

Through the Gloaming

A One-Round Dungeons & Dragons® Living Greyhawk™ County of Urnst Regional Adventure

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Rumors abound concerning a “Black Man” who lives in the Fennelmore Swamp. Some say he has been organizing bandits and monsters; others say he is a forgotten god raised from the swamp; and still others say he came to the County through the Tovags. Whatever the case, he has stricken fear in the heart of the merchants of Stone Battle, and few now dare the trip across the Floating Road. Part one of the *Dusk Falls on the County Series*. A one-round County of Urnst adventure set in the Archbarony of Fennelmore for characters of levels 1-14 (APLs 2-12).

Resources for this adventure [and the authors of those works] include *Arms and Equipment Guide* [Eric Cagle, Jesse Decker, Jeff Quick, James Wyatt], *Monster Manual III* [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J. Finch, Gwendolyn F.M. Kestrel, Rich Redman, Matthew Sernett, Chris Thomasson, P. Nathan Toomey], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], *URC6-So5 Family Ties* [JP Chapleau], and *URC7-01 The Mare of Applebee* [JP Chapleau].

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat, do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.

2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Archbarony of Fennelmore in the County of Urnst. Characters from the County of Urnst pay one Time Unit per round, while all other characters pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per time unit. Rich Upkeep costs 50 gp per time unit. Luxury Upkeep costs 100 gp per time unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about lifestyle and upkeep can be found in the Lifestyle and Upkeep section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

PREPARATION FOR PLAY

Determine if any of the PCs have the gratitude of Lord Agnard Gellor from URC6-S03 *Family Ties*. This favor comes into play at the end of the adventure if they PCs try to see Lord Gellor.

DMs should familiarize him/her self with marshy terrain rules on pages 88-89 of the DMG. These rules are included in Appendix 3 for your convenience.

Take note of those PCs who played URC7-01 *The Mare of Applebee*. Brandowyn Skylark, the merchant who hired them to escort his caravan to Applebee, will recognize them.

In addition, ask all the players for a list of what they will be carrying on their person during this adventure. There is a real possibility that they lose all their gear and their coin.

NEW RULE ITEMS

Regional adventures often utilize new rules items – including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not

appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

For the past year or so, travelers using the Floating Road between Stone Battle and Nesserport have been stopped and asked for a toll in order to continue their journey.

The 'toll takers' are the minions of the Black Man of the swamp. He feels that the swamp is his domain and, therefore, anyone traveling through it should pay for the privilege. However, he has ordered his minions to not attack large caravans or groups that are obviously military.

Most groups pay the toll; however, there has been the occasional group that has refused and even bypassed the first set of 'toll collectors'. These groups are harassed the rest of the way through the swamp, and given a second opportunity to pay. No one gets a third chance.

THE FLOATING ROAD

The Floating Road links Stone Battle and the rest of the County to Nesserport on the Nesser River. Of unequal build, the Road is vital for strategic operations in the Fennelmore Swamp and to keep Nesserport supplied.

The Floating Road is a mixture of bridges made of wood or stone, planked over boats or rafts and marsh islands passages. It is dangerous, to cross and is used mostly by the County military and heavily-armed caravans.

DAERN'S FORTRESS

(This information is included in Player Handout 2) Deep within the Fennelmore is an ancient fortress that was built by the Aerdi under the command of the Overking Jirenen. The fortress was built at the same time the Aerdi were building the roads across the County of Urnst, during the Battle of a Fortnight's Length (-110 CY).

The Battle of a Fortnight's Length was a pivotal historical event that solidified the power of the ancient Oeridian kingdom of Aerdy. After the defeat of Nyronal cavalry squadrons in this conflict, the Kingdom of Aerdy became known as the Great Kingdom, its king presiding over the Sunndi swamplands of the south, westward along the shores of the Teflic Gulf and the Sea of Yar, to the Nyr Dyv north to the Shield Lands and the Flan-dominated land of Tenh.

The Oeridian hero-goddess Daern may have been present at the battle, for her mortal life is said to have ended shortly thereafter. Daern is the Oeridian goddess of Defenses and Fortifications. Daern's holy symbol is a

shield hanging from a parapet. Griffins are often associated with her.

In her mortal life, Daern was responsible for the construction of a number of famous fortifications, including Castle Blazebane in Almor and Tarthax (currently known as Goldbolt) near Rel Deven. Some sources in the Great Kingdom imply that she was involved in the construction of the Imperial Palace at Rauxes, though this event occurred some time after her death (some time after the Battle of a Fortnight's Length in -1110 CY), so few take this claim seriously.

Thus, the fortress was called Daern's Fortress and it was manned by 200 soldiers. Unfortunately, the land it was built on slowly lowered through the ages, and, because the Aerdi abandoned it, it slowly sunk into the Fennelmore.

ADVENTURE SUMMARY

Introduction: The PCs find themselves in Stone Battle resting in the Golden Blade Tavern. While enjoying their drinks and food, they overhear several conversations. One conversation is about how no small groups can safely travel the Floating Road between Stone Battle and Nesserport.

1: Merchants in Need The PCs discover that many merchants desire to travel the Floating Road, but they are afraid to do so without aid. This is an opportunity for the PCs to hire on as guards.

2: Into the Swamp The party ventures into the swamp and on the second day, they are asked to pay the first of three tolls.

3: Visitors in the Night Assuming the PCs are successful; they press on into the swamp and come to the third rest stop of the trip. While they eat dinner, they are approached by some friendly citizens of the Fennelmore (tribal humans, think Louisiana bayou) who are willing to trade. In addition, they carry a warning about wavering from the road.

4: Another Toll? Getting on the road again the next day, the caravan is once again attacked by even more monstrous creatures.

If the PCs are successful at defeating the creatures by combat, they find information that suggests a rumor heard in the Golden Blade tavern, as well as from the swamp folk, might be true. They have a choice here to continue escorting the caravan, or go investigate the rumor.

5: Off the Beaten Path The PCs choose to go investigate the sunken fortress; however, they must travel through the swamp to get there. There is a special treat in store for them.

6: Guards at the Door If the PCs decided to go investigate the rumor of a submerged fortress; they find it guarded by draconic creatures.

7: One More Time If the PCs decide not to investigate, they encounter one more group of creatures before they reach Nesserport. These are the same creatures as those guarding the hidden fortress.

8: Made it to Nesserport The PCs arrive in Nesserport under various conditions. From here they have several choices to make.

9: Return to Stone Battle The PCs return to Stone Battle and have the opportunity to report what they discovered to the authorities.

10: Burying a Halfling The PCs travel to Applebee to see that their friend Brandowyn Skylark is properly buried.

Conclusion: Those who stayed with the caravan are paid for their services once they reach Nesserport.

Those who investigated the sunken fortress have a choice to report it, or keep it to themselves. If they report it to the Archbaron in Stone Battle, they are rewarded for the information they bring back.

INTRODUCTION

Stone Battle lies next to the Fennelmore Swamp, a vast fetid and foul place between the County and Duchy of Urnst. You have heard many stories of undead, bandits, lizardfolk and other horrors about the place.

A powerful-looking, yet squat, castle was built atop a hillock, giving the castle a great view of not only the town, but the swamp as well.

Flags bearing a Swan on a green shield, as well as one with the Swan and three roses of the Gellor family, fly from the battlements of the castle.

You find a nice tavern, the Golden Blade, in which to have a meal and a drink. As you enter, you find it filled with other adventurers and wealthy merchants.

A lovely barmaid directs you to a table with others seated at it, and hands you a menu. "These are today's specials," she tells you with a smile. "I will return in a moment to take your order."

Give the PCs Player Handout 1, the menu for the Golden Blade, and then allow them to introduce themselves to each other.

♣ **Galinda the bartender:** female human
Commoner 10

The accommodations are of Noble quality (a large private room with large bed, private bath with hot water

on request, snacks on request, and private chamber pot in a separate chamber) for 1 gp/day (this is covered by rich upkeep). For the daily menu, see Player Handout 1.

While the group sits in the tavern, they may either gather information or overhear the following rumors. The DCs for both checks are listed below. Gathering information takes 1d4+1 hours. Add a +2 bonus to their check for every 1 gp they spend.

WORD ON THE STREET

In this section, the PCs can get some hints as to where to look for information by making a Gather Information check with a variable DC. Making a check takes 1d4+1 hours. Give a +1 bonus for each gp spent, to a maximum of +4.

PCs who “Hail from Fennelmore” automatically know up to and including DC15. To get more information, they need to make a check.

- **DC 1** Lord Duncombe held nobles hostage in Charn until they voted Lady Rachel as Countess. Our beloved Lord Agnard should’ve been crowned Count!
- **DC 4** Stone Battle is a strategic location and the key to the southern County. It is a major stop for any cargo traveling through the Fennelmore Swamp on route to the Duchy or southern Nyrond.
- **DC 6** The Floating Road ends in Stone Battle. It is a pontoon bridge road that links a number of hummocks. It spans for many miles.
- **DC 8** The church of Obad-Hai has resisted a recent plan to drain part of the swamp to open new lands. I encourage you to stay away from there.
- **DC 10** Merchants are reporting that their caravans are being harassed by ‘toll takers’ who insist on payment to travel the Floating Road. If the PCs question the bearer of this rumor, she tells them that many of the smaller caravans are being stopped on the way to Nesserport by various monsters who demand a toll to use the road. She also tells the PCs that anyone who does not pay the toll does not make it to Nesserport.
- **DC 12** Many knights and adventurers from the guild have headed into the swamps and few have returned. Most of them went straight to the temple of Pelor for healing.
- **DC 13** Pelor has a very powerful following in the area. The Archbaron’s daughter is done training in Trigol.
- **DC 14** Several smaller caravans have disappeared in the swamp over the past year.
- **DC 15** The Adventurer’s Guild is looking for anyone brave enough to guard caravans heading into the swamp.
- **DC 18** The adventurer’s guild has been sending adventurers to map the swamp. Only adventurers would be crazy enough to do such a thing!

- **DC 20** This cleric of Obad-Hai told me that the Swamp should be left as is because it keeps many things asleep.
- **DC 22** There have been rumors about a “Black Man in the Swamp” for some time. Some people think he is a geomancer. What ever he is, he seems to be fighting Malachite, however someone told me that this was but another of the Lich’s tricks.
- **DC 24** Adventurers have reported that some of the lizardfolk in the Swamp are not evil! I think they have fallen prey to some swamp sickness.
- **DC 26** I heard father Geirhart at the temple of Pelor say that before the Suel came, there used to be a large keep in what is now the swamp... But it sunk into the mire ages ago. They say it is of Aerdy origin.

1: MERCHANTS IN NEED

Allow the PCs to explore the town of Stone Battle and follow up on any rumors they may have heard in the Golden Blade.

THE ADVENTURER’S GUILD

The adventurers operate out of a tavern just off the fish market, which has a painted sign showing a dwarf sleeping under a table, with the word “Guzzler” written under it. The owner, a halfling calling himself Guzzler (for the time he managed to drink a large dwarf under the table).

Guzzler used to be an adventurer but, one day while exploring a dungeon, he was hit by a trap and suffered a horrible disease that left him crippled for many months. Asking for the help of a cleric would have meant admitting he hadn’t found the trap. Unacceptable! So he began buying and selling adventuring supplies. Before he knew it, he was raking in more money than he knew what to do with. He serves as the local fence and a general meeting point for members of the adventurers’ guild.

The ale is refreshing and the meals halfling-sized. The atmosphere lends itself well to speaking privately.

As you enter the tavern, you see two halflings sitting at a table sharing a meal. They are having a friendly argument over who makes the best meat pie. One of the halflings looks over his shoulder at your group as you enter. The other looks you over as if measuring your worth.

The halfling examining the group closely is Guzzler and his companion is Brandowyn Skylark. Allow the PCs to interact with the two halflings. During their conversation, Guzzler confirms that he is hiring, or rather putting adventurers in touch with merchants hiring guards for their caravans.

Brandowyn is there just for that reason: to find adventurers. He plans to travel the Floating Road to Nesserport in the morning. He will gladly hire the PCs,

especially if any of them have worked for him before. He offers them 100 gp per APL

If the PCs decline to escort Brandowyn, he departs the next morning in any event. A week later, there are rumors and reports that his caravan went missing.

THE TEMPLE OF PELOR

The temple of Pelor is located at the center of Stone Battle. The temple is made of a simple building of stone and mortar. An archway gives one access to the small compound. At the top of the archway, a golden symbol of the sun engulfed in a continual flame looks down at anyone who passes underneath. A beautiful garden surrounds the temple. An aura of calm and serenity, reminiscent of a beautiful day, fills the garden day and night.

The local priest of Pelor is an aging Flan man named Father Geirhart whose face shows about as many scars as age spots. He spends his time helping his flock or tending to his garden. In his old age, he is suffering from a number of pains. When first encountered, he asks the PCs if they were sent by Trigol to allow him to retire. His idea of retirement is really to spend times with the kids and show them the glory of Pelor.

Father Geirhart remembers that many adventurers have come to see him for healing after venturing into the swamp. They told him about a series of caves and crypts in there.

If the PCs ask Father Geirhart about the sunken fortress in the swamp, he tells them that he remembers stories told by his family.

He goes on to tell the PCs about the goddess for whom the fortress was named. (See Player Handout 2: Daern's Fortress.)

A Knowledge (history) or Bardic Lore check of DC 30 confirms that what Father Geirhart said is true.

☞ **Father Geirhart of Pelor:** Clr5, AL (C) NG.

THE TEMPLE OF OBAD-HAI

The temple of Obad-Hai is located outside the city, in the Swamp itself. A path made of turf, wooden bridges and stones has been built. The path leads to a simple grove of willow trees surrounding a pool of surprisingly clear water. The local priestess, a Suel woman named Oriesne, wears a simple tunic.

A barn owl serves as her animal companion and flies around as the PCs approach. If asked about the swamp and why she opposed the draining of it, she tells the PCs that she has been having dreams of dark days to come if man disturbs the swamp. She also mentions she has been having dreams of angry griffons and battlements, but she is not sure what this means. However, the swamp is very old and it must not be disturbed. Oriesne says that should any such plan be made, that retribution would happen. There is currently a balance and that it must be maintained.

☞ **Oriesne of Obad-Hai:** Clr4/Drd3, AL N.

THE KNIGHTS OF THE SWAN

Lady Renee Camis-Rouge leads a detachment of Knights in Stone Battle. She and her men are usually out on patrol protecting the citizens against the horrors of the swamp. Any local knights send the heroes to Lady Renee.

She tells the PCs that over the past year they have heard about increasing numbers of caravans being accosted by monsters. In addition, several of the smaller caravans have disappeared all together.

If the PCs are willing to investigate for Lady Camis-Rouge, she offers them a bounty for all the creatures involved in this extortion. She will pay for them dead or alive. She also tells them about the Floating Road (see Players Handout 3)

Note: The PCs can only accept one offer of payment for going into the swamp.

2: INTO THE SWAMP

Whether the PCs chose to escort Brandowyn, or investigate at the behest of the Knights of the Swan, they travel for a better part of two days into the swamp along the Floating Road.

The road is made of a mixture of stone and wood, which rests on pontoons in order to keep it above the surface of the water. The width of the road varies in range from 10 to 20 feet wide and it extends from one small hummock to another across the swamp. Many areas of the road are wet and slick, so special care must be taken in order to not fall into the swamp on either side.

The area on both sides of the road is marshy and the atmosphere is warmer than Stone Battle due to the constant rate of decay.

THE FIRST TOLL

Late on the second day, a group of lizardfolk stop the PCs (and caravan if they are guarding it) at one of the hummocks and demand a toll to use the road.

The price of the toll is 10 gp for each wagon and 5 gp for each person with the caravan. (There are 3 wagons in Brandowyn's caravan)

If the PCs refuse to pay, combat ensues. If they agree to pay, they can bypass this encounter without a fight and earn full experience.

If Brandowyn is with them and they ask him for the toll, he pays it; however, the group incurs a bad reputation for not protecting the caravan as hired. After all, he could have paid the tolls and not needed to hire the PCs.

During the fight, if any PC or NPC steps off the Floating Road, off any hummock, or steps near the edge of the road (Balance check DC 15, failure causes them to step off the road), roll randomly on the table below to determine the terrain (re-roll 6's). (See Appendix 3 for a description and effects for each).

Keep in mind that the creatures in each fight are intimately familiar with the terrain and know what to look for when seeking a place from which to fight. They also make use of any cover that they can.

D6	Terrain
1	Shallow bog
2	Deep bog
3	Light undergrowth
4	Heavy undergrowth
5	Quicksand

APL 2 (EL 3)

☞ **Poison Dusk Lizardfolk (3):** small humanoid (reptilian); hp 5; Appendix 1.

APL 4 (EL 5)

☞ **Poison Dusk Lizardfolk (6):** small humanoid (reptilian); hp 5; Appendix 1

APL 6 (EL 7)

☞ **Poison Dusk Lieutenant:** small humanoid (reptilian) ranger 4; hp 33; Appendix 1

☞ **Poison Dusk Lizardfolk Rangers (4):** small humanoid (reptilian) ranger 2; hp 12; Appendix 1

☞ **Large Net Trap:** CR 2; mechanical; location trigger; manual reset; Atk +10 melee; Search DC 20; Disable Device DC 25. Note: Characters in 10-ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save. Market Price: 3,000 gp.

APL 8 (EL 9)

☞ **Poison Dusk Lieutenant:** small humanoid (reptilian) ranger 6; hp 49; Appendix 1

☞ **Poison Dusk Lizardfolk Rangers (4):** small humanoid (reptilian) ranger 4; hp 33; Appendix 1

☞ **Large Net Trap:** CR 3; mechanical; location trigger; manual reset; Atk +15 melee; Search DC 20; Disable Device DC 25. Note: Characters in 10-ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save. Market Price: 3,000 gp.

APL 10 (EL 11)

☞ **Poison Dusk Lieutenant:** small humanoid (reptilian) ranger 8; hp 62; Appendix 1

☞ **Poison Dusk Lizardfolk Rangers (4):** small humanoid (reptilian) ranger 6; hp 49; Appendix 1

☞ **Large Net Trap:** CR 5; mechanical; location trigger; manual reset; Atk +20 melee; Search DC 20; Disable Device DC 25. Note: Characters in 10-ft. square are grappled by net (Str 18) if they fail a DC 25 Reflex save. Market Price: 3,000 gp.

APL 12 (EL 13)

☞ **Poison Dusk Lieutenant:** small humanoid (reptilian) ranger 10; hp 82; Appendix 1

☞ **Poison Dusk Lizardfolk Rangers (4):** small humanoid (reptilian) ranger 8; hp 49; Appendix 1

☞ **Large Net Trap:** CR 5; mechanical; location trigger; manual reset; Atk +20 melee; Search DC 20; Disable Device DC 25. Note: Characters in 10-ft. square are grappled by net (Str 18) if they fail a DC 25 Reflex save.

Tactics: Only one of the lizardfolk appears to the PCs asking for the toll. If the toll is refused, those in hiding drop a large net on the party at APL 6 and up. The net has been set in the tree canopy overhead.

The lizardfolks' first action after that is to attempt to trip any who were missed by the net with their bolas.

Then they attack from cover using their ranged attacks and any poison they have.

Development: If the PCs successfully repel the lizardfolk, they fade into the swamp and the group is not bothered by any lizardfolk through the night.

If they are not successful in fighting off the lizardfolk, the lizardfolk take anything they can from the caravan (assume the caravan loses 1,000 gp in merchandise), all the coin the PCs are carrying.

If the PCs are disabled during the fight, they are left to die where they are. The lizardfolk recognize adventurers when they see them and do not want to deal with them anymore.

3: VISITORS IN THE NIGHT

Night falls on the swamp and the sounds of the nocturnal creatures fill the evening with a strange song.

Celene's light barely cuts through the dense overhead foliage and the darkness is so deep that you can almost feel it.

You breathe a sigh of relief as you see a dry hummock just a head of you. It looks to be a good place to spend the night.

The sounds of the fight earlier in the day attracted the attention of several swamp folk. Deciding to go investigate in the off chance that the toll takers left anything salvageable behind, several of these people creep up on the camp an hour after nightfall.

Give any PCs on watch or awake a DC 15 Listen check or a DC 20 Spot check to be aware of the people moving up on the camp in a canoe.

If any of the PCs let the swamp folk know they are aware of them, the leader comes forward to parley for some trade.

If none of the PCs are aware of the swamp folk, they surround the camp and make their presence known in an unthreatening manner.

These folk are only interested in trading for goods. They are armed only with simple weapons and have the look of primitive hunters. They are dressed in simple, waterproof, leather clothes and light, waterproof boots.

They speak in a heavy French accent. (Think Louisiana bayou.)

🔮 **Swamp Folk** (5): male expert 1; hp 22; diplomacy +5

They have the following items for trade (see Appendix 2) and are looking for something of mundane, but useful value in return:

- Flotation bags
- Insect netting
- Arrow, alchemist's
- Arrow, thunder

In addition to being willing to trade, the swamp folk can answer the following questions and always refer to the creatures who accost the caravans as 'toll takers'.

- **How long have the toll takers been accosting travelers along the Floating Road?** The toll takers appeared a little over a year ago.
- **Are the toll takers always lizardfolk?** No, they always vary in composition, but are usually monsters, or swamp creatures, of some type.
- **Do you know who sent the toll takers out here to collect?** We are not sure who their leader is, but suspect it is the Black Man.
- **Have you ever seen the Black Man?** Yes, we have seen the Black Man and he fills our hearts and minds with fear. His skin is black as ebony and his eyes are dead, they show no feeling.
- **Does he bother you?** He demands we leave offerings of food for him and that we give him our daughters who are untouched by man, and of marriageable age, every five years. As long as we do, we live at peace with him and his followers.
- **Have you heard of a sunken fortress here in the swamp?** Yes, we have heard of such a place, but anyone who gets near it is killed by its guards.
- **What guards?** Lizard-like creatures that spit fire and use magic.
- **Do you know where the fortress is located?** Yes, but we will not tell you. If the Black Man found out that we had said anything, he would kill our women and children while we watched.
- **Are there anymore toll takers between here and Nesserport?** If you did not pay the last group, yes there is one more. If you do not pay them, then a final group will try to just kill you.
- **Why don't you leave or come with us?** They look puzzled. This is our home, we cannot leave.

After all is said and done, the swamp folk leave in their canoe either very pleased with their trades or disappointed if there were none.

The rest of the night passes uneventfully.

4: ANOTHER TOLL?

Morning arrives gloomy and damp. Those who were not protected from the elements awaken sore from the damp ground and itching from numerous bug bites.

A light mist falls from the trees that overhang the path, and every breath you take is full of the moisture.

The road twists away between the trunks of the trees and, for a while, you enjoy the wider road before it narrows to a mere ten feet wide. The footing underneath is treacherous, because of the new moisture in the air, and you struggle to keep your feet, or those of your mount, firmly on the slick stone.

More 'toll takers' appear before the party. All harpies are flying and use the thick canopy for cover. They demand a toll, first and foremost. If the PCs decline to pay, as usual, the fight is on.

Feel free to mix this up a bit depending on where the caravan is positioned on the road. This will prevent it from becoming redundant.

If the PCs agree to pay, the toll is double what it was before; 2 gp per person and 20 gp for each wagon (Brandowyn has 3 wagons). If they pay the toll, they successfully bypass this encounter and earn full experience.

If Brandowyn is with them and they ask him for the toll, he pays it; however, the group incurs a bad reputation for not protecting the caravan as hired. After all, he could have paid the tolls and not needed to hire the PCs.

During the fight, if any PC or NPC steps off the Floating Road, or off any hummock, or steps near the edge of the road (Balance check DC 20, failure causes them to step off the road), roll randomly on the table below to determine the terrain (re-roll 6's). (See Appendix 3 for a description and effects for each).

D6	Terrain
1	Shallow bog
2	Deep bog
3	Light undergrowth
4	Heavy undergrowth
5	Quicksand

APL 2 (EL 4)

🔮 **Harpy**: medium monstrous humanoid; hp 31; MM:150-151

APL 4 (EL 6)

🔮 **Harpy**: medium monstrous humanoid; hp 31; MM:150-151

🔮 **Crocodile (2)**: medium animal; hp 22; MM:271

APL 6 (EL 8)

🔥 **Harpy**: medium monstrous humanoid; hp 31; MM:150-151

🔥 **Giant Crocodile (3)**: huge animal; hp 59; MM:271

APL 8 (EL 10)

🔥 **Harpy**: medium monstrous humanoid; hp 31; MM:150-151

🔥 **Eleven-Headed Hydra**: huge magical beast; hp 118; MM:155-157

APL 10 (EL 12)

🔥 **Harpy Archer**: medium monstrous humanoid fighter 7; hp 103; MM:150-151

🔥 **Eleven-Headed Pyro-hydra**: huge magical beast; hp 118; MM:155-157

APL 12 (EL 14)

🔥 **Harpy Archer**: medium monstrous humanoid fighter 7; hp 103; MM:150-151

🔥 **Twelve-Headed Pyro-hydra**: huge magical beast; hp 129; MM:155-157

Tactics: The harpy begins her song in the first round of combat and uses the surrounding foliage and trees for cover (+2 to AC).

For APLs 4-12, the other creature(s) attempt to approach the group unnoticed while the harpy distracts them.

Normal harpies (not the archers) are wearing cloaks of resistance +1. Add this to their saves.

Development: If the PCs pay the toll, and bypass the encounter without a fight, proceed to 6: One More Time.

If the PCs fought the creatures and are successful, they find a map on the harpy that has the location of the sunken fortress marked on it (Player Handout 4). The harpy made the map because she kept getting lost when looking for the place, and wanted something to remind her. The PCs now have the choice to go investigate the rumors of a sunken fortress, or to continue on to Nesserport.

If they choose to press on to Nesserport, proceed to 7: One More Time. If they choose to find the fortress, then proceed to the next encounter; 5: Off the Beaten Path.

If they choose to go find the fortress and have Brandy with them, he insists on continuing on to Nesserport. He is especially adamant about it if he has paid the toll at any time prior. "After all, if paying the toll is all that is necessary, then I have no need of you."

If Brandy continues on to Nesserport by himself, he is killed by the creatures at the next encounter.

5: OFF THE BEATEN PATH

Tailor the below text if, by some chance, the PCs actually have a boat of some sort.

Stepping off the Floating Road, you find the water is rank, and clouds of mosquitoes and other small bugs bite you repeatedly. Things, shadowy and indistinct, can be seen moving in the dark waters. Something bumps against your leg -- but it's only the scabbard of your sword... isn't it?

A stinking, polluted marsh spreads out before you. Vines and creepers dangle from solitary trees that seem to leer. The mostly-eaten carcass of a large fish floats nearby, and a small army of flies work on what is left.

The stench is awful, as if giants dug a great hole in the ground and filled it with waste, carrion, and refuse. The mud threatens to pull your footgear off, and a fine green film clings to you wherever you make contact with the water.

Now that the PCs have voluntarily stepped off the road, roll randomly on the table below every 2 rounds to determine the terrain (re-roll 6's). (See Appendix 3 for a description and effects for each)

A DC 8 Survival check avoids stepping into quicksand and a DC 15 Survival check allows the PCs to find a safe path.

It will take them a day of traveling in this manner to reach the sunken fortress.

D6	Terrain
1	Shallow bog
2	Deep bog
3	Light undergrowth
4	Heavy undergrowth
5	Quicksand

For the APL 2 group only, have the stirges attack them while they make their way to the sunken fortress. Allow them to heal up before continuing.

APL 2 (EL 2)

🔥 **Stirge Colony (4)**: tiny magical beast; hp 5; MM:236-237

6: GUARDS AT THE DOOR

Following the directions on the map, you manage to make your way to the mysterious sunken fortress. Or at least you think you are there.

Ahead, through the dense foliage, you can just make out an island of sorts. Sticking up out of the center of the island is the top of a stone edifice. The edge of the stone is decorated with bas-relief carvings of griffons in varying stances of attack, as well as carvings of a shield hanging from a parapet.

Standing guard at the entrance are several lizard-like creatures.

There are only two guards seen at any one time. If the PCs observe for a while, they notice that there are more of

the creatures inside the structure. However, the exact count is impossible to tell.

The guards are alert; therefore give them listen and spot checks to discover the PCs. Because of the denseness of the swamp, PCs do not see the island or its guards until they are 40 feet away.

If the PCs are noticed, one of the guards will sound an alarm that summons reinforcements.

During the fight, if any PC or NPC steps off the island, or is forced off by one of the guards, they will end up in a particular type of terrain (see DMs Map for these zones).

APL 2 (EL 3)

☞ **Poison Dusk Lizardfolk** (3): small humanoid (reptilian); hp 5; Appendix 1.

APL 4 (EL 7)

☞ **Dracotaur** (4): large dragon; hp 28; Appendix 1

APL 6 (EL 9)

☞ **Dracotaur** (3): large dragon; hp 28; Appendix 1

☞ **Dracotaur Rager**: large dragon barbarian 4; hp 80; Appendix 1

APL 8 (EL 11)

☞ **Dracotaur** (4): large dragon; hp 28; Appendix 1

☞ **Dracotaur Rager** (3): large dragon barbarian 4; hp 80; Appendix 1

APL 10 (EL 13)

☞ **Dracotaur** (3): large dragon; hp 28; Appendix 1

☞ **Dracotaur Rager** (4): large dragon barbarian 6; hp 106; Appendix 1

APL 12 (EL 15)

☞ **Dracotaur Rager** (4): large dragon barbarian 8; hp 130; Appendix 1

☞ **Dracotaur Sorcerer**: large dragon sorcerer 7; hp 119; Appendix 1

Tactics: The guards fight to the death and once the initial group is defeated, a similar group comes out of the fortress to defend it, until the PCs understand there is no chance of winning. There is no experience linked to the extra combats.

Dracotaurs hate centaurs and focus their attacks on that type of PC first.

The PCs should get the idea that they will be overwhelmed and will not be able to enter the fortress at this time.

Troubleshooting: If the PCs want to stand and fight, feel free to throw wave after wave of guards at them and double the guard if you have to in order to get the point across that they cannot enter the fortress.

Development: Eventually, if the PCs do not run, then they are captured, stripped of all their gear, placed in a *Collar of Slavery* (Appendix 2) and left in a remote part of the swamp. In this event, it takes two more Time Units for them to find their way out if they have no way of teleporting.

If they do escape, they have several options.

1. Return to Stone Battle. In this event, proceed to 9: Return to Stone Battle.
2. Continue on to Nesserport. In this event, proceed to 8: Made it to Nesserport.

7: ONE MORE TIME

You travel the Floating Road for another day and realize that on the morrow, you will be in Nesserport.

For **APL 2 only**, the stirges attack before anything else happens. Allow the APL 2 PCs to heal up and even rest after this attack.

APL 2 (EL 2)

☞ **Stirge Colony** (4): tiny magical beast; hp 5; MM:236-237

Believing all is well and that the journey is finally at an end, you breathe a sigh of relief. But your relief is short lived.

If the PCs paid the toll for the previous two encounters, the creatures ask them for a toll once again; however, the amount is triple this time. Three gold per person and 30 gold per wagon. (Brandowyn has 3 wagons).

If the PCs pay the toll, they bypass this encounter as well, and receive full experience.

If the PCs did not pay both tolls previous to this encounter, they are not offered the option this time. The creatures attack as soon as they see the caravan.

During the fight, if any PC or NPC steps off the Floating Road, or off any hummock, roll randomly on the table below to determine the terrain (re-roll 6's). (See Appendix 3 for a description and effects for each.)

The road is not slick this time and there is no balance check for walking along the edges.

D6	Terrain
1	Shallow bog
2	Deep bog
3	Light undergrowth
4	Heavy undergrowth
5	Quicksand

APL 2 (EL 3)

☞ **Poison Dusk Lizardfolk** (3): small humanoid (reptilian); hp 5; Appendix 1.

APL 4 (EL 7)

☛ **Dracotaur** (4): large dragon; hp 28; Appendix 1

APL 6 (EL 9)

☛ **Dracotaur** (3): large dragon; hp 28; Appendix 1

☛ **Dracotaur Rager**: large dragon barbarian 4; hp 80; Appendix 1

APL 8 (EL 11)

☛ **Dracotaur** (4): large dragon; hp 28; Appendix 1

☛ **Dracotaur Rager** (3): large dragon barbarian 4; hp 80; Appendix 1

APL 10 (EL 13)

☛ **Dracotaur** (3): large dragon; hp 28; Appendix 1

☛ **Dracotaur Rager** (4): large dragon barbarian 6; hp 106; Appendix 1

APL 12 (EL 15)

☛ **Dracotaur Rager** (4): large dragon barbarian 8; hp 130; Appendix 1

☛ **Dracotaur Sorcerer**: large dragon sorcerer 7; hp 119; Appendix 1

Refused to Pay: If the PCs refused to pay any previous toll, they are attacked on sight by the monsters. The creatures have orders to kill them and steal their goods.

Dracotaurs hate centaurs and focus their attacks on those types of PCs first.

Tactics for APL 2: Only the lizardfolk speak Common and only one appears to the PCs to ask for the toll. As per the first encounter with them, they attack from cover and use their poison.

APL 6-10 The dracotaurs only speak draconic, but they figure that by now, any group coming this way knows the drill. Only one appears to the PCs to ask for the toll.

APL 12: The dracotaur sorcerer speaks Common and asks the PCs for the toll.

Development: If the PCs are successful, continue to the next encounter, 8: Made it to Nesserport.

If they were not successful, they are stripped of all their gear, placed in a *collar of slavery* (Appendix 2) and left in a remote part of the swamp. Unless they have some means of teleportation, they are eventually rescued by the swamp folk. The swamp folk show them the rest of the way to Nesserport. This takes 2 more Time Units. Continue to the next encounter 8: Made it to Nesserport; however, leave out the part about Brandy interacting with them because he dies in the battle if the PCs fail.

8: MADE IT TO NESSERPORT

You finally pass the outer border of the Fennelmore Swamp, into the sunshine of the road beyond and Nesserport, with its open waters laying just a head.

Your journey through the gloaming of the swamp will haunt you for some time to come, and you think to yourself that perhaps traveling home via ship and the Nyr Dyv might be a better option than going back the way you came.

There are several options the party now has that they have reached civilization once again. However, before that can be done, choose the following scenario that best fits the party's success.

NO TOLLS PAID

If the PCs successfully escorted Brandowyn Skylark through the Fennelmore without making him pay any of the tolls, read the following.

"Thank you so much for making this trip such a success! I have so much to tell my family when I arrive home."

Brandy then reaches into his pack and pulls out a purse, which he hands to you. "This should be the agreed upon price for your services and, if I have need of you in the future, may I call upon you again for aid?"

Brandowyn is either please if they agree to escort him once again, or disappointed if they decline.

The PCs now have the following choices.

1. Go home via ship. In this case proceed to the **Conclusion**.
2. Go find the sunken fortress. In this case, proceed to **Go Find the Fortress** below.
3. Return to Stone Battle. In this case, continue to encounter 9: **Return to Stone Battle**. This costs the PCs 1 more Time Unit

PAID SOME OR ALL OF THE TOLLS

If the PCs successfully escorted Brandowyn Skylark through the Fennelmore by making him pay any of the tolls, read the following.

"Thank you for making this trip so... uneventful. I have so much to tell my family when I arrive home."

Brandy reaches into his pack and pulls out a purse, which he hands to you. "This should be the agreed upon price for your services minus the amount of the tolls." Brandy then takes his leave of you and fades into the hustle and bustle of the port city.

The PCs now have the following choices.

1. Go home via ship. In this case proceed to the **Conclusion**.
2. Go find the sunken fortress. In this case, proceed to **Go Find the Fortress** below.
3. Return to Stone Battle. In this case, continue to encounter 9: **Return to Stone Battle**. This costs the PCs 1 more Time Unit

BRANDY IS DEAD

If the party arrives in Nesserport with the dead body of Brandowyn Skylark, they must decide what to do with him. They can pay for his burial here, or take him home to his family.

If the party decides to have Brandy buried here in town, they will be able to find a shrine to Brandobaris, the halfling god that Brandy worshipped.

The PCs now have the following choices.

1. Go home via ship. In this case proceed to the **Conclusion**.
2. Go find the sunken fortress. In this case, proceed to **Find the Fortress** below.
3. Return to Stone Battle. In this case, continue to encounter **9: Return to Stone Battle**. This costs the PCs 1 more Time Unit
4. Take Brandy's body home. In this event, continue to encounter **10: Burying a Halfling**.

GO FIND THE FORTRESS

If the PCs decide to go back into the swamp to find the hidden fortress, they can purchase supplies in Nesserport.

If the PCs do not have the map from the harpy, their search is unsuccessful and they waste 2 weeks walking through the muck.

If they have the map from the harpy, they find the fortress; however, the numbers of creatures guarding it is overwhelming. If they leave immediately, they easily escape and return to the friendlier lands.

If they decide to attack, they are defeated soundly and dumped in the far recesses of the swamp with none of their gear. They have all been fitted with a Fennelmore collar.

9: RETURN TO STONE BATTLE

You finally pass the outer border of the Fennelmore swamp into the sunshine of the road beyond and with Stone Battle laying just a head. Your journey through the gloaming of the swamp will haunt you for some time to come.

Allow the PCs to decide what to do once they reach town. They can report their findings to various people in the town, including Lord Gellor.

REPORTING TO THE KNIGHTS OF THE SWAN

If the PCs decided to return to report to Lady Rene Camis-Rouge, she greets them warmly.

"With all of the people disappearing into the swamp, I must admit that I am surprised to see you again. What news do you have for me?" Lady Rene asks you?

Allow the PCs to give their report, as well, as to give her any of the bounties they collected (if they made the prior arrangement with Lady Camis-Rouge).

If they made the arrangement to collect bounties, she pays them a fair amount for each one and asks about each creature; strengths, weaknesses, fighting style, etc.

If the PCs tell her about the fortress, read the following.

Lady Rene looks concerned as you mention the fortress and the creatures guarding it. "This poses a problem for us that we must investigate further. If I call upon you for that investigative effort, will you be available?"

She answers accordingly to each PCs response to this question. Pleased if they say yes, or disappointed if they say no.

REPORTING TO LORD AGNARD GELLOR

If the PCs decide to go and report what they encountered in the swamp to Lord Gellor, he only receives them if one of the PCs has his favor or notice, or is a member of the Knights of the Swan.

If they do not, they are turned away and told that the Lord Gellor is currently busy and cannot see them. They are directed to the local head of the Knights of the Swan, Lady Rene Camis-Rouge.

If they are admitted to see Lord Gellor, read the following.

You are escorted by a guard into the office of Lord Agnard Gellor. Lord Agnard Gellor is a man of mixed Suel/Oeridian origin. He has pale gray eyes, and is in his mid-50s with a crown of gray hair. He has great personal presence that commands respect. He is polite, and his relaxed attitude makes one feel important.

He rises from behind his desk and holds his hand out to shake yours as he greets you with a smile. "Welcome, what can I do for you today? It must be something important to bring you to my home."

Lord Gellor allows the PCs to report what they have found and he listens with a grave look of concern on his face.

After hearing what you have to say, Lord Gellor agrees that this will need some further investigation. "May I count on your assistance if I should require it?"

If the PCs say yes:

"Very well then, I shall let you know when we are ready to move. You have done a great service to your country today by telling me about this."

If the PCs say no:

Lord Gellor looks nonplussed, but it is obvious that he has no further use for you as he calls for his guard to show you out.

10: BURYING A HALFLING

You arrive in Applebee with your burden and are greeted by the entire town populace. They are saddened by their loss and invite you to stay for the funeral.

Once that is done, the merry nature of the halflings take over once again as they throw a feast to celebrate their dear departed friend. You are included in that celebration if you wish, if not, they wave at you as you depart and tell you that you are always welcome in Applebee.

The PCs may wish to speak to some of the people they have met in town. Feel free to allow them to roleplay if there is enough time to do so, and then proceed to the Conclusion.

SHERRIFF LORIEN BERRYWINE

Sherriff Berrywine is saddened by the death of his friend Brandy. He shares stories with the PCs about growing up with Brandy, and how the halfling loved to play pranks, especially magical ones.

SIR SHAMUS BRUMBLEHILL

Sir Shamus, Knight of the Swan, holds back any emotions he may be feeling over Brandy's death. All he can say is, "Well, no more foolish pranks from that one. I hope Izzy doesn't take it on herself to make up for the loss in force."

IZZY SKYLARK

Izzy, Brandy's youngest sister is devastated at her brother's death. Even the merriment around her cannot bring her out of her hysteria and sorrow. She has nothing to say to the PCs; however, she hugs and sobs on the shoulder of anyone whom she has met before.

CONCLUSION

Choose the ending that fits best with the actions of the PCs.

BRANDOWYN SKYLARK IS EITHER ALIVE, OR BURIED IN APPLEBEE

Sitting back in a comfortable chair, with a glass of the famed Torquann Brandy swirling in a fine crystal goblet, a man with ebony skin smiles widely.

"Ah adventurers... they have not changed in hundreds of years. They still struggle to right those things they perceive as being wrong. How little they understand. How little they learn."

The sound of fighting from some distance away grows to a crescendo and then begins to fade away.

The Black Man chuckles, "I cannot wait to see what happens when they return. Let the games begin...."

BRANDOWYN SKYLARK VENTURED OFF ON HIS OWN

Sitting back on a comfortable chair, with a glass of the famed Torquann swirling in a fine crystal goblet, a man with ebony skin smiles.

"Ah adventurers... they have not changed in hundreds of years. They still struggle to right those things they perceive as being wrong. How little they understand. How little they learn."

The sound of fighting from some distance away grows to a crescendo and then begins to fade away.

The Black Man chuckles, "I cannot wait to see what happens when they return. Let the games begin...."

Bobbing behind him in a pool of stagnant water is the body of a halfling. The body rolls and the dead eyes of Brandowyn Skylark stare up at the ceiling.

CAMPAIGN CONSEQUENCES

DMs, please answer the following questions and email your answers to coutriad@yahoo.com, or enter your answers as you rate the module at www.countyofurnst.com.

1. Did the party pay any of the tolls or ask Brandowyn to do so?
2. Did the party go investigate the sunken fortress?
3. Did the party know the history of the fortress?
4. Did Brandowyn Skylark die during the adventure?
5. If so, did the party have him buried in Nesserport or in Applebee?
6. Did the party get lost in the swamp?
7. Who, if anyone, did the party report to at the end?

AR AWARDS

Judges, please note the following AR awards. It is very important that you give these to those who have earned them.

BRANDY PAID THE TOLLS OR DIED

Those who made Brandy pay the tolls, or let him die, receive the "Infamous in Applebee" AR award.

ESCORTED BRANDY SAFELY

Those who managed to escort Brandy safely without paying the tolls through the Fennelmore swamp, have earned the "Thanks of Brandy Skylark" AR award. Those who received the Infamous in Applebee AR award cannot receive this award.

REPORTED THEIR FINDINGS

Any PC who reported their findings to the authorities in Stone Battle or Nesserport receive the “Thanks of Lady Rene Camis-Rouge” AR Reward.

LOST OR ABANDONED IN THE SWAMP

Any PC captured by the creatures of the swamp and left to find our own way out OR PCs who wasted time looking for the fortress receive the “Lost in the Swamp” AR award. This costs them 2 more Time Units for this adventure.

FITTED WITH A FENNELMORE COLLAR

Any PC fitted with the Fennelmore Collar (*collar of slavery*) must keep it. To remove this collar, a *remove curse* CL 18 is required. Once removed, the wearer suffers 1 point of Con damage that lasts for 10 adventures. This item cannot be sold, or reused; doing so is an evil act.

NOTICED BY THE BLACK MAN

Any PC who attempted to reach or enter the sunken fortress receives the “Notice of the Black Man” AR Reward.

WENT LOOKING FOR THE FORTRESS

If they went looking for the fortress WITH the map from the harpy, they receive the “Search for the Fortress” AR Reward.

If they found the fortress and decided to attack, OR if they went looking for the fortress WITHOUT the map from the harpy, they receive the “Lost in the Swamp” AR Reward.

EXPERIENCE POINT SUMMARY

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

2: Into the Swamp

Bypass the toll takers by either paying the toll or fighting them.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

4: Another Toll?

Bypass the toll takers by either paying the toll or fighting them.

APL 2	120 XP
APL 4	180 XP

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

5: Off the Beaten Path

Lower level characters only. Encounter a stirge swarm.

APL 2	60 XP
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6: Guards at the Door

Attempt to enter the sunken fortress by fighting the guards.

APL 2	90 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

7: One More Time

Bypass the toll takers by either paying the toll or fighting them.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Story Award

Discovered the location of the sunken fortress:

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP

Discretionary roleplaying award

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section

within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

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

Encounter 2: Into the Swamp

APL 2: Loot: 34 gp; Magic: 263 gp each; *potion of cure light wounds* (3) (13 gp each); *vest of resistance* (3) (250 gp each); Total: 296 gp each.

APL 4: Loot: 48 gp; Magic: 525 gp each; *potion of cure light wounds* (6) (25 gp each); *vest of resistance +1* (6) (500 gp each); Total: 573 gp each.

APL 6: Loot: 410 gp; Magic: 2154 gp each; *green dragonhide leather armor +1* (5) (546 gp each); *heartstone* (1) (150 gp each); *vest of resistance +2* (4) (1333 gp each); *cure moderate wounds potion* (5) (125 gp each); Total: 2564 gp each.

APL 8: Loot: 258 gp; Magic: 3133 gp each; *frost composite longbow +1* (1) (675 gp each); *potion of cure moderate wounds* (7) (175 gp each); *green dragonhide leather armor +1* (5) (546 gp each); *belt of one mighty blow* (1) (125 gp each); *potion cure moderate wounds* (1) (25 gp each); *dust of tracelessness* (5) (104 gp each); *vest of resistance +2* (4) (1333 gp each); *heartstone* (1) (150 gp each); Total: 3391 gp each.

APL 10: Loot: 21 gp; Magic: 5719 gp each; *green dragonhide leather armor +1* (5) (546 gp each); *frost composite*

longbow +1 (5) (3375 gp each); *longspear +1* (5) (65 gp each); *belt of one mighty blow* (1) (125 gp each); *bracers of archery, greater* (5) (1042 gp each); *cure serious wounds potion* (5) (312.5 gp each); *dust of tracelessness* (5) (104 gp each); *heartstone* (1) (150 gp each); Total: 5740 gp each.

APL 12: Loot: 21 gp; Magic: 6969 gp each; *green dragonhide leather armor +2* (5) (1796 gp each); *frost composite longbow +1* (5) (3375 gp each); *longspear +1* (5) (65 gp each); *belt of one mighty blow* (1) (125 gp each); *bracers of archery, greater* (5) (1041 gp each); *cure serious wounds potion* (5) (312.5 gp each); *dust of tracelessness* (5) (104 gp each); *heartstone* (1) (150 gp each); Total: 6990 gp each.

Encounter 4: Another Toll

APL 2: Coin: 42 gp; Magic: 83 gp each; *cloak of resistance +1* (83 gp each); Total: 125 gp each.

APL 4: Coin: 42 gp; Magic: 83 gp each; *cloak of resistance +1* (83 gp each); Total: 125 gp each.

APL 6: Coin: 42 gp; Magic: 83 gp each; *cloak of resistance +1* (83 gp each); Total: 125 gp each.

APL 8: Coin: 42 gp; Magic: 83 gp each; *cloak of resistance +1* (83 gp each); Total: 125 gp each.

APL 10: Coin: 3 gp; Magic: 6,390 gp each; +3 *studded leather* (765 gp each); +1 *ring of protection* (667 gp each); +1 *frost composite longbow* (700 gp each); *bracers of archery, lesser* (417 gp each); *potion of cure moderate wounds* (25 gp each); *potion of cat's grace* (25 gp each); *cloak of resistance +2* (333 gp each); +2 *arrows* (5) (3,458 gp each); Total: 6,393 gp each.

APL 12: Coin: 5 gp; Magic: 6,390 gp each; +3 *studded leather* (765 gp each); +1 *ring of protection* (667 gp each); +1 *frost composite longbow* (700 gp each); *bracers of archery, lesser* (1) (417 gp each); *potion of cure oderate wounds* (25 gp each); *potion of cat's grace* (25 gp each); *cloak of resistance +2* (333 gp each); +2 *arrows* (5) (3,458 gp each); Total: 6,395 gp each.

Encounter 6: Guards at the Door

APL 2: Loot: 34 gp; Magic: 263 gp each; *potion of cure light wounds* (3) (13 gp each); *vest of resistance* (3) (250 gp each); Total: 296 gp each.

APL 4: Loot: 1gp; Magic: 453gp each; *potion of cure light wounds* (4) (15 gp each); *green dragonhideleather* (4) (437gp each); Total: 455 gp each.

APL 6: Loot: 111 gp; Magic: 38 gp each; *cure light wounds potion* (3) (13gp each); *cure moderate wounds potion* (1) (25 gp each); Total: 149 gp each.

APL 8: Loot: 765 gp; Magic: 939 gp each; *leather armor +1* (7) (764 gp each); *potion of cure light wounds* (7) (175 gp each); *helm of glorious recovery* (4) (1867 gp each); *scroll of rainbowblast* (31 gp each); Total: 1704 gp each.

APL 10: Magic: 6364 gp each; *vest of resistance +3* (7) (933 gp each); *leather armor +1* (7) (764 gp each); *chain shirt +1* (4) (1133 gp each); *battleaxe +1* (4) (435 gp each); *handaxe +1* (4) (435 gp each); *spear +1* (3) (326 gp each); *potion of cure serious wounds* (7) (438 gp each); *helm of glorious recovery* (4) (1867 gp each); *scroll of rainbow blast* (1) (31 gp each); Total: 6364 gp each.

APL 12: Magic: 8941 gp each; *mithral chain shirt +1 [moderate fortification]* (4) (3367 gp each); *battleaxe +1* (4) (437 gp each); *handaxe +1* (4) (435 gp each); *potion of cure*

serious wounds (5) (313 gp each); *helm of glorious recovery* (4) (1867 gp each); *scroll of rainbow blast* (1) (32 gp each); *vest of resistance +4* (1) (2083 gp each); *cloak of elemental protection* (1) (83 gp each); *spear +1* (3) (326 gp each); Total: 8941 gp each.

Encounter 7: One More Time

APL 2: Loot: 34 gp; Magic: 263 gp each; *potion of cure light wounds* (3) (13 gp each); *vest of resistance* (3) (250 gp each); Total: 296 gp each.

APL 4: Loot: 1gp; Magic: 453gp each; *potion of cure light wounds* (4) (15 gp each); *green dragonhideleather* (4) (437gp each); Total: 455 gp each.

APL 6: Loot: 111 gp; Magic: 38gp each; *cure light wounds* *potion* (3) (13gp each); *cure moderate wounds* *potion* (1) (25 gp each); Total: 149 gp each.

APL 8: Loot: 765 gp; Magic: 939 gp each; *leather armor +1* (7) (764 gp each); *potion of cure light wounds* (7) (175 gp each); *helm of glorious recovery* (4) (1867 gp each); *scroll of rainbowblast* (31 gp each); Total: 1704 gp each.

APL 10: Magic: 6364 gp each; *vest of resistance +3* (7) (933 gp each); *leather armor +1* (7) (764 gp each); *chain shirt +1* (4) (1133 gp each); *battleaxe +1* (4) (435 gp each); *handaxe +1* (4) (435 gp each); *spear +1* (3) (326 gp each); *potion of cure serious wounds* (7) (438 gp each); *helm of glorious recovery* (4) (1867 gp each); *scroll of rainbow blast* (1) (31 gp each); Total: 6364 gp each.

APL 12: Magic: 8941 gp each; *mithral chain shirt +1* [*moderate fortification*] (4) (3367 gp each); *battleaxe +1* (4) (437 gp each); *handaxe +1* (4) (435 gp each); *potion of cure serious wounds* (5) (313 gp each); *helm of glorious recovery* (4) (1867 gp each); *scroll of rainbow blast* (1) (32 gp each); *vest of resistance +4* (1) (2083 gp each); *cloak of elemental protection* (1) (83 gp each); *spear +1* (3) (326 gp each); Total: 8941 gp each.

8: Made it to Nesserport (if Brandy is alive)

APL 2: 200 gp
APL 4: 400 gp
APL 6: 600 gp
APL 8: 800 gp
APL 10: 1,000 gp
APL 12: 1,200 gp

Treasure Cap

APL 2: 450 gp
APL 4: 650 gp
APL 6: 900 gp
APL 8: 1,300 gp
APL 10: 2,300 gp
APL 12: 3,300 gp

Total Possible Treasure

APL 2: 1,016 gp
APL 4: 1,606 gp
APL 6: 2,987 gp
APL 8: 6,924 gp
APL 10: 24,861 gp
APL 12: 31,267 gp

ADVENTURE RECORD ITEMS

Infamous in Applebee: Because you made Brandy pay the tolls, or because you let him die, you have earned one infamy point with the Halflings of Applebee. This immediately negates any and all influence points you may have earned in the past.

Thanks of Brandy Skylark: You must select one of the two following benefits (immediately).

- ☐ Free Upkeep in any adventure set in Applebee
- ☐ Influence point with the people of Applebee
- ☐ Fill the role-playing requirements for Temple Raider of Brandobaris.

Thanks of Lady Rene Camis-Rouge: This counts as an influence point with either the Knights of the Swan, the authorities of Stone Battle, or the authorities in Nesserport. Cross off once used.

Notice of the Black Man You have attempted to enter his fortress. For this, you have drawn the notice of the Black Man. In all future adventures where the Black Man or his followers are present, you will be the primary target.

Searched for the Fortress: You went looking for the sunken fortress in the swamp, and spent 1 TU to find it.

Lost in the Swamp You spent 2 Time Units getting out of the swamp.

Fennelmore Collar This item works just like the *collar of slavery* (MH) except it requires a *remove curse* (CL 18) to remove it and, once removed, causes 1 point of Con damage that lasts for 10 Adventures. You cannot sell, or reuse, this item, doing so is an evil act. (0 gp)

Traded with the Swamp Folk In trading with the swamp folk, you gained access to the following items from the *Arms and Equipment Guide*: alchemist arrows (75 gp each), thunder arrows (2 gp each), flotation bags (5 gp each), insect netting (200 gp each). This access is only valid for this AR; you must record your purchases in the Items Purchased section of this AR.

ITEM ACCESS

APL 2 and 4:

- Swamp Folk Items (Adventure, see above)

APL 4 (all of APLs 2plus the following):

- *Green dragonhide leather armor* (Adventure, DMG, 310 gp)

APL 6 (all of APLs 2-4 plus the following):

- *Gloves of swimming and climbing* (Adventure; DMG)

- +1 *green dragonhide leather armor* (Adventure, DMG; 1,310 gp)

APL 8 (all of APLs 2-6 plus the following):

- *Belt of one mighty blow* (Adventure; MHB; 1,500 gp)
- *Dust of tracelessness* (Adventure; DMG)
- *Heartstone* (Adventure; MM:194; 1,800)

APL 10 (all of APLs 2-8 plus the following):

- *Helm of glorious recovery* (Adventure; MHB; 5,600 gp)
- Frost weapon enhancement (Adventure; DMG)
- *Bracers of archery, greater* (DMG)
- *Scroll of rainbow blast* (SpC; 375 gp)

APL 12 (all of APLs 2-10 plus the following):

- Moderate fortification armor enhancement (Adventure; DMG)
- *Cloak of elemental protection* (Adventure; MHB; 1,000 gp)

2: INTO THE SWAMP

POISON DUSK LIZARDFOLK (3) CR 1

Monster Manual III pp 96-97

Male humanoid ranger 1

NE Small humanoid (reptillian)

Init +2; **Senses** low-light vision; Listen +0, Spot +4

Languages Common, Draconic

AC 16, touch 12, flat-footed 17

(+2 Dex, +1 shield, +3 natural)

hp 5(1HD);

Fort +4, **Ref** +5, **Will** +1 (*vest of resistance* +1)

Speed 30 ft. in (6 squares)

Melee 2 claws +3(1d3+1) and bite +1 (1d3) or

longsword +3 (1d6+1/19-20) and

bite +1 (1d3)

bolas +4 (1d4 subdual with trip)

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

Base Atk +1; **Grp** -2

Atk Options Favored Enemy Humanoid (human) +2,

Black adder venom (Injury DC 12, Initial 0,

Secondary 1d6 Str)

Combat Gear arrows (20), black adder venom, buckler, longsword, bolas, shortbow, *potion cure light wounds*, *vest of resistance* +1

Abilities Str 12 Dex 15, Con 12, Int 8, Wis 11, Cha 7

SQ Chameleon Skin, Hold Breath, Poison

Feats Multiattack Track^b

Skills Balance +5, Climb +4, Hide +14racial, Jump +4,

Move Silently +6, Spot +4, Survival +4, Swim +3

Possessions combat gear

Poison Use: Due to their long tradition of working with venoms, poison dusks are never at risk when applying poisons to weapons. Common poisons include black adder venom and blue whinnis.

Chameleon Skin (Ex): Poison dusks can adjust the colors of their scales to blend in with their surroundings. When it is not wearing armor, robes or other covering clothing, a poison dusk lizardfolk gains a +5 racial bonus on hide checks.

Hold Breath (Ex): A poison dusk lizardfolk can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Skills: Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks. The skill modifiers given in the statistics block include a -1 armor check penalty (-2 on Swim checks) for carrying a buckler.

6: GUARDS AT THE DOOR

POISON DUSK LIZARDFOLK (3) CR 1

Monster Manual III pp 96-97

Male humanoid ranger 1

NE Small humanoid (reptillian)

Init +2; **Senses** low-light vision; Listen +0, Spot +4

Languages Common, Draconic

AC 16, touch 12, flat-footed 17

(+2 Dex, +1 shield, +3 natural)

hp 5(1HD);

Fort +4, **Ref** +5, **Will** +1 (*vest of resistance* +1)

Speed 30 ft. in (6 squares)

Melee 2 claws +3(1d3+1) and bite +1 (1d3) or

longsword +3 (1d6+1/19-20) and

bite +1 (1d3)

bolas +4 (1d4 subdual with trip)

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

Base Atk +1; **Grp** -2

Atk Options Favored Enemy Humanoid (human) +2,

Black adder venom (Injury DC 12, Initial 0,

Secondary 1d6 Str)

Combat Gear arrows (20), black adder venom, buckler, longsword, bolas, shortbow, *potion cure light wounds*, *vest of resistance* +1

Abilities Str 12 Dex 15, Con 12, Int 8, Wis 11, Cha 7

SQ Chameleon Skin, Hold Breath, Poison

Feats Multiattack, Track^b

Skills Balance +5, Climb +4, Hide +14racial, Jump +4,

Move Silently +6, Spot +4, Survival +4, Swim +3

Possessions combat gear

Poison Use: Due to their long tradition of working with venoms, poison dusks are never at risk when applying poisons to weapons. Common poisons include black adder venom and blue whinnis.

Chameleon Skin (Ex): Poison dusks can adjust the colors of their scales to blend in with their surroundings. When it is not wearing armor, robes or other covering clothing, a poison dusk lizardfolk gains a +5 racial bonus on hide checks.

Hold Breath (Ex): A poison dusk lizardfolk can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Skills: Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks. The skill modifiers given in the statistics block include a -1 armor check penalty (-2 on Swim checks) for carrying a buckler.

7: ONE MORE TIME

POISON DUSK LIZARDFOLK (3) CR 1

Monster Manual III pp 96-97

Male humanoid ranger 1

NE Small humanoid (reptillian)

Init +2; **Senses** low-light vision; Listen +0, Spot +4

Languages Common, Draconic

AC 16, touch 12, flat-footed 17

(+2 Dex, +1 shield, +3 natural)

hp 5(1HD);

Fort +4, **Ref** +5, **Will** +1 (*vest of resistance* +1)

Speed 30 ft. in (6 squares)

Melee 2 claws +3(1d3+1) and bite +1 (1d3) or

longsword +3 (1d6+1/19-20) and

bite +1 (1d3)

bolas +4 (1d4 subdual with trip)

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

Base Atk +1; **Grp** -2

Atk Options Favored Enemy Humanoid (human) +2,
Black adder venom (Injury DC 12, Initial 0,
Secondary 1d6 Str)

Combat Gear arrows (20), black adder venom, buckler,
longsword, bolas, shortbow, *potion cure light wounds*,
vest of resistance +1

Abilities Str 12 Dex 15, Con 12, Int 8, Wis 11, Cha 7

SQ Chameleon Skin, Hold Breath, Poison

Feats Multiattack, Track^b

Skills Balance +5, Climb +4, Hide +14racial, Jump +4,
Move Silently +6, Spot +4, Survival +4, Swim
+3**Possessions** combat gear

Possessions combat gear

Poison Use: Due to their long tradition of working with
venoms, poison dusks are never at risk when
applying poisons to weapons. Common poisons
include black adder venom and blue whinnis.

Chameleon Skin (Ex): Poison dusks can adjust the
colors of their scales to blend in with their
surroundings. When it is not wearing armor, robes or
other covering clothing, a poison dusk lizardfolk gains
a +5 racial bonus on hide checks.

Hold Breath (Ex): A poison dusk lizardfolk can hold its
breath for a number of rounds equal to 4 x its
Constitution score before it risks drowning (see page
304 of the *Dungeon Master's Guide*).

Skills: Because of their tails, lizardfolk have a +4 racial
bonus on Jump, Swim, and Balance checks. The skill
modifiers given in the statistics block include a -1
armor check penalty (-2 on Swim checks) for carrying
a buckler.

2: INTO THE SWAMP

POISON DUSK LIZARDFOLK (6) CR 2

Monster Manual III

Male humanoid ranger 2

NE Small humanoid (reptilian)

Init +2; **Senses** low-light vision; Listen +0, Spot +4

Languages Common, Draconic

AC 18, touch 12, flat-footed 19

(+2 Dex, +2 armor, +1 shield, +3 natural)

hp 12(2HD);

Fort +8, **Ref** +9, **Will** +2 (*vest of resistance* +1)

Speed 30 ft. in leather armor (6 squares), base movement 30 ft.

Melee 2 claws +4(1d3+1) and

bite +2 (1d3) or

longsword +4(1d6+1/19-20 (plus poison)) and

bite +2 (1d3)

Ranged shortbow +3/+3 (1d4/x3 (plus poison)) with

Rapid Shot or

shortbow +5 (1d4/x3 (plus poison)) or

bolas +5 (1d4 subdual with trip)

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

Base Atk +2; **Grp** +-1

Atk Options Favored Enemy Humanoid (human) +2,

Black adder venom (Injury DC 12, Initial 0,

Secondary 1d6 Str)

Special Actions Wild Empathy (2+ Cha modifier)

Combat Gear arrows (20), black adder venom, bolas, buckler, leather armor, shortbow, *potion cure light wounds*, *vest of resistance* +1

Abilities Str 12, Dex 15, Con 12, Int 8, Wis 11, Cha 7

SQ Chameleon Skin, Hold Breath, Poison, Ranger

Combat Style (archery)

Feats Multiattack, Rapid Shot^b, Track^b

Skills Balance +5, Climb +4, Hide +15, Jump +5, Move

Silently +6, Spot +4, Survival +4, Swim +4

Possessions combat gear, *vest of resistance* +1

Poison Use: Due to their long tradition of working with venoms, poison dusks are never at risk when applying poisons to weapons. Common poisons include black adder venom and blue whinnis.

Chameleon Skin (Ex): Poison dusks can adjust the colors of their scales to blend in with their surroundings. When it is not wearing armor, robes or other covering clothing, a poison dusk lizardfolk gains a +5 racial bonus on hide checks.

Hold Breath (Ex): A poison dusk lizardfolk can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Skills: Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks. The skill modifiers given in the statistics block include a -1 armor check penalty (-2 on Swim checks) for carrying a buckler.

6: GUARDS AT THE DOOR

DRACOTAUR (4)

CR 3

Monster Manual III p 42-43

NE large dragon

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +6

Languages Draconic

AC 17, touch 11, flat-footed 17

(-1 size, +1 Dex, +2 armor, +5 natural)

hp 28 (3HD);

Immune magic sleep, paralysis

Fort +9, **Ref** +5, **Will** +5

Speed 50 ft. in green dragonhide leather armor (10 squares), base movement 50ft

Melee spear +6(2d6+6/x3) or

spear +6(2d6+6/x3) and

bite +1 (1d8+2) and

tail slap +1(1d8+6)

Space 10 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +11

Special Actions Spit Fire +4 ranged touch attack (2d6)

Combat Gear green dragonhide leather armor, spear, *potion cure light wounds*

Abilities Str 18, Dex 12, Con 16, Int 13, Wis 11, Cha 13

Feats Armor Proficiency (light), Iron Will

Skills Balance +5, Intimidate +7, Jump +16, Knowledge (arcana) +4, Listen +6, Sense Motive +6, Spell Craft +6, Spot +6, Survival +6, Swim +8, Use Magic Device +7

Possessions combat gear plus *collar of slavery* (4)

Spit Fire (Su): A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemists fire. This glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemists fire, a dracotaur's spittle does not continue to burn.

Skills A dracotaur's dragon levels give it skill points equal to 6 x (6 + Int modifier). Its class skills are Intimidate, Jump, Knowledge (arcana), Listen, Sense Motive, Spellcraft, Spot, Survival, Swim, and Use Magic Device. Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.

7: ONE MORE TIME

Use the same creatures and amount as encounter 6: Guards at the Door (above)

2: INTO THE SWAMP

POISON DUSK LIEUTENANT CR 4

Monster Manual III

Male humanoid ranger 4

NE Small humanoid (reptilian)

Init +7; **Senses** low-light vision; Listen +1, Spot +8**Languages** Common, Draconic**AC** 19, touch 13, flat-footed 20

(+3 Dex, +3 armor, +3 natural)

hp 33 (4HD);**Fort** +11, **Ref** +11, **Will** +4 (*heartstone* +2 to saves)**Speed** 30 ft. in +1 *green dragonhide leather armor* (8squares), base movement 30 ft.**Melee** 2 claws +7(1d3+2) and

bite +5 (1d3) or

mw longspear +8(1d6+3/x3 (plus poison)) and

bite +5 (1d3)

Ranged mw composite longbow [+2 Str] +6/+6

(1d6+2/x3 (plus poison)) with Rapid Shot or

mw composite longbow [+2 Str] +8 (1d6+2/x3 (plus poison)) or

bolas +7 (1d4 subdual with trip)

Space 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +2**Atk Options** Favored Enemy Humanoid (human) +2,

Black adder venom (Injury DC 12, Initial 0,

Secondary 1d6 Str (A&EG37))

Special Actions Wild Empathy (4+ Cha modifier)**Combat Gear** +1 *green dragonhide leather armor*,

arrows (20), black adder venom, mw composite

longbow [+2 Str], bolas, *potion cure moderate**wounds*, *heartstone***Ranger Spells Prepared** (CL 2nd; Base DC =11+spell level):1st—*magic fang* †

† Already cast

Abilities Str 14, Dex 17, Con 17, Int 8, Wis 12, Cha 8**SQ** Animal Companion, Camouflage Skin, Hold Breath, Poison, Ranger Combat Style (archery)**Feats** Endurance^b, Improved Initiative, Multiattack, Rapid Shot^b, Track^b**Skills** Balance +7, Climb +8, Hide +18, Jump +11,

Move Silently +7, Spot +8, Survival +8, Swim +7

Possessions combat gear**Poison Use:** Due to their long tradition of working with venoms, poison dusks are never at risk when applying poisons to weapons. Common poisons include black adder venom and blue whinnis.**Chameleon Skin (Ex):** Poison dusks can adjust the colors of their scales to blend in with their surroundings. When it is not wearing armor, robes or other covering clothing, a poison dusk lizardfolk gains a +5 racial bonus on hide checks.**Hold Breath (Ex):** A poison dusk lizardfolk can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).**Skills:** Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks.

POISON DUSK RANGERS (4) CR 2

Monster Manual III

Male humanoid ranger 2

NE Small humanoid (reptilian)

Init +2; **Senses** low-light vision; Listen +0, Spot +4**Languages** Common, Draconic**AC** 18, touch 12, flat-footed 19

(+2 Dex, +2 armor, +1 shield, +3 natural)

hp 12(2HD);**Fort** +8, **Ref** +9, **Will** +2 (*vest of resistance* +2)**Speed** 30 ft. in leather armor (6squares), base movement 30 ft.**Melee** 2 claws +4(1d3+1) and

bite +2 (1d3) or

longsword +4(1d6+1/19-20 (plus poison)) and

bite +2 (1d3)

Ranged shortbow +3/+3 (1d4/x3 (plus poison)) with

Rapid Shot or

shortbow +5(1d4/x3 (plus poison)) or

bolas +5 (1d4 subdual with trip)

Space 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +1**Atk Options** Favored Enemy Humanoid (human) +2,

Black Adder Venom (Injury DC 12, Initial 0,

Secondary 1d6 Str)

Special Actions Wild Empathy (2+ Cha modifier)**Combat Gear** arrows (20), black adder venom, bolas,buckler, leather armor, shortbow, *potion cure**moderate wounds*, *vest of resistance* +3**Abilities** Str 12, Dex 15, Con 12, Int 8, Wis 11, Cha 7**SQ** Camouflage Skin, Hold Breath, Poison, Ranger

Combat Style (archery)

Feats Multiattack, Rapid Shot^b, Track^b**Skills** Balance +5, Climb +4, Hide +15, Jump +5, Move

Silently +6, Spot +4, Survival +4, Swim +4

Possessions combat gear**Poison Use:** Due to their long tradition of working with venoms, poison dusks are never at risk when applying poisons to weapons. Common poisons include black adder venom and blue whinnis.**Chameleon Skin (Ex):** Poison dusks can adjust the colors of their scales to blend in with their surroundings. When it is not wearing armor, robes or other covering clothing, a poison dusk lizardfolk gains a +5 racial bonus on hide checks.**Hold Breath (Ex):** A poison dusk lizardfolk can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).**Skills:** Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks. The skill modifiers given in the statistics block include a -1 armor check penalty (-2 on Swim checks) for carrying a buckler.

6: GUARDS AT THE DOOR

DRACOTAUR (3)

CR 3

Monster Manual III p 42-43

NE large dragon

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +6

Languages Draconic

AC 17, touch 11, flat-footed 17

(-1 size, +1 Dex, +2 armor, +5 natural)

hp 28 (3HD);

Immune magic sleep, paralysis

Fort +9, **Ref** +5, **Will** +5

Speed 50ft. in leather armor (10squares), base movement 50ft.

Melee spear +6 (2d6+6/x3) or

spear +6 (2d6+6/x3) and

bite +1 (1d8+2) and

tail slap +1 (1d8+6)

Space 10 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +11

Special Actions Spit Fire +4 ranged touch attack (2d6)

Combat Gear leather armor, spear, *potion cure light wounds*

Abilities Str 18, Dex 12, Con 16, Int 13, Wis 11, Cha 13

Feats Armor Proficiency (light), Iron Will

Skills Balance +5, Intimidate +7, Jump +16, Knowledge (arcana) +4, Listen +6, Sense Motive +6, Spell Craft +6, Spot +6, Survival +6, Swim +8, Use Magic Device +7

Possessions combat gear

Spit Fire (Su): A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemists fire. This glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemists fire, a dracotaur's spittle does not continue to burn.

Skills A dracotaur's dragon levels give it skill points equal to 6 x (6 + Int modifier). Its class skills are Intimidate, Jump, Knowledge (arcana), Listen, Sense Motive, Spellcraft, Spot, Survival, Swim, and Use Magic Device. Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.

DRACOTAUR RAGER

CR 7

Monster Manual III p 42-43

NE large dragon barbarian 4

Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +10, Spot +7

Languages Draconic

AC 20, touch 12, flat-footed 20; Uncanny Dodge

(-1 size, +2 Dex, +4 armor, +5 natural)

hp 80 (7HD);

Immune magic sleep, paralysis

Fort +14, **Ref** +7, **Will** +6

Speed 60ft. in mw chain shirt (12squares), base movement 60ft.

Melee battleaxe +13/+8(2d6+7/x3) or

battleaxe +11(2d6+7/x3) and

handaxe +11 (1d6+3) and

bite +6 (1d8+3) and

tail slap +6(1d8+6)

Space 10 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +18

Atk Options Power Attack, Two-weapon Fighting

Special Actions Spit Fire +9 ranged touch attack (2d6)

Combat Gear mw chain shirt, battle axe, hand axe, *potion cure moderate wounds*

Abilities Str 24, Dex 15, Con 20, Int 10, Wis 12, Cha 12

SQ Fast Movement, Illiteracy, Rage (2x/day), Trap Sense (+1)

Feats Iron Will, Power Attack, Two-Weapon Fighting

Skills Balance +6, Intimidate +11, Jump +28,

Knowledge (arcana) +6, Listen +10, Sense Motive

+7, Spell Craft +6, Spot +7, Survival +10, Swim +9,

Use Magic Device +7

Possessions combat gear plus *collar of slavery* (6)

Fast Movement (Ex) A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Illiteracy Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

Rage (Ex): Twice per day, this dracotaur rager can enter a state of fierce rage that lasts 10 rounds. At the end of his rage, the dracotaur barbarian is fatigued for the remainder of the encounter.

Skills A dracotaur's dragon levels give it skill points equal to 6 x (6 + Int modifier). Its class skills are Intimidate, Jump, Knowledge (arcana), Listen, Sense Motive, Spellcraft, Spot, Survival, Swim, and Use Magic Device. Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.

Spit Fire (Su): A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemists fire. This glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemists fire, a dracotaur's spittle does not continue to burn.

Trap Sense (Ex): A dracotaur rager has an intuitive sense that alerts it to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

Uncanny Dodge (Ex): A dracotaur rager can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC even if it is caught flat-footed or struck by an invisible attacker. However, it still loses its Dexterity bonus to AC if immobilized.

Power Up Suite Rage (10 rounds)

AC 18 (touch 9, flat-footed 18); hp 94; Atk +15 melee (2d6//x3, battleaxe); Full Atk +13/+8 melee (2d6+9/x3, battleaxe) and +13 (1d8+4x3, handaxe) and +8 melee (1d8+4, bite) and +8 melee (1d8+13, tail slap); SV Fort +14, Will +9; Str 28, Con 24. Skills: Jump +30, Swim +11. At the end of his rage, the dracotaur barbarian is fatigued for the remainder of the encounter.

7: ONE MORE TIME

Use the same creatures and amount as encounter 6:
Guards at the Door (above)

1: INTO THE SWAMP

POISON DUSK LIEUTENANT CR 6*Monster Manual III*

Male humanoid ranger 6

NE Small humanoid (reptilian)

Init +7; **Senses** low-light vision; Listen +1, Spot +8**Languages** Common, Draconic**AC** 19, touch 13, flat-footed 20

(+3 Dex, +3 armor, +3 natural)

hp 49 (6HD);**Fort** +12, **Ref** +12, **Will** +5 (*heartstone*, +2 to all saves)**Speed** 40 ft. in +1 *green dragonhide leather armor* (8 squares), base movement 30 ft. *longstrider***Melee** 2 claws +9(1d3+2) and

bite +7 (1d3) or

+1 *longspear* +10(1d6+4/x3 (plus poison)) and

bite +7 (1d3)

Ranged +1 *frost composite longbow* [+2 str] +9/+9 (1d6+2/x3 (plus poison)) with Rapid Shot or+1 *frost composite longbow* [+2 str] +9/+9/+5

(1d6+2/x3 (plus poison)) with Many Shot and Rapid Shot or

+1 *frost composite longbow* [+2 str] +6/+6 (1d6+2/x3

(plus poison)) with Many Shot or

bolas +9 (1d4 subdual with trip)

Space 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +4**Atk Options** Favored Enemy Humanoid (elf) +2, Favored Enemy Humanoid (human) +4, Blue whinnis poison (Injury DC 14, Initial 1 Con, Secondary Unconscious)**Special Actions** Wild Empathy (6+ Cha modifier)**Combat Gear** arrows (20), +1 *leather armor*, *belt of one mighty blow*, blue whinnis poison, bolas, *potion cure moderate wounds*, +1 *frost composite longbow***Ranger Spells Prepared** (CL 3rd, Base DC=11+spell level):1st—*longstrider* †, *magic fang* †

† Already cast

Abilities Str 14, Dex 17, Con 17, Int 8, Wis 12, Cha 8**SQ** Animal Companion, Chameleon Skin, Hold Breath, Poison, Ranger Combat Style (archery)**Feats** Combat Expertise Endurance^b, Improved Initiative, Many Shot^b, Multiattack, Rapid Shot^b, Track^b,**Skills** Balance +7, Climb +8, Hide +18, Jump +11, Move Silently +10, Spot +8, Survival +9, Swim +7**Possessions** combat gear plus *dust of tracelessness***Poison Use:** Due to their long tradition of working with venoms, poison dusks are never at risk when applying poisons to weapons. Common poisons include black adder venom and blue whinnis.**Chameleon Skin (Ex):** Poison dusks can adjust the colors of their scales to blend in with their surroundings. When it is not wearing armor, robes or

other covering clothing, a poison dusk lizardfolk gains a +5 racial bonus on hide checks.

Hold Breath (Ex): A poison dusk lizardfolk can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).**Combat Style (Ex)** At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Skills: Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks.**POISON DUSK RANGERS (4) CR 4***Monster Manual III*

Male humanoid ranger 4

NE Small humanoid (reptilian)

Init +7; **Senses** low-light vision; Listen +1, Spot +8**Languages** Common, Draconic**AC** 19, touch 13, flat-footed 20

(+3 Dex, +3 armor, +3 natural)

hp 33 (4HD);**Fort** +11, **Ref** +11, **Will** +4 (*vest of resistance* +2)**Speed** 30 ft. in +1 *leather armor* (8squares), base movement 30 ft.**Melee** 2 claws +7(1d3+2) and

bite +5 (1d3) or

mw *longspear* +8(1d6+3/x3 (plus poison)) and

bite +5 (1d3)

Ranged mw composite longbow [+2 Str] +6/+6

(1d6+2/x3 (plus poison)) with Rapid Shot or

mw composite longbow [+2 Str] +8 (1d6+2/x3 (plus poison)) or

bolas +8 (1d4 subdual with trip)

Space 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +2**Atk Options** Favored Enemy Humanoid (human) +2, blue whinnis poison (Injury DC 14, Initial 1 Con, Secondary Unconscious)**Special Actions** Wild Empathy (4+ Cha modifier)**Combat Gear** +1 *green dragonhide leather armor*, arrows (20), black adder venom, bolas, mw composite longbow [+2 Str], *potion cure moderate wounds*, *vest of resistance* +2

Ranger Spells Prepared (CL 2nd; Base DC =11+spell level):

1st—*magic fang* †

† Already cast

Abilities Str 14, Dex 17, Con 17, Int 8, Wis 12, Cha 8

SQ Animal Companion, Chameleon Skin, Hold Breath, Poison, Ranger Combat Style (archery)

Feats Endurance^b Improved Initiative, MultiattackRapid Shot^bTrack^b

Skills Balance +7, Climb +8, Hide +18, Jump +11, Move Silently +7, Spot +8, Survival +8, Swim +7**Possessions** combat gear

Poison Use: Due to their long tradition of working with venoms, poison dusks are never at risk when applying poisons to weapons. Common poisons include black adder venom and blue whinnis.

Chameleon Skin (Ex): Poison dusks can adjust the colors of their scales to blend in with their surroundings. When it is not wearing armor, robes or other covering clothing, a poison dusk lizardfolk gains a +5 racial bonus on hide checks.

Hold Breath (Ex): A poison dusk lizardfolk can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Skills: Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks.

6: GUARDS AT THE DOOR

DRACOTAUR (4)

CR 3

Monster Manual III p 42-43

NE large dragon

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +6

Languages Draconic

AC 17, touch 11, flat-footed 17

(-1 size, +1 Dex, +2 armor, +5 natural)

hp 28 (3HD);

Immune magic sleep, paralysis

Fort +9, **Ref** +5, **Will** +5

Speed 50ft. in leather armor (10squares), base movement 50ft.

Melee spear +6(2d6+6/x3) or
spear +6(2d6+6/x3) and
bite +1 (1d8+2) and
tail slap +1(1d8+6)

Space 10 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +11

Special Actions Spit Fire +4 ranged touch attack (2d6)

Combat Gear +1 *leather armor*, spear, *potion cure moderate wounds*

Abilities Str 18, Dex 12, Con 16, Int 13, Wis 11, Cha 13

Feats Armor Proficiency (light), Iron Will

Skills Balance +5, Intimidate +7, Jump +16, Knowledge (arcana) +4, Listen +6, Sense Motive +6, Spell Craft +6, Spot +6, Survival +6, Swim +8, Use Magic Device +7

Possessions combat gear plus

Spit Fire (Su): A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit

again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemists fire. This glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemists fire, a dracotaur's spittle does not continue to burn.

Skills A dracotaur's dragon levels give it skill points equal to 6 x (6 + Int modifier). Its class skills are Intimidate, Jump, Knowledge (arcana), Listen, Sense Motive, Spellcraft, Spot, Survival, Swim, and Use Magic Device. Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.

DRACOTAUR RAGER (3)

CR 7

Monster Manual III p 42-43

NE large dragon barbarian 4

Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +10, Spot +7

Languages Draconic

AC 20, touch 12, flat-footed 20; Uncanny Dodge (-1 size, +2 Dex, +4 armor, +5 natural)

hp 80 (7HD);

Immune magic sleep, paralysis

Fort +14, **Ref** +7, **Will** +6

Speed 60ft. in mw chain shirt (12 squares), base movement 60ft.

Melee battleaxe +13/+8(2d6+7/x3) or
battleaxe +11(2d6+7/x3) and
handaxe +11 (1d6+3) and
bite +6 (1d8+3) and
tail slap +6(1d8+6)

Space 10 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +18

Atk Options Power Attack, Two-weapon Fighting

Special Actions Spit Fire +9 ranged touch attack (2d6)

Combat Gear mw chain shirt, battle axe, hand axe, *potion cure moderate wounds*

Abilities Str 24, Dex 15, Con 20, Int 10, Wis 12, Cha 12

SQ Fast Movement, Illiteracy, Rage (2x/day), Trap Sense (+1)

Feats Iron Will, Power Attack, Two-Weapon Fighting

Skills Balance +6, Intimidate +11, Jump +28, Knowledge (arcana) +6, Listen +10, Sense Motive +7, Spell Craft +6, Spot +7, Survival +10, Swim +9, Use Magic Device +7

Possessions combat gear plus *collar of slavery* (6)

Fast Movement (Ex) A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Illiteracy Barbarians are the only characters who do not automatically know how to read and write. A

barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

Rage (Ex): Twice per day, this dracotaur rager can enter a state of fierce rage that lasts 10 rounds. At the end of his rage, the dracotaur barbarian is fatigued for the remainder of the encounter.

Skills A dracotaur's dragon levels give it skill points equal to 6 x (6 + Int modifier). Its class skills are Intimidate, Jump, Knowledge (arcana), Listen, Sense Motive, Spellcraft, Spot, Survival, Swim, and Use Magic Device. Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.

Spit Fire (Su): A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemists fire. This glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemists fire, a dracotaur's spittle does not continue to burn.

Trap Sense (Ex): A dracotaur rager has an intuitive sense that alerts it to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

Uncanny Dodge (Ex): A dracotaur rager can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC even if it is caught flat-footed or struck by an invisible attacker. However, it still loses its Dexterity bonus to AC if immobilized.

Power Up Suite Rage (10 rounds)

AC 18 (touch 9, flat-footed 18); hp 94; Atk +15 melee (2d6//x3, battleaxe); Full Atk +13/+8 melee (2d6+9/x3, battleaxe) and +13 (1d8+4x3, handaxe) and +8 melee (1d8+4, bite) and +8 melee (1d8+13, tail slap); SV Fort +14, Will +9; Str 28, Con 24. Skills: Jump +30, Swim +11. At the end of his rage, the dracotaur barbarian is fatigued for the remainder of the encounter.

7: ONE MORE TIME

Use the same creatures and amount as encounter 6:
Guards at the Door (above)

1: INTO THE SWAMP

POISON DUSK LIEUTENANT CR 8*Monster Manual III*

Male humanoid ranger 8

NE Small humanoid (reptilian)

Init +7; **Senses** low-light vision; Listen +1, Spot +8**Languages** Common, Draconic**AC** 20, touch 14, flat-footed 21

(+4 Dex, +3 armor, +3 natural)

hp 62 (8HD);**Fort** +13, **Ref** +14, **Will** +5 (*heartstone*, +2 to all saves)**Speed** 40 ft. in +1 *green dragonhide leather armor* (8squares), base movement 30 ft., *longstrider***Melee** 2 claws +11(1d3+2) and

bite +9 (1d3) or

+1 *longspear* +12/+7(1d6+4/x3 (plus poison)) or+1 *longspear* +12(1d6+4/x3 (plus poison)) and

bite +9 (1d3)

Ranged +1 *frost composite longbow* [+1 str] +14/+14/+9 (1d6+2/x3 (plus poison)) with Rapid Shot and Many

Shot or

+1 *frost composite longbow* [+1 str] +14/+14

(1d6+2/x3 (plus poison)) with Rapid Shot or

+1 *frost composite longbow* [+1 str] +11/+11

(1d6+2/x3 (plus poison)) with Many Shot or

bolas +13 (1d4 subdual with trip)

Space 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +6**Atk Options** Favored Enemy Humanoid (elf) +2, Favored Enemy Humanoid (human) +4, Giant Wasp Poison (Injury DC 18, Initial 1d6 Dex, Secondary 1d6)**Special Actions** Wild Empathy (8+ Cha modifier)**Combat Gear** arrows (20), bolas, +1 *green dragonhide leather armor*, +1 *longspear*, +1 *frost composite longbow* [+2 Str] *belt of one mighty blow*, giant wasp poison, *potion cure serious wounds*, *bracers of archery*, *greater***Ranger Spells Prepared** (CL 4th; Base DC=11+spell level):1st—*longstrider* †, *magic fang* †

† Already cast

Abilities Str 14, Dex 18, Con 17, Int 8, Wis 12, Cha 8**SQ** Animal Companion, Cameleon Skin, Hold Breath, Poison, Ranger Combat Style (archery), Swift Tracker, Woodland Stride**Feats** Combat Expertise, Endurance^b, Improved Initiative, Many Shot^b, Multiattack, Rapid Shot^b, Track^b**Skills** Balance +7, Climb +8, Handle Animal +6, Hide +20, Jump +10, Move Silently +15, Spot +8, Survival +9, Swim +10,**Possessions** combat gear plus *dust of tracelessness*,**Poison Use:** Due to their long tradition of working with venoms, poison dusks are never at risk when applying poisons to weapons. Common poisons include black adder venom and blue whinnis.**Chameleon Skin (Ex):** Poison dusks can adjust the colors of their scales to blend in with their

surroundings. When it is not wearing armor, robes or other covering clothing, a poison dusk lizardfolk gains a +5 racial bonus on hide checks.

Hold Breath (Ex): A poison dusk lizardfolk can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).**Skills:** Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks.**POISON DUSK RANGERS (4) CR 6***Monster Manual III*

Male humanoid ranger 6

NE Small humanoid (reptilian)

Init +7; **Senses** low-light vision; Listen +1, Spot +8**Languages** Common, Draconic**AC** 19, touch 13, flat-footed 20

(+3 Dex, +3 armor, +3 natural)

hp 49 (6HD);**Fort** +13, **Ref** +13, **Will** +6 (*vest of resistance* +3)**Speed** 40 ft. in +1 *green dragonhide leather armor* (8squares), base movement 30 ft. *longstrider***Melee** 2 claws +9(1d3+2) and

bite +7 (1d3) or

+1 *longspear* +10/+5 (1d6+4/x3 (plus poison)) and

bite +7 (1d3)

Ranged +1 *frost composite longbow* [+1 str] +11/+11 (1d6+2/x3 (plus poison)) with Rapid Shot or+1 *frost composite longbow* [+1 str] +11/+11/+7

(1d6+2/x3 (plus poison)) with Many Shot and Rapid Shot or

+1 *frost composite longbow* [+1 str] +8/+8 (1d6+2/x3 (plus poison)) with Many Shot or

bolas +10 (1d4 subdual with trip)

Space 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +4**Atk Options** Favored Enemy Humanoid (elf) +2, Favored Enemy Humanoid (human) +4, giant wasp poison (Injury DC 18, Initial 1d6 Dex, Secondary 1d6)**Special Actions** Wild Empathy (6+ Cha modifier)**Combat Gear** arrows (20), bolas, +1 *leather armor*, *belt of one mighty blow*, giant wasp poison, *potion cure serious wounds*, *bracers of archery*, *greater***Ranger Spells Prepared** (CL 3rd, Base DC=11+spell level):1st—*longstrider* †, *magic fang* †

† Already cast

Abilities Str 14, Dex 17, Con 17, Int 8, Wis 12, Cha 8**SQ** Animal Companion, Cameleon Skin, Hold Breath, Poison, Ranger Combat Style (archery)**Feats** Combat Expertise, Endurance^b, Improved Initiative, Many Shot^b, Multiattack, Rapid Shot^b, Track^b,**Skills** Balance +7, Climb +8, Hide +18, Jump +11, Move Silently +10, Spot +8, Survival +9, Swim +7**Possessions** combat gear plus *dust of tracelessness***Poison Use:** Due to their long tradition of working with venoms, poison dusks are never at risk when

applying poisons to weapons. Common poisons include black adder venom and blue whinnis.

Chameleon Skin (Ex): Poison dusks can adjust the colors of their scales to blend in with their surroundings. When it is not wearing armor, robes or other covering clothing, a poison dusk lizardfolk gains a +5 racial bonus on hide checks.

Hold Breath (Ex): A poison dusk lizardfolk can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Skills: Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks.

6: GUARDS AT THE DOOR

DRACOTAUR (3)

CR 3

Monster Manual III p 42-43

NE large dragon

Init +1; **Senses** darkvision 60 ft. low-light vision; Listen +6, Spot +6

Languages Draconic

AC 17, touch 11, flat-footed 17
(-1 size, +1 Dex, +2 armor, +5 natural)

hp 28 (3HD);

Immune magic sleep, paralysis

Fort +12, **Ref** +8, **Will** +8 (*vest of resistance* +3)

Speed 50ft. in +1 *leather armor* (10squares), base movement 50ft.

Melee +1 *spear* +7 (2d6+7/x3) or
+1 *spear* +6 (2d6+7/x3) and
bite +1 (1d8+2) and
tail slap +1(1d8+6)

Space 10 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +11

Special Actions Spit Fire +4 ranged touch attack (2d6)

Combat Gear +1 *leather armor*, +1 *spear*, *potion cure serious wounds*, *vest of resistance* +3

Abilities Str 18, Dex 12, Con 16, Int 13, Wis 11, Cha 13

Feats Armor Proficiency (light), Iron Will

Skills Balance +5, Intimidate +7, Jump +16, Knowledge (arcana) +4, Listen +6, Sense Motive +6, Spell Craft +6, Spot +6, Survival +6, Swim +8, Use Magic Device +7

Possessions combat gear

Spit Fire (Su): A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemists fire. This glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemists fire, a dracotaur's spittle does not continue to burn.

Skills A dracotaur's dragon levels give it skill points equal to 6 x (6 + Int modifier). Its class skills are Intimidate, Jump, Knowledge (arcana), Listen, Sense Motive, Spellcraft, Spot, Survival, Swim, and Use

Magic Device. Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.

DRACOTAUR RAGER (4)

CR 9

Monster Manual III p 42-43

NE large dragon barbarian 6

Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +13, Spot +8

Languages Draconic

AC 21, touch 12, flat-footed 21; Improved Uncanny Dodge, Uncanny Dodge

(-1 size, +2 Dex, +5 armor, +5 natural)

hp 106 (9HD);

Immune magic sleep, paralysis

Fort +23, **Ref** +16, **Will** +17; (*vest of resistance* +3)

Speed 60ft. in +1 *chain shirt* (12 squares), base movement 60ft., other movement mode ft.;

Melee +1 *battleaxe* +17(2d6+6/x3) or
+1 *battleaxe* +15 (2d6+6/x3) and
+1 *handaxe* +14 (1d8+2) and
bite +8(1d8+3) and
tail slap +8(1d8+6)

Space 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +20

Atk Options Power Attack, Two-weapon Fighting

Special Actions Spit Fire +11 ranged touch attack (2d6)

Combat Gear +1 *chain shirt*, +1 *battleaxe*, +1 *handaxe*, *potion cure serious wounds*, *helm of glorious recovery*, *vest of resistance* +3

Abilities Str 24, Dex 15, Con 20, Int 10, Wis 12, Cha 12
SQ Fast Movement, Illiteracy Dodge, Rage (2x/day), Trap Sense (+2)

Feats Iron Will, Power Attack, Two-Weapon Fighting, Weapon Focus (battleaxe)

Skills Balance +6, Climb +11, Intimidate +13, Jump +30, Knowledge (arcana) +7, Listen +13, Sense Motive +7, Spell Craft +8, Spot +8, Survival +11, Swim +19, Use Magic Device +7

Possessions combat gear plus *collar of slavery*, *gloves of swimming and climbing*.

Fast Movement (Ex) A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Illiteracy Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

Improved Uncanny Dodge (Ex) At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge

instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Rage (Ex): Twice per day, this dracotaur rager can enter a state of fierce rage that lasts 10 rounds. At the end of his rage, the dracotaur barbarian is fatigued for the remainder of the encounter.

Spit Fire (Su): A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemists fire. This glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemist's fire, a dracotaur's spittle does not continue to burn.

Trap Sense (Ex): A dracotaur rager has an intuitive sense that alerts it to danger from traps, granting a +2 bonus on Reflex saves and a +2 dodge bonus to AC against attacks by traps.

Uncanny Dodge (Ex): A dracotaur rager can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC even if it is caught flat-footed or struck by an invisible attacker. However, it still loses its Dexterity bonus to AC if immobilized.

Skills A dracotaur's dragon levels give it skill points equal to 6 x (6 + Int modifier). Its class skills are Intimidate, Jump, Knowledge (arcana), Listen, Sense Motive, Spellcraft, Spot, Survival, Swim, and Use Magic Device. Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.

Power Up Suite Rage (10 rounds)

AC 19 (touch 10, flat-footed 19); hp 124; Atk +19 melee (2d6+8/x3, battleaxe); Full Atk +17/+12 (2d6+8/x3 +1 *battleaxe*) and +16 (1d8+4/x3, +1 *handaxe*) and +10 melee (1d8+4. bite) and +10 melee (1d8+13, tail slap); SV Fort +21, Will +14; Str 28, Con 24. Skills: Jump +32, Swim +21 At the end of his rage, the dracotaur barbarian is fatigued for the remainder of the encounter.

7: ONE MORE TIME

Use the same creatures and amount as encounter 6:
Guards at the Door (above)

1: INTO THE SWAMP

POISON DUSK LIEUTENANT CR 10*Monster Manual III*

Male humanoid ranger 10

NE Small humanoid (reptilian)

Init +7; **Senses** low-light vision; Listen +1, Spot +8**Languages** Common, Draconic**AC** 21, touch 14, flat-footed 22

(+4 Dex, +4 armor, +3 natural)

hp 82(10HD);**Fort** +14, **Ref** +15, **Will** +6 (*heartstone*, +2 to all saves)**Speed** 40 ft. in +2 *dragonhide leather armor* (8 squares) with *longstrider***Melee** 2 claws +13(1d3+2) and

bite +11 (1d3) or

+1 *longspear* +14(1d6+4/x3 (plus poison)) and

bite +11 (1d3)

Ranged +1 *frost composite longbow* [+2 str] +14/+14/+9 (1d6+3/x3 (plus poison)) with Rapid Shot and Many Shot or+1 *frost composite longbow* [+2 str] +14/+14

(1d6+3/x3 (plus poison)) with Rapid Shot or

+1 *frost composite longbow* [+2 str] +11/+11

(1d6+4/x3 (plus poison)) with Many Shot or

bolas +15 (1d4 subdual with trip)

Space 5 ft.; **Reach** 5 ft.**Base Atk** +10; **Grp** +8**Atk Options** Favored Enemy Humanoid (elf) +4,

Favored Enemy Humanoid (halfling) +2, Favored

Enemy Humanoid (human) +4, gray whinnis poison

(Injury DC 20, Initial 1d4 Con, Secondary Paralysis)

Special Actions Wild Empathy (10+ Cha modifier)**Combat Gear** arrows (20), bolas, *belt of one mighty blow*, gray whinnis poison (2), +2 *dragonhide leather armor*, +1 *frost composite longbow* [+2 str], *potion cure serious wounds*, *bracers of archery*, *greater***Class Spells Prepared** (CL 5th):
2nd—*exacting shot*1st—*longstrider* †, *magic fang* †

† Already cast

Abilities Str 14, Dex 18, Con 17, Int 8, Wis 12, Cha 8**SQ** Animal Companion, Cameleon Skin, Hold Breath,

Poison, Ranger Combat Style (archery), Swift

Tracker, Woodland Stride

Feats Combat Expertise, Endurance^b, Improved Initiative, Improved Multi-Attack Many Shot^b,Multiattack, Rapid Shot^b Track^b,**Skills** Balance +7, Climb +8, Handle Animal +8, Hide +20, Jump +10, Move Silently +17, Spot +8, Survival +9, Swim +16, **Possessions** combat gear plus *dust of tracelessness***Poison Use:** Due to their long tradition of working with venoms, poison dusks are never at risk when applying poisons to weapons. Common poisons include black adder venom and blue whinnis.**Chameleon Skin (Ex):** Poison dusks can adjust the colors of their scales to blend in with their surroundings. When it is not wearing armor, robes or

other covering clothing, a poison dusk lizardfolk gains a +5 racial bonus on hide checks.

Hold Breath (Ex): A poison dusk lizardfolk can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).**Skills:** Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks.**POISON DUSK RANGERS (4) CR 8***Monster Manual III*

Male humanoid ranger 8

NE Small humanoid (reptilian)

Init +7; **Senses** low-light vision; Listen +1, Spot +8**Languages** Common, Draconic**AC** 20, touch 14, flat-footed 21

(+4 Dex, +3 armor, +3 natural)

hp 62 (8HD);**Fort** +14, **Ref** +15, **Will** +6 (*vest of resistance* +3)**Speed** 40 ft. in +1 *leather armor* (8squares), base movement 30 ft., *longstrider***Melee** 2 claws +11(1d3+2) and

bite +9 (1d3) or

+1 *longspear* +12(1d6+4/x3 (plus poison)) and

bite +9 (1d3)

Ranged +1 *frost composite longbow* [+2 str] +14/+14/+9 (1d6+3/x3 (plus poison)) with Rapid Shot and Many Shot or+1 *frost composite longbow* [+2 str] +14/+14

(1d6+3/x3 (plus poison)) with Rapid Shot or

+1 *frost composite longbow* [+2 str] +11/+11

(1d6+4/x3 (plus poison)) with Many Shot or

bolas +13 (1d4 subdual with trip)

Space 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +6**Atk Options** Favored Enemy Humanoid (elf) +2,

Favored Enemy Humanoid (human) +4, gray whinnis

poison (Injury DC 20, Initial 1d4 Con, Secondary

Paralysis)

Special Actions Wild Empathy (8+ Cha modifier)**Combat Gear** arrows (20), bolas, +1 *leather armor*, +1 *longspear*, +1 *frost composite longbow* [+2 Str] *belt of one mighty blow*, giant wasp poison, *potion cure serious wounds*, *bracers of archery*, *greater***Ranger Spells Prepared** (CL 4th; Base DC=11+spell level):1st—*longstrider* †, *magic fang* †

† Already cast

Abilities Str 14, Dex 18, Con 17, Int 8, Wis 12, Cha 8**SQ** Animal Companion, Cameleon Skin, Hold Breath,

Poison, Ranger Combat Style (archery), Swift

Tracker, Woodland Stride

Feats Combat Expertise, Endurance^b, Improved Initiative, Many Shot^b, Multiattack, Rapid Shot^b, Track^b**Skills** Balance +7, Climb +8, Handle Animal +6, Hide +20, Jump +10, Move Silently +15, Spot +8, Survival +9, Swim +10 **Possessions** combat gear plus *dust of tracelessness*

Poison Use: Due to their long tradition of working with venoms, poison dusks are never at risk when applying poisons to weapons. Common poisons include black adder venom and blue whinnis.

Chameleon Skin (Ex): Poison dusks can adjust the colors of their scales to blend in with their surroundings. When it is not wearing armor, robes or other covering clothing, a poison dusk lizardfolk gains a +5 racial bonus on hide checks.

Hold Breath (Ex): A poison dusk lizardfolk can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

Skills: Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks.

6: GUARDS AT THE DOOR

DRACOTAUR RAGER (4) CR 11

Monster Manual III p 42-43

NE large dragon barbarian 8

Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +15, Spot +12

Languages Draconic

AC 22, touch 13, flat-footed 22; Improved Uncanny Dodge, Uncanny Dodge

(-1 size, +3 Dex, +5 armor, +5 natural)

hp 130 (11HD); **DR** 1/-

Immune magic sleep, paralysis

Fort +20, **Ref** +14, **Will** +12

Speed 60 ft. in +1 *mithral chain shirt* (moderate fortification) (12 squares), base movement 60ft.

Melee +1 *battleaxe* +18 (2d6+8/x3) or +1 *battleaxe* +17/+12 (2d6+8/x3) and +1 *handaxe* +17 (1d8+4) and bite +10 (1d8+3) and tail slap +10(1d8+6)

Space 10 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +22

Atk Options Power Attack, Two-weapon Fighting

Special Actions Spit Fire +14 ranged touch (2d6)

Combat Gear +1 *leather armor* (moderate fortification), *potion cure serious wounds*, +1 *battleaxe*, +1 *handaxe*

Abilities Str 24, Dex 16, Con 20, Int 10, Wis 12, Cha 12

SQ Fast Movement, Illiteracy, Rage (3x/day), Trap Sense (+2)

Feats Iron Will, Power Attack, Two-Weapon Fighting, Weapon Focus (*battleaxe*)

Skills Balance +7, Intimidate +14, Jump +32, Knowledge (arcana) +7, Listen +15, Sense Motive +7, Spell Craft +7, Spot +12, Survival +10, Swim +16, Use Magic Device +7

Possessions combat gear plus *collar of slavery*

Damage Reduction (Ex) At 7th level, a barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three barbarian levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point.

Damage reduction can reduce damage to 0 but not below 0.

Fast Movement (Ex) A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Illiteracy Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

Improved Uncanny Dodge (Ex) At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Rage (Ex): Three times per day, this dracotaur rager can enter a state of fierce rage that lasts 10 rounds. At the end of his rage, the dracotaur barbarian is fatigued for the remainder of the encounter.

Spit Fire (Su): A dracotaur can spit a glob of fire as a standard action. Once a dracotaur spits, it cannot spit again for 1 minute. The dracotaur's spittle is a sticky adhesive substance that ignites when exposed to air, much like alchemists fire. This glob of fiery spittle is treated as a ranged touch attack with a range increment of 20 feet.

A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of the point where the spittle hits takes 1d4 points of fire damage from the splash. Unlike alchemist's fire, a dracotaur's spittle does not continue to burn.

Trap Sense (Ex): A dracotaur rager has an intuitive sense that alerts it to danger from traps, granting a +2 bonus on Reflex saves and a +2 dodge bonus to AC against attacks by traps.

Uncanny Dodge (Ex): A dracotaur rager can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC even if it is caught flat-footed or struck by an invisible attacker. However, it still loses its Dexterity bonus to AC if immobilized.

Skills A dracotaur's dragon levels give it skill points equal to 6 x (6 + Int modifier). Its class skills are Intimidate, Jump, Knowledge (arcana), Listen, Sense Motive, Spellcraft, Spot, Survival, Swim, and Use Magic Device. Because of their tails, dracotaurs have a +4 racial bonus on Balance, Jump, and Swim checks.

Power Up Suite Rage (10 Rounds)

AC 20 (touch 11, flat-footed 20); hp 152; Atk +20/+15 melee (2d6+8/x3, +1 *battleaxe*); Full Atk +19/+14/+9 (2d6+8/x3 +1 *battleaxe*) and +18 (1d8+4/x3, +1 *handaxe*) and +12 melee (1d8+4. bite) and +12

melee (1d8+13, tail slap); SV Fort +22, Will +14; Str 28, Con 24. Skills: Jump +34, Swim +21 At the end of his rage, the dracotaur barbarian is fatigued for the remainder of the encounter.

DRACOTAUR SORCERER

CR 11

Monster Manual III p 42-43

NE large dragon sorcerer 7

Init +2; **Senses** darkvision 60 ft. low-light vision; Listen +13, Spot +13

Languages Common, Draconic, Infernal

AC 24, touch 11, flat-footed 22

(-1 size, +2 Dex, +4 armor, +5 natural, +4 deflection)

hp 108 (11HD);

Immune magic sleep, paralysis

Fort +16, **Ref** +14, **Will** +17; (*vest of resistance* +4)

Speed 50 ft. (10squares)

Melee +1 *spear* +9/+5 (2d6+4/x3) or

+1 *spear* +9/+5 (2d6+4/x3) and

bite +3 (1d8+1) and

tail slap +3 (1d8+2)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +13

Special Actions *rainbow blast* (DC 17, 5d8), *ray of enfeeblement*, *ray of exhaustion*, *ray of frost*, *scorching ray*, Spit Fire +8 ranged touch (2d6 fire) All special action spells other than *rainbow blast* have +8 ranged touch with Point Blank and Precise Shot

Combat Gear *cloak of elemental protection*, +1 *spear*, *ring of protection* +4, *potion cure serious wounds*, *scroll of rainbow blast*

Sorcerer Spells Known (CL 7th; Base DC=14+spell level):

3rd (5/day)—*rainbow blast*, *ray of exhaustion*

2nd (7/day)—*bear's endurance*, *mirror image*, *scorching ray*

1st (7/day)—*color spray*, *enlarge person*, *mage armor* ‡, *magic missile*, *ray of enfeeblement*

0 (6/day)—*acid splash*, *dancing lights*, *detect magic*, *mage hand*, *message*, *ray of frost*, *read magic*

‡ Already cast

Abilities Str 16, Dex 15, Con 18, Int 14, Wis 10, Cha 18

Feats Iron Will, Point Blank Shot, Precise Shot, Skill Focus (concentration)

Skills Balance +2 Concentration +21[Intimidate +21[Jump +19[Knowledge (arcana) +17[, Knowledge (geography) +15, Knowledge (history) +15, Knowledge (nature) +14, Listen +13, Sense Motive +13, Spellcraft +16, Spot +13, Survival +, Swim +20

Possessions combat gear

7: ONE MORE TIME

Use the same creatures and amount as encounter 6:
Guards at the Door (above)

APPENDIX 2: NEW RULES ITEMS

MAGIC ITEMS

Belt of One Mighty Blow

Once per day, as a swift action, the wearer gains additional damage on the next round.

Source: *Miniatures Handbook* 42

Cloak of Elemental Protection

Once per day, the wearer gains energy resistance 10 to an energy type of his choice as a swift action.

Source: *Miniatures Handbook* 43

Fennelmore Collar

Collar of slavery. This cursed item imposes a -10 penalty on the wearers saving throws vs. fear effects and checks to oppose Intimidate checks.

Source: *Miniatures Handbook* 44

Heartstone

This crude periapt confers a +2 bonus on all Saves, and cures the wearer of any diseases. 10 Charges (1 per disease or save affected) 1,800 gp

Source: *Monster Manual* 194

Vest of Resistance +1 to 4

These garments offer magic protection in the form of +1 to +4 resistance bonus on all saving throws.

Source: *Complete Arcane* 150

MUNDANE EQUIPMENT

Arrow, Alchemist's

Each of these projectiles carries a deadly load of alchemist's fire in its hollow shaft. When it strikes a target, the arrow's shaft shatters, releasing the alchemist's fire directly onto the target. One round after impact, the alchemist's fire ignites, dealing 1d4 points of damage. The target can use a full-round action to attempt to extinguish the flames before taking this damage. It takes a successful Reflex saving throw (DC is) to extinguish the flames. Rolling on the ground earns the target a +2 bonus on the save. Submerging (such as by leaping into a lake) or magically extinguishing the flames automatically kills the flames. (75 gp)

Source: *Arms and Equipment Guide* 37

Arrow, Thunder

Thunder arrows are tipped with thunderstones (see Chapter 7 of the Player's Handbook). A hit from a thunder arrow deals no damage but triggers the thunderstone's sonic attack. Thunder arrows that miss should be treated as attacks with a grenade-like weapon (see Chapter 8 of the Player's Handbook). (2 gp)

Source: *Arms and Equipment Guide* 37

Black Adder Venom

Injury DC 12, Initial 0, Secondary 1d6 Str, DC 15 Craft, Trap CR Modifier +1.

Source: *Arms and Equipment Guide* 37

Blue Whinnis Poison

Injury DC 14, Initial 1 Con, Secondary Unconscious, DC 15 Craft, Trap CR Modifier +1

Source: *Arms and Equipment Guide* 37

Flotation Bags

These are inflatable animal bladders sewn to lightweight leather for strength. Flotation bags grant a +2 circumstance bonus on Swim checks to remain on the surface. The bags impose a -2 circumstance penalty on checks when underwater, as the swimmer has to fight the tendency to float. It takes a full round to inflate flotation bags and a standard action to deflate them. (5 gp)

Source: *Arms and Equipment Guide* 37

Giant Wasp Poison

Injury DC 18, Initial 1d6 Dex, Secondary 1d6, DC 20 Craft, Trap CR Modifier +3.

Source: *Arms and Equipment Guide* 37

Gray Whinnis Poison

Injury DC 20, Initial 1d4 Con, Secondary Paralysis, DC 20 Craft, Trap CR Modifier +4

Paralysis caused by the secondary effect of gray whinnis lasts for 1d6 x 10 minutes.

Source: *Arms and Equipment Guide* 37

Insect Netting

This is a 10-foot-by-20-foot rectangle of very light woven fabric designed to keep small insects from getting through. If properly set up, it keeps away mosquitoes, bees, and other ordinary vermin. It does not prevent monstrous vermin from getting through. See the

beekeeper's outfit under Class Tools and Skill Kits for more information. (200 gp)

Source: *Arms and Equipment Guide* 37

SPELLS

Rainbow Blast

Evocation [Light]

Level: Wiz/Sor 3

Component: V, S, M

Casting Time: One standard action

Range: 120 ft.

Area: 120 ft line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

From your splayed fingers shoots a beam of mixed energy and multihued lights. The beam burns and freezes, sizzles and screams.

This spell is a wide spectrum blast of radiant energy composed of all five energy types. *rainbow blast* deals 1d6 points of damage from each of the five energy types (acid, cold, electricity, fire, and sonic), for a total of 5d6 points of damage. Creatures apply resistance separately for each type of damage.

As you gain in levels, the damage die increases in size. At 7th level the spell deals 5d8 points of damage, at 9th level it deals 5d10 points of damage, and at 11th it deals 5d12 points of damage—one die for each of the five energy types.

Focus: a small clear gem or crystal prism worth at least 50 gp.

Source: *Spell Compendium* 165.

APPENDIX 3: MARSHES

Source: *DMG* p 88-89

Two categories of marsh exist: relatively dry moors and watery swamps. Both are often bordered by lakes (described in Aquatic Terrain. below), which effectively are a third category of terrain found in marshes.

The table below describes terrain features found in marshes. The percentages are Indicative of typical marsh terrain and don't represent the exact chance that a given square will contain the terrain element.

MARSH TERRAIN FEATURES

	— Marsh Category —	
	Moor	Swamp
Shallow bog	20%	40%
Deep bog	5%	20%
Light Undergrowth	30%	20%
Heavy Undergrowth	10%	20%

If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Tumble checks in such a square increases by 2.

A square that is part of a deep bog has 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus to reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a -10 penalty on attacks against creatures that aren't underwater.

Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.

Both shallow and deep bogs increase Move Silently checks by 2.

Undergrowth: The bushes, rushes, and other tall grasses in marshes function undergrowth does in a forest. A square that is part of a bog does not also have undergrowth.

Quicksand: Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that may trap

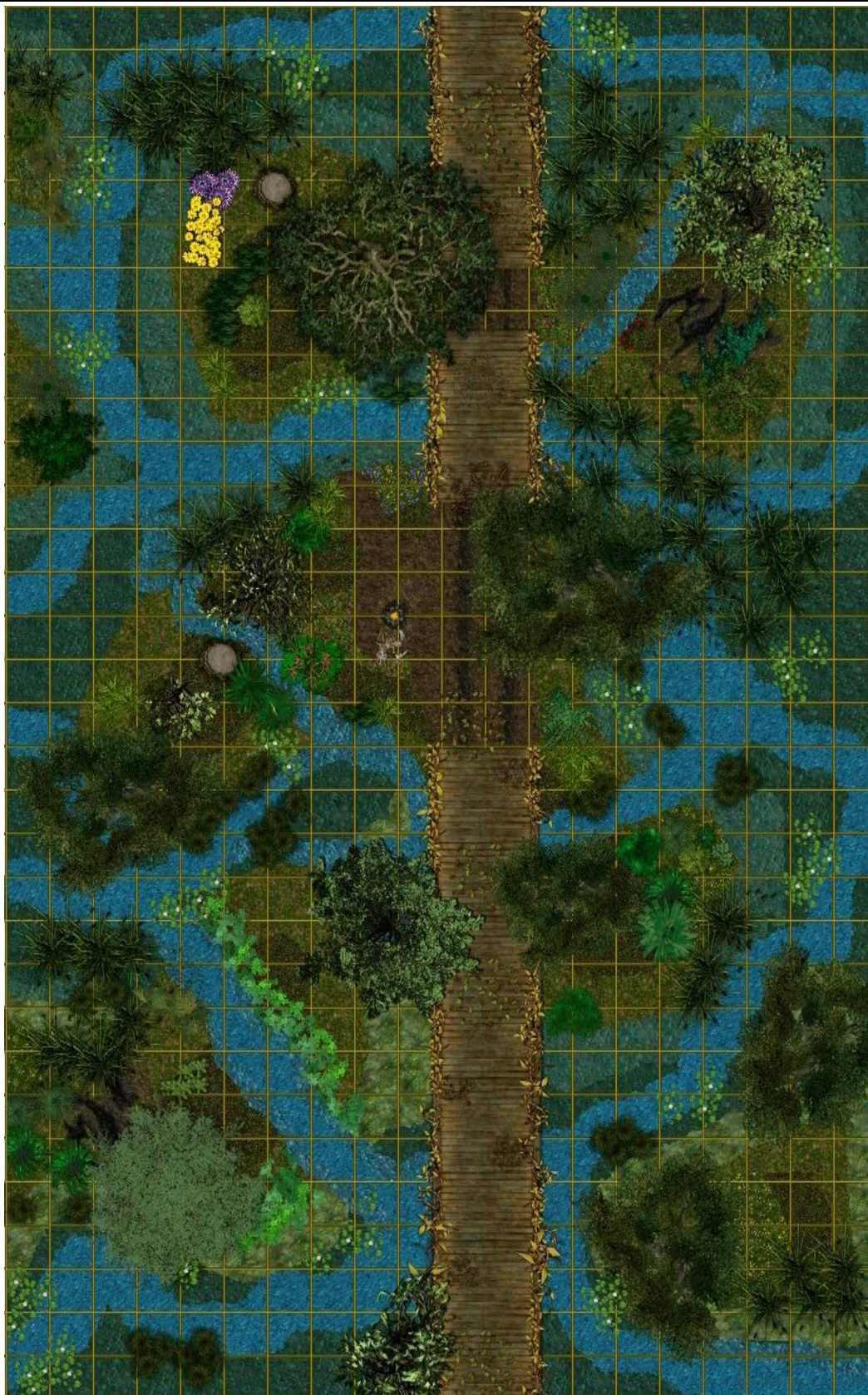
careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden bog before blundering in. A typical patch of quicksand is 20 feet in diameter. The momentum of a charging or running character carries him or her 1d2x5 feet into the quicksand.

Effects of Quicksand: Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description. page 84 of the *Players Handbook*, and Drowning. page 304 of the *DMG*).

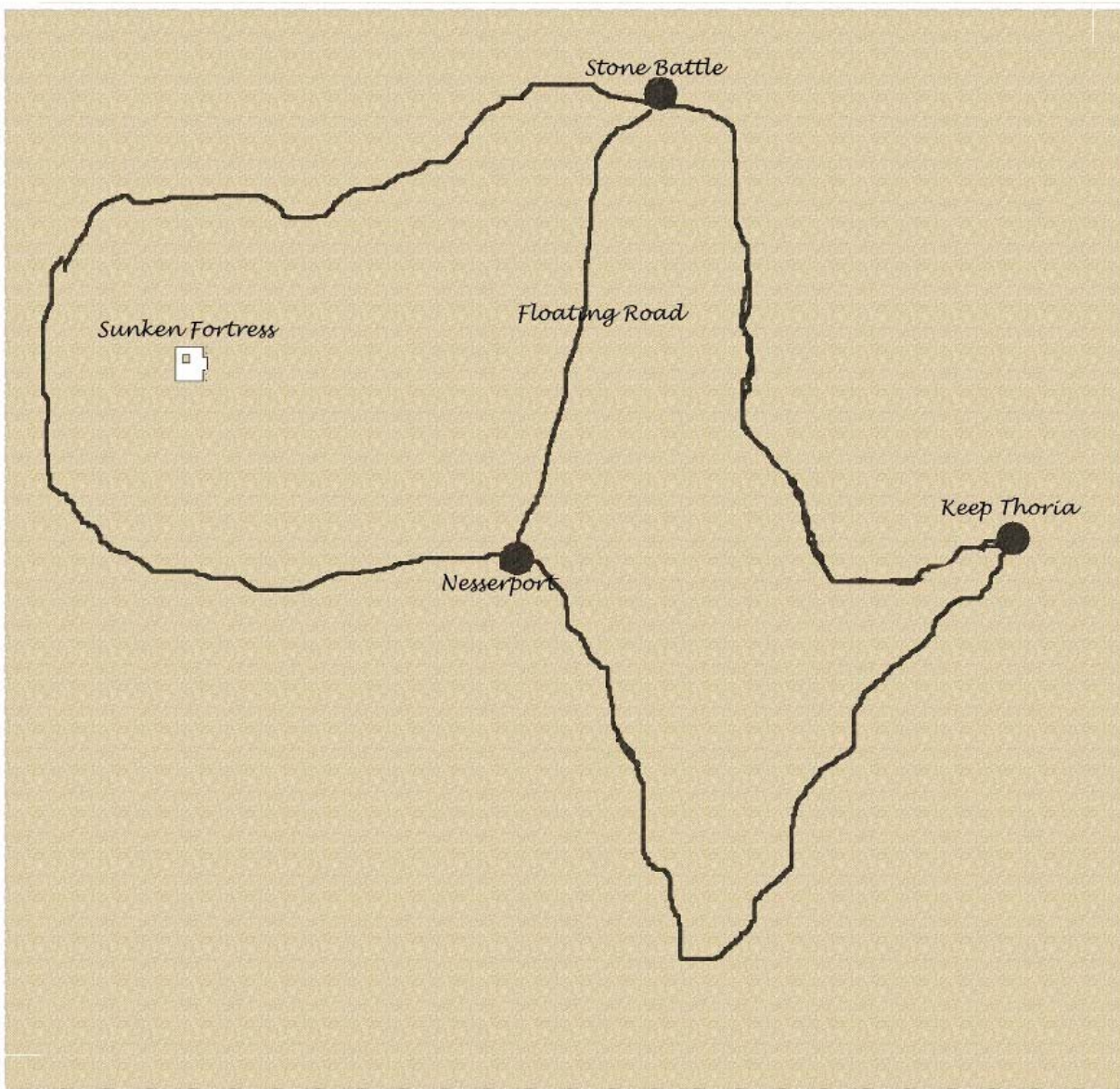
Characters below the surface of a bog may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive. round of being under the surface).

Rescue: Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC10 Strength check to hold onto the branch, rope, or pole. If the victim fails to hold on he must make a DC 15 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

DM MAP 1: THE FLOATING ROAD



DM MAP 2: THE HARPY'S MAP



DM MAP 3: DAERN'S FORTRESS





PLAYER HANDOUT 2: DAERN'S FORTRESS

Deep within the Fennelmore is an ancient fortress that was built by the Aerdi under the command of the Overking Jirenen. The fortress was built at the same time the Aerdi were building the roads across the County of Urnst, during the Battle of a Fortnight's Length (-110 CY).

The Battle of a Fortnight's Length was a pivotal historical event that solidified the power of the ancient Oeridian kingdom of Aerdy. After the defeat of Nyronal cavalry squadrons in this conflict, the Kingdom of Aerdy became known as the Great Kingdom, its king presiding over the Sunndi swamplands of the south, westward along the shores of the Teflic Gulf and the Sea of Yar, to the Nyr Dyv north to the Shield Lands and the Flan-dominated land of Tenh.

The Oeridian hero-goddess Daern may have been present at the battle, for her mortal life is said to have ended shortly thereafter. Daern is the Oeridian goddess of Defenses and Fortifications. Daern's holy symbol is a shield hanging from a parapet. Griffins are often associated with her.

In her mortal life, Daern was responsible for the construction of a number of famous fortifications, including Castle Blazebane in Almor and Tarthax (currently known as Goldbolt) near Rel Deven. Some sources in the Great Kingdom imply that she was involved in the construction of the Imperial Palace at Rauxes, though this event occurred some time after her death (some time after the Battle of a Fortnight's Length in -110 CY), so few take this claim seriously.

Thus, the fortress was called Daern's Fortress and it was manned by 200 soldiers. Unfortunately, the land it was built on slowly lowered through the ages, and because the Aerdi abandoned it, it slowly sunk into the Fennelmore.

PLAYER HANDOUT 3: THE FLOATING ROAD

The Floating Road is made of a mixture of stone and wood, which rests on pontoons in order to keep it above the surface of the water. The width of the road varies in range from 10 to 20 feet wide and it extends from one small hummock to another across the swamp. Many areas of the road are wet and slick, so special care must be taken in order to not fall into the swamp on either side.

PLAYER HANDOUT 4: THE HARPY'S MAP

