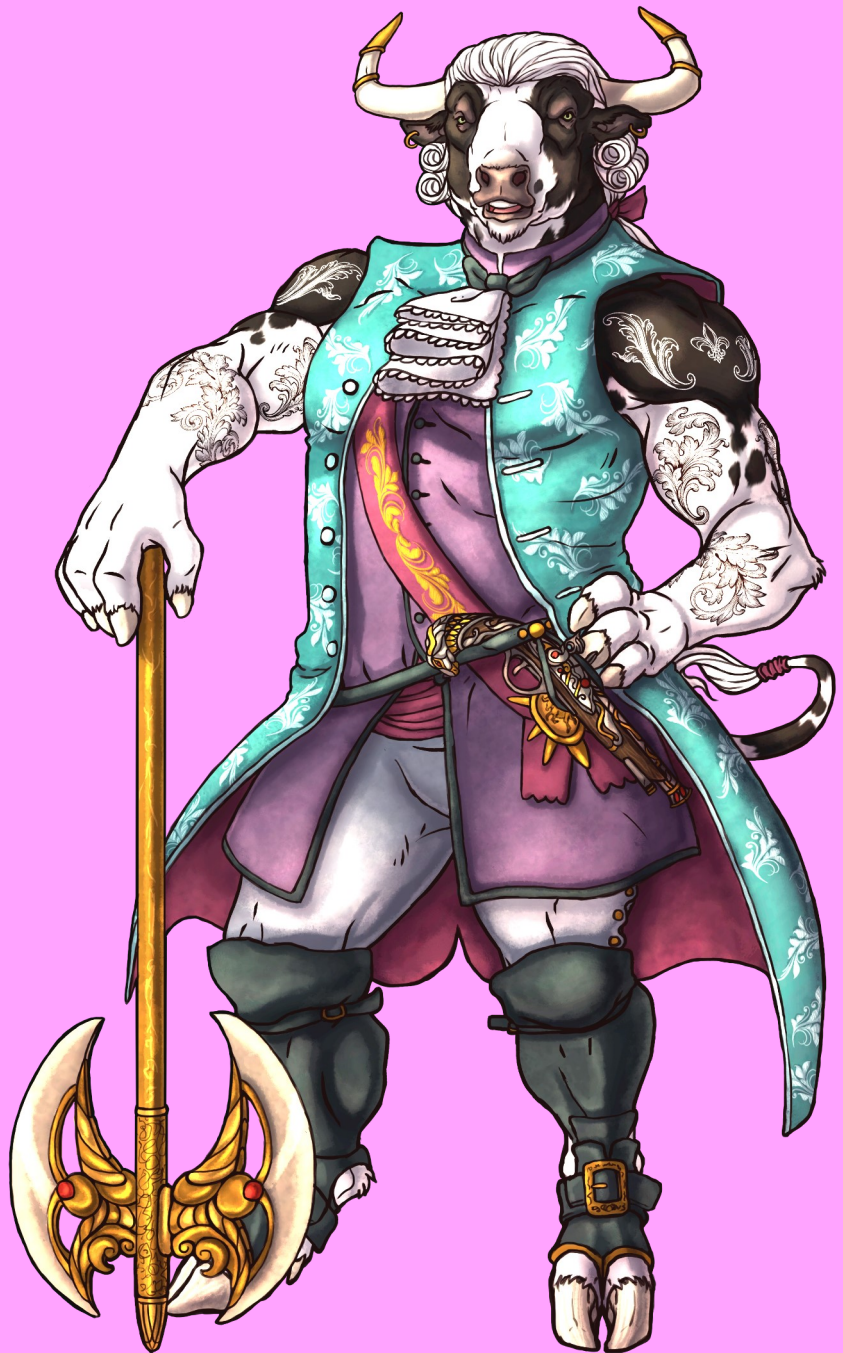
Attitude toward PCs: Friendly

Class: Level 3 Aristocrat

Information:

- ◆ The artwork in question is a portrait of his fiancé, known as the *Mooing Lisa*. It was crafted by the famous Goat-kin artist Leonardo Da Hornsby and was meant to be a wedding gift to his fiancé Lady Lisa, heir to the duchy of Woolmington, from her brother—the King.
- ◆ The thief and his gang attacked a caravan that was transporting the *Mooing Lisa* to the palace for his wedding to Lady Lisa, which is in 7 days.
- ◆ The sole survivor to the robbery, the coachman, said there were five assailants, one of whom was much larger than the others. They wore masks and attacked in the dead of night, so he wasn't able to ascertain more details about their appearance. The survivor is suspiciously not available for the PCs to speak with.
- ◆ He believes that the leader of these men is Bow-Tie Bill Pepperwiggles, a notorious thief that has been blamed for a dozen burglaries in the Southern Republic over the past six months.
- ◆ His Royal Falconer tracked the thieves to the Port City of Haggis, but lost the trail there. The road to Haggis is dangerous and outside of Kensington's jurisdiction. The PCs should take proper caution as they travel.
- ◆ Prince Kensington will provide horses for travel to Haggis.
- ◆ If the group can recover the *Mooing Lisa* and return it before the wedding in seven days, they will receive a reward of 5,000 gold.
- ◆ He would prefer as few people as possible find out about the heist, so please be discreet when searching.

- ◆ The road to Haggis can be dangerous, as both bandits and monsters make their home in the vast grasslands of the Republic.
- ◆ The wedding is extremely important, as it will take Kensington from 14th in line to the throne all the way to next in succession. However, he fears that without the portrait the King will revoke his blessing and the union will be canceled.



BEHIND THE SCENES

As GM it is important to know what's going on behind the scenes. In this case it comes down to the secret importance of the portrait known as the *Mooing Lisa*. Unbeknownst to anyone but the King of the Ruminant Republic and Lord Kensington, the *Mooing Lisa* was painted on a canvas that hid an old map. This old map was found inside an abandoned vault at the Republic Crown Bank. As with all abandoned items it then became property of the king. While being catalogued by the King's researchers one of them brought it to his attention that he believed it was a map to the legendary Fountain of Agelessness, a magical spring that can protect a hybrid's body from aging and disease. The king was of course ecstatic about the discovery, except for one thing— as a worshipper of the White Death coveting an object that granted immortality would have been sacrilege. If the other noble families found out he was searching for it they could call for his head. So the King made a deal with Lord Kensington, a distant member of his own family, and someone he believed he could trust. Kensington would hire a crew to search out the Fountain of Agelessness and oversee their work in the King's place.

In exchange the King offered his own sister up for marriage, a union that would take Kensington from 14th in line for the crown to next in succession. The King figured if he were successful he'd never need worry about succession laws again, and if he wasn't he'd make sure an accident happened to Kensington before word leaked out of their plan. The key to the plan was transferring the map in a way that wouldn't arouse suspicion, so he decided that a wedding portrait would be appropriate. Unfortunately, no one expected that Bow-tie Bill would decide to hijack the caravan and steal the painting.

The PCs at this point should know very little about this hidden backstory, but should be getting hints that things are not quite right. Some ways to do that during the Kensington conversation are:

A **Knowledge: Nobility** check (DC 12) to know that Kensington is moving way up the line of succession, a very strange occurrence, and that prior to the past few weeks he was not considered a powerful player in the Bloodhoof family.

A **Sense Motive** check (DC 18) to know that Kensington is hiding something. Make this during interactions with him.

TRAVELING TO HAGGIS

It will take two full days for the PCs to travel from Lord Kensington's palace in Milkton, to the port city of Haggis, where the Royal Falconer believes the portrait was taken. The road there is well-worn and cuts through flat, but cultivated grassland and farm plots. A few dozen merchants traveling between the two cities pass the PCs each day, but do little more than offer pleasantries as they continue. It's a very peaceful ride for all intents and purposes.

But at night things change as one of the more dangerous species of the Ruminant grasslands has taken an interest in the PCs. These Pigsy, a race of tiny, flying Fae creatures has begun following the PCs.

During the night you will make three rolls (once every few hours) to see if the party is attacked by a roving pigsy warband. The chance on the first roll is 20%, 40% on the second, and 60% on the third.

When the pigsy attack, they will use **Stealth** to sneak up on the parties camp, using the high grasses to mask their approach. Anyone currently on sentry duty gets a **Perception** check to become aware of them (remember to adjust for sight in the darkness and distance away).

If they are spotted, and the spotter makes it obvious (drawing weapons, sounding an alarm, ect...) the Pigsy will retreat. Continue rolling checks every few hours to see if they return. If not, repeat this on night two.

If the pigsy have not had a successful attack by the third roll of the second night, they attack regardless of being spotted.

Once the encounter with the pigsy is complete, the PCs will be able to continue to Haggis without further trouble.

Piggy Warrior

CR: 1/2

NE: Tiny Fey

Init: +2

Senses: Low-light vision; Perception +5

DEFENSE:

AC: 15, **Touch:** 14, **Flat-footed:** 13

(+2 Dex, +2 size, +1 shield)

HP: 9 (2d6+2)

Fort: +1, **Ref:** +5, **Will:** +2

DR: 2/cold iron

OFFENSE:

Speed: 15 ft., **Fly:** 40 ft. (perfect)

Melee: Shortsword +5 (1d3/19-20)

Ranged: Blowgun +5 (1 non-lethal + poison)

Space: 2.5 ft.; **Reach:** 0 ft.

STATISTICS:

Str: 10, **Dex:** 14, **Con:** 12, **Int:** 7, **Wis:** 11, **Cha:** 10

Base Atk: +1; **CMB:** -1; **CMD:** 11

Feats: Weapon Finesse

Skills: Fly +19, Perception +5, Sense Motive+5, Stealth+15

Languages: Common, Piggy

ECOLOGY:

Environment: Grasslands of south-eastern Layna

Organization: Raiding bands(4-6), tribe (20-30+)

Gear: tiny short sword, tiny blowgun, tiny light wooden shield, 10x poison darts

Treasure: 7 gp.

Piggy Poison: A Piggy may use a standard action to excrete a toxin from their wings onto one of their weapons. Piggy are immune to the effects of their own poison. *Piggy Poison*-injury; *save* DC 11; *frequency* 1/round for 6 rounds; *effect* 1d2 dex damage; *cure* 1 save

Piggy are a scourge to travelers along the Southern coast of the Ruminant Republic. They live in small, nomadic villages hidden among the tall grasses of the country pasture land. From here they raid the "Tall Folk" by poisoning them and stealing livestock, trinkets, and trophies.



ENCOUNTER

PIGSY WARRIORS

Enemies: 6 Pigsy Warriors

CR: 4 (Enemies +4, Well Rested -1, Ambush +1)

Terrain: open field with a few scattered trees and bushes. Grass is high enough for Pigsy to approach under a **Stealth** check. See Map C2 for information.

Tactics: Pigsy like to surround the perimeter of their enemies and attack from all sides in a quick, coordinated attack. They begin by launching poisoned arrows at the easiest targets (sleeping characters included). Next, they charge the toughest looking character first (whomever has the biggest weapon usually does the trick) and attempt to apply multiple poisons to him. Remember that failing saves on multiple doses of the same poison increases both the DC (+2) and extends the frequency (+1/2). Once a Pigsy connects

with his blade the poison is used up and requires a standard action to reapply. Their goal is to drop their enemies into unconsciousness via their poison, and steal their belongings. Pigsy almost never kill their opponent.

GM Tips: Pigsy have no reach, and as such, may provoke an attack of opportunity when they attack in melee.

Reward:

- ◆ 4x gear (tiny short sword, tiny shortbow, tiny light wooden shield)= 94g value (sells for 47g)
- ◆ 42 gp
- ◆ **Interrogation:**
“Pigsy take what Pigsy want, nothing else to say to you.”

HAGGIS

You arrive in Haggis just after noon. It is a bustling port town filled with friendly people and strong salt odor in the air. Most of the buildings are modern, a combination of timber frames and white washed stone. Houses and shops are arranged in rows and oversee narrow cobblestone streets. In the distance, elegant country villas sit atop rolling hills and display the wealth of the Ruminant Republic.

At this point, the PCs will be in need of information, and possibly a way to recover the ability damage from the Pigsy poison. If they ask for simple directions, no roll is needed and anyone can show them the way. There is a Temple of the Faun, a major (good) Goat-kin religion, where there are clerics that could help with the poison by casting *Lesser Restoration*. These clerics are 3rd level, so the spell will cost 60 gold per casting. You will need to give 24 hours notice for the clerics to prepare. If the party is in rough shape, they may lodge at the temple free of charge (though a tithe would be appreciated by the clerics).

There is also a magic shop with a 75% chance to have a *Lesser Restoration* wand, or scrolls if they choose to go this route and save time.

If the PCs choose to explore Haggis in more detail, check out the Appendix for information about the town, its businesses, and its citizens.

When the PCs are ready to continue with the main plot line, they should roll a **Diplomacy** check in order to gather information. Keep in mind that they should be discreet about the stolen painting and Bow-tie Bill.

While no one on the street will know anything of the heist, a DC 10 or higher roll on a **Diplomacy** check by any PC will send them to Captain Roan Delux*, a Wolf-kin expatriate and the head of the Haggis Town Watch. If the PCs mention the crime to him, he'll be excited to

have them in town and will do anything he can to help (He's a huge fan of A.A.R.F. if that is mentioned as well). He will inform the PCs that down by the docks there is an inn called *Alix's Skew and Brew*, a pub specializing in fresh brewed refreshments and grilled food on a stick. The owner, Alix Sparkpaw, is one of his most trusted "friends" and has a reputation for knowing all the things that go on in the city. If Bow-Tie Bill passed through recently she'd be the most likely to know. He also offers any help he can to A.A.R.F.'s mission, and lets the PCs know they can rely on him if there's trouble. Keep in mind, that Roan Delux will only offer this trust and help if the PCs reveal their mission and agent status to him. Though they may not go their next, eventually the PCs should end up at Alix's, located near the docks, on the south side of the city. It is a small place filled with smiling, laughing patrons. Alix is behind the bar. She's cooking, serving, and brewing a strong smelling concoction of some kind. As the PCs enter, she motions to a few open seats at the bar, right in front of her and speaks the following words:

"Welcome To Alix's Skew and Brew. The special today is grilled Wassabut eel with spiced peppers. On a stick of course. We also carry a wide array of drinks to wet your whistle—assuming you have a whistle, of course. I lost mine years ago. Freak accident really—swallowed the thing and never saw it again. But you know, sometimes when I'm hungry and my stomach rumbles I can hear dogs barking in the distance. Coincidence? Maybe? Maybe not? So anyway, what can I get you?"

Additional information on roleplaying Roan can be found on Page 52-53.

Roan Delux

(Ranger 4 {skirmisher/urban Ranger})

CR: 4

LG Medium Humanoid (Canine)

Race: Wolf-kin

Favored Class: Ranger (+4 HP)

Init: +10

Senses: Scent; Perception +11

DEFENSE:

AC: 15, **Touch:** 12, **Flat-footed:** 13

(+3 Armor, +2 Dex)

HP: 44 (4d10+16)

Fort: +7, **Ref:** +6, **Will:** +3

Save Modifiers: +2 against Poison

OFFENSE:

Speed: 30 ft.

Melee: +1 Greatsword +9 (2d6+7/19-20)

Ranged: Mwk Composite Longbow (+4 str) +7 (1d8+4)

Space: 5 ft., **Reach:** 5 ft.

STATISTICS:

Str: 18, **Dex:** 14, **Con:** 16, **Int:** 10, **Wis:** 14, **Cha:** 10

Base Atk: +4, **CMB:** +8, **CMD:** 16

Feats: Power Attack, Quickdraw, Lone Wolf*, Improved Initiative*, Endurance

Traits: Reactionary*, Oathbound

Skills: Disable Device +11, Knowledge: Local +9, Perception +13, Survival +13, Climb +11, Stealth +11

Skill Modifiers: +2 Perception to locate traps, +2 Disable Device to disarm traps, +2 Survival to follow tracks **or** +10 Survival to follow tracks with scent.

Class Abilities: Urban Ranger*, Favored Community: Haggis*, Trapfinding*, Favored Enemy: Ruminant +2, Track*, Wild Empathy, Combat Style: Two Handed Weapon (Power Attack), Hunter's Bond (Town Watch)

Racial*: Wilderness Expert*, Quick March* Howl, Weapon Familiarity,

Languages: Common, Howl-speech

ECOLOGY:

Environment: Ruminant Republic, City of Haggis

Organization: Individual

Gear: Studded Leather Armor, +1 Greatsword, Mwk Composite Longbow (+4 str)



Orphaned after a Herptile raid on his home city of Redwood, Roan was adopted by Lord Edmund Hoofstomp, a Cow-kin and the governor of Haggis. Though Roan had a privileged upbringing, he struggled to fit in and find his place in the community. This changed when he began a stint as a Town watchman. It was here that Roan realized his calling—to protect the citizens of Haggis from crime and corruption. Roan showed excellent skill for tracking down criminals and making connections in the community and eventually became Haggis's youngest, and only foreign born, Captain of the Watch.

*Racial Traits/Feats/or Spells used in Agents of A.A.R.F are from the Anthro-Adventures World Guide and have been reprinted in the Appendix for your convenience.

TIPS FOR ROLE-PLAYING

CAPTAIN ROAN DELUX

Personality: Roan is extremely friendly always has time to stop and talk. He knows everyone who lives in Haggis, and truly cares for their well-being. That said, when a threat erupts he quickly turns from a friendly neighborhood watchman, to a cunning and ruthless tracker dedicated to keeping his streets safe from evil.

Background: Born to a now extinct wolf pack, Roan was adopted by the Governor of Haggis at a young age and raised as a proper Cow-kin gentlemen. He's highly educated and trained in the social graces and etiquette of noble living.

Despite his privilege, Roan never felt right being served by the community, and instead desired to earn his place. To appease his feelings he left his adopted father's home and took a job with the Haggis town watch. Here he showed aptitude and a connection to the community unparalleled by the other watchmen. He quickly rose up the ranks, becoming Captain of the Watch before he turned 22.

Alignment: Lawful Good

Attitude toward PCs: Neutral

Class: Ranger 4

Information:

- ◆ The Temple of the Faun (Goat-kin Goddess, LG) can provide any needed healing services for a fair cost. They also have lodging for weary travelers at no cost.
- ◆ There are several other inns that can provide food and lodging in the city that would be much more comfortable than the temple. He suggests Alix's Skew and Brew, an inn near the docks known for its delicious food and uniquely brewed spirits. Alix is also one of the most informed people in all of Haggis.
- ◆ While the majority of the citizens of Haggis are loyal to the Crown, there is a growing contingent that believes the Realm needs changes and that the nobility holds far too much power and wealth.
- ◆ Local rumors indicate that many Goat-kin have left the service of the King's army recently, both legally through retirement and illegally by deserting. Many of those former soldiers have come to Haggis looking for work and opportunity. If you come across any deserters, please let him know so he can arrest them.

TIPS FOR ROLE-PLAYING

ALIX SPARKPAW

Personality: Alix comes off as cheerful, pleasant, and a bit scattered at first interaction. Despite this appearance, Alix is quite shrewd and makes a hefty profit off knowing the right things, and especially in understanding when not to reveal the things she knows. However, she doesn't like Bowtie Bill, as he "dined and dashed" last time he was in town, so she's a bit more open to giving out information about him than she would for most customers.

Background: Born in the Feline capital of Meowphas, Alix left at an early age in search of customers who were more appreciative of her experimental cooking.

Diplomacy: Alix starts out as indifferent you. To change her attitude a PC must make a **Diplomacy** check and roll a 17 or better to move to Friendly, and a 22 or better to move to helpful. Remember that changing an attitude can be done only once per 24 hours. You should encourage the PC with the best **Diplomacy** skill to lead the group here, with the other party members assisting via the Aid Another ability (I generally impose a penalty if one of the helping PC's fails terribly as it can add in a bit of humor here as the PCs scramble to fix the social misstep).

Once the PCs have attempted to influence her attitude, they may try to garner more information regarding the heist from Alix. To gain access to her info they must roll the following on a second

Diplomacy check: If she's indifferent they need a 27, friendly requires a 22, and helpful requires a 17. These DCs may be reduced by 1 for every 10 gold given as a tip by the party. Retries are allowed after an hour, but automatically fail if the PC's don't tip first.

Information:

- ◆ Bow-Tie Bill has been in Alix's Skew and Brew several times over the past few months. Many of those times he has bragged about his exploits as a thief. The last time she saw him was the night of the heist, when he was joking about ripping off some Cow-kin Lord. He was with three Goat-kin, and his Bear-kin partner, Rocklyn.
- ◆ Alix harbors deep resentment toward Bill, as he once insulted her Mother's Salmon Pate recipe. Not only that, but he didn't pay for it! This is the main reason she's willing to tell you about him. This and the gold you've given her.
- ◆ He's believed to have a well-guarded base of operations on Icicle island, a day's boat ride south of Haggis in the frigid South seas.
- ◆ She has a friend at the docks who might be willing to take you to Icicle island, for a fee. His name is Captain Revin Greyfeather. He's docked at slip 17. His ship is called *The Broken Wing*.
- ◆ She has a secret "menu" for special customer that the PCs can buy from. (available only if the PCs get her Attitude to friendly). The menu is located in the Appendix.



RUN-IN AT NIGHT

There are several ways the PCs could choose to continue here. They might get rooms and spend the night at the Alix's Skew and Brew, they might stay downstairs in the tavern, drinking and socializing with the other patrons, or they might continue on to the docks in search of Captain Greyfeather.

Whichever way they choose to proceed, the three Goat-kin that Alix mentioned, former Republic army infantry that had worked the heist with Bow-Tie Bill, are still in town. They have been told by a customer who overheard the conversation that the PC's are asking questions about the heist. At some point these Goat-kin Army Deserters will come looking to silence the PCs.

If the PCs leave the inn, have the Goat-kin Army Deserters hidden in a dark alley, ready to jump out and attack the PC's.

If they stay at the inn, have the Goat Deserters break into their rooms and attack them. I've noticed that many times PC's don't set guards and watches when they are in a safe town, and sleeping at an inn. If your players are the same make them regret it, but be careful that you don't overwhelm them too much. This is a fight that could become more difficult than intended if circumstances stack (ie. They are sleeping, the party is split into four different rooms and has terrible

Perception, ect...)

Once the PCs have neutralized the threat, they will need to figure out how to handle the outcome of the fight. If one of the Goat-kin Army Deserters is left alive they can interrogate him, and find out some information about the current political climate in The Ruminant Republic, where abuse at the hands (hooves?) of the Cow-kin nobility has led to multiple stirrings of rebellion, especially from dissatisfied members of the Republic army.

If captured the PCs can bring the bodies to Roan Delux, who will present them to the local lord for trial and collect any bounty (to be paid to the PCs later on in the adventure). IN addition, this will help develop the relationship with Delux, which will give the PCs more opportunities as the campaign progresses.

If they kill them, they can attempt to hide the bodies or inform Captain Roan Delux of the circumstances of their death. Since it was clear self defense, he would not bring charges, but it would guarantee that he is keeping a closer eye on their activities while in Haggis.

Depending on some of the decisions the PCs make in the future, Captain Roan's oversight might add a wrinkle into what they are able to accomplish.

ENCOUNTER

GOAT-KIN ARMY DESERTERS

Enemies: 3 Goat-kin Army Deserters

CR: 4 (Enemies +4, Well Rested -1, Unfavorable Terrain/Ambushed +1)

Terrain: Either a small room in the inn with a bed and table, or an alley behind the inn. Either way the PC's should be in a small enough area to be able to use walls to reduce the Goat-kin Army Deserters ability to flank (and therefore sneak attack). Because this encounter has multiple places it can take place, there is no map to use. Instead, we encourage you to draw out your specific situation as it will help to track the movement of the Goat-kin Army Deserters who will be trying to flank.

Battle Tactics: Goat-kin Army Deserters will start the fight by using their single shot pistols as they move to engage with their rapier. Two Goat-kin Army Deserters will engage directly, while the third attempts to creating a flanking situation in order to sneak attack. They will use **Acrobatics** checks to move into the right position if need be.

GM Tips: The most dangerous part of this fight is the surprise round and first initiative. This can allow the Goat-kin Army Deserters to get off a pistol shot (which a crit could theoretically kill a PC) with a sneak attack for them being flat-footed, and than if they get first initiative they could hit for a second sneak attack before the PCs

have a chance to respond. Use this ambush to create drama for the battle, but be careful not to create a situation the PCs can't fight back from.

Reward:

3x gear (Masterwork Rapier, Masterwork Breastplate, Pistol)= 109x Gold pieces, 14 silver, 78 copper

Interrogation:

- ◆ They left their regiment after a powerful Lord took command and began having them pilfer crops from a local village to sell privately.
- ◆ They were hired for the art heist job by Bowtie Bill. It paid well, and he swore no one would get hurt. They never intended to see anyone killed.
- ◆ They do not regret deserting, and many of their brothers in arms have done the same as the army, and the monarchy are both corrupt. Several of those brothers have joined a new religious movement that worships the Goat-kin god of death, known as the Great Horned God. It is believed the cult of the Great Horned God is planning a massive uprising, but many Goat-kin are reluctant to follow the will of an evil deity, even if it ends in a better Republic for all races.

Goat-kin Army Deserters

CR: 1

N Medium Humanoid (Ruminant)

Race: Goat-kin

Class: Fighter 1, Rogue 1

Favored Class: Fighter (+1 HP)

Init: +8

Senses: Perception +5

DEFENSE:

AC: 18, **Touch:** 12, **Flat-footed:** 16

(+6 Armor, +2 Dex)

HP: 22 (1d10+1d8+6)

Fort: +4, **Ref:** +5, **Will:** +0

Modifiers: +2 to saves against poison/disease

OFFENSE:

Speed: 30 ft.

Melee: Mwk Rapier +5 (1d6+1/18-20)

Ranged: Pistol +3 (1d8/x4)

Special Attack: Sneak Attack 1d6

Space: 5 ft., **Reach:** 5 ft.

STATISTICS:

Str: 12, **Dex:** 14, **Con:** 14, **Int:** 10, **Wis:** 11, **Cha:** 14

Base Atk: +1, **CMB:** +2, **CMD:** 14

Feats: Weapon Finesse⁺, Weapon Focus (Rapier)⁺, Improved Initiative⁺

Traits: Deft Dodger⁺, Reactionary⁺

Skills: Acrobatics +9, Bluff +9, Climb +3, Diplomacy +7, Perception +5, Sense Motive +4, Sleight of Hand +6

Skill Modifiers: +1 to Perception to find traps, +2 to Profession: Merchant

Class Abilities: Finesse Training⁺, Sneak Attack, Trapfinding⁺, Bonus Feat⁺,

Racial*: Iron Stomach⁺, Merchant with a Mouth⁺, Steady⁺, Troll Slayer

Languages: Common, Bleat-Speak

ECOLOGY:

Environment: Ruminant Republic

Organization: Single, Pair, Group (3-5)

Gear: Masterwork Rapier, Masterwork Breastplate, Pistol

Treasure: 36 gp



Goat-kin Army Deserters are former members of the Republic Army who left the service of the Monarchy (without permission). This is often do to problems with how the Monarchy has ignored the elected governors and the plight of the common people in the Republic. They tend to make a living off petty theft and mercenary work. Many of them have begun to support the rebellion being led by the Knights of the Horned God.

*Racial Traits/Feats/or Spells used in Agents of A.A.R.F are from the Anthro-Adventures World Guide and have been reprinted in the Appendix for your convenience.

THE BROKEN WING

The docks are numbered, so it's easy for you to find slip 17, near the west end of the harbor. While a few unsavory characters pass by you, most people drop their eyes as you pass, not wanting trouble from an armed group of adventurers.

You arrive at Captain Greyfeather's boat, a two mast brigandine with four deck-mounted ballista and one cannon sitting on a mechanical swivel. You can't help but think that she is well-armed for a "merchant" ship, when you see that she flies a flag with seven sabres arranged in a circle so that their blades touch in the middle.

A **Knowledge: Local** check to identify the flag tells you that Greyfeather is a member of B.U.R.P, the Benevolent Union of Righteous Pirates. This guild of seafaring

scallywags proclaims to be a legitimate merchant organization, though most of its trade goods have been taken by force.

You notice the boarding plank has been pulled up, and the boat seems empty. A moment later, a voice from the top deck of the ship yells out "Who goes there?"

Captain Greyfeather is alone on his ship, his crew having abandoned him. To gain access the PCs will need to convince him that they are friendly and pose no threat to his ship. This can be done simply by explaining that Alix sent them, or by giving them the opportunity to use **Diplomacy** (treat starting attitude as Indifferent if you wish to let the PCs follow this path. They will need to get to Friendly to be invited aboard for conversation, which requires a **Diplomacy** roll of 17).

TIPS FOR ROLE-PLAYING

REVEN GREYFEATHER



Personality: Calm and good natured, Reven is clearly no stranger to bouts of bad luck, yet he still seems to maintain a semblance of hope. He is very happy to see the PCs

Background: Captain of *The Broken Wing* and a priest of the Goddess of the Sea. Reven has spent most of his life on the oceans.

Alignment: Chaotic Neutral

Attitude: Friendly

Class: Swashbuckler 1, Warpriest 4

Information:

- ◆ He and his crew had recently salvaged a large merchant vessel off the coast of the Republic. They had returned yesterday with a chest full of old gold coins in their hold. Many of them went into town to celebrate, leaving a few crewmen back to guard the booty. When they got home the crew were unconscious, and the gold was gone
- ◆ He believes it was stolen by Lily Blackwhisker, the leader of the Spell-sailors, a crew of sorcerer pirates known for their lack of morality.
- ◆ His crew demanded he do something about it, but he refused. Both him and Lily are members of B.U.R.P, the Benevolent Union of Righteous Pirates, a powerful guild organization. He doesn't want to confront Lily, because he's afraid B.U.R.P with expel him.
- ◆ If the PCs can sneak onto Lily's ship, which is just a few stalls down in dock, and steal back his treasure, he will collect his crew and take the PCs to Icicle Island. He claims he's the only Captain able to navigate the frozen waters. He also wants you to humiliate Blackwhisker in some way, but don't kill her.

INFILTRATING THE PIRATE SHIP AND RETURNING THE TREASURE

The PCs have options here. They can try to find another ship, though this may be difficult, expensive, and draw attention to them. They can double cross Reven Greyfeather, take over the *Broken Wing*, and hire their own crew to sail it. This would not be considered an honorable move for an Agent of A.A.R.F. and could result in repercussions with Sir Miles.

Most likely they will accept Reven's request to steal the treasure back, which can be accomplished in many ways. They can use force and storm Lily's ship. They can use subterfuge to gain access, or perhaps they just use **Stealth** to sneak on without being noticed. Some PCs might even use **Diplomacy** and negotiate a deal for return of the stolen property.

Regardless of the path chosen, the PCs must secure the treasure in Lily's cargo hold in order to be successful and gain usage of *The Broken Wing*. The treasure is behind a locked door in the cargo hold (stats below). Luckily for the PCs, the majority of Blackwhisker's crew is enjoying the nightlife of the town, so the ship is only being defended by Lily and three cremates.

Once the treasure has been returned to *The Broken Wing*, Greyfeather will give you a place aboard the ship to sleep safely for the night while he collects his crew. He plans to leave first thing in the morning and he strongly suggests heading into town and purchasing cold weather gear from the tailor, as Icicle Island can be dangerously chilly.

ENCOUNTER

LILY BLACKWHISKER AND THE SPELL-SAILORS

Enemies: Lily Blackwhisker and three spell-sailors

CR: 5 (Boss 3, minions 3, prepared -1)

Terrain: Lily's boat is 40 feet wide and 80 feet long. It has a 5x5 central mast, connected to a forward and rear mast via ropes. In the rear of the ship are stairs leading to a lower deck (and their cargo hold, where the stolen treasure is). In the front are two sets of stairs leading up to a navigation area with a steering wheel. See Map C3 for additional information.

Tactics: Lily and the spell-sailors will use *vanish* in order to maximize flanking and sneak attack opportunities. If the fight is going too easily for the PCs you can have the spell-sailors make use of the masts to climb and charge from unique angles via their *Swinging Reposition* ability. *Mage Armor* does not need to be used, but is available to add a challenge against groups with highly accurate PCs.

GM Tips: The PCs do not need to fight Lily, and it is certainly possible to sneak onto the ship and steal from her.

Reward: +1 Cutlass, 1x scroll of Mage armor, +1 Cloak of resistance

Interrogation of Lily Blackwhisker:

- ◆ The treasure is in the hold, one deck below.
- ◆ It was Greyfeather's first mate who informed her about their big find in exchange for a bigger cut.
- ◆ If the PCs promise not to report her to the authorities or to B.U.R.P and let her go free, she is willing to unlock the cargo hold door for them.
- ◆ The rest of her crew is due back any minute. (she hides this fact until it is forced out of her, or it's her only bargaining chip.)

THE CARGO HOLD

The door to the cargo hold is made of thick, reinforced wood. It has no lock, instead it is protected by an *Arcane Lock* spell cast at level 5. If the PCs have not bartered for Lily's assistance, they can bypass the door by breaking it down, casting *Knock* (it's possible they still have a charge on Jasper's locket from Ch. 1, The Howling Mine), or using *Dispel Magic*.

Strong Wood Door	2 in. thick	5 hardness	25 hp	Break DC: 25
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Captain Lily Blackwhisker

(Aquatic Sorcerer 2, Pirate Rogue 2)

CR: 3

CN Small Humanoid (Feline)

Race: Cat-kin

Favored Class: Rogue (+2 HP)

Init: +5

Senses: Darkvision 60 ft., Perception +5

DEFENSE:

AC: 16, **Touch:** 16, **Flat-footed:** 11

(+4 Dex, +1 Dodge, +1 Size)

HP: 29 (2d8+2d6+6)

Fort: +3, **Ref:** +8, **Will:** +3

OFFENSE:

Speed: 20 ft.

Melee: +1 Cutlass +7 (1d4+3/18-20)

Special Attack: Sneak Attack 1d6

Space: 5 ft.; **Reach:** 5 ft.

STATISTICS:

Str: 14, **Dex:** 18, **Con:** 12, **Int:** 10, **Wis:** 10, **Cha:** 17

Base Atk: +2, **CMB:** +3, **CMD:** 17 (18 vs. Trip)

Feats: Weapon Focus: Cutlass+, Sea Legs+,

Weapon Finesse+, Magical Aptitude+

Traits: Arcane Temper, Worldly

Skills: Acrobatics +13, Climb +11, Swim +11,

Perception +5, Use Magic Device +12

Class Abilities: Bloodline Arcana (Aquatic), Dehydrating Touch (6x/day), Swinging Reposition, Evasion

Racial Abilities*: Nimble Faller+, Arcane Lineage+, Magical Warrior

Spells: Caster Level 2, Concentration +6

0-level (cantrip): *Resistance, Daze, Ray of Frost, Mage Hand, Light*

1-level (4/day): *Vanish, Mage Armor*

Languages: Common, Meowori

ECOLOGY:

Environment: Waters off the east coast of The Ruminant Republic

Organization: Individual

Gear: +1 Cutlass, +1 Cloak of Resistance

Treasure: Reven's Treasure Chest (in cargo hold)



Lily Blackwhisker was once an respected sailor in the Sandtail Clan's naval force, but she struggled with authority and rules and eventually quit to make her way on her own. After several years of bouncing between merchant ships, Lily became sick of not being the one to make the decisions, so she organized a mutiny, took over the ship she was on, and turned it into a full on pirate vessel. As she rose in power and infamy, Lily began to demand her that anyone that joined her crew have basic, inherent ability with magic. She called these new recruits spell-sailors and trained them to use their magic to become the most feared group of Pirates in the Eastern Seas.

*Racial abilities can be found in the Anthro-Adventures World Guide. In addition, we have re-printed the used abilities in the Appendix for easier GM Access.

Spell-Sailors

(Aquatic Sorcerer 1, Pirate Rogue 1)

CR: 1

CN Small Humanoid (Feline)

Race: Cat-kin

Favored Class: Rogue (+1 HP)

Init: +3

Senses: Darkvision 60 ft., Perception +4

DEFENSE:

AC: 13, **Touch:** 13, **Flat-footed:** 11

(+2 Dex, +1 Size)

HP: 15 (1d8+1d6+3)

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

OFFENSE:

Speed: 20 ft.

Melee: Mwk Cutlass +5 (1d4+2/18-20)

Special Attack: Sneak Attack 1d6

Space: 5 ft., **Reach:** 5 ft.

STATISTICS:

Str: 14, **Dex:** 14, **Con:** 12, **Int:** 10, **Wis:** 14, **Cha:** 16

Base Atk: +0, **CMB:** +1, **CMD:** 13

Feats: Weapon Focus: Cutlass, Sea Legs, Magical Aptitude

Traits: Arcane Temper+, Worldly

Skills: Acrobatics +9, Climb +9, Swim +9, Perception +5,

Use Magic Device +8

Class Abilities: Bloodline Arcana (Aquatic), Dehydrating Touch (6x/day)

Racial Abilities*: Cat's Luck, Cat Nap, Nimble Faller, Magical Warrior, Arcane Lineage+

Spells: **0-level (cantrip):** *Resistance, Daze, Ray of Frost, Mage Hand*

1-level (4/day): *Vanish, Mage Armor*

Languages: Common, Meowori

ECOLOGY:

Environment: The seas and shores of the Seven Realms

Organization: Boarding party 5-7. Landing part 8-15, Crew 25-30,

Gear: Mwk Cutlass, Leather Armor

Treasure: None

Generally chosen directly by Captain Lily Blackwhisker from the ranks of Cat-kin orphans who show inherent magical ability, the Spell-sailors are well respected among their pirate kin for being cunning and quick in all their endeavors.



*Racial abilities can be found in the Anthro-Adventures World Guide. In addition, we have re-printed the used abilities in the Appendix for easier GM Access.

ICICLE ISLAND

The PCs arrive at Icicle island after three hours of rough seas. Have each PC roll a DC 10 Fort save. Those who fail experience the *nauseated* condition for ten minutes as they recover from their seasickness.

Captain Reven Greyfeather anchors *The Broken Wing* a few hundred yard from land. He claims that's as close as he's willing to get, because he doesn't want Bill to know he was the one to help the PCs, in case they fail. He has a small row boat on the side of the ship that they use as a landing craft.

As the PCs get closer to land they notice a commotion on the shore. A group of Grindylow, small creatures with a goblinoid torso and eight tentacle-like legs, are engaged in a battle with two small creatures that appear like young blue dragons, though even the most naïve adventurer knows this is not the proper environment for such a creature.

A DC 15 **Knowledge: Nature** roll informs the PCs that they are actually ice whelplings, a reptilian animal with a draconic appearance, but none of the intelligence. Ice Whelplings are extremely valuable as they are easy to train as flying mounts, make strong animal companions, and their thick, leathery hide can be used to create highly sought after armor.

As they arrive on the shore, The PCs will see a third ice whelpling, tiny and clearly a newborn. It is being defended, assumedly, by its parents. Before they can respond, the largest Grindylow strikes down both parents in a display of anger and skill that sends shivers down their spines. In game terms, the Grindylow leader, Blargh Squidslayer is using Dazzling Display. For plot, we are removing the 30 foot distance rule for this one instance. Roll Blargh's **Intimidate** and apply it to the PCs to see if they are Demoralized and have the *Shaken condition*. After this, **Roll Initiative!**

ENVIRONMENTAL DANGER

ICICLE ISLAND

Icicle island is a blisteringly cold area of snow, ice and wind. The temperature here when the PC's arrive is a few degrees below 0. This will require the following rules be observed.

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save.

A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well.

Characters wearing a cold weather outfit only need check once per hour for cold and exposure damage, instead of every ten minutes. If the PCs listened to Captain Greyfeather's suggestion they will each have purchased the col weather gear they need.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

ENCOUNTER

BLARGH SQUIDSLAYER AND THE TIDEHUNTERS

Enemies: Blargh Squidslayer and four grindylow tidehunters

CR: 5 (CR 3 Boss, +2 minions)

Terrain: The ground is covered in a dusting of snow, but it's not slippery enough to affect the PCs movement. The fight will take place in front of a cave (the Whelpling is inside in a nest). To each side is little more than snow covered hills and flatland, with some jagged rock formations popping up randomly. See Map C4 for additional information.

Tactics: The grindylow will attack the first creature that comes near them, unless an obvious bigger threat or easier kill becomes available. Blargh will attack the largest PC, as he is clearly their leader and is more deserving of his wrath.

GM Tips: As a barbarian, Blargh can hit very hard. Limiting his striking potential is the key to winning this fight.

Reward: Blargh's Pointy Stick (+1 spear), six small spears, Frost whelpling Infant

Interrogation: None, Blargh only fights to the death and demands the same of his tidehunters.

Blargh Squidslayer

CR: 3

CE Medium Aberration (Aquatic)

Race: Grindylow (Giant Creature Template)

Class: Barbarian 3

Favored Class: Barbarian (+3 HP)

Init: +2

Senses: Darkvision 60 ft., Perception +8

DEFENSE:

AC: 16, **Touch:** 9, **Flat-footed:** 15

(+1 Dex, +5 Natural)

HP: 50 (1d8+3d12+19)

Fort: +7, **Ref:** +2, **Will:** +4

OFFENSE:

Speed: 30 ft.; **Swim:** 30 ft.; Jet 200 ft.

Melee: Blargh's Poking Stick +9 (1d8+8/x3)

Ranged: Spear +5 (1d8+5/x3)

Special: Tangling Tentacles +14

Space: 5 ft., **Reach:** 5 ft.

STATISTICS:

Str: 20, **Dex:** 12, **Con:** 18, **Int:** 9, **Wis:** 12, **Cha:** 9

Base Atk: +3, **CMB:** +8, **CMD:** 19

Feats: Power Attack, Weapon Focus (Spear)

Traits: Bloody-minded⁺

Skills: Intimidate +6, Swim +19, Stealth +11

Skill Modifiers: +4 Stealth (racial)⁺

+8 Swim (racial)⁺

Class Abilities: Rage, Uncanny Dodge, Rage Powers (Swift Foot), Trap Sense (+1),

Racial Abilities: Tangling Tentacles

SQ: Amphibious

Languages: Common, Aquan

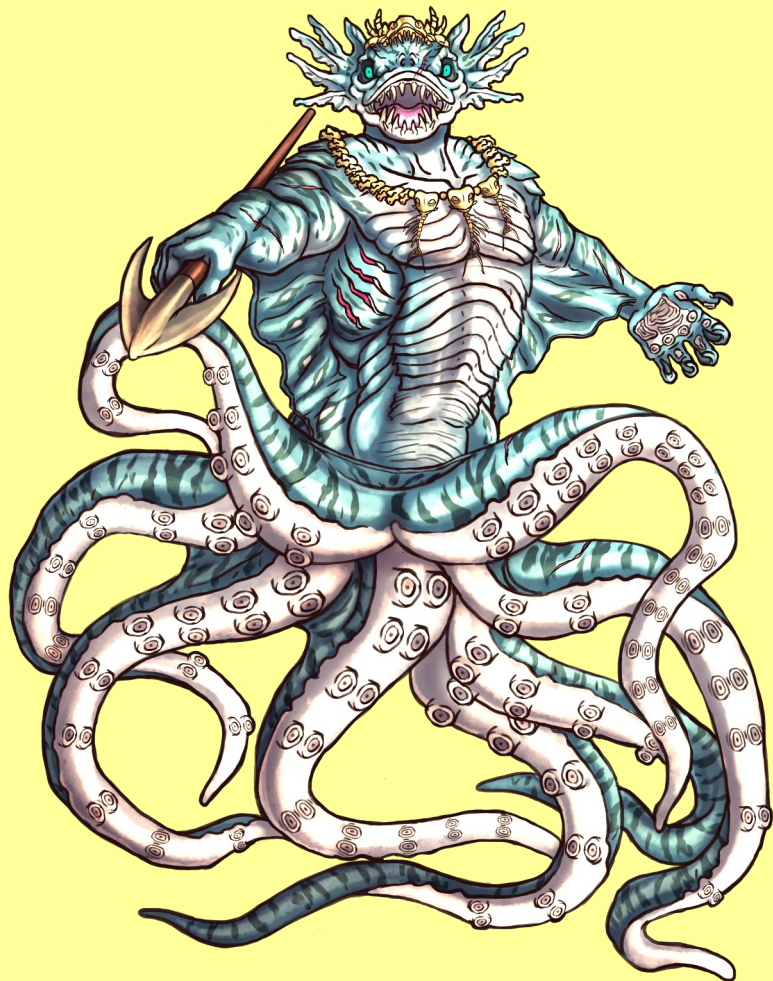
ECOLOGY:

Environment: Shallow waters off of Icicle Island

Organization: Individual

Gear: Blargh's Poking stick, Spear x3,

Treasure: None



This eight-legged mass of muscle has quite the anger problem.

Combat Stats While Buffed:

With Rage and Power Attack:

HP: +6

M. Atk: +1, **Dam:** 1d8+14

R. Atk: +0, **Dam:** 1d8+7

Other Effects: +2 Wisdom, -2 AC, +2 Fort, CMB +1, CMD +2

Tangling Tentacles: Although a grindylow can't attack to cause damage with its six tentacles, these wriggling legs constantly writhe and reach out to tug at and trip adjacent foes. During the grindylow's turn, it can make a single trip attack against any adjacent foe as a swift action. It gains a +4 racial bonus on trip attacks made with its tangling tentacles, and if it fails to trip a foe, that creature can't attempt to trip the grindylow in retaliation.

Blargh's Poking Stick: This +1 spear is crafted from the bones of a whale Blargh killed during a ceremony to prove his ascension to adulthood, many years ago.

Leader of the Tidehunters, Blargh Squidslayer is the oldest and largest of his tribe. A true master hunter, Blargh is constantly on the look out for new prey to challenge himself by killing.

Grindylow Tidehunters

CR: 1

CE Small Aberration (Aquatic)

Race: Grindylow

Class: Warrior 2

Favored Class: Warrior (+2 HP)

Init: +2

Senses: Darkvision 60 ft., Perception +4

DEFENSE:

AC: 16, **Touch:** 14, **Flat-footed:** 13

(+2 Dex, +2 Natural, +1 Dodge, +1 Size)

HP: 26 (1d8+2d10+5)

Fort: +4, **Ref:** +2, **Will:** +2

OFFENSE:

Speed: 15 ft.; **Swim:** 30 ft.; **Jet:** 200 ft.

Melee: Spear +5 (1d6+1/x3), Bite +0 (1d3+0)

Ranged: Spear +5 (1d6+1/x3)

Special: Tangling Tentacles

Space: 5 ft., **Reach:** 5 ft.

STATISTICS:

Str: 12, **Dex:** 14, **Con:** 13, **Int:** 9, **Wis:** 10, **Cha:** 9

Base Atk: +2, **CMB:** +2, **CMD:** 14 (20 vs. trip)

Feats: Weapon Finesse+, Dodge+

Traits:

Skills: Perception +4, Stealth +14, Swim +15

Skill Modifiers: +4 Stealth (racial)+

Class Abilities: Rage Powers (Swift Foot)

Racial Abilities: Tangling Tentacles (see pg. 62)

SQ: Amphibious

Languages: Aquan

ECOLOGY:

Environment: Shallow waters off of Icicle Island

Organization: solitary, pair, gang (3-9),

Gear: Spear x3,

Treasure: None



Chosen by Blargh Squidslayer from the best of his tribe, Grindylow* Tidehunters are vicious warriors, as quick to skewer any of their own kind who threaten them as they are their enemies or their prey.

THE FROST WHELPING

As you defeat Blargh Squidslayer and his Tidehunters, you hear the whines of the young frost whelping coming from the cave. A heal check on the parents will show that they did not survive the fight. PCs have several options here:

They can leave the Frost Whelping alone and use the compass to locate Bowtie Bill's hideout. A DC 18 survival check will uncover large, booted footprints heading east, far bigger than a Penguin-kin would wear.

They can take the Whelping with them. They are a very valuable commodity and can be sold for 2500g to representatives of the Herd— a contingent of Leopard-kin that specialize in training mounts and animal companions.

She may be kept and bonded with as an animal companion (or similar, such as a Cavalier's mount when larger). This may require protecting her until the PCs have enough time to perform the appropriate rituals and training. Having saved her from the grindylow she begins with a friendly attitude toward the party.

The large sized parent Frost Whelping can be skinned at DC 17 provided a PC has an appropriate Profession skill (**Trapper/Tanner or similar**) or at DC 25 using the Survival skill. These hides can be sold as a trade good for 800 gold each, or given to a leatherworker to craft two light armors or one medium armor for the difference between the value of the hides and their market cost (200 gold per light, or 400 for a medium). If the Frost Whelping sees a PC skin her parents, her attitude drops

from friendly to hostile.



HEADING TO THE HIDEOUT

Upon arriving on Icicle Island, the PCs will notice that the tracking compass they received from Lord Kensington has begun to work. While this will give the PCs a general idea of which direction to go in, navigating through the snowy, hilly terrain is still an arduous task that requires skill. With no help whatsoever, the PCs would find the base in 15 hours. However, a single PC may make a **Survival** check (aided by additional help if possible) to lead the group through the tundra. Roll a **Survival** check and subtract it from the 15 hour base (if the roll meets or exceeds 15, have it take 1 hour). This is an important **Survival** check, as assuming they are in cold-weather gear then at the end of each hour they will need to make another check to resist the cold, with the DC starting at 15 and increasing by one each hour

(15,16,17...). If they chose not to wear their cold weather gear and lack another means of protection (Cold resistance, *endure elements*, ect...) then this check must be made every ten minutes. A failed save results in the PCs taking 1d6 non-lethal damage from the cold.

If the PCs find that the fight with the grindylow or the weather are overwhelming them a DC 10 **Survival or Knowledge: Geography** check will allow them to find a cave to camp in for an evening. Here they can find enough wood for a fire that will warm them, remove the non-lethal damage, and reset the extreme weather checks back to 15.

BOW-TIE BILL'S SECRET BASE

When the PCs finally arrive at the base they see a large cave opening that cuts into a jagged mountain. In front of the cave, is a two foot tall wall of ice with a slight gap in the center for an entrance. Guarding the cave opening are three large creatures, vaguely humanoid but crafted from Ice and snow.

They wield frozen swords and shields and appear ready for battle. Finally, about 100 yards in every direction extends a frozen lake, quite solid (can hold up to 1000 lbs. per 5 ft. square without cracking, but it's also quite slippery, and will count as difficult terrain.

ENVIRONMENTAL

ICY TERRAIN

Bow-tie Bill's Hideout is built on top of a large underground inlet that he can use as a way to escape to his ship. Due to this, the entire surface is made of ice, and will count as difficult terrain. This means that the PCs will have the following limitations:

- ◆ Can not run or charge
- ◆ Movement costs twice as much.
- ◆ This means that at fastest, when traveling across the ice, a character with a 30ft. Speed could Hustle and take a double move. Each of those moves would be 15 ft., for a total of 30ft. movement per round.

ENCOUNTER:

GUARDIAN SNOWMEN

Enemies: 3 Guardian Snowmen

CR: 6

Terrain: 3 Guardian snowmen are set up in front of a cave entrance, and surrounded by a three foot tall ice wall with a single entrance. They threaten every square between the wall and the cave entrance. A frozen lake extends around them 100 feet in all directions. See Map C5 for additional information.

Tactics: As soon as the PCs step foot on the pond, the Guardian Snowmen will know and will begin using their ranged *Snowball* attack every round against the nearest player. The goal here is to continuously knock down the PCs who are hampered by the ice terrain, and possibly fatigued from the cold, meaning that even hustling they can only move their base speed.

GM Tips: This is not intended as a fight in which the PCs should engage in melee, unless they are built to take hard hits. Instead they should make use of tactics, terrain, and magic. It is as much a puzzle as an encounter. One thing to keep in mind, is that the Guardian Snowmen do not have combat reflexes and are mindless, so they can be treated in some ways like a trap—set them off and run past, or trick them in many ways (summoned creatures, clever use of rolling rocks, ect...)

Reward: None

Interrogation: None

INTO THE HIDEOUT

Bow-tie Bill's base doesn't have a complicated layout, as he expects the secret nature of his lair combined with the blistering weather and difficult terrain to keep people from ever discovering it. After entering the cave, the PCs will see a long, ice covered hallway with a door at the end. As with outside, it is apparent this cave has a large, frozen water source underneath.

To experienced adventurers, like your PCs, it is apparent that this is the type of place a renowned thief would think to place traps. In fact, it has three. Details for each trap can be found on page 67.

Guardian Snowman

CR: 3

N Large Construct (cold)

Init: +2

Senses: Tremorsense 120 ft., Perception +0

DEFENSE:

AC: 16, **Touch:** 9, **Flat-footed:** 13

(+5 Natural, +2 Shield, -1 Size)

HP: 60 (5d10+30)

Fort: +1, **Ref:** +3, **Will:** +1

DR: 5/adamantine

Vulnerability: Fire

Immune: Construct Traits, Cold

OFFENSE:

Speed: 0 ft.;

Melee: Ice Blade +6 (1d6+1d6 cold+ 3/15-20 x2)

Special: Snowball +6 (1d6+6/x2)

Space: 10 ft., **Reach:** 10 ft.

STATISTICS:

Str: 18, **Dex:** 10, **Con:** —, **Int:** —, **Wis:** 11, **Cha:** 1

Base Atk: +5, **CMB:** +10, **CMD:** 19

Languages: Birdsong (can't speak)

SQ: Ice Construct,

ECOLOGY:

Environment: Any Cold

Gear: None

Treasure: None



Ice Construct: Guardian Snowmen are created entirely from magically enhanced snow and ice, including their weapons. This grants them DR 5/adamantine, an *Ice Blade* (+1 keen, icy burst scimitar) and an *Ice Shield* (+2 heavy shield). When they are destroyed and the magic dissipates from them they shatter, including their equipment. This deals 1d6 piercing damage to anyone within 10 feet. In addition, the quick burst of magic as they are destroyed turns their coal eyes and buttons into small diamonds.

Snowball: Guardian Snowmen are able to use parts of their own body to fling at the opponent. Anyone hit with a snowball, while on difficult terrain, must make a Reflex save equal to the damage taken, or fall prone.

Guardian Snowmen are a construct favored by old wizards of the north who don't want kids ruining the fresh snow on their lawn with their footprints.

TRAPS

Broken Ice: Choose a 10ft x 10ft. Piece of the hallways floor. If a PC steps on this section, and he weighs over 100lbs (including gear) the ice cracks.

- ◆ **Effect:** Any PCs affected must make a reflex save (DC 11) or fall into the frigid water beneath the surface. A PC who is in the water takes 1d6 non-lethal damage from cold per round with no save. If they reach 0 Hit Points remaining from non-lethal, the damage becomes lethal.
- ◆ **Type:** mechanical
- ◆ **Perception:** DC 20
- ◆ **Disable Device:** Impossible (though clever use of spells such as create water and mending could reinforce this section of ice)

Frozen Hands: Choose a 10ft x 10ft. Square in the second part of the room. If a PC enters this section a proximity Alarm sets off the trap.

- ◆ **Effect:** A 15ft. Cone sprays with PCs with a blast of frozen air (treat this as Burning Hands, admixed to Cold). 2d4 fire damage, DC 11 Reflex for half damage); multiple targets (all targets in a 15-ft. cone)
- ◆ **Type:** Magical
- ◆ **Perception:** DC 26
- ◆ **Disable Device:** DC 26

Wall Scythe Trap: This trap is triggered upon opening the door to The Main Hallway.

- ◆ **Effect:** a large scythe swings down and through the two five foot squares closest to the door.
- ◆ **Type:** mechanical
- ◆ **Perception :** DC 20
- ◆ **Disable Device:** DC 20

ENCOUNTER:

BOWTIE BILL PEPPERWIGGLE

Enemies: Bow-Tie Bill, Rocklyn Slickfur and Mimsy

CR: 6+ (Enemies, Long Day, Unfavorable Terrain)

Terrain: The Great Hall is an 60ft long, by 40 foot wide open room. At the far end, directly across from the doorway, is an overturned wooden table, that Rocklyn Slickfur is using to provide himself with cover. Strewn throughout the room, spaced every 15 feet or so, are four 10ft x 10ft. holes in the ice, leading to the water underneath. The entire room is difficult terrain, as it is all ice. See Map C6 for additional information.

Tactics: The Enemies in the Hall will likely know the PCs are coming, either from the noise of the encounter with the Snow Guardians, or getting through the traps. This will grant them a surprise round when the door opens. Bill will use this round to attempt to cast a scroll of *Greater Invisibility* (he'll need a Caster Level check of 8) and activate archeologist's luck on his next turn (swift). Rocklyn will ready a ranged attack on the first PC visible to him, and Mimsy will hide under the water.

- ◆ **Bow-Tie Bill:** As he is well aware of the PCs approaching, he will have time to put up two buffs: Heroism and Archeologist's luck. On the first round of combat he will use his scroll of haste on himself and his allies. From here he will rotate using Enchantments (*Sleep*, *Hideous Laughter*) and melee attacks (with Arcane strike) depending on the greatest threat to him. In melee, if overwhelmed he will use **Acrobatics** to retreat, and improve his defense with *Mirror Image* before reengaging.
- ◆ **Rocklyn Slickfur:** He will use his deadly harpoon gun as often as possible, taking advantage of his cover and the

fact that the PCs likely can't charge him due to difficult terrain. In melee, he'll drop his gun and use his claws. However, before a PC makes it to him, he'll attempt to knock them down with the spell *Thunderstomp*. He has no listed spell available, because he used it to alarm the area, an additional reason that the PCs are unable to sneak in.

- ◆ **Mimsy:** The Sea Lion will pop out of the one of the holes in the ice nearest her target. She will attempt to bite the PC, and then use grab to initiate a grapple. If she can maintain that grapple until her next turn she can move the PC into the water where he will need a DC 10 **Swim** check to stay above water and will take 1d6 non-lethal damage per round from the cold water. If the PC can break free of Mimsy, it is a DC 16 **Climb** check to pull himself out of the water. Mimsy will continue to try to move this PC further underwater each round.

GM Tips: Getting to Slickfur is difficult on the ice, and he maintains cover behind the table, making it harder to hit him from ranged. Using his harpoon gun he can take out a PC in two rounds with lucky rolling. PCs should look to reduce him as a threat. He is a great target for illusion or enchantment spells, or can be nullified through anti-ranged protections. As well, remember that if he can't give Mimsy the attack command, her behavior could become far more erratic during the fight.

Rewards: +1 Leather Armor, 2x +1 Kukri, Handy Haversack, Ring of Protection +1, Cloak of Resistance +1, 1x Scroll of Haste, +1 Studded leather, Harpoon Gun, *The Mooing Lisa* portrait.

Bow-tie Bill Pepperwiggles

CR: 4

NE Small Humanoid (Avian)

Race: Penguin-kin

Class: Bard 4 (Archeologist), Fighter 1 (Lorewarden)

Favored Class: Bard (+4 SP)

Init: +3

Senses: Perception +8

DEFENSE:

AC: 18, **Touch:** 15, **Flat-footed:** 15

(Dex +3, Armor +3, Size +1, Deflect +1)

HP: 40 (1d10+4d8+10)

Fort: +7, **Ref:** +10, **Will:** +8

OFFENSE:

Speed: 20 ft.; **Swim:** 30 ft.

Melee: 2x Kukri +7 (1d3+3/18-20) **or** +1 Kukri +9 (1d3+3/18-20)

Space: 5 ft., **Reach:** 5 ft.

STATISTICS:

Str: 8, **Dex:** 17, **Con:** 12, **Int:** 14, **Wis:** 13, **Cha:** 18

Base Atk: +4, **CMB:** +5, **CMD:** 16

Feats: Spell Focus (Enchantment), Weapon Focus (Kukri),
Arcane Strike*, Weapon Finesse*, Two-Weapon Fighting*

Skills: Acrobatics +13, Appraise +10, Bluff +14, Disable Device +16, Disguise +11, Escape Artist +9,
Knowledge (Arcana) +10, Knowledge (Dungeoneering) +10, Knowledge (Engineering) +10, Knowledge (History) +12,
Knowledge (Local) +12, Knowledge (Nature) +10, Knowledge (Nobility) +10, Knowledge (Planes) +10,
Knowledge (Religion) +10, Linguistics +9, Perception +11, Sense Motive +7, Stealth +15, Swim +9, Use Magic Device +11

Traits: Fate's Favored*, Vagabond Child* (Disable Device)

Class Abilities: Archeologist's Luck*, Bardic Knowledge*, Clever Explorer*, Uncanny Dodge, Trap Sense (+1),
Rogue Talents (Combat Feat*)

Racial Abilities*: Flightless, Where's My Mate*, Yumm Salty, Keen Senses*

Plot Abilities: Legend

Spells: 0-level (Cantrip)

1-level (5/day) *Grease* (DC 15), *Sleep* (DC 16),
Hideous Laughter (DC 16), *Expeditious Retreat*

2-level (2/day) *Heroism*, *Mirror Image*

Languages: Common, Birdsong

ECOLOGY:

Environment: Base on Icicle Island

Organization: Individual

Gear: +1 Leather Armor, 2x +1 Kukri, Handy Haversack, Ring of Protection +1, Cloak of Resistance +1

Treasure: *The Mooing Lisa*



Combat Buffs

Keep in mind that Archeologist's Luck and Arcane Strike are included in the basic stat block, as they are assumed to be active every round of combat. If Bill uses *Heroism* or his scroll of *Haste* some minor numerical adjustments will need to be made.

A former researcher and field agent for A.A.R.F, Bow-tie Bill has since turned his skill into fame as Layna's foremost high-end thief. More information can be found on Bow-tie Bill on page 44, under *Legends of the Seven Realms*.

*Racial abilities can be found in the Anthro-Adventures World Guide. In addition, we have re-printed the used abilities in the Appendix for easier GM Access.

Rocklyn Slickfur

CR: 3

CE Large Humanoid (Ursine, Giant)

Race: Bear-kin (Polar Breed)

Class: Ranger

Favored Class: Ranger (+4 HP)

Init: +4

Senses: Darkvision, Perception +14

DEFENSE:

AC: 16, **Touch:** 11, **Flat-footed:** 14

(+2 Dex, +4 Armor, +1 Natural, -1 Size)

HP: 44 (4d10+16)

Fort: +7, **Ref:** +6, **Will:** +2

Save Modifiers: Rocklyn may reroll a saving throw against a charm or compulsion effect, but must take the new result. He gains a +4 to saves modified by the Endurance feat.

Resistances: Cold 5

OFFENSE:

Speed: 30 ft.; **Swim:** 20 ft.

Melee: Hand-axe +7 (1d8+4/20) + Hand-axe +8 (1d8+2/20) **or** Hand-axe +9 (1d8+4/20)

Ranged: Bear-kin Harpoon Gun* +5 (1d12+4/20)

Space: 10 ft., **Reach:** 10 ft.

STATISTICS:

Str: 18, **Dex:** 14, **Con:** 14, **Int:** 12, **Wis:** 16, **Cha:** 8

Base Atk: +4, **CMB:** +9, **CMD:** 21

Feats: Rapid Reload (standard), Point Blank Shot, Precise Shot

Boon Companion, Endurance

Traits: Armor Expert, Oathbound+

Skills: Climb +9, Handle Animal +6, Knowledge (Geography) +12, Perception: +14, Survival: +14, Swim: +17, Stealth +5, Profession: Explorer +10

Skill Modifiers: +2 to Survival Checks to follow tracks, +2 to checks to use or create maps,

Class Abilities: Favored Enemy: Canine (+2), Track, Wild Empathy, Favorite Terrain: Cold+ (+2),

Animal Companion: Mimsy

Racial Abilities*: Iceborn+, Distance Swimmer+, Keen Senses+, Thick Fur+

Plot Abilities: Legend

Languages: Common, Ursine

ECOLOGY:

Environment: Generally found exploring the coldest parts of Layna

Organization: Individual

Gear: +1 Studded leather, Harpoon Gun, 2x

Treasure: None



Rocklyn Slickfur was well known on the western coast of Layna as a first class trophy hunter, often making his living leading hunting expeditions into the coldest and most dangerous parts of the continent. He was recruited by Bow-Tie Bill to serve as his personal bodyguard.

*Racial abilities can be found in the Anthro-Adventures World Guide. In addition, we have re-printed the used abilities in the Appendix for easier GM Access.

Mimsy

N Large Animal

Race: Sea Lion*

Init: +2

Senses: Low-light Vision, Perception +6

DEFENSE:

AC: 17, **Touch:** 11, **Flat-footed:** 15

(+2 Dex, +6 Armor, -1 Size)

HP: 38 (4d8+20)

Fort: +9, **Ref:** +6, **Will:** +4

Resistances: Cold 5

OFFENSE:

Speed: 20 ft.; **Swim:** 60 ft.

Melee: Bite +9 (1d8+9 plus grab)

Space: 10 ft., **Reach:** 5 ft.

STATISTICS:

Str: 23, **Dex:** 14, **Con:** 20, **Int:** 2, **Wis:** 13,

Cha: 6

Base Atk: +3, **CMB:** +10 (+4 to grapple), **CMD:** 22

Feats: Weapon Focus (bite), Iron Will

Skills: Acrobatics +6, Perception: +6

Tricks: Attack. Defend

SQ: Hold Breath

ECOLOGY:

Environment: Northern coast of Layna

Organization: Individual

Treasure: None



Discovered by Rocklyn Slickfur as a young, abandoned pup during an exploration of cave sites on the northern side of the Cliffs of Morehair, Mimsy immediately took to the big hunter. Since then the two of them have become an inseparable team, using their natural affinity toward the cold to map some of Layna's most dangerous water inlets.

* Rules for using a sea lion companion can be found in the Appendix.

THE MAP

After defeating Bow-tie Bill and Rocklyn and taking them into custody (assuming the PCs didn't kill them) they have a chance to take inventory of Bow-tie Bill's belongings, which they may keep. Remember, A.A.R.F. only requires the items the agents were specifically sent in for to be returned to them, in this case *The Mooing Lisa*.

The first thing the PCs see is that the frame of the Mooing Lisa has been removed and a piece of parchment that had been hidden within the back of the canvas is now free. A glance at it shows that it is a map.

If the PCs interrogate Bow-tie Bill or Rocklyn they will get the following information:

Long ago Rocklyn's ancestors were explorers, mapping the many islands off the southern coast of Layna. In the course of their work, they found a powerful magic spring whose water could cure any ailment and extend one's life indefinitely. They called it the Spring of Agelessness.

Afraid that it would fall into the wrong hands, the Polar Bear-kin explorers created a map to the Spring intending to pass it on only to their own people, who they believed could be trusted not to abuse the power. Unfortunately, a freak storm destroyed their ship before they returned home, and though many of the explorers survived the tragedy due to their newfound health and vigor, the map was lost at sea.

Those explorers told their story to everyone that would listen for the next several hundred years (far longer than their typical lifespan), but eventually even the proof of their slow-aging bodies wasn't enough and the Spring of Agelessness fell into legend.

Until recently. When Bow-tie Bill, an expert on legends and lore, came across a rumor that an ancient map to the Spring had been found in an abandoned vault at the Republic Crown Bank. Enlisting the help of Rocklyn Slickfur, the great-grand-son of the leader of the original expedition and a master of his people's oral tradition, Bow-tie Bill began to explore the idea of stealing the map. Bribing disgruntled Goat-kin soldiers that were stationed in the King's palace, he was able to discover the plan to transfer the map to Lord Kensington as a wedding gift. Bow-tie Bill knew that his best chance was to steal the gift en-route to the wedding and hide out on his private island until things cooled over and he could muster a team to search for it. Unfortunately, he never expected the King would turn to A.A.R.F.!

Before falling quiet, Bow-tie Bill Pepperwiggle implores you not to return the map to King Bloodhoof, for if he were to gain access to such power, his armies would be unstoppable and the other realms would crumble under the weight of his military advance.

The trip back to the palace isn't nearly as difficult as getting there, but there still might be challenges. Here is a breakdown:

- ◆ Taking Prisoners: hopefully someone remembered to bring manacles or at the very least rope. Also, if Rocklyn is unconscious he might be a bit hard to carry as a large creature.
- ◆ Guardian Snowmen: If Bow-tie Bill is conscious and with you, he can deactivate them. If not, the PC's will have to make it past them again (unless they destroyed them the first time, of course)
- ◆ Travel back to Greyfeather's ship: more Fort saves will be needed against cold weather. Unless the PCs have someone found a way to warm up at some point the DCs continue to increase with each check.

The trip back from Icicle Island is uneventful. However, when the PCs arrive at Haggis they'll find Roan Delux, Captain of the Watch waiting for them. He informs them that Lord Kensington has authorized him to take possession of the prisoners and *The Mooing Lisa* from the PCs, and he has authorized payment to be added to their Republic Crown Bank accounts. The amount is 3000g for the artwork, and 1000g for the bounty on Bow-tie Bill. If Rocklyn Slickfur has also been brought back alive, PCs will receive an additional 500g as a separate bounty.

At this point the PCs must decide whether to divulge that they found a map. If they do, Roan will take it as well.

Roan also tells them that they have been extended an invite to the Lord's wedding which will take place in a few days (to figure out the exact day subtract the amount of days it took the PCs to complete the objectives from 10). Until it is time to leave a room has been booked and paid for by Lord Kensington at Alix's Skew and Brew, and horses have been reserved for the trip to the palace. If they leave early in the day they can make the trip in one night, instead of the two nights it took them to get there.

PCs can not use their free time to increase to level 4, and enjoy the city of Haggis.

FINAL REWARD FOR **A TUNDRA OF FUN**

Experience: Move the PCs to Level 4!

Reward: 3000g for the artwork, and 1000g for the bounty on Bow-tie Bill. If Rocklyn Slickfur has also been brought back alive, PCs will receive an additional 500g as a separate bounty.

Appendix

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THE CITY OF PAWSFORD

Realm/Location: Pawsford is a large city in the northeast of the Canine Kingdom nestled among tall mountains that help protect it from the cold winds that blister the area.

Alignment and Type: The majority of Pawsford's citizens and its government are Lawful Good and openly follow the Seven Tenets of the Big Red God.

Modifiers:

- ◆ **Corruption** +0
- ◆ **Crime** +1
- ◆ **Economy** +5
- ◆ **Law** +2
- ◆ **Lore** +1
- ◆ **Society** +7

Qualities:

- ◆ *Academic:* In addition to the secret information dealings of the Arcane Artifact Recovery Force, Pawsford has both a renowned university and well maintained library. Both can be found in the southern part of the city, which is primarily inhabited by Fox-kin. Entrances can be found on the surface, though the majority of both buildings are underground.
- ◆ *Holy Site:* As all Canine cities, Pawsford has a large and well-funded temple dedicated to the Big Red God. This temple can be found in the center of the city.
- ◆ *Insular:* Pawsford is one of the hardest Canine cities to get to, especially in winter. While this doesn't generally hinder its trade enough to damage the economy, it does create a populous that is very dedicated to local pride and customs, and is always willing to lend a hand to a neighbor.
- ◆ *Prosperous:* Canine cities have always been hubs for trade—the valuable gems and stones they mine and craft with are desired by all merchants from across the Seven Realms. For Pawsford, much of this is seasonal, as the easiest way to reach it is via the North Sea into the Soggy Tail River, both of which can be treacherous when the weather turns frigid.
- ◆ *Strategic Location:* The settlement sits at an important crossroads or alongside a deepwater port, or it serves as a barrier to a pass or bridge.

Danger: 10. While Pawsford's citizens are generally law abiding, it has several thousand merchants and refugees living there at any one time, and they don't always have the same respect for the law that the Canines do.

Government: Each city in the Canine Kingdom is ruled by a four member council, with each house of the Red Knights providing one council member (Arms, Piety, Law, Knowledge). The council has extreme autonomy over local decisions, but can be overruled or have tie votes broken by the Queen, who resides in the capital city of Seacliff.

Population: As a major center of trading and knowledge, Pawsford's population is constantly in flux but generally sits around 20,000 permanent citizens and 4,000 non-citizen visitors (though some of these visitors stay for many years, not wanting to leave the lifestyle of Pawsford).

Base Value: 12,000

Purchase Limit: 75,000

Spellcasting: 9th level

NOTABLE PEOPLE AND PLACES IN PAWSFORD

Council member from the House of Law,

Dame Anabelle Strongnose

(LG female Dog-kin Monk 11)

Found in the Great Keep, the central building for government work, Dame Anabelle oversees the City Watch, the Local Magistrates and Court system, and is one of the twelve members of the Pawsford Legislative board, a secondary council in charge of local ordinances. She is unwavering in her dedication to order and organization in the government, and tirelessly works to ensure that every law she enforces encompasses fairness to all citizens and residents of Pawsford.

Council member from the House of Piety,

High Priestess Halesy Thickcoat

(LG female Dog-kin Cleric 12)

Found in the Temple of the Big Red God in the center of the City, the High Priestess is known for her kindness and compassion for all. Under her guidance and skill at organizing charity, Pawsford has almost no long time poverty or homelessness.

Council member from the House of Arms,

Garrison Master Kyson Swiftfury

(LG male Wolf-kin Ranger 11)

A gruff, elderly Wolf-kin, Garrison Master Swiftfury has been promoted beyond his own happiness. He misses the passion he felt leading the vanguard on the battlefield and though he is good at it, despises his new role as tactician and administrator. When engaged in conversation, he enjoys telling stories about his war days, and always uses the pronoun “we” when talking about accomplishments, as he believes in credit to his Alpha Squad, pack, and realm and not to himself individually.

Council member from the House of Knowledge,

Lord-Professor Vulpon Hertz

(CN male Fox-kin Rogue 6/Wizard 6)

Charming, yet sneaky and underhanded, Lord-Professor Hertz cares only about two things: his own prestige and the glory of the Canine Kingdom. With most of the Canine Kingdom being very open, friendly, and trusting having a leader like Hertz who doesn't mind breaking a few rules to protect the realm is extremely valuable. To meet him one would find that he's very friendly and personable, and has a strong talent in gaining information from a conversation that the other party never intended in giving out.

Head Researcher Agent for A.A.R.F

Sir Miles Whitemuzzle

(CG male Fox-kin Wizard 8/Loremaster 3)

One of A.A.R.F.s longest serving agents, Sir Miles has long advocated recruiting talent from outside the Canine Kingdom to bolster their field agent ranks. More details on Sir Miles can be found on page 6.

Mine Marshall for the Howling Mine

Artemis Deephowl

(LG Ranger 2)

Artemis Deephowl is a veteran of several years of service as a Mine Marshall in the House of Law. His job is to ensure the safety, security, and lawfulness of his assigned mine, and the worker's colony around it

Whipley's Wands and Widgets

Ebenezer Whipley, proprietor

(LG Dog-kin Wizard 8)

Once a renowned adventurer, Whipley retired years ago and opened a small shop in his hometown of Pawsford. Here he peddles primarily in wands, scrolls, and wondrous items, but occasionally branches out and stocks other valuable things.

Artemis Deephowl, Mine Marshall

CR: 1

LG Medium Humanoid (Canine)

Race: Dog-kin

Class: Ranger

Favored Class: Ranger (+2 HP)

Init: +3

Senses: Low-light vision; Scent, Perception +7

DEFENSE:

AC:15; **Touch:** 13; **Flat-footed:** 12

(+2 Armor, +3 Dex)

HP: 24 (2d10+8)

Fort: +6, **Ref:** +6, **Will:** +2

Save Modifiers: Dog-kin gain a +2 racial bonus on saving throws against fear and despair effects.

OFFENSE:

Speed: 30 ft.

Melee: Mwk Handaxe +4 (1d6+1/x3),

Mwk Hand-axe +4 (1d6+1/x3)

or Mwk Handaxe +6 (1d6+1/x3)

Ranged: Heavy Crossbow +5 (1d10/19–20)

Space: 5 ft.; **Reach:** 5 ft.

STATISTICS:

Str: 12, **Dex:** 16, **Con:** 16, **Int:** 10, **Wis:** 14, **Cha:** 10

Base Atk: +2; **CMB:** +12; **CMD:** 15

Feats: Weapon Finesse, Two-weapon Fighting,

Skills: Knowledge (Geography) +5, Perception +7, Sense Motive +7, Survival +6, Stealth +8, Knowledge (Nature) +5, Knowledge (Dungeoneering) +5, Knowledge (Religion) +2

Traits: Suspicious+, Magical Knack

Class Abilities: Favored Enemy (Aberrations), Track, Wild Empathy, Combat Style (Two-weapon Combat)

Racial Abilities*: Eternal Hope+, Pious Study+, Guard Dog, Ancient Mentors

ECOLOGY:

Environment: The Howling Mine, near Pawsford in the Canine Kingdom

Organization: Individual

Languages: Common

Gear: Wand of resist energy, 2x MWK Handaxe, Leather Armor, Heavy Crossbow



Artemis Deephowl is a veteran of several years of service as a Mine Marshall in the House of Law. His job is to ensure the safety, security, and lawfulness of his assigned mine, and the worker's colony around it.

*Racial abilities can be found in the Anthro-Adventures World Guide. In addition, we have re-printed the used abilities in the Appendix for easier GM Access.

THE CITY OF VERMIN

Realm/Location: A Rodentian city, it is currently under “occupation” by the Canine Kingdom. In reality this simply means that the Mayor of Vermin, Sebastian Tinderflint pays rent to the Queen and in return the Kingdom protects his families leadership in Vermin, which keeps the other powerful Cavy-kin families from moving in.

Size: Small City

Alignment and Type: Neutral

Modifiers:

- ♦ **Corruption** +1
- ♦ **Crime** +2
- ♦ **Economy** +1
- ♦ **Law** +0
- ♦ **Lore** +2
- ♦ **Society** +1

Qualities:

- ♦ **Academic:** Rat-kin Academics, particularly those verses in the sciences, run an Academy under Vermin
- ♦ **Prosperous:** A manufacturing city with its own train system for trade, the citizens of Vermin, particularly the merchant and professional classes of the Cavy-kin and Rat-kit, enjoy a high level of wealth. They have many trade agreements with their Canine neighbors that other Rodentian cities envy.
- ♦ **Notorious:** While Mayor Tinderflint tries to keep legal business the focus in Vermin, underhanded activities and a strong criminal underbelly have grown in the city. On the bright side, the black market in Vermin can provide just about anything a hybrid could want.
- ♦ **Racially Intolerant:** In Vermin, like in all Rodentian cities, Mouse-kin are considered a secondary class. Often unable to afford the costs of citizenship, a Mouse-kin traveling through Vermin may be overcharged, overtaxed, or downright treated with extreme disrespect in social interactions.

Danger: 15.

Government: Vermin is ruled by a Mayor, voted upon once every five years by any creature who resides in Vermin and also maintains citizenship in Rodentia.

Population: 8,000. 90% of this number are of the Rodent subtype, the majority of which are Mouse-kin (6200), only a few of whom hold citizenship rights.

Base Value: 6000

Purchase Limit: 40,000

Spellcasting: 6th level

NOTABLE PEOPLE AND PLACES IN VERMIN

Mayor of Vermin, Sebastian Tinderflint

(CN male Cavy-kin Wizard 1/gunslinger 2)

Originally a master gunsmith with some innate skill in arcane magic, Tinderflint recently became Mayor of Vermin. While he has since proven to be a capable leader, he was originally only elected due to the wealth and power wielded by the Tinderflint family, Layna's leading producer of guns. For more information on how to Role Play Mayor Tinderflint see page 26.

Director of Psychic Research Vermin Academy for Science

Dr. Rodger Bookwurm

(CN male Rat-kin Cleric of Knowledge 9)

One of most brilliant minds in Rodentian Academia, Dr. Bookwurm has taken to studying the intricacies of the hybrid brain, hoping to unlock long dormant powers never thought possible. If the PCs choose to venture in to the Academy to talk with him they can find out specific details about Dr. Viktor Pennywhistle's abilities, as the two of them had been poker buddies before a squabble over cheese flavors doomed their friendship.

Due to the Furmin Infestation, no other people or businesses are available to the PCs until the end of the chapter. Once complete, the PCs can interact with the following:

The Shoppe of Grand Curiosity

Myzel Scurrybout, Shopkeeper

(Mouse-kin Expert 5)

Though not the owner of The Shoppe of Grand Curiosity, no one would ever know from the way Myzel takes pride in its daily running. Filled with items from all over the Seven Realms: both magical and mundane, it's a one stop shop for adventuring needs and last minute holiday gifts.



Dr. Rodger Bookwurm

THE LARGE TOWN OF HAGGIS

Realm/Location: Haggis is a large town on the Southeastern coast of The Ruminant Republic.

Alignment and Type: Neutral Good. Most of Haggis' citizens are good and well meaning, though the influx of foreign traders and docking sailors means that minor crimes such as gambling and pick pocketing occur often, especially near the docks. If your PC's venture there they might lose a few gold.

Modifiers:

- ♦ **Corruption:** 0
- ♦ **Crime:** 0
- ♦ **Economy** +4
- ♦ **Law:** 0
- ♦ **Lore:** +1
- ♦ **Society:** -1

Qualities:

- ♦ **Prosperous:** Like most of The Republic, the town of Haggis is wealthy, primarily due to most of it being directly owned by the local lord, Edmund Hoofstomp. Hoofstomp is widely considered a benevolent lord, keeping shop rents and taxes low, opening his own home for feasts every season, and generally being a calming voice when the King makes demands.
- ♦ **Strategic Location:** This is one of the safest harbor ports in the Seven Kingdoms and always has an influx of traders and others who make their living on the water.
- ♦ **Rumormongering Citizens:** Part of the fun of living in a town with lots of visitors is finding out the gossip about them and spreading it around.

Danger: 5

Government: As the Republic is really a Monarchy, the royal family controls most of the land. In Haggis, that person is Earl Edmond Hoofstomp, an Uncle to the King. While Hoofstomp directly owns much of the land in Haggis, he does allow citizens to sometimes purchase sections of property instead of renting from him, allowing Haggis to have far more landowning voices than throughout the rest of the Republic. Hoofstomp strongly believes that this will create loyalty from the citizenship as they will have more of a stake in the land and be more motivated to defend it.

Population: 3,000 ((40% Goats, 25% Cows, 10% Kangaroo, 25% other)

Base Value: 2,800

Purchase Limit: 15,000

Spellcasting: 4th level

NOTABLE PEOPLE AND PLACES IN HAGGIS

Captain of the Town Watch

Roan Delux

(CG male Dog-kin Ranger 4)

Orphaned after a Herptile raid on his home city of Redwood, Roan was adopted by Lord Edmund Hoofstomp, a Cow-kin and the governor of Haggis. Though Roan had a privileged upbringing, he struggled to fit in and find his place in the community. This changed when he began a stint as a Town watchman. It was here that Roan realized his calling—to protect the citizens of Haggis from crime and corruption. Roan showed excellent skill for tracking down criminals and making connections in the community and eventually became Haggis's youngest, and only foreign born, Captain of the Watch. More on Captain Roan can be found on pages 52-53.

Temple of the Faun

Niona Softhorn, High Priestess

(CG female Goat-kin Cleric 7)

Considered on the gentlest souls in the entire Republic Niona tirelessly works with the poorest and most down-trodden in the Republic, trying to get them back on their hooves. She's garnered the Monarchy's attention on more than one occasion for speaking out about their war-like ways and policies.

Alix's Skew and Brew

Alix Sparkpaw, Proprietor

(N Female Cat-kin Alchemist 3)

Born into the proud and powerful Sparkpaw Clan, Alix left the Feline Federation at a young age in order to expand her skills as a chef and alchemist. Despite being the youngest shop keeper in Haggis she's a well respected member of the Merchant's guild, and one of the only sources of poisons on the local Underground Market. Additional information on Alix Sparkpaw can be found on Page 54 and Page 80.

Mack's Magical Knick-knacks

Mack Splitbeard, Proprietor

(NG male Goat-kin Expert 3/Wizard 3)

A local shop that specializes in anything Mack can get a good deal on. Mack has everything you're looking for, as long as you're looking for what he has in that day.



Baddlesmere (Zach) Bee Positive, a popular bard that can be found at *Alix's Skew and Brew* on Thursday nights.

Alix Sparkpaw

N Small Humanoid (Feline)

Race: Cat-kin

Class: Alchemist 3

Favored Class: Alchemist (+3 HP)

Init: +2

Senses: Perception +6

DEFENSE:

AC: 13, **Touch:** 13, **Flat-footed:** 11

(+2 Dex, +1 Size)

HP: 24 (3d8+6)

Fort: +3, **Ref:** +5, **Will:** +1

Save Modifiers: +2 against Poison

OFFENSE:

Speed: 20 ft.

Melee: Mwk Club (wooden Spoon) +2 (1d4-1/19-20)

Special Attack (ranged): Bomb (x6) +5 (2d6+3/20)

Space: 5 ft., **Reach:** 5 ft.

STATISTICS:

Str: 8, **Dex:** 14, **Con:** 10, **Int:** 17, **Wis:** 11, **Cha:** 17

Base Atk: +2, **CMB:** +0, **CMD:** 12 (+1 vs. trip)

Feats: Brew Potion, Throw Anything, Toughness,

Skill Focus (Craft: Alchemy), Magical Aptitude

Traits: Accelerated Drinker, Firebug

Skills: Appraise +10, Craft: Alchemy +14, Perception +6,

Profession: Merchant +6, Sleight of Hand +8, Sense Motive +5,

Spellcraft +10, Use Magic Device +11

Class Abilities: Bomb 6x/day (2d6), Mutagen, Discovery: Precise Bomb, Poison Resistance +2+, Swift Alchemy

Racial*: Nimble Faller, Arcane Lineage+, Magical Warrior,

Formulae Book*: *Cure Light Wounds*, *Detect Secret Doors*, *Disguise Self*, *Enlarge Person*, *Reduce Person*, *True Strike*, *Lesser Restoration*, *Barkskin*, *Cat's Grace*

Languages: Common, Meowri, Bleat-Speech, Roarish, and Beastwhisper

ECOLOGY:

Environment: Ruminant Republic, City of Haggis

Organization: Individual

Gear: Mwk Club (wooden spoon), Formulae Book

Treasure: None (It's all hidden where you'll never find it!)

Born into the proud and powerful Sparkpaw Clan, Alix left the Feline Federation at a young age in order to expand her skills as a chef and alchemist. Despite being the youngest shop keeper in Haggis she's a well respected member of the Merchant's guild, and one of the only sources of poisons on the local Underground Market.



*Racial abilities can be found in the Anthro-Adventures World Guide. In addition, we have re-printed the used abilities in the Appendix for easier GM Access.

**Alix uses her formulae each morning to craft potions, and will not have any extracts available for later use.

Billy Flashhart

LG Medium Humanoid (Ruminant)

Race: Goat-kin

Class: Swashbuckler 3 (inspired blade)

Favored Class: Swashbuckler (+3 HP)

Init: +5

Senses: Perception: +6

DEFENSE:

AC: 15, **Touch:** 13, **Flat-footed:** 12

(Armor +2, Dex +3)

HP: 27 (3d10+6)

Fort: +2 **Ref:** +6, **Will:** +1

Save Modifiers: +2 against poison and disease

OFFENSE:

Speed: 30 ft.

Melee: Rapier +7 (1d6+1/18-20); **or** Rapier +5 (1d6+1/18-20),
Goat-kin Fencing Blade* +4 (1d4+1/18-20)

Special: Fighting Defensively: (-2 to hit, +3 Dodge, +2 Shield)

Space: 5 ft.; **Reach:** 5 ft.

STATISTICS:

Str: 12, **Dex:** 16, **Con:** 12, **Int:** 14, **Wis:** 10, **Cha:** 14

Base Atk: +3 **CMB:** +, **CMD:**

Feats: Two-Weapon Fighting, Goat-kin Fencing Style, Weapon Focus (Rapier)

Traits: Cautious Warrior, Reactionary+

Skills: Acrobatics +9, Bluff +8, Knowledge: Local +8, Knowledge: Nobility +8, Perception +6, Sleight of Hand +9

Class Abilities:** Panache (4), Deeds, Inspired Finesse+, Charmed Life, Nimble

Racial Abilities*: Iron Stomach+, Merchant with a Mouth+, Steady+, Trollslayer

Languages: Common, Bleat-Speak

ECOLOGY:

Environment: Ruminant Republic, City of Milkton

Organization: Individual

Gear: Rapier, Goat-kin Fencing Blade, Leather Armor, 100g

Treasure: None

BACKSTORY:

A master of the Goat-kin Fencing style, Billy was recruited by Lord Kensington after a series of tournament wins made him a household name in Milkton. Quickly moving up to head of the Palace Guard, Billy offers Lord Kensington both fantastic security and unmatched advice. Their close relationship and Billy's influence over policy has made Milkton one of the better places for Goat-kin to live and enjoy opportunities for financial success.



*The Goat-kin Fencing Blade can be found in the Appendix: Equipment section

**Racial abilities can be found in the Anthro-Adventures World Guide. In addition, we have re-printed the used abilities in the Appendix for easier GM Access.

Captain Reven Greyfeather

CR: 4

CN Small Humanoid (Avian)

Race: Raptor-kin

Class: Warpriest 4, Swashbuckler 1

Favored Class: Warpriest (+4 HP)

Init: +7

Senses: Perception +10 (+14 for sight)

DEFENSE:

AC: 17, **Touch:** 15, **Flat-footed:** 13

(+3 Dex, +2 Armor, +1 Dodge, +1 Size)

HP: 44 (1d10+4d8+10+4)

Fort: +5, **Ref:** +6, **Will:** +6

OFFENSE:

Speed: 20 ft.

Melee: +1 Cutlass +10 (1d6+4/18-20)

Ranged: Pistol +8 (1d6+0/x4)

Space: 5 ft., **Reach:** 5 ft.

STATISTICS:

Str: 8, **Dex:** 16, **Con:** 12, **Int:** 10, **Wis:** 14, **Cha:** 14

Base Atk: +4, **CMB:** +2, **CMD:** 15

Feats: Weapon Finesse, Weapon Focus: Cutlass, Slashing Grace, Alertness, Improved Initiative, Dodge, Deft Hands

Traits: Anatomist, Fate's Favored

Skills: Knowledge: Religion +6, Swim +5, Perception +10, Sense Motive +10

Skill Modifiers: +4 to sight-based Perception checks

Class Abilities: Panache (2), Swashbuckler's Finesse⁺, Deeds (Derring-Do, Dodging Panache, Fervor (4), Opportune Parry and Riposte), Aura (chaos), Blessings (Luck/Chaos), Sacred Weapon +1, Channel Positive Energy,

Racial Abilities: Enhanced Low-light Vision, Wood Worker, Nimble Talons

Spells: **0-level:** *Create Water, Light, Stabilize, Virtue*

1-level: *Divine Favor, Magic Weapon, Shield of Faith*

2-level: *Weapon of Awe*

Languages: Common, Bird-song

ECOLOGY:

Environment: Ruminant Republic, City of Haggis (port)

Organization: Individual

Gear: +1 Cutlass, Leather Armor

Treasure: Greyfeather's Lucky Coin

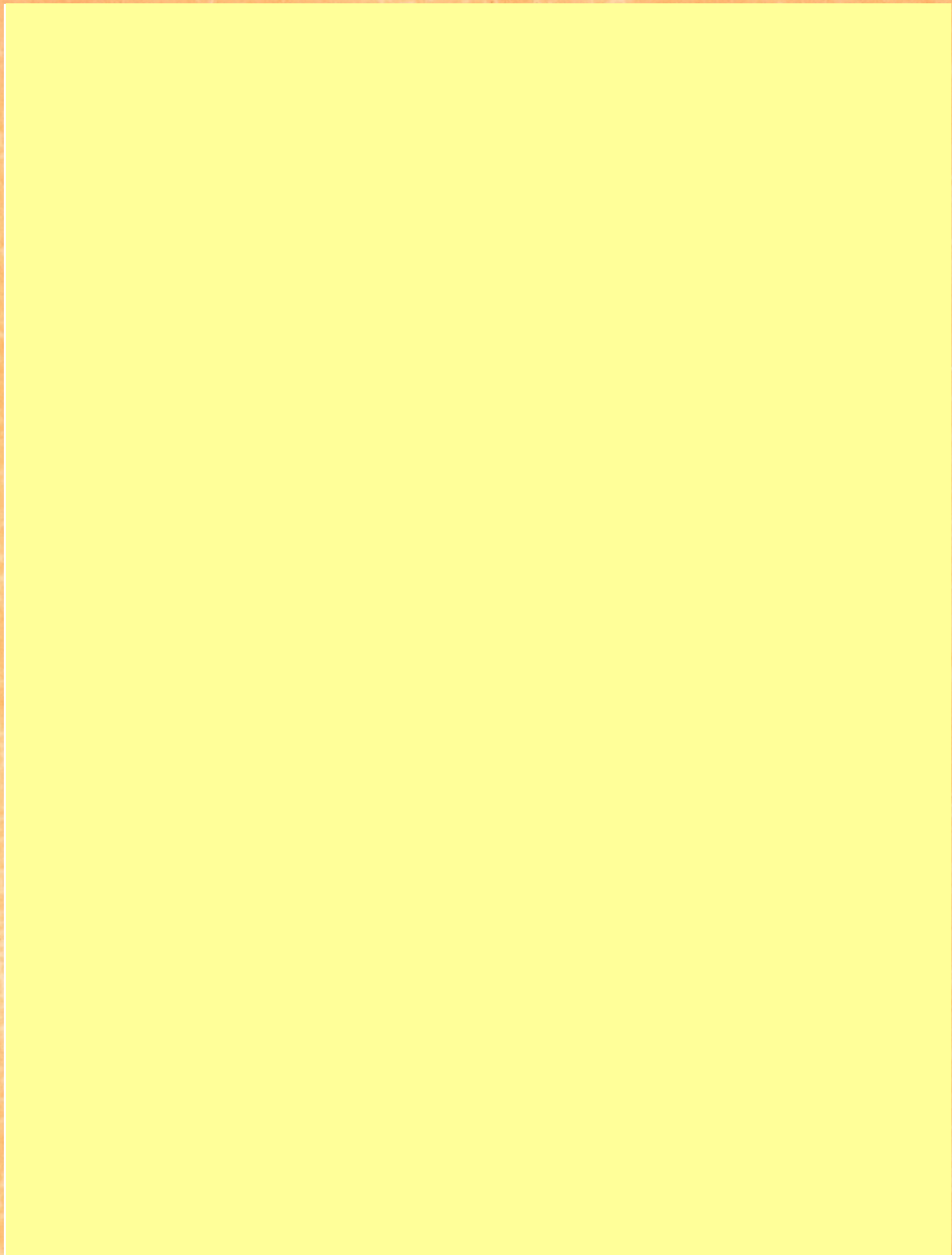


Greyfeather's Lucky Coin:

At the beginning of each week the wonder of this coin gains a hero point.

This coin can be given as a gift to any PC who succeeds not only in defeating Lily Blackwhisker, but humiliating her in front of her crew in order to tarnish her reputation.

Reven Greyfeather wasn't blessed with the easiest life, yet no matter how bad things turned, Reven's luck always seemed to turn in his favor just when he needed it most. It all began with his birth, a difficult one that left him with a single deformed wing and no mother. As it was obvious he would never fly, the law of Aviana demanded that he be cast into the sea so as not to be a burden on the realm. Reluctantly, his grieving father followed the law, flying out into the middle of the ocean and dropping the newborn to what he believed would be a kind, gentle death. But death was not Reven's fate, as the Lady of the Sea—goddess of sailors and luck, took an interest in him as he hit the water. She kept him alive with her own power, and guided him to a nearby merchant ship where the Captain took Reven in and raised him as both a son and a cabin boy. After years of adventures across all of Layna's seas, Reven Greyfeather inherited his adopted father's ship, which he renamed the Broken Wing. Though he believes himself to be a pirate, Reven and his crew generally spend their time salvaging shipwrecks for treasure instead of stealing it. Reven is currently is a member of B.U.R.P, the Benevolent Union of Righteous Pirates



Hayzel, Seer of the Powderpaws

CG Medium Humanoid (Woodlander)

Init: +2

Senses: Perception: +10

Favored Class: Cleric (+1 Hit Point)

DEFENSE:

AC: 15, **Touch:** 11, **Flat-footed:** 14

(Armor +3, Dex +1, Shield +1)

HP: 10 (1d8+2)

Fort: +3, **Ref:** +2, **Will:** +5

OFFENSE:

Speed: 30 ft.

Melee: Heavy Mace +2 (1d8+2/x2)

Ranged: Light Crossbow +1 (1d8/19-20)

Space: 5 ft.; **Reach:** 5 ft.

STATISTICS:

Str: 14, **Dex:** 12, **Con:** 12, **Int:** 10, **Wis:** 16, **Cha:** 14

Base Atk: +0, **CMB:** +0, **CMD:** 14

Feats: Selective Channeling

Traits: Oathbound, Seeker

Skills: Acrobatics +3, Knowledge: Religion +4,
Perception +10

Class Abilities: Aura, Channel Energy (5x, 1d6, DC
12),

Domains (Sun, Liberation), Orisons, Sun's Blessing, Liberation,

Racial Abilities*: Strong Legs⁺, Keen Senses⁺, Golden Gift⁺, Caste: Seer

Spells: 0-level: Read Magic, Detect Magic, Guidance

1-level: Bless, Divine Favor ^(B), Remove Fear ^(D)

Spell-like Abilities: 1/day: Augury

ECOLOGY:

Environment: The Woodlands

Organization: Individual

Languages: Common, Woodlander,

Gear: Chain Shirt, Heavy Mace, Light Wooden Shield, Light Crossbow, 20 Crossbow Bolts, 8gp

BACKSTORY:

Hayzel, Seer of the Powderpaw Warren, is a young Rabbit-kin with enormous potential. Fresh out of his training as an apprentice Seer, Hayzel has had his first vision—danger lurks in the near future for his entire den. While he has only caught glimpses of what that disaster is, he believes it can be stopped, but only if he joins the ranks of the Canine Kingdom's Arcane Artifact Recovery Force. With his den's safety on the line, Hayzel is willing to do anything to prevent his vision from becoming a reality.



*Racial abilities can be found in the Anthro-Adventures World Guide. In addition, we have re-printed the used abilities in the Appendix for easier GM Access.

OVERVIEW:

Hayzel is a support caster and mid-line fighter. His main role is to keep the party alive and the majority of his feats and abilities will revolve around this. If there health is secure, he focuses on buffing his allies and using his own melee abilities to protect his more vulnerable teammates.

TIPS FOR ROLE-PLAYING:

In social situations, Hayzel is a bit aloof at times, but determined to achieve the goals of A.A.R.F, believing that following their missions will uncover an opportunity to stop the destruction of his own den.

When Hayzel can relax, and avoid the distractions of his golden gift, he can extremely pleasant and enjoyable company who enjoys funny stories and deep conversation with friends.

TIPS FOR COMBAT:

Hayzel's a support character that can mix into melee at times. He will spend the first turn or two buffing his party, before moving into combat himself. If possible he'll want to stay close to his other party members, as his channel energy ability effects creatures within 30 feet of him (he can exclude 2 if he chooses).

If Hayzel believes that an ally is in danger of dying, he will almost always choose healing/protecting over attacking a foe, leaving the killing to those more skilled at it.

STRENGTHS:

- ♦ Fantastic group and self buff spells that can greatly improve his combat ability.
- ♦ Main source of healing for the party via Channel Energy and Spontaneous Healing abilities.
- ♦ Strong will and fort saves to keep from being taken out of combat
- ♦ Access to the entire list of cleric spells.
- ♦ Extremely high Perception makes him a great sentry.

WEAKNESSES:

- ♦ Without buffs he has slightly lower than average HP, AC, and attack for a melee character.
- ♦ Poor reflex and touch AC means he'll take more damage from casters
- ♦ Low skill points can leave him lacking in certain areas, particularly knowledge and social skills.

TIPS:

- ♦ Remember than any spellslot (except domains) can become a healing spell.
- ♦ If you need to cast a spell while in melee, you can use a five foot step first to get out of the enemies threat range and avoid rolling to cast defensively.
- ♦ The biggest challenge to playing a Cleric is knowing when to heal and when to add offensive punch to the battle. Generally, healing is most efficient outside of combat, when it's not taking up valuable actions, however a well placed and timed Channel Energy can mean the difference between victory and the end of the campaign. The exciting part of being a cleric is getting to make that decisions every round.
- ♦ Clerics know their entire spell list. The ones listed are simply the default choices Hayzel would make. Feel free to change them based on the needs of your party.

ADVANCEMENT:

Level 2:

HP: +7

BAB: +1 (Increase Attacks, CMB, CMD)

Skill Points: +2 (2 rank max, 4 total). Increase previously ranked skills.

Saves: Fort +1, Will +1

Abilities: None

Spells: +1 0-level and +1 1st-level. Add *Create Water* and *Protection From Evil* to typical prepared spell list.

Gear Changes: Buy a wand of *Cure Light Wounds*

Gold on hand: 258gp

Character changes: A few more spells, but playstyle doesn't change.

Level 3:

HP: +7

BAB: +1 (Increase Attacks, CMB, CMD)

Skill Points: +2 (2 rank max, 4 total). Increase previously ranked skills.

Saves: Ref +1

Feat: Toughness

Abilities: Channel Energy +1d6 (2d6 total)

Spells: +3 2nd Level spells. Add *Align Weapon*, *Remove Paralysis*^(D), and *Bull's Strength*^(B)

Gear Changes: Ring of Protection +1

Gold on hand: 258gp

Character changes: Playstyle remains the same, but Toughness and the Ring of Protection make him a bit more formidable in melee.

Arlista Sparkpaw

NG Small Humanoid (Feline)

Race: Cat-kin

Class: Sorcerer

Favored Class: Sorcerer (+1 HP)

Init: +8

Senses: Darkvision 60 ft., Perception: +1

DEFENSE:

AC: 13, **Touch:** 13, **Flat-footed:** 11

(Dex +2, Size +1)

HP: 8 (1d6+2)

Fort: +1, **Ref:** +2, **Will:** +3

OFFENSE:

Speed: 20 ft.

Melee: Quarterstaff -1 (1d-2/)

Ranged: Light Crossbow +3 (1d6/19-20)

Space: 5 ft.; **Reach:** 5 ft.

STATISTICS:

Str: 7, **Dex:** 14, **Con:** 12, **Int:** 12, **Wis:** 12, **Cha:** 18

Base Atk: +0, **CMB:** -3, **CMD:** 9 (+1 vs. trips)

Feats: Point Blank Shot, Magical Aptitude*,
Eschew Materials

Traits: Magical Lineage (*Scorching Ray*), Reactionary*

Skills: Bluff +8, Knowledge: Arcana +5,
Use Magic Device +10

Class Abilities: Bloodline-Arcane, Cantrips,
Bloodline Power-Arcane Bond (ring),

Racial Abilities*: Nimble Faller*, Arcane Lineage*, Magical
Warrior

Spells: **0-level:** *Daze* (DC 14), *Detect Magic*, *Read Magic*, *Ray of Frost*

1-level: (4x/day) *Magic Missile*, *Color Spray* (DC 15)

ECOLOGY:

Environment: Feline Federation

Organization: Individual

Languages: Common, Meowri, Yip Yap

Gear: Ring (Bonded), Quarterstaff, Light Crossbow, 20 Crossbow Bolts, 1x Scroll of *Mage Armor*, 89gp

BACKSTORY:

Arlista was born to a lower house in the Sparkpaw clan, and grew up with a comfortable, but humble agrarian life along the Knile river. When she reached adulthood, she began to display some basic abilities with magic, a common occurrence among the Sparkpaws who believe these inherent magic users are touch by the God, Ka. What made her different was the age she began to show this power—years later than most. Because of this the Nomarch of the Sparkpaws decided that it would be best not to train her in their own Academies, in case she struggled to control it, but instead to send her out into the world to develop her power according to Ka's own design.

Unsure of exactly where to go when she was cast out, Arlista traveled north to the Canine lands where the open call for A.A.R.F. agents gave her an opportunity to test her quickly growing powers while giving her the support structure that her clan stole from her.



*Racial abilities can be found in the Anthro-Adventures World Guide. In addition, we have re-printed the used abilities in the Appendix for easier GM Access.

OVERVIEW:

Arlista is an artillery caster, meaning she works best far from combat, hurling damaging rays at her enemies. She can deal significant damage, but needs to be protected by her allies until her magical abilities have grown strong enough that she is the one protecting them.

TIPS FOR ROLE-PLAYING:

Arlista is loud, outspoken, and opinionated, but is also so likeable that she gets away with it. She is the first to correct and insult a friend when they make a mistake, and the first to defend them when someone else tries to get involved.

Because of her history being exiled from the Sparkpaw clan, she holds a bitter resentment toward them, though truly she only wants to be invited back to her family.

TIPS FOR COMBAT:

Stay as far away from enemies as you can and fire away with *Ray of Frost* for easy to hit enemies, and *Magic Missile* when they are beyond your attack skill. Color Spray is great for clumped enemies, but might bring you closer to the enemy than you like. Daze is humanoid only, but can remove an enemy for a round.

STRENGTHS:

- ♦ Repeatable magic damage, with high accuracy
- ♦ High Use Magic Device skill gives you a chance to use any magic item to come across.
- ♦ Decent ranged attack if magic isn't the superior choice

WEAKNESSES:

- ♦ Extremely low HP and AC mean that even a short time in melee combat can be deadly.
- ♦ Very limited magical resources, mean relying on cantrips much of the time.

TIPS:

Arlista is deliberately left with much of her starting gold so that players can choose a few scroll/items that fit their playstyle. Suggestions include an additional scroll of *Mage Armor* (they last an hour), or a scroll of *Vanish* for emergencies.

Point Blank shot applies to both ranged attacks and ray attacks. At level three Precise Shot does the same, making her very accurate with targeted magic.

ADVANCEMENT:

Level 2:

HP: +6

BAB: +1 (Increase Attacks, CMB, CMD)

Skill Points: +3 (2 rank max, 6 total). Increase previously ranked skills.

Saves: Will +1

Abilities: None

Spells: +1 0-level known, *Light*, and +1 1st level Spells Per Day

Gear Changes: Buy wand of *Mage Armor*

Gold on hand: 339gp

Character changes: A few more spells, but playstyle doesn't change. The Wand of *Mage Armor* has 50 charges, lasts an hour each charge, and is relatively inexpensive so use it liberally.

Level 3:

HP: +6

Skill Points: +3 (3 rank max, 9 total). Increase previously ranked skills.

Saves: Fort +1, Ref +1

Feat: Spell Focus (Evocation)

Abilities: Bloodline Power: Metamagic Adept,

Spells: +2 1st-level Spells Known, *Grease* and *Identify* ^(B). +1 1st level Spells Per Day

Gear Changes: Buy Ring of Protection +1

Gold on hand: 339gp

Character changes: Slowly developing versatility with *Grease*, but we get no benefit from our new Bloodline power until we get higher level spell slots to use with Metamagic. With the ability to now get Arlista's AC up to 18, she's not quite as squishy.

Rigby Flopear, Warrior of the Big Red God

LG Medium Humanoid (Canine)

Race: Dog-kin

Class: Paladin 1

Favored Class: Paladin (+1 Hit Point)

Init: +3

Senses: Scent, Low-light vision, Perception: -1

DEFENSE:

AC: 17, **Touch:** 12, **Flat-footed:** 15

(Armor +5, Dex +2)

HP: 13 (1d10+3)

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

Save Modifiers: +2 racial bonus against Fear and Despair effects;
+2 trait bonus against Charm, Compulsion, and Emotion effects

OFFENSE:

Speed: 20 ft.

Melee: Dog-kin Longhammer +4 (2d6+4/x3)

Space: 5 ft.; **Reach:** 5 ft.

STATISTICS:

Str: 16, **Dex:** 14, **Con:** 14, **Int:** 8, **Wis:** 9, **Cha:** 16

Base Atk: +1, **CMB:** +4, **CMD:** 15

Feats: Gift of the Big Red God

Traits: Tactician+, Principled+

Skills: Diplomacy +7, Knowledge: Religion +1,

Class Abilities: Aura of Good, Detect Evil, Smite Evil 1/day

Racial Abilities*: Eternal Hope+, Pious Study+, Guard Dog+,
Ancient Mentors

Spell-like abilities: 1/day- Shield Other

ECOLOGY:

Environment: Canine Kingdom

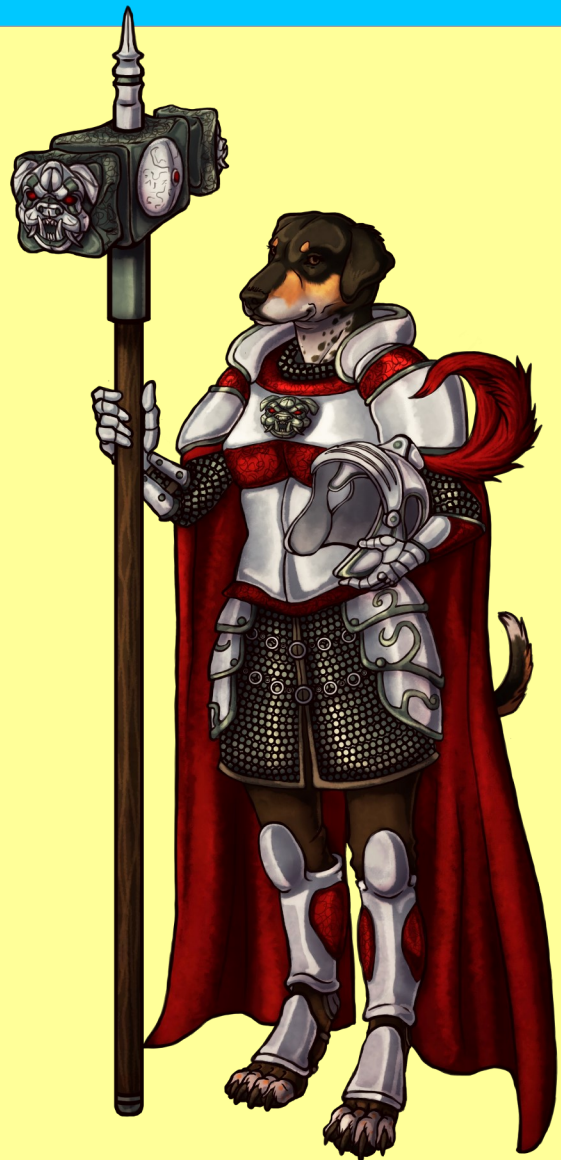
Organization: Individual

Languages: Common, Yip Yap

Gear: Dog-kin Longhammer, Scale Mail Armor, 30g

BACKSTORY:

A recent graduate of her apprenticeship to the Red Knights, Rigby was immediately noticed for her dedication to protecting her allies and her unparalleled bravery against all odds. She was originally assigned to the House of Piety, where she learned to be a paladin of the Big Red God, however after a series of vivid dreams in which Rigby saw herself traveling the continent and fighting evils of all kinds, she transferred to The House of Knowledge, which oversees A.A.R.F. She believes strongly that this is how the Big Red God plans on her best being able to do good in the world.



*Racial abilities can be found in the Anthro-Adventures World Guide. In addition, we have re-printed the used abilities in the Appendix for easier GM Access.

OVERVIEW:

An extremely capable front line fighter, Rigby makes sure she is always first into danger, protecting her allies and smiting her foes with divine fervor.

TIPS FOR ROLE-PLAYING:

Friendly, kind and Caring, Rigby is a bit naïve to the ways of the world, having never left the Canine Kingdom before. She's dedicated to upholding the Tenets of the Big Red God, and never wavering from their message.

TIPS FOR COMBAT:

Rigby is a capable front line warrior from the very beginning, with a reach weapon, good saves, AC, and damage potential. However, once she hits level two and gets Divine Grace and Lay on Hands she becomes ridiculously hard to kill and can easily fend off multiple attackers a round. With her only melee weapon being reach, she wants to avoid being surrounded so that she can five foot step around for positioning herself to threaten the best area.

STRENGTHS:

- ◆ Good Melee attack and damage + the ability to smite make her an offensive threat, particularly against evil creatures.
- ◆ Above average AC, with strong self healing via Lay on Hands and Gift of the Big Red God, provides excellent defenses and sustainability
- ◆ Good base saves with Divine Grace and situational modifiers make her very resistant to magic.
- ◆ Can protect weaker characters with her Guard Dog ability

WEAKNESSES:

- ◆ She's a bit slow, with only a 20 ft. move in her armor.
- ◆ She can't threaten adjacent squares
- ◆ Rigid code of morality may force her into situations beyond her skill level or eliminate options for her.

TIPS:

- ◆ Lay on Hands is a swift action when used on herself, and as such should be used aggressively when taking damage.
- ◆ Smite is a great ability, and early on its most powerful function is the ability to ignore DR. If your party finds itself unable to break through an evil monsters DR, don't be afraid to smite it.

ADVANCEMENT:

Level 2:

HP: +9

BAB: +1 (Increase Attacks, CMB, CMD)

Skill Points: +1 (2 rank max, 2 total). Increase previously ranked skills.

Saves: Fort +1, Will +1

Abilities: Lay on Hands +1d6, Divine Grace

Gear Changes: Sell Dog-kin Longhammer. Buy a masterwork Dog-kin Longhammer.

Gold on hand: 665g

Character changes: This is a great level for Rigby. She starts by getting Divine Grace to give her fantastic saves, which increases her staying power in combat. As well, she gains Lay on Hands to give her self healing that mixes with her 1st level feat Gift of the Big Red Dog. Together, she now has Effective Character Health (ECH) of 40. ECH refers to the amount of Hit Point damage an enemy would have to do to drop the character to 0, and considers both their initial Hit Points and the average Hit points that can be gained passively (or in this case with a swift action). To keep it simple, Rigby is now the anvil to the rest of the party's hammer.

Level 3:

HP: +9

BAB: +1 (Increase Attacks, CMB, CMD)

Skill Points: +1 (3 rank max, 3 total). Increase previously ranked skills.

Saves: Ref +1

Feat: Power Attack

Abilities: Aura of Courage, Divine Health, Mercy (Fatigue)

Gear Changes: Sell Scale Mail.

Buy Masterwork Full Plate. Buy wand of *Cure Light Wounds*

Gold on hand: 140g

Character changes: Immunity to fear and disease increase her resistance to harm, while the Mercy to remove fatigue can allow her to go an entire night without sleep and be able to remove the effects (multiple days in a row can override this). One thing to remember here is that immunity to fear, also makes you immune to the shaken effect from Demoralize and abilities that use it as a base (such as the Cruel weapon enchant)

Power attack takes her from the party anvil, to a strong damage dealer in her own right.

Lucy Longtail, “The Collector”

CG Small Humanoid (Rodent)

Race: Mouse-kin

Class: Bard 1

Favored Class: Bard (+1 HP)

Init: +5

Senses: Perception: +4

DEFENSE:

AC: 16, **Touch:** 14, **Flat-footed:** 12

(Armor +2, Dex +3, Size +1)

HP: 10 (1d8+2)

Fort: +3, **Ref:** +7, **Will:** +4

OFFENSE:

Speed: 20 ft.

Melee: Dagger +3 (1d3+2/19-20)

Ranged: Shortbow +4 (1d4/x3)

Space: 5 ft.; **Reach:** 5 ft.

STATISTICS:

Str: 14, **Dex:** 16, **Con:** 13, **Int:** 12, **Wis:** 10, **Cha:** 14

Base Atk: +0, **CMB:** +1, **CMD:** 14

Feats: Point Blank Shot

Traits: Fate's Favored⁺, Reactionary⁺

Skills: Acrobatics +7, Disguise +6, Linguistics +7,

Perform: Wind +8, Perception +4, Stealth +7, Use Magic Device +6

Class Abilities: Bardic Knowledge, Bardic Performance, (Countersong, Distraction, Fascinate, Inspire Courage),

Racial Abilities*: Gifted Linguist⁺, Feathered Foes, Better Lucky Than Good⁺

Spells: 0 level: *Daze*, *Ghost Sound*, *Mage Hand*, *Presitidigitation*

1st Level: (1/day) *Hideous Laughter*, *Cure Light Wounds*

ECOLOGY:

Environment: Canine Kingdom

Organization: Individual

Languages: Common, Yip Yap, Bleat-Speak, Esparatu

Gear: Leather Armor, Dagger, Shortbow, 20x arrows, Mwk Flute⁺, 57g

BACKSTORY:

Ever since she was a tiny child, Lucy Longtail was a collector of things. It didn't always matter what the things were—food, buttons, songs, or secrets—as long as someone else valued them, than she valued them.

It's that love of collecting that brought Lucy to A.A.R.F. where she can collect the rarest and most valuable of treasures in the Seven Realms.



*Racial abilities can be found in the Anthro-Adventures World Guide. In addition, we have re-printed the used abilities in the Appendix for easier GM Access.

OVERVIEW:

At her best in social situation, Lucy can talk her way out of and back into trouble faster than most people can snap a finger. When a fight breaks out she prefers to encourage her allies and aid from afar rather than get close to the action.

TIPS FOR ROLE-PLAYING:

Lucy is, in a word, quirky. She's very sweet and friendly, but sometimes she says things that are simply strange or unexpected. As well, she can sometimes let her fixation on her collections become a problem, such as when she sees the prettiest gem she's ever seen and simply must have it, but it also happens to be the evil Witch's glass eye.

While Lucy is not obsessed with wealth, she is concerned with how other people value the belongings in her collections, and as such she's more focused on items with sentimental value such as heirlooms, or social value like songs and stories.

TIPS FOR COMBAT:

Lucy fills three combat roles in the party, often one right after the other. She'll start by using her Bardic Knowledge to identify and inform the party of any weaknesses their enemy might have. Next, she'll use her Bardic Performance and spellcasting to bolster her allies abilities. Finally, she adds a ranged damage element to the party that can accurately take out threats that may be difficult for the melee characters to get to.

As with most bards, Lucy's major value is in her versatility in switching between her different roles.

STRENGTHS:

- ♦ Strong buff with Bardic Performance
- ♦ High charisma and skills points make her a natural in social situations.
- ♦ Spellcasting can turn the tide of encounters.
- ♦ Viable Ranged and/or Melee combatant.
- ♦ Bardic Knowledge can be invaluable at identifying needed information.
- ♦ Access to "cure" spells for backup healing
- ♦ With Better Lucky Than Good and Fate's Favored, Lucy has excellent saves

WEAKNESSES:

- ♦ Weak offensive spellcaster with low saves and few spells per day.
- ♦ Attacks are weaker and less accurate than more specialized combatants.
- ♦ Hit Points and Armor Class are both fairly low.

TIPS:

- ♦ Bardic Performance has a very limited amount of rounds per day, so drop it when fights are well in hand.
- ♦ A good Bard wants to act aggressively early, getting buffs and knowledge out to direct and bolster the party, but after that they want to react to the needs of the situation.
- ♦ As a character who can easily portray a "non-adventurer" through their own basic skills, bards have ways to address situations that are completely outside the realm of possible for other characters. Thinking outside the box might be a bard's best weapon.

ADVANCEMENT:

Level 2:

HP: +7

BAB: +1 (Increase Attacks, CMB, CMD)

Skill Points: +6 (2 rank max, 12 total). Increase previously ranked skills **or** increase commonly used Knowledge skills to gain in-class bonus.

Saves: Ref +1, Will +1

Abilities: Versatile Performance, Well-Versed

Spells: +1 0-level and +1 1st-level Spells Known, . +1 1st level Spells Per Day

Gear Changes: Wand of Cure Light Wounds

Gold on hand: 307g

Character changes: Versatile Performance gives you 3 skills for the price of 1, while Well-versed's best function is the +4 to saves against language dependent spells (which many enchantment spells require). Neither ability change how the character functions.

Level 3:

HP: +7

BAB: +1 (Increase Attacks, CMB, CMD)

Skill Points: +6 (3 rank max, 18 total). Increase previously ranked skills.

Saves: Fort +1

Feat: Precise Shot

Abilities: Inspire Competence

Spells: +1 0-level and +1 1st-level Spells Known, . +1 1st level Spells Per Day

Gear Changes: Sell Shortbow. Buy Masterwork Composite Shortbow with a +2 str rating. Buy Cloak of Resistance +1, Buy Wand of *Comprehend Languages*

Gold on hand: 92g

Character changes: Inspire Competence helps others with skill checks and Precise Shot continues down the path of the archer. No playstyle changes.

Sywin Nidel, “The Swift Stick of Death”

N Medium Humanoid (Avian)

Race: Owl-kin

Class: Hunter

Favored Class: Hunter (+1 HP)

Init: +2

Senses: Darkvision 60 ft., Perception: +9

DEFENSE:

AC: 16 **Touch:** 12, **Flat-footed:** 14

(Armor +5, Dex +2, Natural -1)

HP: 11 (1d8+3)

Fort: +5, **Ref:** +4, **Will:** +3

OFFENSE:

Speed: 20 ft.; **Fly:** 30 ft. (average)

Melee: Quarterstaff +3 (1d6+4)

Space: 5 ft.; **Reach:** 5 ft.

STATISTICS:

Str: 16, **Dex:** 14, **Con:** 14, **Int:** 10, **Wis:** 16, **Cha:** 6

Base Atk: +0, **CMB:** +3, **CMD:** 15

Feats: Power Attack

Traits: Resilient+, Blessed

Skills: Fly +3, Handle Animal +2, Knowledge: Nature +4, Perception +9, Stealth +8, Survival +7,

Class Abilities: Animal Companion, Animal Focus, Nature Training, Orisons, Wild Empathy

Racial Abilities*: Welkin's Chosen+, Protector of the Skies, Skilled Hunter+, Hollow Bones+

Spells: **0-level**– *Detect Magic, Mending, Read Magic, Resistance*

1-level (2/day)– *Shillelagh, Faerie Fire*

ECOLOGY:

Environment: Canine Kingdom

Organization: Individual

Languages: Common, Birdsong

Gear: Quarterstaff, Scale Mail Armor, 1x scroll of *Endure Elements*, 1x scroll of *Speak with Animals*, 50g

BACKSTORY:

Sywin Nidel has had only one dream in life, to join the ranks of the Blitzwing Brigade a militaristic druidic order native to his home of Aviana. After years of rejection, Nidel decided to boost his resume by venturing out into the world and learning new skills to bring back to his people. Though he is not actually a druid yet, Nidel is still dedicated to the protection of nature and to improving the bond between himself and his animal companion.

Tyladora, Owl Companion

N Small Animal, **Ability Scores** Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6

HP: 15 (2d8+2+3); **AC:** 14 (Dex +2, Natural +2); **Speed** 10 ft., fly 80 ft. (average);

BAB: +1; **Attack:** Bite + 2 (1d4), 2 Talons +2 (1d4), **Saves:** Fort: +4, Ref: +5, Will: +2, **Skills:** Fly +8, Perception +6

Feats: Toughness, **Special Qualities:** Low Light Vision



OVERVIEW:

Sywin Nidel has a singular focus—eliminating his enemies as quickly and efficiently as possible. Using a combination of the superior mobility he gains from Welkin's Gift (flight), immense skill with the quarterstaff, a handful of damaging spells, and his trust animal companion Sywin is able to swoop around the battlefield picking off weak opponents with the precision and ruthlessness of a true apex predator.

TIPS FOR ROLE-PLAYING:

Crash, Grumpy, a bit xenophobic, and wholly unlikeable Sywin struggles to work within the group dynamic. He views his party members as a necessary inconvenience to accomplishing his goals of earning enough prestige to be invited into the Blitzwing Brigade.

TIPS FOR COMBAT:

Sywin has a very strategic game plan every time he enters combat. While his allies engage directly, he determines the weakest prey, usually spread apart from the enemy's main force. Swooping down from the clouds, Sywin directs his companion to attack first, while he charges from a flanking position and punishes the enemy with a brutal two-handed attack from his quarterstaff. Sywin's goal is to eliminate the enemy and retreat to the skies before anyone can arrive to help his target.

STRENGTHS:

- ◆ Incredible mobility and positioning with racial access to flight.
- ◆ Extremely strong combat buff with Shillelagh that can turn him into an offensive juggernaut.
- ◆ Average AC and HP play up with his ability to choose his fights.
- ◆ Full Animal companion adds significant damage and versatility
- ◆ Access to both the Druid and Ranger spell lists gives solid magical support and damage.
- ◆ Multi-class levels buff his attack style in a very complimentary manner.
- ◆ Quarterstaff allows Sywin to use Flurry of Blows or a single two handed strike, giving him solid options for a standard attack or a full round.

WEAKNESSES:

- ◆ Very Limited Spells Known.
- ◆ Loses quite a bit of power if his animal companion goes down.
- ◆ Playstyle leads him to be out of range for group buffs and heals, meaning he must be more self sufficient.

TIPS:

- ◆ Brawler levels grant access to Flurry of Blows, which for Sywin is far stronger mechanically than two weapon fighting as it gives +str to all attacks (not 1/2 on off hand) and allows a two handed grip which makes power attack function on a 1/3 ratio. It also allows Sywin to function in this manner without a high dexterity score.
- ◆ Shillelagh is a fantastic buff and should be used often. It will stack with effects that enlarge you, such as *enlarge person*.
- ◆ At level 2 your companion animal falls behind, but catches up when you take the second level of Brawler with the wild child archetype. Be a bit more careful with him at level 2.

ADVANCEMENT:

Level 2: Wild Child Brawler

HP: +8

BAB: +1 (Increase Attacks, CMB, CMD)

Skill Points: +4 (2 rank max, total). Increase 4 previously ranked skills

Saves: Ref +2, Ref +2

Abilities: Brawler's Cunning, Martial Flexibility, Martial Training, Unarmed Strike

Gear Changes: Sell Scale Mail, buy Mwk Chain Shirt, Buy Wand of Cure Light wounds

Gold on hand: 75g

Character changes: As a multi-classer, Sywin adds a whole new class to his repertoire, yet his playstyle stays almost exactly the same. Martial Flexibility can be used in a variety of ways, depending on the situation but static bonuses like Dodge or Improved initiative are always strong fallbacks

Level 3:

HP: +8

BAB: +1 (Increase Attacks, CMB, CMD)

Skill Points: +4 (2 rank max, total). Increase 4 previously ranked skills

Saves: Ref +2, Ref +2

Abilities: Brawler's Flurry, Animal Companion

Gear Changes: Buy +1 Ring of Protection

Gold on hand: 75g

Character changes: Style stay mostly the same, but Brawler's flurry now gives multiple attacks on a full round action. Keep in mind that though we only gain +str to damage, our Power attack bonus remains at a 1/3 ratio as the Quarterstaff is still being wielded in two hands.

New Feats

Goat-kin Fencing Style (Combat, Style)

Pre-req: Proficiency with Goat-kin Fencing Blade

When fighting Defensively with a rapier and Goat-kin Fencing blade, the negative to hit is reduced by 2. In addition, the shield bonus from the Goat-kin Fencing Blade's Blocking ability is increased by an additional 1.

Goat-kin Fencing Master (Combat, Style)

Pre-Req: Proficiency with Goat-kin Fencing Blade, **Goat-kin Fencing Style**

A master of this style has learned to use his weapons so seamlessly, that he can apply skills learned with each to the other blade. When wielding a rapier in the main hand and a Goat-kin fencing dagger in the off hand, any feats or abilities a character has that affects his ability with his rapier, now also affects his ability with his Goat-kin fencing dagger.

New Equipment

Masterwork Monocle:

This small, glass eyepiece can help the wearer's vision. Treat this item as a masterwork tool for Perception, but only for checks based on sight.

Cost: 50gp

Polar Bear-kin Harpoon Gun:

This large-sized Heavy Crossbow has been designed to take advantage of the size and strength of a Bear-kin. To do this it fires a small harpoon at the target with a rope attached to it. Once it has struck a target it can be yanked back and reeled in with a hand crank, causing massive damage. A Bear-kin Harpoon gun only comes in large size and deals 1d12 + strength damage. This weapons is exotic, except for Bear-kin who treat it as martial.

Cost: 800g

New Animal Companions

Sea Lion companion:

Size: Medium; **Speed:** 20 ft. , Swim 60ft. ; **AC:** +4 Natural Armor; **Attack:** Bite 1d6;

Ability Scores: Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6;

Special Qualities: Low-light Vision, Hold Breath, Cold Resist: 5

4th Level Advancement:

Size: Large; **Attack:** Bite 1d8 +grab,; **Ability Scores:** Str +8, Dex -2, Con +4

Frost Whelping Companion:

Size: Small; **Speed:** 20 ft.; **AC:** +2 Natural Armor; **Attack:** Bite 1d6;

Ability Scores: Str 12, Dex 12, Con 15, Int 2, Wis 12, Cha 6;

Special Qualities: Low-light Vision, Hold Breath

4th-Level Advancement

Size;Attack:(1d6);

Ability Scores+4,+2,+2.

7th-Level Advancement:

Size: Large; **Attack:** Bite (1d8), Tail Slap (1d8); **Ability Scores:** Str: +4, Con +2,;

AC: Natural Armor +2

Frost Whelpings, despite appearing like small dragons, are simple animals. They are valued as companions for their intense loyalty and friendly demeanors, and are hunted for their thick hides*

New Races

Penguin-kin Racial Traits

+2 Dexterity, +2 Charisma, -2 Strength: Penguin-kin are quick and likeable, but physically weak.

Avian: Penguin-kin are Humanoids with the Avian subtype.

Size, Small: Penguin-kin gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth Checks

Speed: Penguin-kin have a base speed of 20 feet.

Home in the Water: Penguin-kin are excellent swimmers and have a Swim speed of 30 ft.

Playful: Penguin-kin spend much of their life playing physical games. They gain a +2 racial bonus on **Acrobatics** checks

Yum, Salty: Penguin-kin can drink and survive on salt water as easily as freshwater.

Where's my Mate?: Penguins have senses that allow them to find their mates and children amongst thousands of other penguins, a trait that has passed down to the Penguin-kin. Penguin-kin gain a +2 racial bonus to Perception checks.

Flightless: The war with the other Avian species, known as the Great Penguin-kin Expulsion, has taught the Penguin-kin special ways to fight their flying brethren. Penguin-kin receive +2 attack and damage against creatures that are flying. The Penguin-kin loses this bonus if his feet are not touching solid ground or ice.

Languages: Penguin-kin begin play speaking Common and Birdsong. Penguin-kin with a high Intelligence score may choose from the following bonus languages: Howl-Speech, Meowori, Bleat-Speak, and Yip Yap.

New Races

Bear-kin Racial Traits

+4 Strength, +2 Wisdom, -2 Dexterity, -2 Charisma: Bear-kin-kin are strong and wise, but struggle when interacting with other hybrids.

Ursine: Bear-kin are Humanoids with the Ursine subtype.

Size, Large: Bear-kin take a -1 size penalty to their AC, a -1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a -4 size penalty on [Stealth](#) checks. A Large creature takes up a space that is 10 feet by 10 feet and has a reach of 5 feet.

Speed: Bear-kin have a base speed of 30 feet.

Darkvision: Bear-kin can see in the dark up to 60 ft.

Keen Senses: Bear-kin gain a +2 to Perception checks.

Thick Fur: A Bear-kin's thick fur grant them a +1 Natural Armor Bonus.

Light on their Feet: Bear-kin are surprisingly nimble for their size and love to dance. They receive a +1 racial bonus to Reflex saves and **Perform: Dance** checks.

Expedition Leader: Bear-kin are natural explorers with great memory for the places they've visited. They receive a +2 to **Survival** and **Knowledge: Geography** checks, and can always remember every path they took to get somewhere, regardless of how long has passed since they made the journey.

Bowlegged: Bear-kin walk with their legs slightly bowed, which gives them great stability. Bear-kin gain a +2 racial bonus to CMD to avoid being tripped.

Languages: Bear-kin begin play speaking Common. Bear-kin with a high Intelligence score may choose from the following bonus languages: Howl-Speech, Meowori, Bleat-Speak, and Yip Yap.

New Breeds

Breeds allow PCs to create specific types of animal hybrids. Simply replace the generic hybrid stats with the stats of the breed. Some breeds also have different backstories than their generic parent hybrid.

Polar Breed (Bear-kin)

Iceborn: Polar Bear-kin are built for the cold, icy waters of the tundra. They ignore difficult terrain from ice or snow, and have resistance to cold 5. This replaces Light on their Feet.

Natural Swimmer: Polar Bear-kin are strong swimmers and spend large portions of their day in the frigid waters. They have a swim speed of 20 ft., but their land speed is reduced by 10 ft. This modifies The Bear-kin's speed.

Never Tire: Polar Bear-kin are known for their ability to partake in strenuous tasks for long periods of time. They receive the feat **Endurance**. If at anytime the Polar Bear-kin receives the feat **Endurance** from another source, they may instead choose any feat that they meet the pre-requisites for. This replaces Bowlegged.

Racial Traits, Feats, and Spells

For your convenience, this section lays out any race-based ability printed in the Anthro-Adventures World Guide.

Cat-kin Racial Traits

+2 Dexterity, +2 Charisma, -2 Constitution: Cat-kin are quick and strong-willed, but they are physically frail.

Feline: Cat-kin are Humanoids with the Feline subtype.

Size: Small: Cat-kin gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth Checks.

Speed: Cat-kin have a base speed of 20 feet.

Darkvision: Cat-kin can see in the dark up to 60 feet.

Nimble Faller: Cat-kin land on their feet even when they take lethal damage from a fall. Furthermore, they gain a +1 bonus to their CMD against trip attempts.

Arcane Lineage: Cat-kin have a natural ability with both arcane and divine magic. Cats gain the **Magical Aptitude** feat.

Magical Warrior: Cat-kin are trained from a young age to incorporate magic into their combat styles. Whenever they make an attack roll in the same round that they cast a spell, they may add +1.

Weapon Familiarity: Cats-kin are proficient with the Shortbow and any weapon with the word “Cat-kin” in its name.

Languages: Cat-kin begin play speaking Meowori and Common. Cat-kin with a high Intelligence score may also learn: Yipyap, Esparatu, High Cavy, Birdsong, Bleat-Speech, Roarish, and Beastwhisper.

Dog-kin Racial Traits

+2 Constitution, +2 Charisma, -2 Intelligence: Dog-kin are hardy and likeable, but tend to shun intellectual pursuits as their faith in the Big Red God teaches them all that they need to know.

Canine: Dog-kin are Humanoids with the Canine subtype.

Size, Medium: Dog-kin are Medium creatures and receive no bonuses or penalties due to their size.

Speed: Dog-kin have a base speed of 30 feet.

Low-Light Vision: Dog-kin can see twice as far as Humans in conditions of dim light.

Scent: Dog-kin gain the scent ability.

Eternal Hope: Dog-kin gain a +2 racial bonus on saving throws against fear and despair effects.

Pious Study: As children all Dog-kin study the teachings of the Big Red God, and the mistaken beliefs of the other races. Dog-kin receive +2 to **Knowledge: Religion** checks and may make these checks untrained.

Guard Dog: Dog-kin are dedicated to the people they serve and protect. Once per day a Dog-kin may cast **Shield Other** as a spell-like ability.

Ancient Mentors: There is a legend that when the Canines settled the Cliffs of Morehair, there was a colony of short, bearded creatures already mining the immense resources. Instead of fighting for the land, the Dog-kin decided to make friends with the miners, and offered their labor in exchange for learning the miner’s skills. Though they are long gone, the influence of this ancient culture remains strong among the Dog-kin. Dog-kin may treat any weapon with the word Dwarven in the name as a martial weapon. Merely replace “Dwarven” with “Dog-kin” when referring to it.

Languages: Dog-kin begin play speaking Common and Yipyap. Dog-kin with a high Intelligence score may choose from the following bonus languages: Howl-Speech, Meowori, Bleat-Speak, and Birdsong.

Goat-kin Racial Traits

+2 Dexterity, +2 Intelligence, -2 Wisdom: Goat-kin are quick, both mentally and physically, but often struggle to understand the consequences of their actions.

Ruminant: Goat-kin are Humanoids with the Ruminant subtype

Size, Medium: Goat-kin are Medium creatures and receive no bonuses or penalties due to their size.

Speed: Goat-kin have a base speed of 30 feet.

Iron Stomach: Though Goat-kin being able to digest anything was only an urban legend, centuries of trying to prove it true have made Goat-kin remarkably hardy. Goats gain a +2 racial bonus to saves against poison and disease.

Merchant with a Mouth: Goat-kin are famous for their ability to bend the truth to get what they want or to avoid conflict. A Goat-kin gets a +2 bonus to **Profession: Merchant** and **Bluff** checks.

Steady: Goat-kin have exceptional balance, and get a +2 bonus to **Climb** and **Acrobatics** checks. As well, they do not lose their Dexterity bonus to AC when making **Climb** checks or **Acrobatics** checks to cross narrow or slippery surfaces.

Troll Slayer: Goat-kin hate trolls, and have studied ways to fight them more effectively that help with many larger races. Goat-kin receive a +2 dodge bonus to AC against any creatures with the Giant subtype.

Weapon Familiarity: Goat-kin are taught the art of swordplay from a young age. They are proficient with the rapier and any weapon with the word "Goat-kin" in the title.

Languages: Goat-kin know Bleat-speak and Common. Goat-kin with a high intelligence score may learn the following languages: Moola, Thumper, Yip-Yap, Meowori

Mouse-kin Racial Traits

+2 to one ability score: Mice have a varied array of talents with no true weaknesses.

Rodent: Mouse-kin are Humanoids with the Rodent Subtype

Size, Small: Mice gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth Checks.

Speed: Mice have a base speed of 20 feet.

Gifted Linguist: Mouse-kin enjoy learning languages, and those that apprentice in other realms before returning to Rodentia are happy to teach them. Mouse-kin gain a +2 racial bonus on **Linguistics** checks, and they learn one additional language every time they put a rank in the **Linguistics** skill.

Feathered Foes: Mouse-kin have been on the front lines of a series of wars with Aviana, and are trained to avoid their aggressive attack strategies. Mouse-kin gain a +2 dodge bonus to AC against Humanoids with the Avian subtype.

Better Lucky than Good: Mouse-kin constantly seek the path of the hero. The ones that survive tend to have a bit of good luck protecting them. Mouse-kin receive a +1 Luck bonus to all saves.

Weapon Familiarity: Mouse-kin that return to Rodentia after a life of adventuring enjoy teaching the children some of the skills they picked up along the way. A Mouse-kin may choose one racial weapon native to the hybrids of Layna. He is proficient in that weapon due to knowledge taught as a child. This may require adjusting the weapon's listed damage in order to create a small size category version for the Mouse-kin.

Languages: Mouse-kin begin play speaking Common. Mouse-kin with high intelligence scores may choose from the following bonus languages: All languages native to the Seven Realms.

Racial Traits, Feats, and Spells

For your convenience, this section lays out any race-based ability printed in the Anthro-Adventures World Guide.

Owl-kin Racial Traits

+2 Intelligence, +2 Wisdom, -2 Charisma: Owl-kin are educated and wise, but are also grumpy and lack social grace.

Avian: Owl-kin are Humanoids with the Avian subtype.

Size: Medium: Owl-kin are Medium creatures and receive no bonuses or penalties due to their size.

Speed: Owl-kin have a base speed of 30 feet.

Darkvision: Owl-kin can see in the dark up to 60 feet.

Welkin's Chosen (Su): Only those selected by Welkin himself deserve to roam the skies. Owl-kin have a fly speed of 30 feet, with average maneuverability. This benefit applies only when they are wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Protector of the skies: Anytime an Owl-kin casts a spell with the air descriptor, they may add +1 to the DC for any saves that are required and +1 to rolls to penetrate spell resistance.

Skilled Hunter: Owl-kin get a +2 racial bonus to **Perception** and **Stealth** checks

Hollow Bones: Being graced with the ability to fly comes with a price. All Avian are born with hollow, brittle bones. They receive a -1 penalty to natural armor.

Weapon Familiarity: Owl-kin are proficient with any weapon with the word "Owl-kin" in its name.

Languages: Owl-kin begin the game knowing Common and Birdsong. Owl-kin with a high intelligence may also learn the following languages: Yipyap, Esparatu, High Cavy, Meowori

Raptor-kin Racial Traits

+2 Dexterity, +2 Intelligence, -2 Wisdom: Raptor-kin are quick and smart, but sometime act with impulsiveness and without regard for consequences.

Avian: Raptor-kin are Humanoids with the Avian subtype.

Size, Small: Raptor-kin are small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Speed: Raptor-kin have a movement speed of 20 feet.

Welkin's Chosen (Su): Only those selected by Welkin himself deserve to roam the skies. Raptor-kin have a fly speed of 30 feet with average maneuverability. This benefit applies only when they are wearing no armor, light armor, or medium armor, and not carrying a heavy load

Enhanced Low-light Vision: Raptor-kin can see four-times as far as Humans in areas of dim light.

Keen Eyesight: Raptor-kin receive a +4 to **Perception** checks that rely on sight.

Wood Worker: Raptor-kin receive a +2 to **Craft: Carpentry**. He may also take a +2 to **Craft: Armor/Weapons** provided the piece he is making consists primarily of wood.

Nimble talons: Raptor-kin have impressive hand-eye coordination, and amazingly quick movements. They receive the feat **Deft Hands**.

Weapon Familiarity: Raptor-kin may treat the Hal-bird and any weapon with the word "Raptor-kin" in its name as a martial weapon.

Languages: Raptor-kin begin play knowing Common and Birdsong. A Raptor-kin with a high intelligence scores may also know the following languages: Yipyap, Esparatu, High Cavy, and Meowori.

Rabbit-kin Racial Traits

+2 Dexterity, +2 Wisdom, -2 Con: Rabbit-kin are quick and wise, but can be frail.

Size, Medium: Rabbit-kin are Medium creatures and receive no bonuses or penalties due to their size.

Speed: Rabbit-kin have a base speed of 30 feet.

Low light vision: Rabbit-kin can see twice as far as Humans in areas of dim light.

Strong Legs: Rabbit-kin have extremely powerful legs that help their balance and jumping abilities. Rabbit-kin receive a +2 to **Acrobatics** skill checks.

Keen Senses: Rabbit-kin have strong eyesight and exceptional hearing. Rabbit-kin receive a +2 to **Perception** checks.

Golden Gift: Rabbit-kin were given many gifts by the Golden God—speed, cunning, incredible senses,—but nothing is more important than his greatest present, the ability to glimpse the future. Due to their Golden Gift Rabbit-kin may always act in the surprise round (though they are flat footed if they haven't acted yet), they receive a +1 insight bonus to initiative, and a +1 insight bonus to Reflex saves.

Caste System: Rabbit-kin society is caste based, with each child assigned a role at an early age based upon the strength of their golden gift. A Rabbit-kin may choose one of the following castes:

- ♦ **Seer:** This caste is made up of those Rabbit-kin with the most powerful golden gift. They don't simply get glimpses of the future, but can actively train their gifts so that they receive powerful visions of that which is to come. Seers receive a +1 insight bonus to Caster Level checks, a +2 insight bonus to concentration checks, and they may cast *Augury* once per day as a spell-like ability.
- ♦ **Protector:** This caste gets simple, but frequent glimpses into the immediate future. Protectors harness this ability to become masters of combat and defenders of the warren. Protectors gain +1 insight bonus to attack and damage with any weapon in which they are proficient and a +1 insight bonus to AC.
- ♦ **Creators:** This caste has the ability to see the future of their own creations, which helps them to achieve beautiful works of craftsmanship and art. This includes the elaborate labyrinth warrens that help protect the Rabbit-kin from attack. A Creator gains the **Master Craftsman** feat at first level, ignoring the requirement for 5 ranks in the skill chosen. In addition, every 6 levels thereafter (6,12,18) they are granted a bonus feat that must be chosen from the list of item creation feats however they must meet the pre-requisites.

Languages: Rabbit-kin begin play speaking Common and Woodlander. A Rabbit-kin with a High Intelligence may choose from the following bonus languages: Yipyap, Croak, Bleat-speak, and Shell-dancing.

Racial Traits, Feats, and Spells

For your convenience, this section lays out any race-based ability printed in the Anthro-Adventures World Guide.

Rat-kin Racial Traits

+2 to one physical stat, +2 to Intelligence, -2 to Wisdom, -4 to Charisma: Years of experimentation have warped the bodies and minds of Rat-kin. While they maintain their signature intelligence, their personalities are volatile.

Rodent: Rat-kin are Humanoids with the Rodent Subtype

Medium: Rat-kin are medium creatures and gain no bonuses or negatives for size.

Speed: Rat-kin have a base speed of 30 feet.

Agile Tail: Rat-kin gain incredible balance from their tails, granting them a climb speed of 10 feet, a +2 racial bonus to **Acrobatics** checks, and a +2 to CMD to avoid being tripped.

Lab Rat: Rat-kin are constantly experimenting with ways to improve themselves. Rats receive a +2 racial bonus to **Craft: Alchemy**.

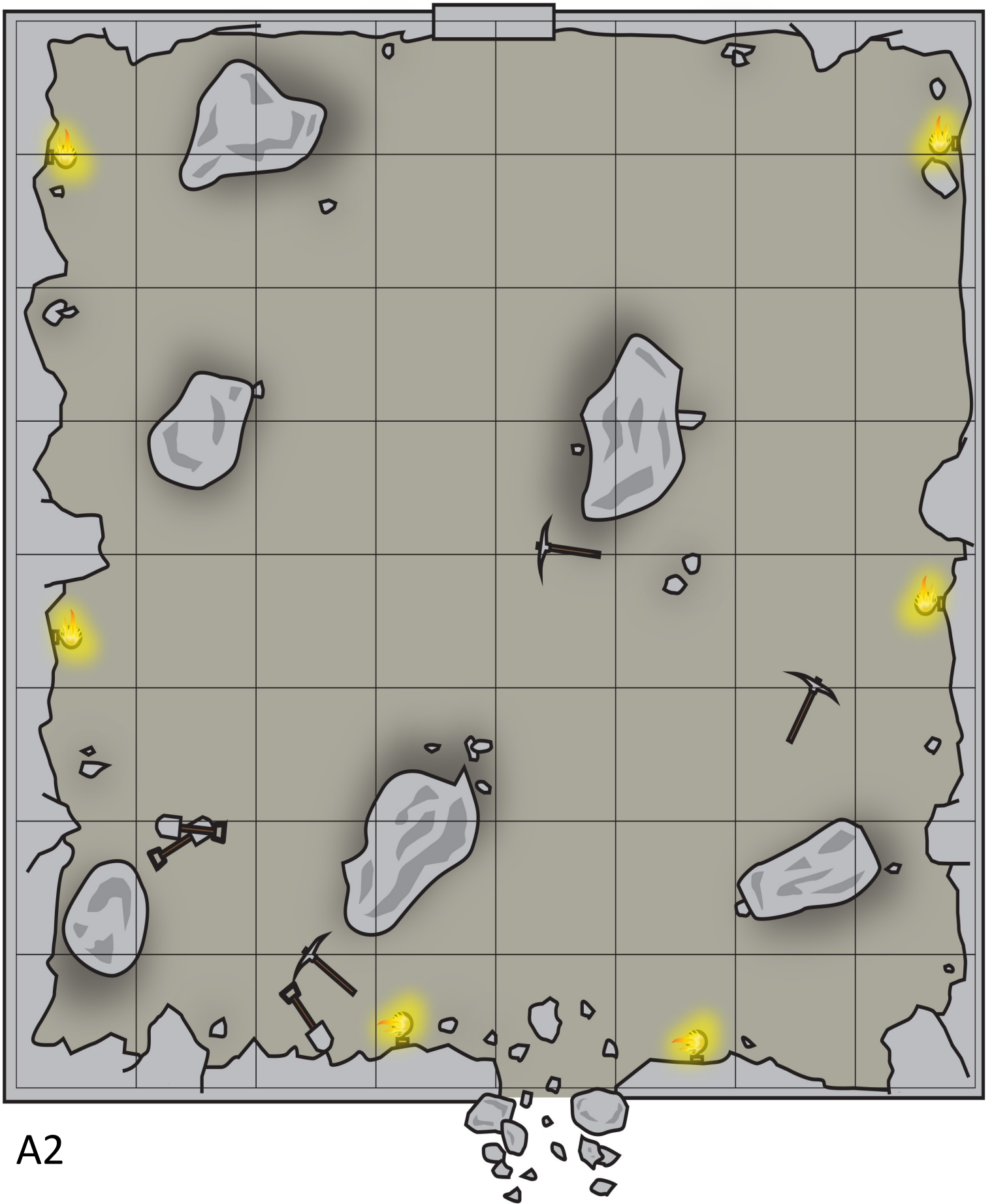
A Sip a Day: Rat-kin tend to use their own children as their first test subjects. While not the best parenting technique, those Rat-kin who survive past infancy gain a +2 racial bonus to saves against poison and disease.

Mutation: Rat-kin choose one of the following mutations to represent the changes to their lineage that occurred due to generations of alchemical and magical experiments:

- **Regenerative tissue:** Rat-kin who select this mutation have Fast Healing 1. This can heal 2 HP/level each day. This ability will activate on the first damage taken and will cease to work when it reaches the daily limit.
- **Gigantism:** The physical stature of these Rat-kin lets them function in many ways as if they were one size category larger. Whenever this Rat-kin is subject to a size modifier for a Combat Maneuver Bonus or Combat Maneuver Defense (such as during grapple checks, bull rush attempts, and trip attempts), the Rat-kin is treated as one size larger if doing so is advantageous to him. A Rat-kin with gigantism is also considered to be one size larger when determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect him. A Rat-kin with gigantism can use weapons designed for a creature one size larger, but with a -2 modifier to attack rolls. A Rat-kin with gigantism maintains the space and reach of a creature of his actual size. In addition, a Rat-kin he takes a -2 to his Dexterity score as his increased muscle mass limits his agility. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.
- **Improved Prehensile Tail:** Rat-kin may use their tail as a third arm and hand, including being able to make attacks with a light weapon. Attacks made this way are subject to a -5 penalty to attack rolls, and add only half Strength to damage

Languages: A Rat-kin begins play knowing Common and Esparatu. A Rat-kin with a high Intelligence can learn the following bonus languages: Shell-dancing, Meowori, Roarish, Yipyap, and Bleat-Speak.

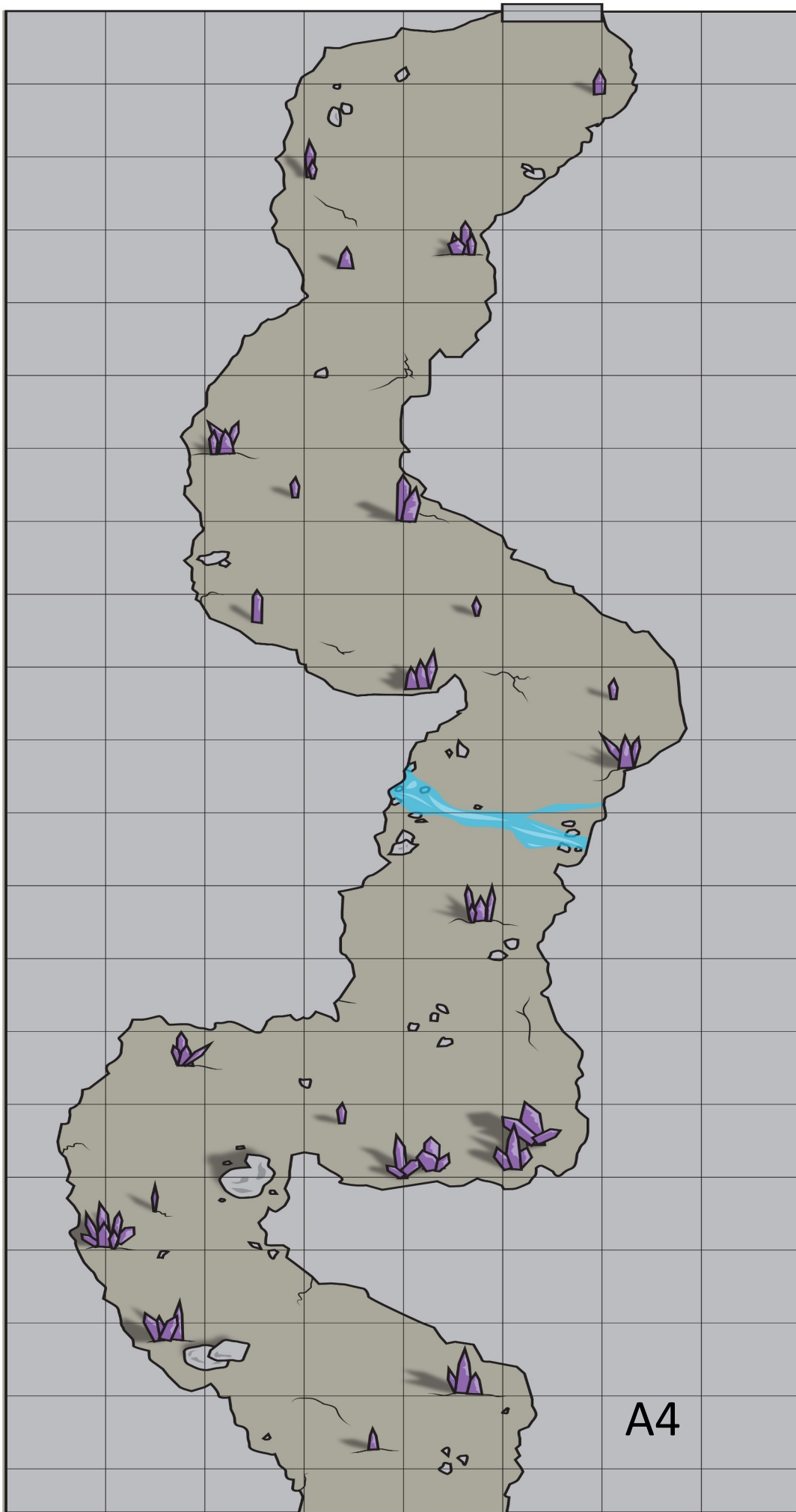




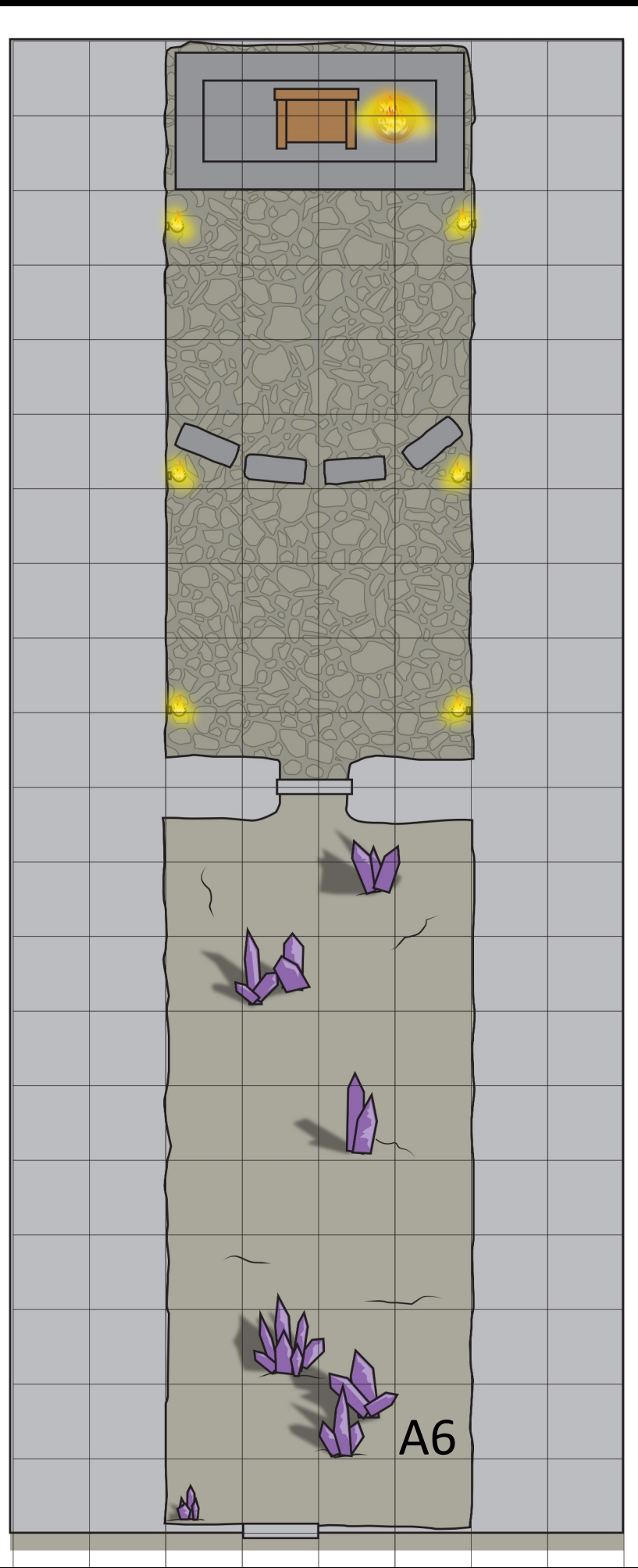
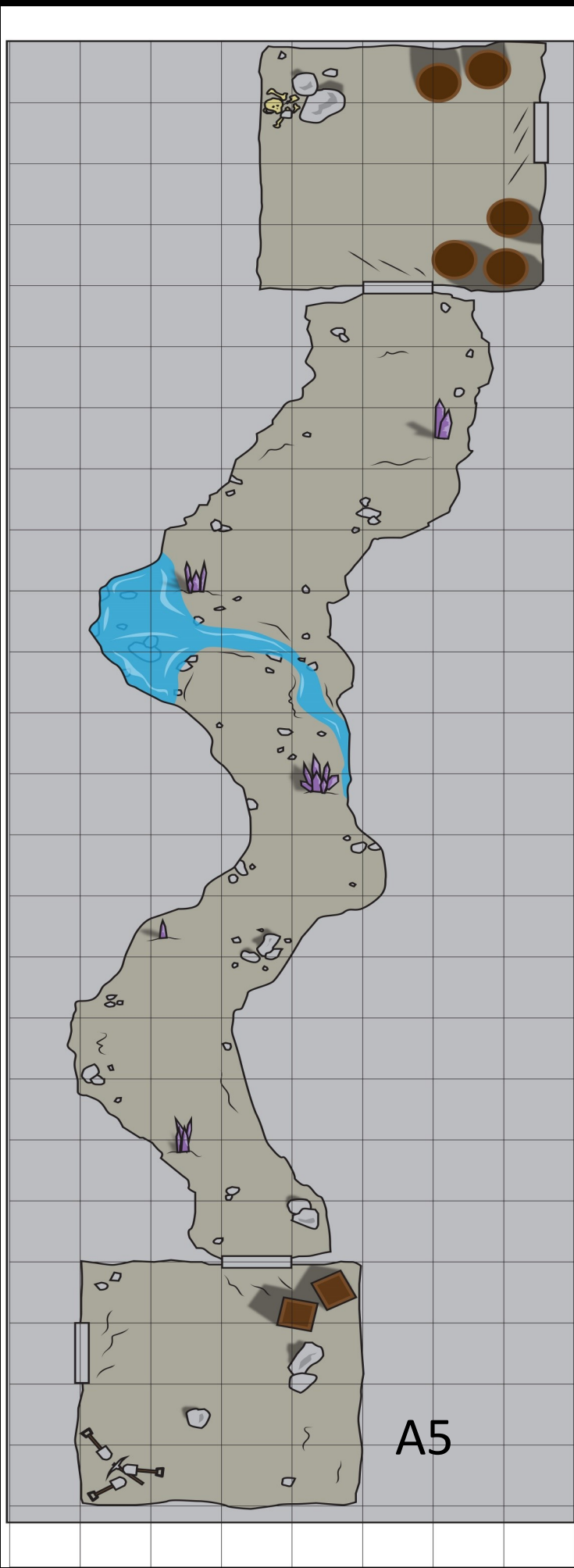
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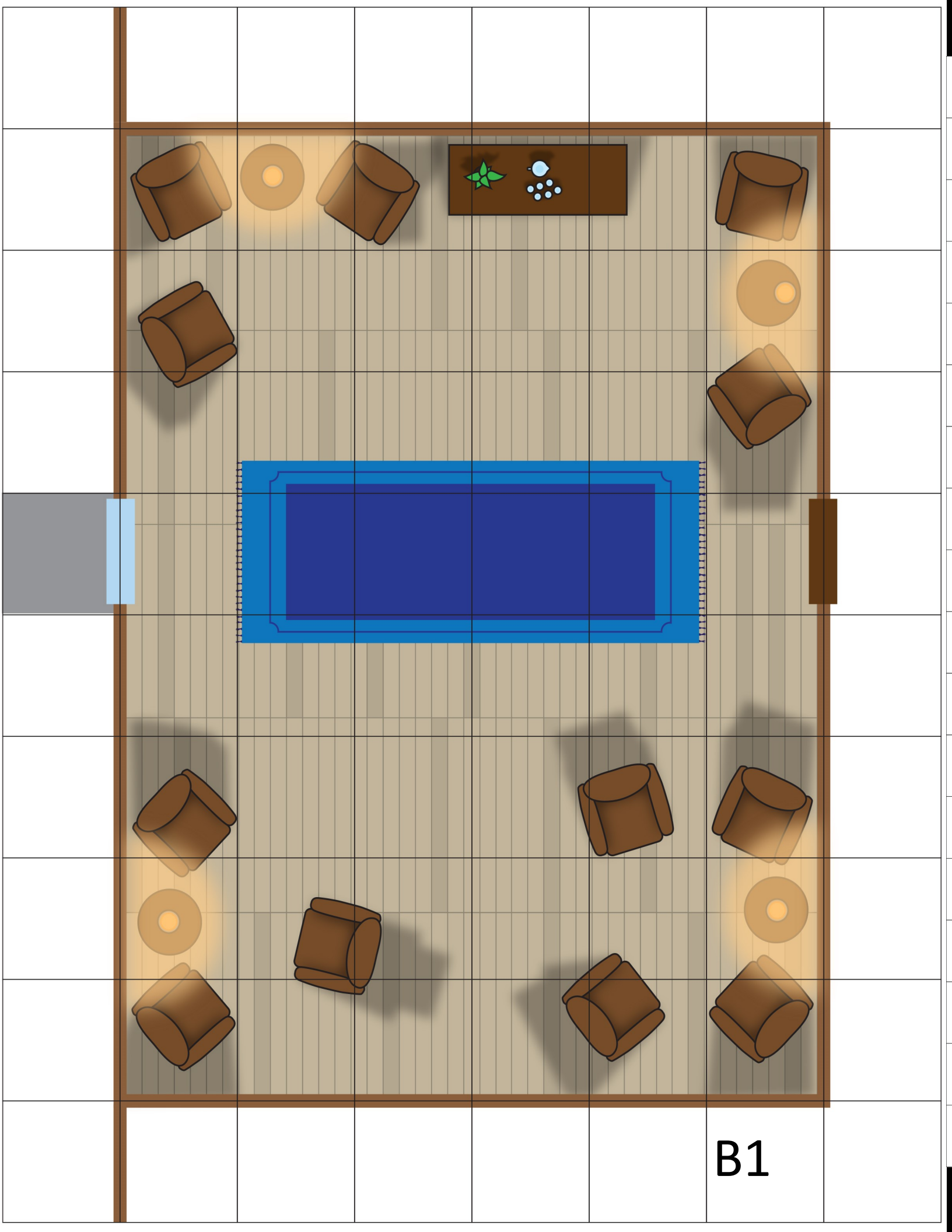
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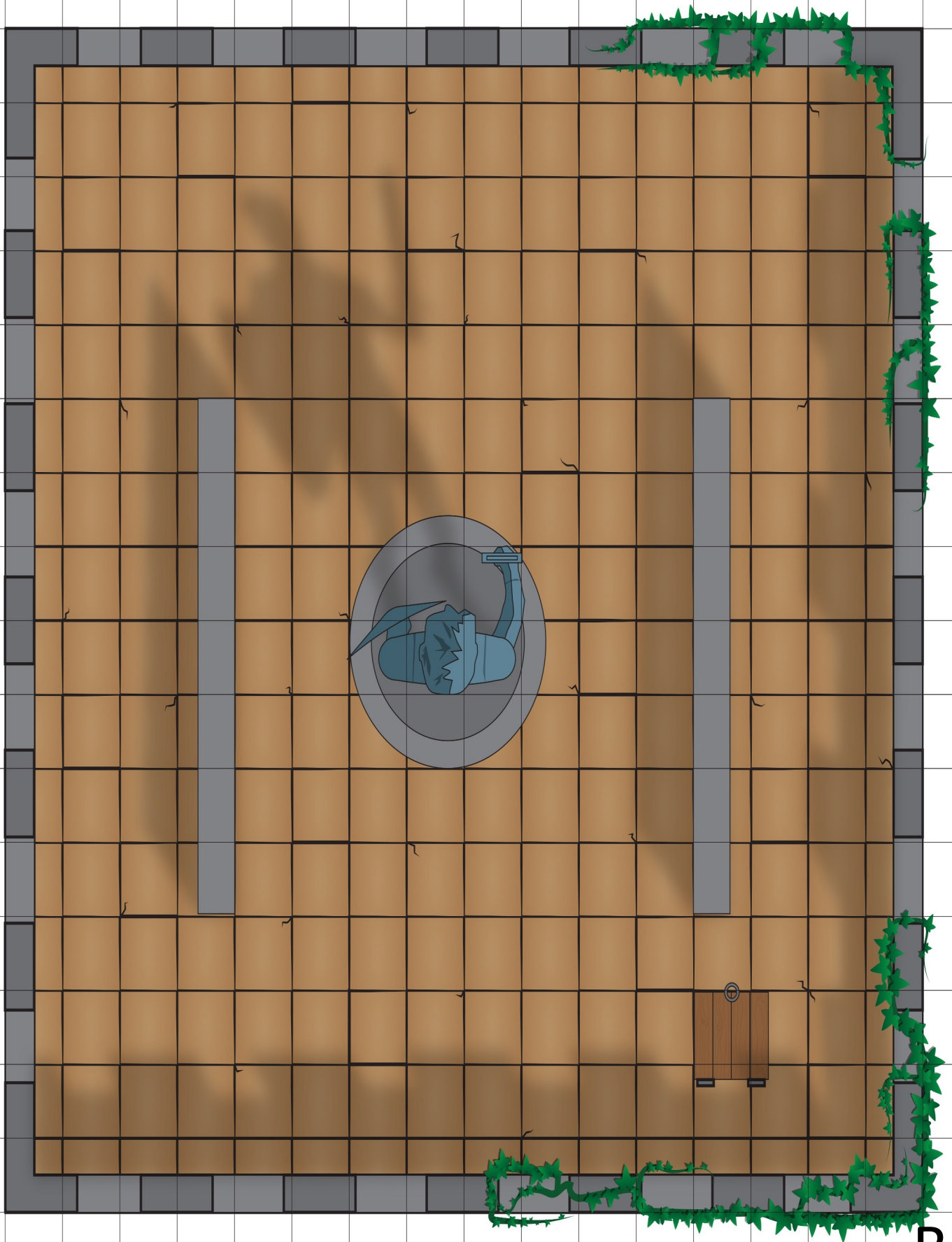
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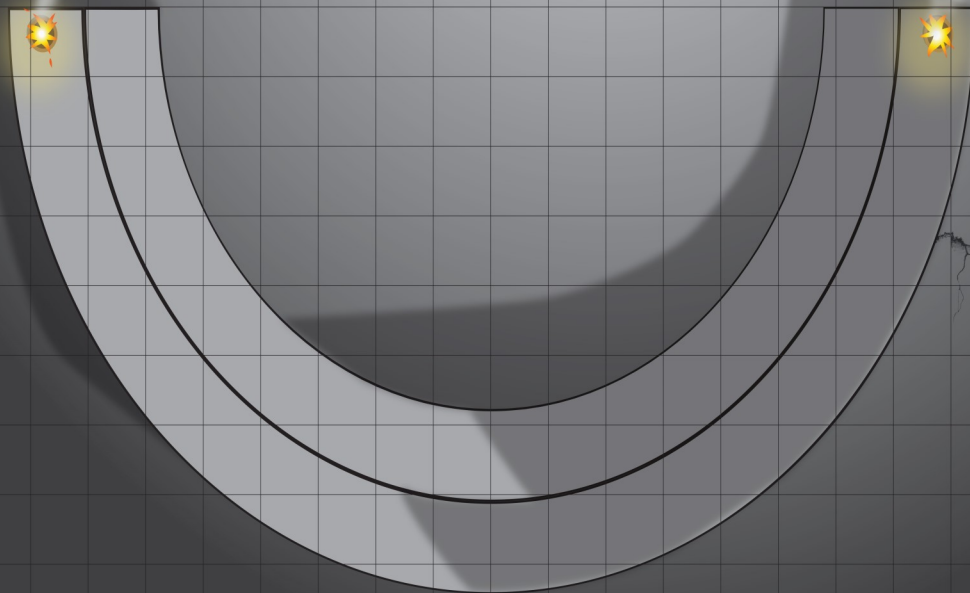
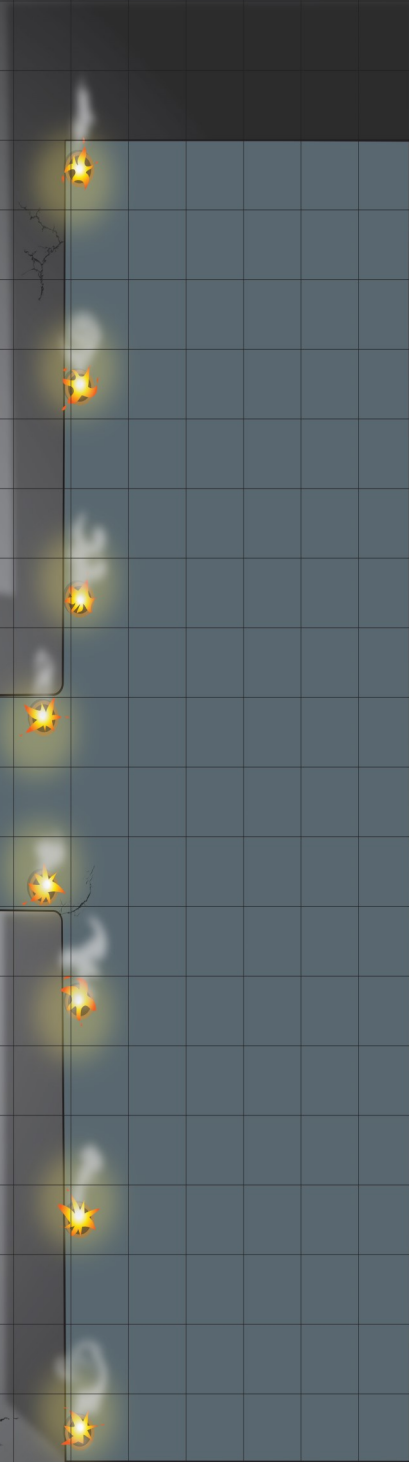
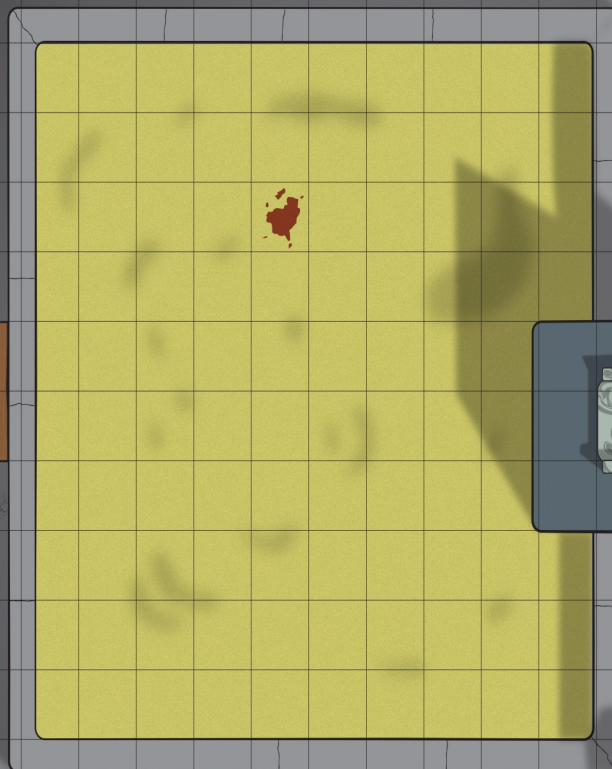
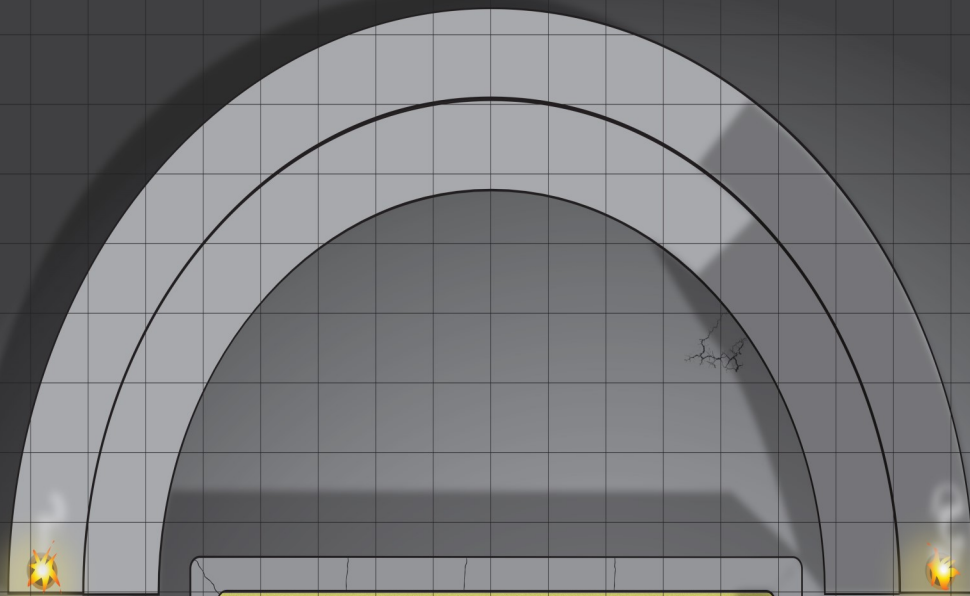




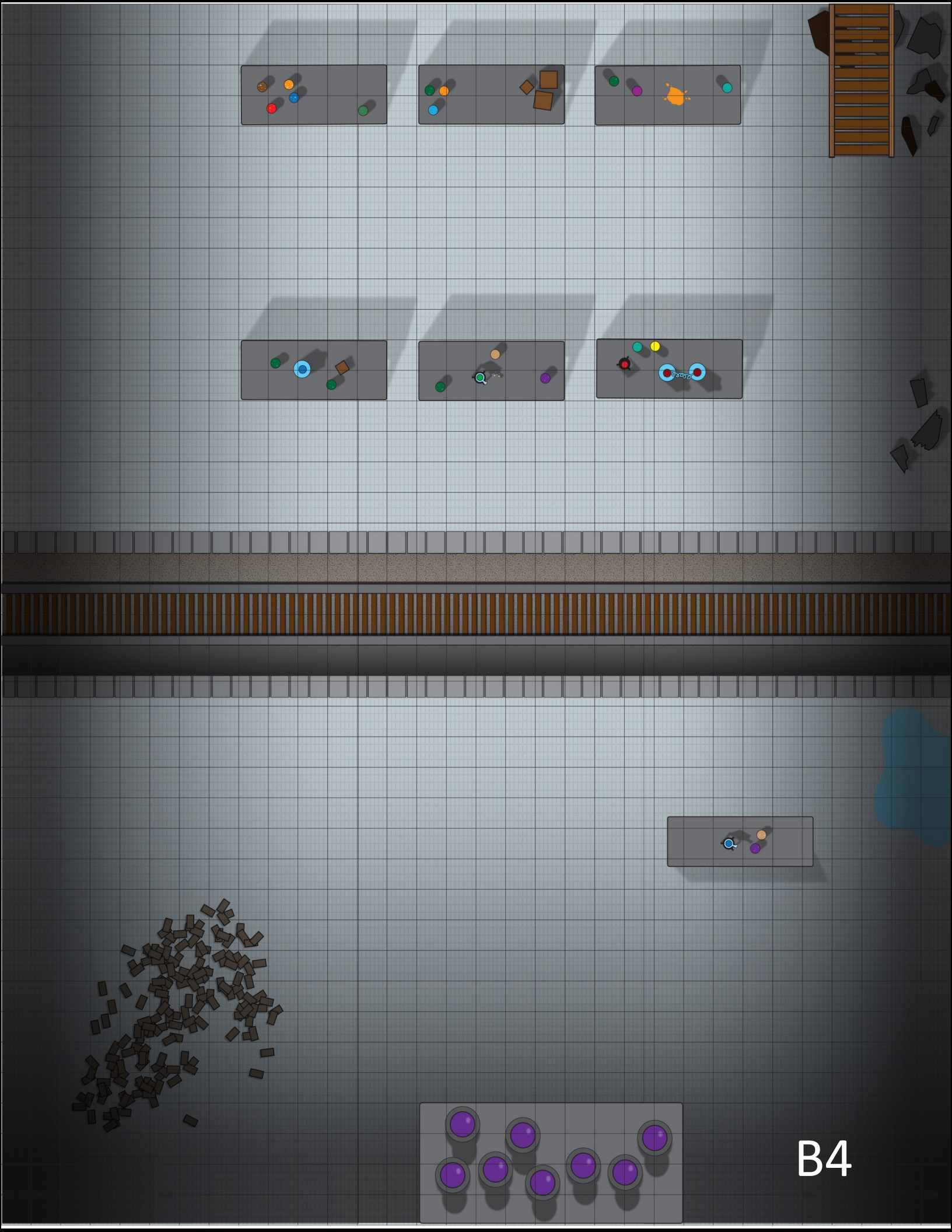
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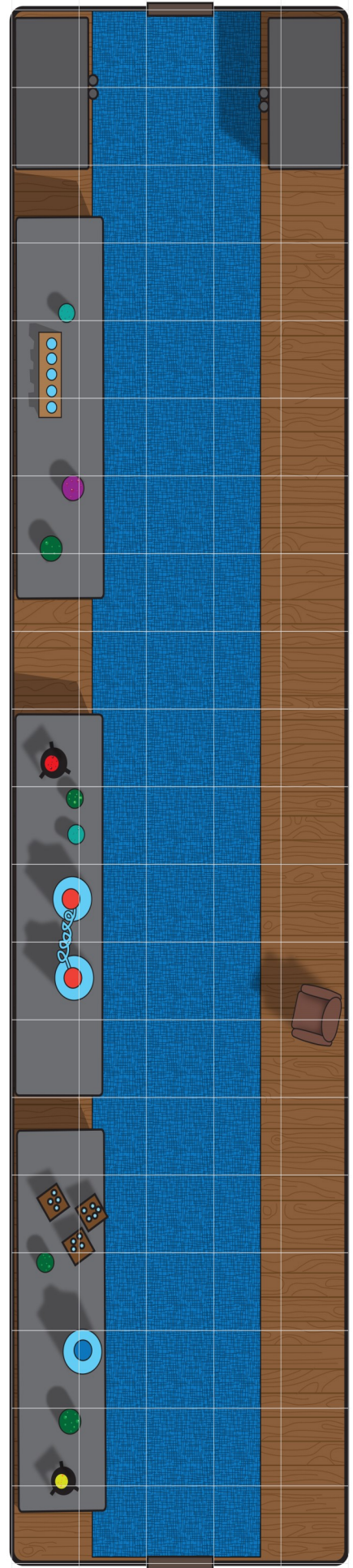
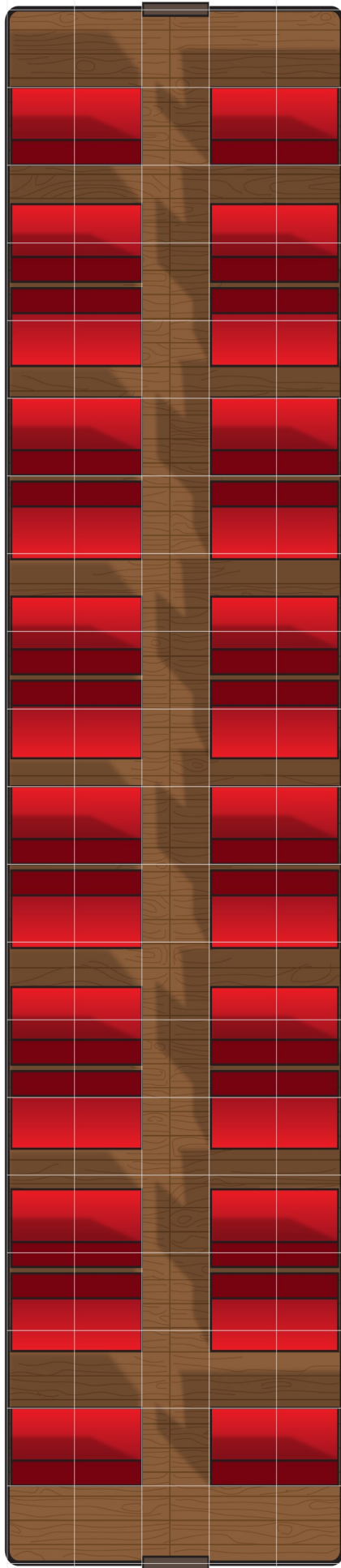
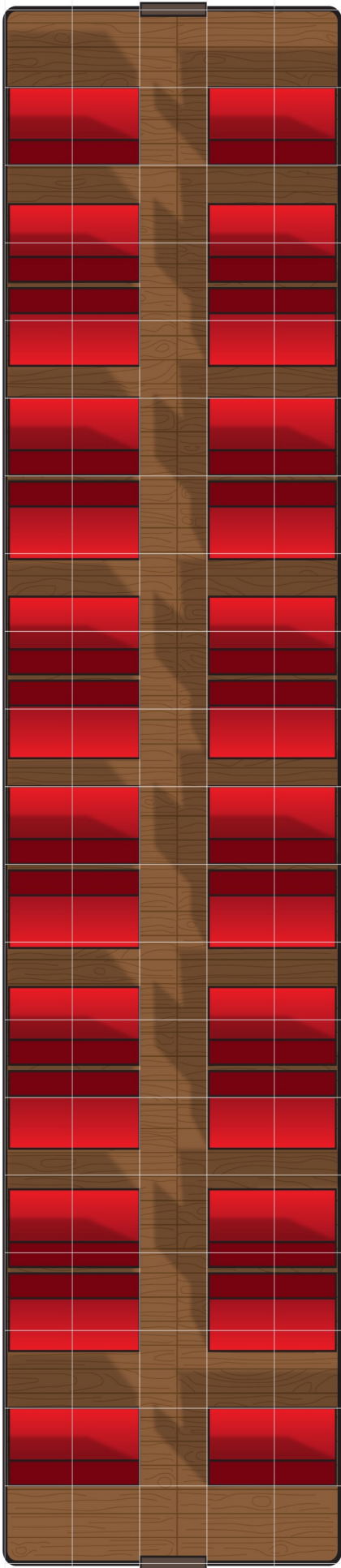
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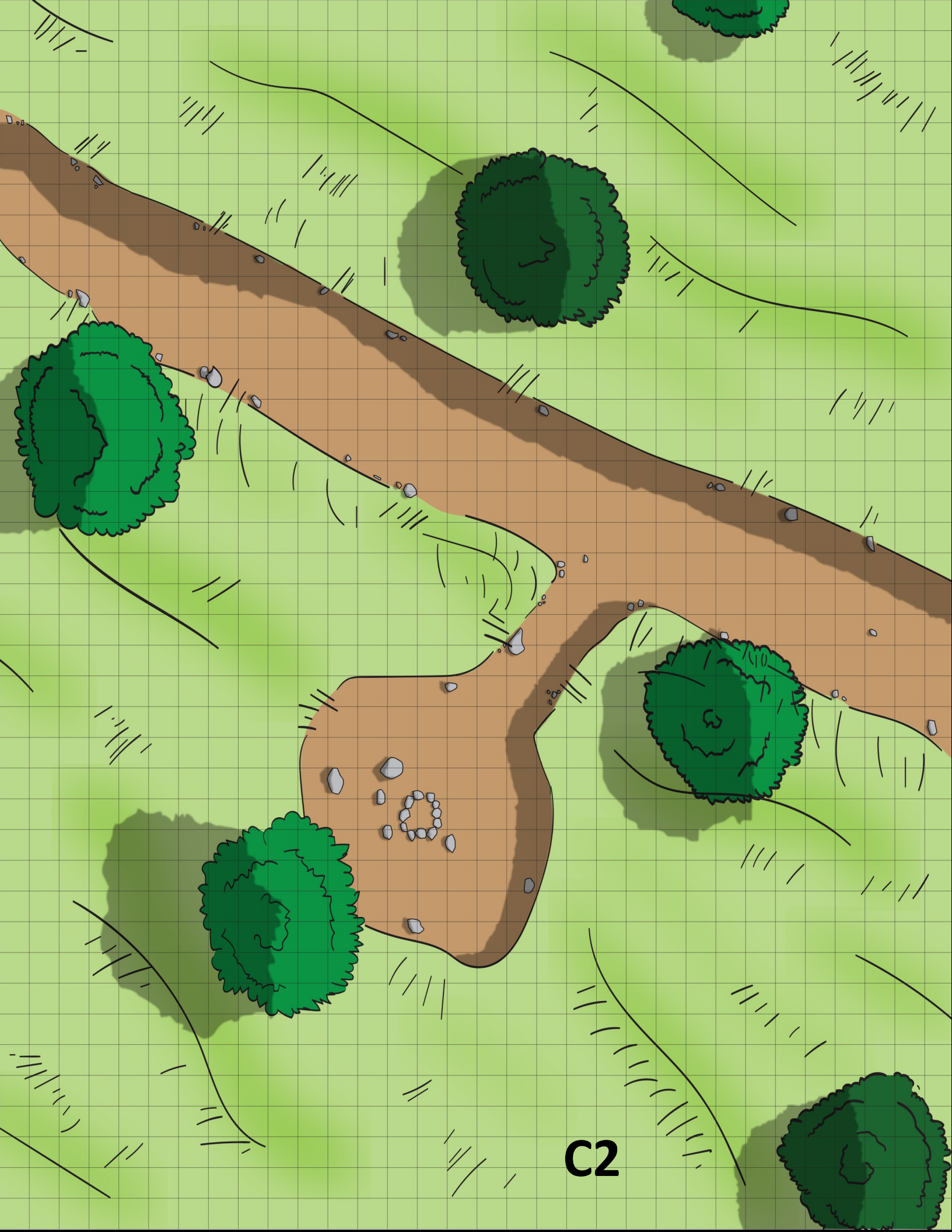


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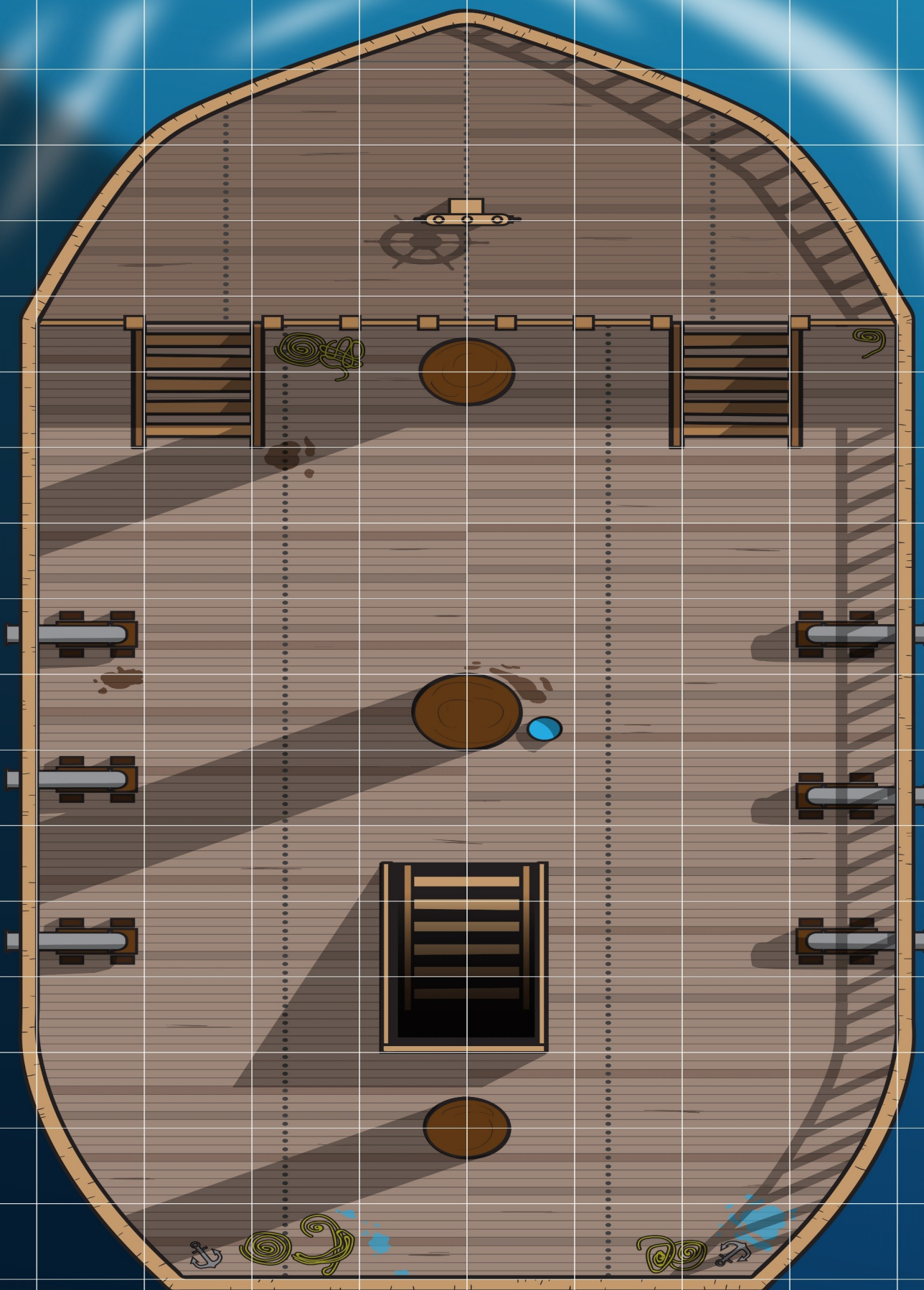




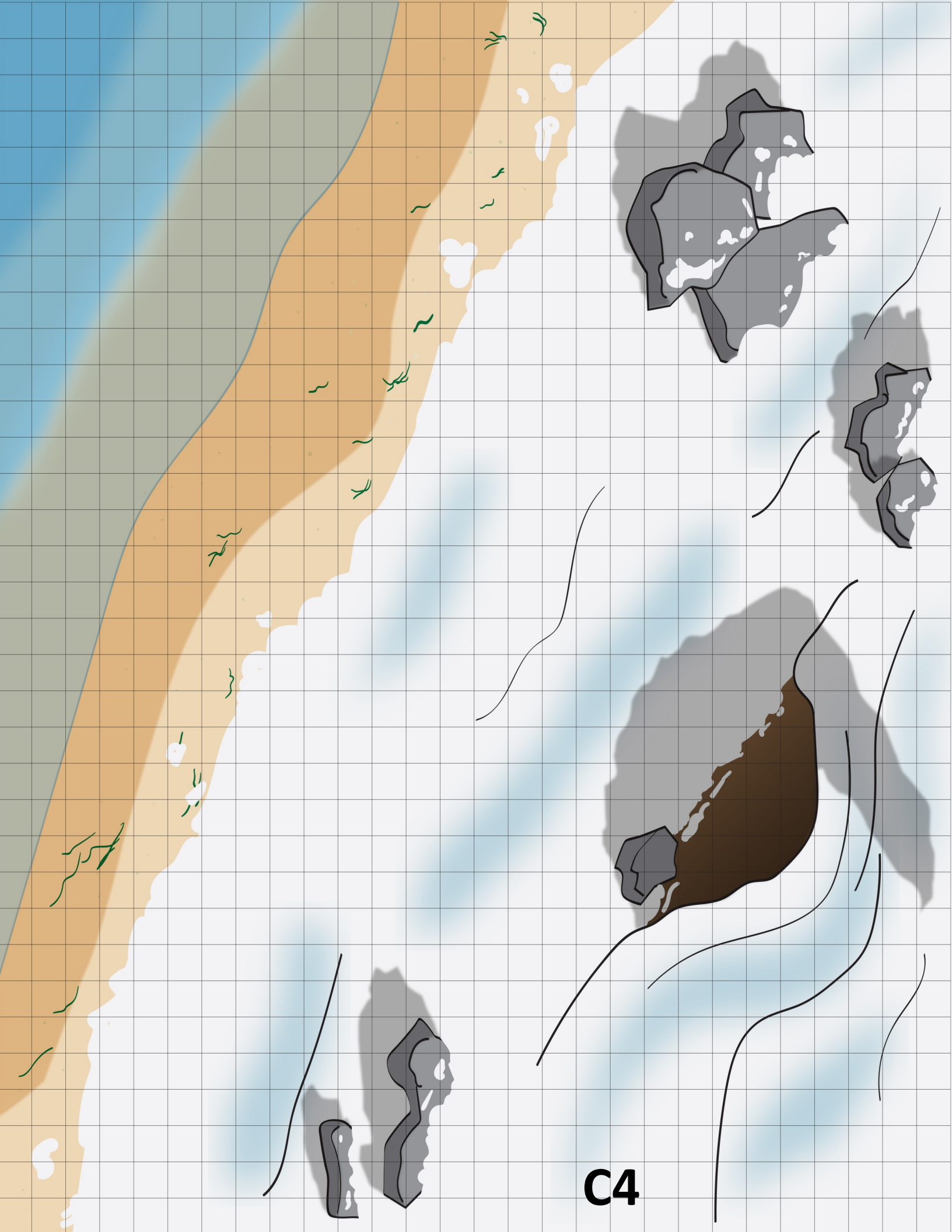
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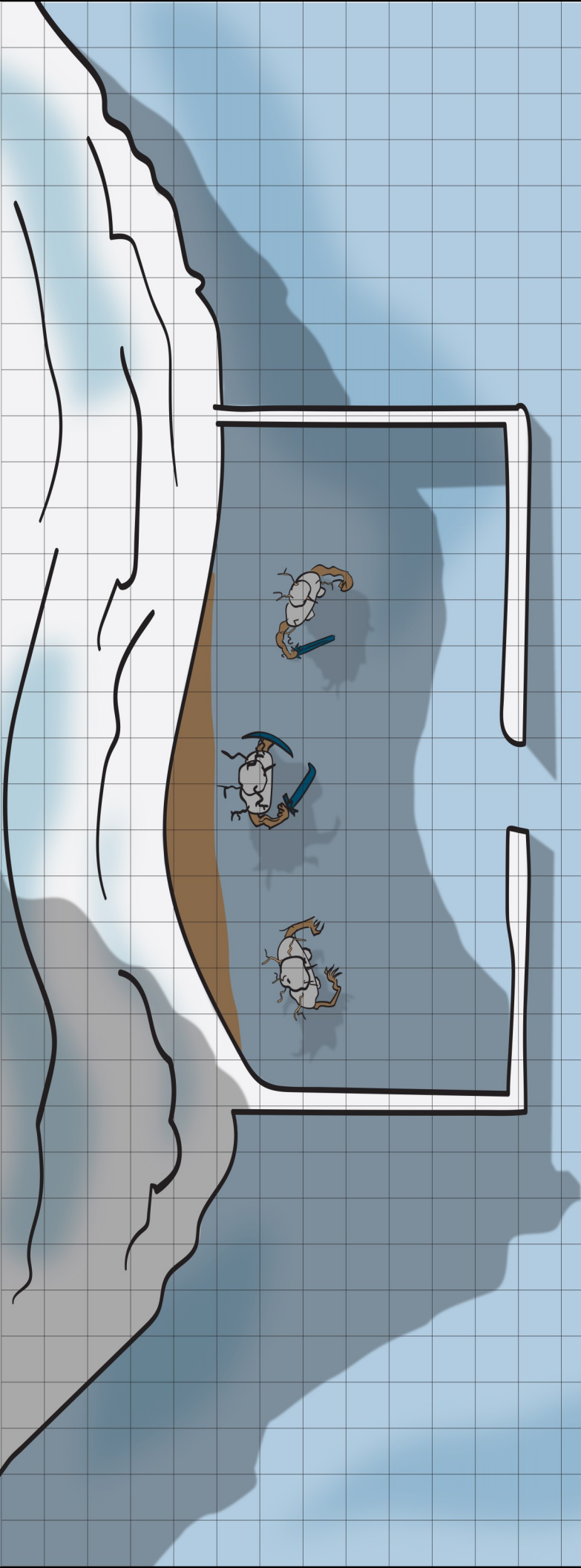
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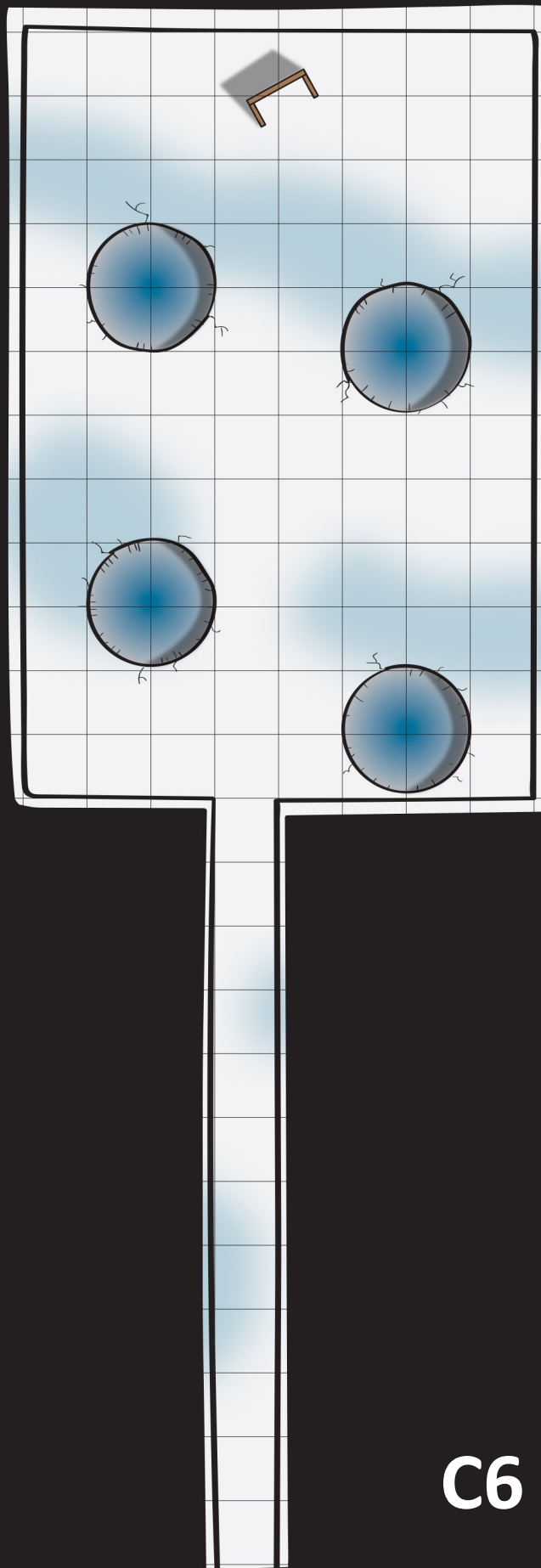


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C6

T.J. Lantz: Lead Designer/Author

An educator, humorist, and author of several best-selling Fantasy books for Mid-Grade readers, T.J. loves nothing more than to spend his limited free-time relaxing with weekend long marathon RPG sessions and long hikes through unexplored nature paths. Anthro-Adventures and Redshirts: Adventures in Absurdity are his current RPG writing projects, which are being completed around his duties as a middle school English teacher.

T.J. holds an M.F.A in Writing Popular Fiction from Seton Hill University and an M.S. in Education from Drexel University. When he's not working T.J. enjoys spending time with his wife, an amazing and brilliant veterinarian, and his two young and extremely loud daughters, Arya and Piper.



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