

# Blood on the Bayou

## A One-Round Dungeons & Dragons® Living Greyhawk™

### County of Urnst Regional Adventure

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An evil army is amassing in the Fennelmore Swamp; forces of evil are on the move. Adventurers have found information about dark things in the swamp and experienced adventurers are needed to find out more. Part two of the *War in the Swamp* series. Having played Part One with the same character is not necessary. This adventure is a lead-in to the Brookfest 2007 battle interactive. A one round combat intensive regional adventure set in the Archbarony of Fennelmore in the County of Urnst for characters level 4-15 (APLs 6-14).

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Draconomicon* [Andy Collins, Skip Williams, James Wyatt], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, 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 Toomex] and *Player Handbook 2* [David Noonan].

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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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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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.

## **EVIL RACES (THE KOBOLD RULE)**

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- Races that are known to be evil (such as drow, duergar, forest trolls, gnolls, goblinoids, kobolds, ogres, and orcs) are often the target of severe prejudice and executed on suspicion of spying or potential association with dark forces such as Iuz or the Black Man in the Swamp. The authorities frown upon these folk and often organize hunts and try to destroy these creatures when they are found.
- Playing these races in the County of Urnst is **STRONGLY** discouraged. If a member of one of these races is ever arrested for a crime OR if they incur the enmity of ANY of the County's nobles, Knightly order or Military, their character will be executed (their body is then returned to their friends to be raised).
- If the PC gains an enmity, they can avoid capture if they succeed at a DC 25 disguise check. Alternatively, the PC may pay a bribe of APLx500gp to avoid their pursuers and escape. Other party members may assist them in paying this amount and they may not use overcap for it. These checks and bribe costs may be modified in some adventures.
- If you have an enmity with one of the groups above, or are detained for a crime you DID commit, there is no escaping the executioner once you have been captured.
- Unless specified otherwise in the adventure, PCs of these races may receive adventure rewards as normal. No member of a perceived evil race may belong to a County meta-org without explicit campaign documentation (standard documentation is not sufficient).

## **TIME UNITS AND UPKEEP**

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This is a standard one-round regional adventure set in The Archbarony of Fennelmore in the County of Urnst. As of September 2007, there are no TU costs for playing the adventure BUT TU costs for metaorg requirements, criminal activity and punishment, item creation and other similar activities must still be paid.

Adventurer's Standard Upkeep costs 12 gp per round for characters with the County of Urnst as their home region; all other characters pay 24 gp. Rich and Luxury Upkeep now costs 75 gp per adventure round. Characters that fail to pay at least Standard Upkeep 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 avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival

check, he heals temporary ability damage as if he had 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). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

## **PREPARATION FOR PLAY**

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Before going further, take some time to review the marsh rules found in Appendix 3: Marshes.

### **RECURRING NPCS**

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#### **Lady Cezia**

- URC7-M05 *Down on the Bayou Pt 1*

#### **Colonel Rinald Gellor**

- URC6-M01 *Festival of Hope*

#### **Carxanoreth (the female black dragon)**

- URC7-104 *Trolls of the Aelinvudd* (Bubonicon 2007 interactive)
- URC7-M05 *Down on the Bayou Pt 1*

#### **IT (the gray render)**

- URC7-105 *Harvest Time in the County of Urnst* (Tacticon 2007 interactive, only for PCs who received the Influence Point with "Keep Thoria")

### **RUNNING THE SWAMP QUICK & EASY**

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A quick note from the author on how to run the swamp:

1. The Swim DCs are 5 everywhere in the Swamp, except in a quicksand square. The waters are still everywhere.
2. Draw a map with islands those areas are dry and the PCs can move on those without problem.
3. Next to the islands, draw 5-10 feet of shallows these areas are shallow. They prevent five-foot steps and charges but otherwise do not hamper movement.
4. Every other square should be rolled using the random square terrain in Appendix 3. Until a PC goes there, the only way to know is to probe the area.

### **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

The Black Man of the Swamp is moving his army of kobolds, lizardfolk and other swamp creatures north towards Stone Battle.

Lord Agnard is calling for his knights and levies to reinforce towns and villages all along the border of the Swamp. This winter-time deployment is not easy as rain and snow slow things down. Winter is normally a time when the people of Urnst take a well-deserved break from their summer labors. This winter, war is brewing.

### LADY CEZIA

Lady Cezia Gellor, daughter of the Archbaron and a priestess of Pelor, has decided to take matters in her own hands. She has called upon adventurers to explore the Swamp and find the site of the Black Man's army's attack (URC7-Mo5 *Down on the Bayou Pt 1*).

With that information in hand, she now plans to send adventurers to attack some of the army's advanced posts, hoping to take down some of the enemy's forces. She knows the invasion is imminent, but she wants to know more of the composition of the army and its leaders.

Before the PCs, she asked another party of adventurers to enter the swamp and gather intelligence. Those adventurers have now been missing for over a week.

## ADVENTURE SUMMARY

**Introduction:** the PCs are once again called upon by Lady Cezia Gellor in Stone Battle. This time to strike at the enemy.

**Encounter 1:** This is your ace-in-the-hole. This encounter is meant to be run in a number of scenes with the gray render being a recurring force.

**Encounter 2:** The PCs encounter one group of kobold skirmishers defending their territory.

**Encounter 3:** The PCs are witness to the black dragon Carxa readying troops for the upcoming battle.

**Encounter 4:** The PCs fight the rearguard of the army

**Encounter 5:** The PCs may save one of Lady Cezia's other scouts.

**Conclusion:** Ties the loose ends and sets up the interactive.

## INTRODUCTION

*The fortified city of Stone Battle lies next to the Fennelmore Swamp, a vest fetid and foul place between the County, Duchy of Urnst and Nyron. Stories of undead, bandits, lizardfolk and other horrors abound 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 Fennelmore swamp also.*

*Flags displaying the swan on a green field of the County and the swan with three roses of the Gellor family fly everywhere.*

*The air is filled with moisture and rain constantly falls. The fish markets are closed and the city seems to prepare for winter. Fewer travelers brave the roads and commerce slows down.*

*This crisp morning finds you at the temple of Pelor where late last night a courier told you to come at first light.*

*Other adventurers have also gathered, all seem intrigued as to why you would find yourselves here. Something is obviously afoot.*

Allow the PCs to introduce themselves.

*A priestess of Pelor enters the main chamber. Not much more than 16 years old and dressed in bright orange with a yellow trim, the young, rotund lady shines like the sun. Four tough-looking knights wearing heavy armors and carrying polearms, enter with her. The knights stay next to the doors while the young woman walks forward.*

*Two, braided locks of brown hair fall to her shoulders while the rest of her hair is tied in a loose ponytail. Her smile is friendly and inviting. The symbol of Pelor around her neck and the heavy mace at her side both indicate her devotion to the Shining One.*

*"Welcome to Stone Battle; I am Cezia Gellor, daughter of the Archbaron and priestess of Father Pelor. These are my bodyguards... Father insists they follow me everywhere."*

*Her smile is contagious and she invites you to sit in some of the pews.*

*"I have called you here and not at the keep because I think it is a lot less formal to do so here. You have no doubt heard by now that dark forces under the command of someone calling himself the "Black Man Of the Swamp" is gathering an army of reptilian creatures and other vile things. His goal, which I have received proof of, is to destroy Stone Battle... Obviously this cannot be allowed."*

*"If this is true, I believe Stone Battle is in danger, severe danger. I have been having dreams of Stone Battle burning and its inhabitants living under the whip of dark, reptilian creatures. To make things worse, I am not the only one who has been having these dreams... Others have had them too..."*

*"I fear for the people of Stone Battle and for all the people of our lands... Darkness falls upon the County... let us work together for a sunrise and not sink into everlasting night..."*

*"I have taken it upon myself to try and stop the tide by asking parties of adventurers like you to go into the swamp and run interference amongst the enemy forces. There are many advantages to this,*

*since you are better able to deal with the perils of the swamp than my father's knights and you wield powers greater than most of our soldiers..."*

*"However, one of the groups I sent has gone missing and I fear they are dead... Nevertheless I cannot sit idly while there is a chance they may still be alive."*

*"Can you please find the missing people for me?"*

The PCs are likely to have a few questions for Lady Cezia.

- **Who are you?** I am Cezia Gellor, daughter of the Archbaron of Fennelmore, and priestess of Father Pelor.
- **What does your father think of this?** He thinks there may be an infiltrator in the keep.
- **How long have they been missing?** It has been over a week now.
- **Who else had these dreams?** Orisne, she is the priestess of Obad-Hai. She lives out of town, on the swamp itself. I met with her a few days ago.
- **Where have they been?** They were trying to gather information about an enemy village that has been particularly active in raiding the area near Keep Thoria. (Lady Cezia gives the PCs a map of the area)
- **Who are they?** They are a party of adventurers from Caporna. There were two knights of House Torquann: Alan and Bellina, a scout called Tella and their cleric of Heironeous, Pellen. I had never met them before but they seemed capable. (Lady Cezia then gives a good description of each).
- **What are we to do if they are dead?** Then try to bring the bodies back.
- **Any other groups been missing?** Some adventurers have not returned, or had to be *raised*... but every group so far has returned.
- **Why rescue them?** It is the right thing to do!
- **What are the perils of the swamp?** There are many: harpies, hags, undead, kobolds, lizardfolk and draconic horrors have all been seen sighted by others.
- **Why don't you go?** My father has forbidden me to go into the swamp and they (indicating the knights) are there to keep me in town.
- **What will it pay us?** I can offer you a few coins for each evil humanoid head you bring back (5sp). I also can offer you free spellcasting up to a single *raise dead*

spell, but any spell component, you'll have to pay for yourselves.

## 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 DC 15. To get more information, they need to make a check.

- **DC 1** The swamp is full of black dragons! Adventurers saw at least ten of those things!
- **DC 2** Lord Duncombe cheated our beloved Lord Agnard out of his rightful crown and he gave it to his daughter.
- **DC 5** The forces of evil are readying to invade the County. They have an army of millions emerging from the Swamp.
- **DC 8** Adventurers have killed gray renders of gigantic size! It took like 50 of them to take the creature down, but they finally succeeded. The Swamp is safe now.
- **DC 10** Kobolds and lizardfolk have been raiding small villages all along the edge of the Swamp.
- **DC 11** The priestess of Obad-Hai came to see the Archbaron but was sent away. She did meet with Lady Cezia at the temple of Pelor.
- **DC 12** Lady Camis-Rouge, the local Knight of the Swan has assured the population that the knights would be coming to help if a fight breaks out, but only a few extra knights have come to town.
- **DC 13** Lady Cezia, Lord Agnard's daughter has been hiring adventurers to kill some of the enemy forces and they have returned with many. The enemy must be really easy to kill.
- **DC 14** Colonel Rinald Gellor, Lord Agnard's son is not in Stone Battle, he travels the Countryside and he is raising militias and organizing the defense of the Archbarony.
- **DC 15** Lord Agnard has been stocking food supplies and he has hired mercenaries to supplement the Stone Battle Guard.
- **DC 18** A large troll in a mithral heavy armor was seen in the Swamp. This might be Brushnak, the Troll Warlord of the Aelinvudd.

- **DC 20** The black dragon that led the raid on New Dossselford is named Carxanoiraeth (Carxa for short) and is a juvenile female. She wears armor and is quite ferocious in battle. She is one of the general of the Black Man's armies.
- **DC 21** Lord Darius Dane the Count-Consort-to-be met with Lord Agnard a month ago. Lord Agnard is reported to have said to one of his knights later that "Fennelmore does not stand alone".
- **DC 25** Lord Duncombe has his armies massed in the Charn Castle and seems unlikely to assist Lord Agnard.
- **DC 27** The Black Man has two major generals: Carxa the black dragon and Brushnak the troll warlord. If he is planning a major assault, these two will be involved.
- **DC 28** The Black man is said to possess the dagger that holds the soul of Contessa Elone.
- **DC 30** The Black man has been working with some of the devils from the Swamp and has established friendly ties to Elphegor, the Archdevil

## THE ARCHBARON

The Archbaron or his sons are not available at this time.

## 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 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.

- She has been having dreams of angry griffons and battlements, but she is not sure what this means.
- She has been dreaming about Stone Battle sinking in the swamp and about rivers of blood.
- She refuses to leave her temple and believes that the powers of Obad-Hai will keep her safe here.
- The swamp is very old and must not be disturbed. However, since the locals did not heed her warnings, and sent adventurers and soldiers into the Swamp, the Swamp is fighting back.

- She believes the Black Man is a druid who has been touched by Obad-Hai to wreak the Shalm's vengeance upon mankind.

### ALL APLs (non-combatant)

☛ **Oriesne of Obad-Hai:** Suel Female, cleric 4/druid 3, AL N.

## 1: IT'S BACK

During the events of URC7-M05 *Harvest Time in the County of Urnst* (the Tacticon 2007 Interactive), a group of adventurers were sent to destroy a creature that terrorized the northeastern Fennelmore swamps. It was taken in a village where it was scavenging after it had finished feasting on the village inhabitants.

The render was taken down... but its mate(s) is (are) still around.

This encounter features a creature that could easily destroy entire parties. It is meant to scare the PCs. Use it as such. This is your time to shine and run a really scary creature.

The gray render considers the kobolds of the Darkpool tribe its friends and does not attack them.

### APL 6 (EL 9)

☛ **Advanced Gray Render:** hp 187; *Appendix 1.*

### APL 8 (EL 11)

☛ **Advanced Gray Render:** hp 325; *Appendix 1.*

### APL 10 (EL 13)

☛ **Advanced Gray Render:** hp 418; *Appendix 1.*

### APL 12 (EL 13)

☛ **Advanced Gray Render:** hp 418; *Appendix 1.*

### APL 14 (EL 15)

☛ **Advanced Gray Render (2):** hp 418 each; *Appendix 1.*

**Tactics:** The terrain for this encounter should be the same as where they have just fought. Alternatively, the render would attack the PCs on dry land (especially at APLs 10-12). Make sure there are some trees and a few terrain features the PCs can take advantage of.

At APLs 6 and 8, have the creature appear after other encounters. At those APLs, PCs may decide to flee after trading a few shots with it. Use the monster as a looming threat. After they have traded a few shots, the render should be able to move into melee with the PCs.

At APL 10 and higher, **HAVE NO MERCY** it moves in and fights to the death unless the PCs distance it very fast; it stays and fights to the death.

Whenever the render returns, it has the same number of hit points it had at the end of the previous encounter plus 10% of its original total.

It **NEVER** appears while the PCs are fighting another encounter.

## 2: KOBOLDS SKIRMISHERS

As the PCs enter the swamp, they travel slowly through the bog.

As they reach an area similar to Map 1: Swamp Section, they are ambushed by a party of kobolds with a trained giant crocodile. These kobolds are part of a series of guard posts aimed at stopping adventurers. With the number of adventurers entering the swamp, these are part of an elaborate system of defenses.

The kobolds have built small caches, 20 feet in the trees in different trees that give them a +4 circumstance bonus to their hide check. The kobolds and the crocodiles begin hidden. It also provides them with a +4 cover bonus against ranged attacks.

Due to the dense nature of the vegetation, the encounter begins 50 feet away from the kobolds.

Have the PCs make an opposed Spot (-5 for distance) against the kobolds' Hide (with a +4 for the cache and +4 for the kobolds' small size) and the crocodiles' Hide. PCs who fail to see the kobolds and crocodiles are surprised by them.

The Climb DC for the trees is 15+APL (at higher APLs the kobolds have applied moss and slime to make the climb much more difficult – the kobolds have a rope in the cache).

The area around the trees is covered with water, where the crocodile is hiding. The water is stagnant (DC 5 Swim).

### APL 6 (EL 7)

👉 **Giant Crocodile:** hp 59, *Monster Manual* 271

👉 **Kobold Sniper (3):** hp 42 each; *Appendix 1*

### APL 8 (EL 9)

👉 **Giant Crocodile (2):** hp 59 each, *Monster Manual* 271

👉 **Kobold Sniper (3):** hp 56 each; *Appendix 1*

### APL 10 (EL 11)

👉 **Advanced Giant Crocodile (2):** hp 133 each, *Appendix 1*

👉 **Kobold Sniper (3):** hp 70 each; *Appendix 1*

### APL 12 (EL 13)

👉 **Advanced Giant Crocodile (4):** hp 133 each, *Appendix 1*

👉 **Kobold Sniper (6):** hp 70 each; *Appendix 1*

### APL 14 (EL 15)

👉 **Advanced Giant Crocodile (4):** hp 133 each, *Appendix 1*

👉 **Twelve-headed cryohydra (2):** hp 129 each, *Monster Manual* 157.

👉 **Kobold Sniper (6):** hp 70 each; *Appendix 1*

**Tactics:** The crocodile was given an order to “guard” and it attacks anyone coming within 20 feet of where it is initially.

The kobolds try to avoid melee at all costs and use their crossbows. They target any obvious arcane spellcasters and fire all their shots at any target they can hit. If they fail to hit for a few rounds, they try to target other PCs.

**Development:** The PCs find Player Handout 1 on one of the slain kobolds. The note is written in Draconic.

## 3: THE GATHERING

*You heard the camp long before you saw it. Fires and the sound of drums echoed through the swamp. As you approached, yipping voices sing some cacophonous hymn to a reptilian deity.*

*Taking cover in some bushes, you can see their numbers. There is at least a hundred kobolds, two dozen lizardfolk and a few other reptilian creatures all gathered on the island where the village is*

*They are listening to an armored dragon mounted on a pedestal surrounded by half-dragon things. The dragon seems to be inciting the forces there.*

If one of the PC speaks Draconic, hand them Player Handout 2; if none of the PCs speak Draconic, give them Player Handout 3 instead.

Make sure the PCs understand that attacking now would mean certain death.

The PCs can make a Knowledge (arcana) checks to learn more about the dragon.

- **DC 14** it is a black dragon, commonly found in swamps. They breathe acid.
- **DC 23** this one seems to be a juvenile female.
- **DC 25** Black dragon females are known to be more aggressive than the males.

The PCs can also make a Bardic Knowledge or Knowledge (local/nmr) to learn more.

- **DC 15** A dragon led the attack on New Dosseldorf.
- **DC 20** From the description, this dragon may be the same one who attacked new Dosseldorf.
- **DC 25** This dragon seems to be Carxanoiraeth, a juvenile female.

**UNDER NO CIRCUMSTANCE CAN THE PCS INTERACT WITH THE DRAGON during this adventure. If they try, it flies away before they are able to start their actions.**

**Development:** once the PCs have read the Player Handout, proceed to Encounter 4.

## TROUBLESHOOTING: ATTACKING NOW

That is foolish and should the PCs do it, they die. They put up a heroic fight and die, unless they have a means of teleportation to escape.

Make sure the PC understand the foolishness of attacking a full army. If they persevere, only PCs with means to escape, do so, the others die. Needless to say the adventure is over.

## 4: ARMY CAMP

After the PCs are done reading the Player Handout, have them make a DC 20 Spot check to see that from one of the huts, a female human is trying to escape the village but, as she slips into the waters, one of the kobolds spot her and she is immediately brought back by a large black-scaled lizardfolk.

If all the PCs failed the check, they hear a woman's screams for help coming from the village.

### APL 6 (EL 8)

👉 **Blackscale Hulk**: Blackscale Barbarian 2, hp 67; Appendix 1

👉 **Kobold Sniper** (2): hp 42 each; Appendix 1

👉 **Lizardfolk Hunter**: lizardfolk ranger 4, hp 51; Appendix 1

👉 **Crocodile Companion**: hp 37, *Monster Manual* 271

### APL 8 (EL 10)

👉 **Blackscale Hulk**: Blackscale Barbarian 2 Fighter 2, hp 89; Appendix 1

👉 **Kobold Sniper** (2): hp 56 each; Appendix 1

👉 **Lizardfolk Hunter**: lizardfolk ranger 6, hp 67; Appendix 1

👉 **Crocodile Companion**: hp 52, *Monster Manual* 271

### APL 10 (EL 11)

👉 **Blackscale Hulk**: Blackscale Barbarian 2 Fighter 4, hp 111; Appendix 1

👉 **Kobold Sniper** (2): hp 70 each; Appendix 1

👉 **Lizardfolk Hunter**: lizardfolk ranger 8, hp 83; Appendix 1

👉 **Crocodile Companion**: hp 52, *Monster Manual* 271

### APL 12 (EL 16)

👉 **Blackscale Hulk** (5): Blackscale Barbarian 2 Fighter 4, hp 111 each; Appendix 1

👉 **Kobold Sniper** (10): hp 70 each; Appendix 1

👉 **Lizardfolk Hunter** (3): lizardfolk ranger 8, hp 83 each; Appendix 1

👉 **Crocodile Companion** (3): hp 52 each, *Monster Manual* 271

### APL 14 (EL 18)

👉 **Advanced Ambush Drakes** (6): hp 212 each; Appendix 1

👉 **Blackscale Hulk** (5): Blackscale Barbarian 2 Fighter 4, hp 111 each; Appendix 1

👉 **Kobold Sniper** (10): hp 70 each; Appendix 1

👉 **Lizardfolk Hunter** (3): lizardfolk ranger 8, hp 83 each; Appendix 1

👉 **Crocodile Companion** (3): hp 52 each, *Monster Manual* 271

**Tactics:** If the PCs do not close in, announcing their presence, the hulk(s) kill the woman before moving against the PCs.

Otherwise, the snipers move behind cover and target arcane casters, concentrating their attacks on the same target.

The hulk (s) engages whoever is at the front of the party. The hunter moves to support the hulk and sends its companion to grab small-sized targets.

The drakes are initially hiding in the foliage about 50 feet from the PCs (+5 distance bonus to their Hide checks. They fly down and attack the PCs as soon as the fight starts.

**Development:** Proceed to Encounter 5.

## 5: THE SCOUT

This encounter deals with what the PCs find in the abandoned village of the kobolds.

### LOOTING THE TOWN

The PCs may plunder the small village for its valuables. In that case, they find a number of guides that show how to create a number of items.

### THE WOMAN (IF ALIVE)

The woman the PCs saw or heard is indeed Tella, the last surviving member of her adventuring party. She has been beaten pretty badly. Her statistics appear in Appendix one.

She tells the PCs the content of Player handout 4. The PCs may have a few questions for her.

- **Who are you?** I'm Tella. I come from Trigol. (PCs who belong to the Shadow Network notice that she gives them a sign of recognition, identifying her as one of Halwyn's Fingers one of Trigol's thieves guild).
- **Where are the others?** They are dead... the dragon ate them and fed the leftovers to the lizardfolk and the kobolds.
- **Where is your equipment?** The dragon and her minions took it. I was able to steal this leather armor and break a chair to make a club.

- **What are your skills?** I was the scout for my party.
- **How did you escape your bonds?** You don't really think ropes could keep me for a long time do you?
- **Anything else you want to tell us?** Yes, we must hurry back. The attack is imminent!

**Development:** When the PCs run out of questions, proceed to the Conclusion, unless they have already defeated the gray render, in which case the creature arrives for a final showdown.

## **THE WOMAN (IF DEAD)**

Searching the woman's body reveals the following information.

- She fits the description for Tella, one of the missing adventurers.
- The woman has a tattoo of a hand with three raised fingers on her right shoulder. A Bardic Knowledge or Knowledge (local-NMR) DC15 identifies this tattoo a sign from Halwyn's Fingers, a thieves' guild from Trigol. Members of the Shadow Network automatically recognize the tattoo.
- Inside her armor is burned the content of Player Handout 5.

Let the PCs decide what to do with her body and then proceed to the Conclusion, unless they have already defeated the gray render, in which case the creature arrives for a final showdown.

## **CONCLUSION**

*The return to Stone Battle is uneventful if a little unnerving. Every village has their militia raised and defenses are being put up everywhere. Soldiers lead units of peasants and skirmishes with black-skinned kobolds are common.*

*Stone Battle itself seems unchanged except for the large number of guards and soldiers on the walls and at every gate. Knights and adventurers fill the inns and taverns hoping to take part in a fight that is sure to be coming.*

*The Knights of the Swan have taken control of most markets where they teach basic fighting techniques to volunteer townfolk armed with pitchforks, knives, clubs and other rusty weapons. You do not seriously expect these to repel the enemy, but many of them together would help any defenders.*

*At the temple of Pelor, you are told that Lady Cezia is at the keep.*

*The keep seems to be preparing for a long siege. Cartfuls of grain, livestock and barrels of brandy and*

*wine are taken into the keep. The sergeant at the gate makes you wait a few minutes while a runner contacts Lady Cezia. Finally you are brought into the keep and escorted to the great hall of Stone Battle.*

*A number of knights and nobles are gathered. A man in his 20s turns to you. "My sister's adventurers! Quick tell us what you know of the situation..."*

*In the back of the room, Lady Cezia's rotund shape is now fitted in plate armor. She smiles as you, nodding for you to tell her brother what he asked.*

The man is Colonel Rinald Gellor, Lord Agnard's eldest son and a veteran of the Battle of High Mardreth during the Civil War. PCs making a DC15 Knowledge (local/nmr or nobility) recognize him. He is known as rather arrogant and snobbish but with a sharp military mind.

Once the PCs have told Colonel Rinald what they have learned, continue.

*Colonel Rinald turns back to his map, a concerned look on his face. "Two armies... that changes things..."*

## **BEFORE THE BROOKFEST 2007 INTERACTIVE**

If playing this before the Brookfest 2007 interactive, add the following:

*Lady Cezia moves around the table till she stands next to you. Her normally smiling face is replaced with a concerned frown. "I don't understand all those tactics... but I know that many innocent people will die... Will you, will you stand with us in our time of need?"*

Allow the PCs a chance to reply, this is a personal choice, each PC is free to give. If the PC agrees, add.

Lady Cezia's eyes light up as they fill with tears. She only mouths the words "Thank you" to you.

Proceed to Finally.

If the PCs refuse, read:

*Lady Cezia's eyes fill with sadness as she turns to you.*

*"I'm sorry you cannot find it in your heart to help the people of Stone Battle, but understand you have other engagements. Good luck."*

Proceed to Finally.

## **FINALLY**

This is the ending for all.

*Lord Agnard enters the room, and all the knights and soldiers snap to attention. The Archbaron raises*

*his left hand and demands a quick report. His son Sir Rinald tells him the information you brought back.*

*The Archbaron and his knights discuss tactics and troop deployment based on what you have told them. They often ask you for clarifications.*

*A soldier bursts into the room "BLACK DRAGON! BLACK DRAGON! Mylord, a black dragon has just destroyed the swamp gate! Kobolds, trolls and lizardmen are flooding into the town!!!"*

## **AR REWARDS**

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- PCs who return alive from the adventure receive the "Thanks of Lady Cezia" AR Reward.
- If the PCs rescued Tella alive, they get the "Thanks of Tella" and "Secrets of the Swamp" AR Reward.
- If you are playing this before the Brookfest 2007 interactive has run, PCs who promised to help Lady Cezia receive the "Promised to Help" AR Reward.
- PCs that looted the lizardfolk village receive the "Loot" 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.

### 1: It's Back!

Defeat the Gray Render

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	390 XP
APL 14	450 XP

### 2: Kobolds Skirmishers

Defeating the kobolds

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

### 4: Army camp

Defeat the rearguard

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	480 XP
APL 14	540 XP

### Story Award

Saving Tella:

APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	360 XP

### Total Possible Experience

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 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.

### 2: Kobold Skirmisher

**APL6** Loot 76gp; Magic 896gp; +1 *chain shirt* x3 (104gp each); +1 *light crossbow* x3 (195gp each); Total 972gp.

**APL8** Loot 76gp; Magic 2396gp; +1 *chain shirt* x3 (104gp each); +1 *corrosive light crossbow* x3 (695gp each); Total 2,472gp.

**APL10** Loot 76gp; Magic 3146gp; +1 *corrosive light crossbow* x3 (695gp each); +2 *chain shirt* x3 (354gp each); Total 3,222gp.

**APL12** Loot 151gp; Magic 6293gp; +1 *corrosive light crossbow* x6 (695gp each); +2 *chain shirt* x6 (354gp each); Total 6,444gp.

**APL14** Loot 151gp; Magic 6293gp; +1 *corrosive light crossbow* x6 (695gp each); +2 *chain shirt* x6 (354gp each); Total 6,444gp.

### 5: Army Camp

**APL6** Loot 51gp; Magic 1,552gp; +1 *chain shirt* x2 (104gp each); +1 *large chitin* (113gp); +1 *large greatclub* (193gp); +1 *light crossbow* x2 (195gp each); +1 *shortsword* x2 (193gp each); +1 *studded leather* (98gp); *amulet of natural armor* +1 (167gp); Total 1,603gp.

**APL8** Loot 51gp; Magic 3, 302gp; +1 chain shirt x2 (104gp each); +1 corrosive light crossbow x2 (695gp each); +1 large chitin (113gp); +1 large greatclub (193gp); +1 shortsword (193gp); +2 shortsword (693gp); +2 studded leather (348gp); amulet of natural armor +1 (167gp); Total 3, 353gp.

**APL10** Loot 51gp; Magic 5, 219gp; +1 corrosive light crossbow x2 (695gp each); +1 large chitin (113gp); +1 shortsword (193gp); +2 chain shirt x2 (354gp each); +2 large greatclub (693gp); +2 shortsword (693gp); +3 studded leather (765gp); amulet of natural armor +2 (667gp); Total 5, 270gp.

**APL12** Loot 256gp; Magic 21, 461gp; +1 corrosive light crossbow x10 (695gp each); +1 large chitin x5 (113gp each); +1 shortsword x3 (193gp each); +2 chain shirt x10 (354gp each); +2 large greatclub x5 (693gp each); +2 shortsword x3 (693gp each); +3 studded leather x3 (765gp each); amulet of natural armor +2 x3 (667gp each); Total 21, 717gp.

**APL14** Loot 256gp; Magic 21, 461gp; +1 corrosive light crossbow x10 (695gp each); +1 large chitin x5 (113gp each); +1 shortsword x3 (193gp each); +2 chain shirt x10 (354gp each); +2 large greatclub x5 (693gp each); +2 shortsword x3 (693gp each); +3 studded leather x3 (765gp each); amulet of natural armor +2 x3 (667gp each); Total 21, 717gp.

### Treasure Cap

<b>APL 6:</b>	900gp
<b>APL 8:</b>	1, 300gp
<b>APL 10:</b>	2, 300gp
<b>APL 12:</b>	3, 300gp
<b>APL 14:</b>	6, 600gp

### Total Possible Treasure

<b>APL 6:</b>	2, 375gp
<b>APL 8:</b>	3, 925gp
<b>APL 10:</b>	8, 592gp
<b>APL 12:</b>	28, 171gp
<b>APL 14:</b>	28, 171gp

## ADVENTURE RECORD ITEMS

☛ **Thanks of Lady Cezia:** For risking your life for others Lady Cezia is willing to pull favors for you. You may trade this favor to obtain free spellcasting of a cleric spell up to 4<sup>th</sup> level. This does NOT include component costs. You may increase the level of the spell by spending extra influence points with either, Lord Agnard Gellor, House Gellor or the Church of Pelor. Each influence point increase the level of the spell by 1, to a maximum of 7<sup>th</sup>. Other PCs may contribute influence points. Cross off once used.

☛ **Loot:** You have looted the lizardfolk's village. You have found guide on how to create a number of magical items. Lady Cezia is willing to pull strings to get some of your items upgrade. These items appear with a '#' in the item access below.

☛ **Thanks of Tella:** This counts as an influence point with the Adventurer's Guild or the Shadow Network. Cross off once used.

☛ **Secrets of the Swamp:** For rescuing the scout, you have been informed of secret paths in the Fennelmore Swamp. You may never be lost in the Swamp, and can never be forced to spend TUs to leave the Swamp. This applies ONLY to you and not other party members. This entry expires one calendar year from the date on this AR. Cross off once expired.

☛ **Promised to help:** You agreed to assist Stone Battle in its time of need. There will be campaign consequences if you play the Brookfest interactive with the same character.

## ITEM ACCESS

### APL 6

- # Acidic armor upgrade (Adventure, MIC)
  - # Beetle Elixir (Adventure, MIC, 1,350gp)
  - # Called armor upgrade (Adventure, MIC)
  - Chitin armor (Adventure, Sw)
  - # Crystal of Aquatic Action, least or lesser (Adventure, MIC, 250gp or 1,000gp)
  - # Crystal of Energy Assault, Acid, least or lesser (Adventure, MIC, 600gp or 3,000gp)
  - # Delves Slime, vial (Adventure, SS, 150gp)
  - # Dragonmask (Adventure, MIC, 4,000gp)
  - # Glitter stone (Adventure, MIC, 450gp)
  - Large greatclub (Adventure, PHB)
  - # Pearl of Speech (Common or Draconic only) (Adventure, MIC, 600gp)
  - # Restful Crystal (Adventure, MIC, 500gp)
  - # Revelation Crystal, least (Adventure, MIC, 400gp)
- APL 8 (all of APLs 6 plus the following):
- +1 corrosive light crossbow (adventure, MIC)

### 5: THE SCOUT

#### TELLA

CR 4

Female Oeridian Rogue 4

NG Medium Humanoid (human)

**Init** +7; **Senses** Listen +8, Spot +8

**Languages** Common

---

**AC** 15, touch 12, flat-footed 15 uncanny dodge  
(+3 Dex, +2 armor)

**hp** 5 (25) (4 HD);

**Fort** +2, **Ref** +7, **Will** +2 evasion

---

**Speed** 30 ft. in (6 squares)

**Melee** club +5 (1d6+2)

**Base Atk** +3; **Grp** +5

**Special Actions** Sneak Attack (+2d6)

**Combat Gear** masterwork leather, club

---

**Abilities** Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha  
8

**SQ** evasion, uncanny dodge, trapsense +1,  
trapfinding

**Feats** Improved Initiative, Stealthy, Toughness

**Skills** Escape Artist +10, Hide +12, Jump +11, Listen  
+8, Move Silently +12, Sense Motive +8, Spot +8,  
Swim +9, Tumble +12

**Possessions** combat gear

---

**1: ITS' BACK****GRAY RENDER CR 9**

Female Advanced Gray Render  
N Large Magical Beast  
**Init** +0; **Senses** darkvision 60 ft, low-light vision, scent, Listen +1, Spot +1

**AC** 19, touch 9, flat-footed 19  
(-1 size, +10 natural)

**hp** 187 (15 HD);  
**Fort** +16, **Ref** +9, **Will** +6

**Speed** 30 ft. (6 squares)  
**Melee** Bite +21 (3d6+7/19-20, x2) and claws +16/+16 (1d6+3)

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

**Base Atk** +15; **Grp** +26

**Atk Options** Improve Bull Rush, Power Attack

**Special Actions** Cleave, rend (2d6+10)

**Abilities** Str 24, Dex 10, Con 24, Int 3, Wis 12, Cha 8

**Feats** Cleave, Improved Bull Rush, Improved Critical (bite), Improved Natural Attack (bite), Power Attack, Track

**Skills** Hide +2, Spot +11, Survival +7

**Improved Grab (Ex):** To use this ability, a gray render must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Rend (Ex):** A gray render that wins a grapple check after a successful bite attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack automatically deals 2d6+10 points of damage.

**Skills:** Gray renders have a +4 racial bonus on Spot checks due to their six keen eyes.

**1: KOBOLDS SKIRMISHERS****KOBOLD SNIPER CR 3**

Male Kobold Fighter 2 Warrior 4  
LE Small Humanoid (Dragonblood, Reptilian)  
**Init** +3; **Senses** Darkvision 60ft; Listen +0, Spot +0  
**Languages** Common, Draconic

**AC** 20, touch 14, flat-footed 17  
(+1 size, +3 Dex, +5 armor, +1 natural)

**hp** 42 (6 HD);  
**Fort** +8, **Ref** +4, **Will** +1

**Weakness** light sensitivity

**Speed** 30 ft. (6 squares)

**Melee** masterwork spear +7/+2 (1d6) or  
**Ranged** +1 *light crossbow* +12/+7 (1d6+1) or  
**Ranged** +1 *light crossbow* +10/+10/+5 (1d6+1) or  
**Base Atk** +6; **Grp** +1

**Atk Options** Point-Blank Shot, Precise Shot, Rapid Shot

**Combat Gear** +1 *light crossbow*, +1 *chain shirt*, masterwork spear, many bolts

**Abilities** Str 8, Dex 17, Con 12, Int 12, Wis 10, Cha 8

**Feats** Point-Blank Shot, Precise Shot, Rapid Shot, Rapid Reload (*light crossbow*), Weapon Focus (*light crossbow*)

**Skills** Climb +9, Ride +12, Swim +7,

**Possessions** combat gear

**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

**4: THE ARMY CAMP****BLACKSCALE HULK CR 5**

Blackscale\* Barbarian 2  
\*From Monster Manual 3  
N large Monstrous Humanoid (Reptilian)  
**Init** +1; **Senses** Listen +3, Spot +8  
**Languages** Draconic

**AC** 23, touch 10, flat-footed 23  
(-1 size, +1 Dex, +5 armor, +8 natural)

**hp** 79 (6 HD);

**Resist** Acid 5

**Fort** +8, **Ref** +5, **Will** +5

**Speed** 50 ft. in light armor (10 squares)

**Melee** +1 *greatclub* +13/+8 (2D8+11) and bite +10 (1d6+3) or

**Melee** spear +12/+7 (2D8+11) and bite +10 (1d6+3) or

**Melee** claws+12/+12 (1d6+7) and bite +10 (1d6+3) or  
**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +6; **Grp** +17

**Atk Options** Power Attack

**Special Actions** rage

**Combat Gear** +1 *chitin*, +1 *greatclub*, spear

**Abilities** Str 24, Dex 13, Con 18, Int 8, Wis 12, Cha 4  
**SQ** hold breath

**Feats** Improved Toughness\*\*, Multiattack, Power Attack

**Skills** Listen +3, Spot +8, Survival +3, Swim +9,

**Possessions** combat gear

**Hold Breath (Ex):** A blackscale can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

**Skills** +4 racial to Balance, Jump and Swim

**Power-Up Suite (Rage)** AC 21, touch 8 flat-footed 21; hp 79; Fort +10, Will +7; Atk +1 *greatclub* +15/10 (2d8+14) and bite +12 (1d6+4); Grp +19; Str 28, Swim +11

**KOBOLD SNIPER CR 3**

Male Kobold Fighter 2 Warrior 4  
LE Small Humanoid (Dragonblood, Reptilian)  
**Init** +3; **Senses** Darkvision 60ft; Listen +0, Spot +0  
**Languages** Common, Draconic

**AC** 20, touch 14, flat-footed 17  
(+1 size, +3 Dex, +5 armor, +1 natural)

**hp** 42 (6 HD);

**Fort** +8, **Ref** +4, **Will** +1

**Weakness** light sensitivity

**Speed** 30 ft. (6 squares)

**Melee** masterwork spear +7/+2 (1d6) or  
**Ranged** +1 *light crossbow* +12/+7 (1d6+1) or  
**Ranged** +1 *light crossbow* +10/+10/+5 (1d6+1) or

**Base Atk** +6; **Grp** +1  
**Atk Options** Point-Blank Shot, Precise Shot, Rapid Shot

**Combat Gear** +1 *light crossbow*, +1 *chain shirt*, masterwork spear, many bolts

---

**Abilities** Str 8, Dex 17, Con 12, Int 12, Wis 10, Cha 8

**Feats** Point-Blank Shot, Precise Shot, Rapid Shot, Rapid Reload (light crossbow), Weapon Focus (light crossbow)

**Skills** Climb +9, Ride +12, Swim +7,

**Possessions** combat gear plus

---

**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

## LIZARDFOLK HUNTER CR 5

Male Lizardfolk Ranger4

N Medium Humanoid (reptilian)

**Init** +2; **Senses** Listen +5, Spot +5

**Languages** Draconic

---

**AC** 23, touch 12, flat-footed 21

(+2 Dex, +4 armor, +1 shield, +6 natural)

**hp** 51 (6 HD);

**Fort** +7, **Ref** +9, **Will** +2

---

**Speed** 30 ft. (6 squares)

**Melee** +1 *shortsword* +10 (1d6+4) and bite +3 (1d4+1)

**Melee** +1 *shortsword* +8 (1d6+4) and +1 *shortsword* +8 (1d6+2) and bite +3 (1d4+1) or

**Melee** claws +8/+8 (1d4+3) and bite +3 (1d4+1)

**Base Atk** +5; **Grp** +8

**Atk Options** Two-Weapon Fighting

**Special Actions** favored enemy (human +2)

**Combat Gear** *amulet of natural armor* +1, 2x +1 *shortsword*, +1 *studded leather*

**Ranger Spells Prepared** (CL 2th):

1st—*entangle*

---

**Abilities** Str 16, Dex 15, Con 16, Int 6, Wis 12, Cha 10

**SQ** wild empathy (1d20+4)

**Feats** Endurance<sup>B</sup>, Natural Bond\*\*, Two-Weapon Defense, Two-Weapon Fighting<sup>B</sup>, Track<sup>B</sup>, Weapon Focus (short sword),

**Skills** Listen +5, Spot +5, Survival +5, Swim +16,

**Possessions** combat gear

---

**Hold Breath:** A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

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

## CROCODILE COMPANION CR -

Male Crocodile

N Medium Animal

**Init** +1; **Senses** low-light vision Listen +6, Spot +5

---

**AC** 20, touch 11, flat-footed 19

(+1 Dex, +3 armor, +6 natural)

**hp** 37 (5 HD);

**Fort** +7, **Ref** +5, **Will** +2 evasion

---

**Speed** 20 ft. (4 squares), swim 30 ft

**Melee** bite +8 (1d8+7) or

**Melee** tail slap +8 (1d12+7) or

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

**Base Atk** +3; **Grp** +8

**Special Actions** improved grab

**Combat Gear** masterwork studded leather

---

**Abilities** Str 20, Dex 13, Con 17, Int 1, Wis 12, Cha 2

**SQ** link, devotion, evasion, hold breath, share spell

**Feats** Alertness, Natural Attack (tail), Skill Focus (Hide)

**Skills** Hide +7 (+11 in water, +21 when submerge), Listen +6, Spot +7, Swim +13

---

**Improved Grab (Ex):** To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

**Hold Breath (Ex):** A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

**Skills:** A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. \*A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

1: ITS' BACK

**GRAY RENDER** **CR 11**

Female Advanced Gray Render  
 N Huge Magical Beast  
**Init** +3; **Senses** darkvision 60 ft, low-light vision, scent, Listen +1, Spot +1

**AC** 20, touch 7, flat-footed 20  
 (-2 size, -1 Dex, +13 natural)

**hp** 325 (21 HD);  
**Fort** +21, **Ref** +11, **Will** +8

**Speed** 30 ft. (6 squares)  
**Melee** Bite +31 (4d6+12/19-20, x2) and claws +26/+26 (1d8+6)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +21; **Grp** +41

**Atk Options** Improve Bull Rush, Power Attack

**Special Actions** Cleave, rend (3d6+18)

**Abilities** Str 34, Dex 10, Con 28, Int 3, Wis 12, Cha 8

**Feats** Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Improved Toughness\*\*, Power Attack, Track  
**Skills** Hide -1, Spot +13, Survival +9

**Improved Grab (Ex):** To use this ability, a gray render must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Rend (Ex):** A gray render that wins a grapple check after a successful bite attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack automatically deals 3d6+18 points of damage.

**Skills:** Gray renders have a +4 racial bonus on Spot checks due to their six keen eyes.

1: KOBOLDS SKIRMISHERS

**KOBOLD SNIPER** **CR 5**

Male Kobold Fighter 4 Warrior 4  
 LE Small Humanoid (Dragonblood, Reptilian)  
**Init** +4; **Senses** Darkvision 60ft; Listen +0, Spot +0  
**Languages** Common, Draconic

**AC** 21, touch 15, flat-footed 17  
 (+1 size, +4 Dex, +5 armor, +1 natural)

**hp** 56 (8 HD);  
**Fort** +9, **Ref** +6, **Will** +2

**Weakness** light sensitivity

**Speed** 30 ft. (6 squares)  
**Melee** masterwork spear +9/+4 (1d6) or  
**Ranged** +1 *corrosive light crossbow* +15/+10 (1d6+3 +1d6 acid) or

**Ranged** +1 *corrosive light crossbow* +13/+13/+8 (1d6+3 +1d6 acid)

**Base Atk** +8; **Grp** +3

**Atk Options** Point-Blank Shot, Precise Shot, Rapid Shot

**Combat Gear** +1 *corrosive light crossbow*, +1 *chain shirt*, masterwork spear, many bolts

**Abilities** Str 8, Dex 18, Con 12, Int 12, Wis 10, Cha 8

**Feats** Point-Blank Shot, Precise Shot, Rapid Shot, Rapid Reload (light crossbow), Weapon Focus (light crossbow), Weapon Specialization (light crossbow),

**Skills** Climb +11, Ride +15, Swim +9,

**Possessions** combat gear

**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

4: THE ARMY CAMP

**BLACKSCALE HULK** **CR 7**

Blackscale\*\* Barbarian 2 Fighter 2

\*From Monster Manual 3

N large Monstrous Humanoid (Reptilian)

**Init** +1; **Senses** Listen +3, Spot +8

**Languages** Draconic

**AC** 24, touch 11, flat-footed 24  
 (-1 size, +2 Dex, +5 armor, +8 natural)

**hp** 105 (8 HD);

**Resist** Acid 5

**Fort** +11, **Ref** +6, **Will** +5

**Speed** 50 ft. in light armor (10 squares)

**Melee** +1 *greatclub* +16/+11 (2D8+11) and bite +12 (1d6+3) or

**Melee** spear +14/+9 (2D8+11) and bite +12 (1d6+3) or

**Melee** claws+14/+14 (1d6+7) and bite +12 (1d6+3) or  
**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +8; **Grp** +19

**Atk Options** Power Attack

**Special Actions** rage

**Combat Gear** +1 *chitin*, +1 *greatclub*, spear

**Abilities** Str 24, Dex 14, Con 18, Int 8, Wis 12, Cha 4  
**SQ** hold breath

**Feats** Improved Natural Armor, Improved Toughness\*\*, Multiattack, Power Attack, Weapon Focus (greatclub)

**Skills** Listen +3, Spot +8, Survival +3, Swim +11,

**Possessions** combat gear

**Hold Breath (Ex):** A blackscale can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

**Skills** +4 racial to Balance, Jump and Swim

**Power-Up Suite (Rage)** AC 22, touch 9 flat-footed 22; hp 105; Fort +13, Will +7; Atk +1 *greatclub* +18/+13 (2d8+14) and bite +14 (1d6+4); Grp +21; Str 28, Swim +13

**KOBOLD SNIPER** **CR 5**

Male Kobold Fighter 4 Warrior 4  
 LE Small Humanoid (Dragonblood, Reptilian)  
**Init** +4; **Senses** Darkvision 60ft; Listen +0, Spot +0  
**Languages** Common, Draconic

**AC** 21, touch 15, flat-footed 17  
 (+1 size, +4 Dex, +5 armor, +1 natural)

**hp** 56 (8 HD);

**Fort** +9, **Ref** +6, **Will** +2

**Weakness** light sensitivity

---

**Speed** 30 ft. (6 squares)  
**Melee** masterwork spear +9/+4 (1d6) or  
**Ranged** +1 *corrosive light crossbow* +15/+10 (1d6+3 +1d6 acid) or  
**Ranged** +1 *corrosive light crossbow* +13/+13/+8 (1d6+3 +1d6 acid)  
**Base Atk** +8; **Grp** +3  
**Atk Options** Point-Blank Shot, Precise Shot, Rapid Shot  
**Combat Gear** +1 *corrosive light crossbow*, +1 *chain shirt*, masterwork spear, many bolts

---

**Abilities** Str 8, Dex 18, Con 12, Int 12, Wis 10, Cha 8  
**Feats** Point-Blank Shot, Precise Shot, Rapid Shot, Rapid Reload (light crossbow), Weapon Focus (light crossbow), Weapon Specialization (light crossbow),  
**Skills** Climb +10, Ride +15, Swim +8,  
**Possessions** combat gear

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**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

### LIZARDFOLK HUNTER CR 7

Male Lizardfolk Ranger 6  
N Medium Humanoid (reptilian)  
**Init** +2; **Senses** Listen +7, Spot +7  
**Languages** Draconic

---

**AC** 26, touch 13, flat-footed 23 (+3 Dex, +5 armor, +1 shield, +6 natural)  
**hp** 67 (8 HD);  
**Fort** +8, **Ref** +11, **Will** +3

---

**Speed** 40 ft. (8 squares)  
**Melee** +2 *shortsword* +13/+8 (1d6+5) and bite +5 (1d4+1)  
**Melee** +2 *shortsword* +11/+6 (1d6+4) and +1 *shortsword* +10/+5 (1d6+2) and bite +5 (1d4+1) or  
**Melee** claws +10/+10 (1d4+3) and bite +5 (1d4+1)  
**Base Atk** +7; **Grp** +10  
**Atk Options** Two-Weapon Fighting  
**Special Actions** favored enemy (human +4, Halfling +2)  
**Combat Gear** *amulet of natural armor* +1, +2 *shortsword*, +1 *shortsword*, +2 *studded leather*  
**Ranger Spells Prepared** (CL 3th):  
1st—*entangle*, *longstrider* †  
† Already cast

---

**Abilities** Str 16, Dex 16, Con 16, Int 6, Wis 12, Cha 10  
**SQ** wild empathy (1d20+6)  
**Feats** Endurance<sup>B</sup>, Improved Two-Weapon Fighting<sup>B</sup>, Natural Bond\*\*, Two-Weapon Defense, Two-Weapon Fighting<sup>B</sup>, Track<sup>B</sup>, Weapon Focus (short sword),  
**Skills** Listen +7, Spot +7, Survival +7, Swim +18,  
**Possessions** combat gear

---

**Hold Breath:** A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.  
**Skills:** Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks.

### CROCODILE COMPANION CR -

Male Crocodile  
N Medium Animal  
**Init** +2; **Senses** low-light vision Listen +7, Spot +6

---

**AC** 23, touch 12, flat-footed 21 (+2 Dex, +3 armor, +8 natural)  
**hp** 52 (7 HD);  
**Fort** +8, **Ref** +7, **Will** +3 evasion

---

**Speed** 20 ft. (4 squares), swim 30 ft  
**Melee** bite +10 (1d8+7) or  
**Melee** tail slap +10 (3d6+7) or  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +5; **Grp** +10  
**Special Actions** improved grab  
**Combat Gear** masterwork studded leather

---

**Abilities** Str 21, Dex 14, Con 17, Int 1, Wis 12, Cha 2  
**SQ** link, devotion, evasion, hold breath, share spell  
**Feats** Alertness, Improved Natural Attack (tail), Skill Focus (Hide)  
**Skills** Hide +8 (+12 in water, +22 when submerge), Listen +7, Spot +6, Swim +13

---

**Improved Grab (Ex):** To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.  
**Hold Breath (Ex):** A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.  
**Skills:** A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. \*A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

1: ITS' BACK

GRAY RENDER

CR 13

Female Advanced Gray Render  
N Huge Magical Beast  
**Init** +3; **Senses** darkvision 60 ft, low-light vision, scent, Listen +1, Spot +1

**AC** 20, touch 7, flat-footed 20  
(-2 size, -1 Dex, +13 natural)

**hp** 418 (27 HD);

**Fort** +24, **Ref** +14, **Will** +10

**Speed** 30 ft. (6 squares)

**Melee** Bite +37 (4d6+12/19-20, x2) and claws +35/+35 (2d6+6)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +27; **Grp** +47

**Atk Options** Improve Bull Rush, Power Attack

**Special Actions** Cleave, rend (3d6+18)

**Abilities** Str 34, Dex 10, Con 28, Int 4, Wis 12, Cha 8

**Feats** Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claws), Improved Toughness\*\*, Multiattack, Power Attack, Track

**Skills** Hide -1, Spot +15, Survival +11

**Improved Grab (Ex)** To use this ability, a gray render must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Rend (Ex)** A gray render that wins a grapple check after a successful bite attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack automatically deals 3d6+18 points of damage.

**Skills:** Gray renders have a +4 racial bonus on Spot checks due to their six keen eyes.

1: KOBOLDS SKIRMISHERS

KOBOLD SNIPER

CR 7

Male Kobold Fighter 6 Warrior 4  
LE Small Humanoid (Dragonblood, Reptilian)  
**Init** +4; **Senses** Darkvision 60ft; Listen +0, Spot +0  
**Languages** Common, Draconic

**AC** 22, touch 15, flat-footed 18  
(+1 size, +4 Dex, +6 armor, +1 natural)

**hp** 70 (10 HD);

**Fort** +10, **Ref** +7, **Will** +3

**Weakness** light sensitivity

**Speed** 30 ft. (6 squares)

**Melee** masterwork spear +11/+6 (1d6) or

**Ranged** +2 *corrosive light crossbow* +20/+15 (1d6+8 +1d6 acid) or

**Ranged** +2 *corrosive light crossbow* +18/+18/+13 (1d6+8 +1d6 acid)

**Base Atk** +10; **Grp** +5

**Atk Options** Point-Blank Shot, Precise Shot, Rapid Shot

**Combat Gear** +1 *corrosive light crossbow*, +2 *chain shirt*, masterwork spear, many bolts

**Abilities** Str 8, Dex 18, Con 12, Int 12, Wis 10, Cha 8

**Feats** Crossbow Sniper\*\*, Point-Blank Shot, Precise Shot, Rapid Shot, Ranged Weapon Specialist\*\* (piercing), Rapid Reload (light crossbow), Weapon Focus (light crossbow), Weapon Specialization (light crossbow),

**Skills** Climb +11, Ride +15, Swim +9,

**Possessions** combat gear

**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

4: THE ARMY CAMP

BLACKSCALE HULK

CR 9

Blackscale\* Barbarian 2 Fighter 4

\*From Monster Manual 3

N large Monstrous Humanoid (Reptilian)

**Init** +1; **Senses** Listen +3, Spot +8

**Languages** Draconic

**AC** 24, touch 11, flat-footed 24

(-1 size, +2 Dex, +5 armor, +8 natural)

**hp** 131 (10 HD);

**Resist** Acid 5

**Fort** +12, **Ref** +7, **Will** +6

**Speed** 50 ft. in light armor (10 squares)

**Melee** +2 *greatclub* +19/+14 (2D8+14) and bite +14 (1d6+3) or

**Melee** spear +16/+11 (2D8+11) and bite +14 (1d6+3) or

**Melee** claws+16/+16 (1d6+7) and bite +14 (1d6+3) or

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

**Base Atk** +10; **Grp** +21

**Atk Options** Power Attack

**Special Actions** rage

**Combat Gear** +1 *chitin*, +2 *greatclub*, spear

**Abilities** Str 24, Dex 14, Con 18, Int 8, Wis 12, Cha 4  
**SQ** hold breath

**Feats** Improved Natural Armor, Improved Toughness\*\*, Multiattack, Power Attack, Weapon Focus (greatclub), Weapon Specialization (greatclub),

**Skills** Listen +3, Spot +8, Survival +3, Swim +13,

**Possessions** combat gear

**Hold Breath (Ex):** A blackscale can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

**Skills** +4 racial to Balance, Jump and Swim

**Power-Up Suite (Rage)** AC 22, touch 9 flat-footed 22; hp 79; Fort +13, Will +7; Atk +2 *greatclub* +21/+16 (2d8+17) and bite +16 (1d6+4); Grp +23; Str 28, Swim +15

KOBOLD SNIPER

CR 7

Male Kobold Fighter 6 Warrior 4

LE Small Humanoid (Dragonblood, Reptilian)

**Init** +4; **Senses** Darkvision 60ft; Listen +0, Spot +0

**Languages** Common, Draconic

**AC** 22, touch 15, flat-footed 18

(+1 size, +4 Dex, +6 armor, +1 natural)  
**hp** 70 (10 HD);  
**Fort** +10, **Ref** +7, **Will** +3  
**Weakness** light sensitivity

---

**Speed** 30 ft. (6 squares)  
**Melee** masterwork spear +11/+6 (1d6) or  
**Ranged** +2 *corrosive light crossbow* +20/+15 (1d6+8  
+1d6 acid) or  
**Ranged** +2 *corrosive light crossbow* +18/+18/+13  
(1d6+8 +1d6 acid)  
**Base Atk** +10; **Grp** +5  
**Atk Options** Point-Blank Shot, Precise Shot, Rapid  
Shot  
**Combat Gear** +1 *corrosive light crossbow*, +2 *chain  
shirt*, masterwork spear, many bolts

---

**Abilities** Str 8, Dex 18, Con 12, Int 12, Wis 10, Cha 8  
**Feats** Crossbow Sniper\*\*, Point-Blank Shot, Precise  
Shot, Rapid Shot, Ranged Weapon Specialist\*\*  
(piercing), Rapid Reload (light crossbow), Weapon  
Focus (light crossbow), Weapon Specialization  
(light crossbow),  
**Skills** Climb +10, Ride +15, Swim +8,  
**Possessions** combat gear

---

**Light Sensitivity (Ex)** Kobolds are dazzled in bright  
sunlight or within the radius of a *daylight* spell.

## LIZARDFOLK HUNTER CR 9

Male Lizardfolk Ranger 8  
N Medium Humanoid (reptilian)  
**Init** +2; **Senses** Listen +9, Spot +9  
**Languages** Draconic

---

**AC** 27, touch 13, flat-footed 24  
(+3 Dex, +6 armor, +1 shield, +7 natural)  
**hp** 83 (10 HD);  
**Fort** +9, **Ref** +12, **Will** +3

---

**Speed** 40 ft. (8 squares) woodland stride  
**Melee** +3 *shortsword* +16/+11 (1d6+6/ 17-20, x2) and  
bite +7 (1d4+1)  
**Melee** +3 *shortsword* +14/+9 (1d6+6/ 17-20, x2) and  
+2 *shortsword* +13/+8 (1d6+3/ 17-20, x2) and bite  
+7 (1d4+1) or  
**Melee** claws +12/+12 (1d4+3) and bite +7 (1d4+1)  
**Base Atk** +9; **Grp** +12  
**Atk Options** Two-Weapon Fighting  
**Special Actions** favored enemy (human +4, Halfling  
+2)  
**Combat Gear** *amulet of natural armor* +2, +2 *short  
sword*, +1 *shortsword*, +3 *studded leather*  
**Ranger Spells Prepared** (CL 4th):  
1st—*entangle*, *longstrider* †  
† Already cast

---

**Abilities** Str 16, Dex 16, Con 16, Int 6, Wis 12, Cha  
10  
**SQ** swift tracker, wild empathy (1d20+8)  
**Feats** Endurance<sup>B</sup>, Improved Critical (short sword),  
Improved Two-Weapon Fighting<sup>B</sup>, Improved Two-  
Weapon Fighting<sup>B</sup>, Natural Bond\*\*, Two-Weapon  
Defense, Two-Weapon Fighting<sup>B</sup>, Track<sup>B</sup>, Weapon  
Focus (short sword),  
**Skills** Listen +9, Spot +9, Survival +9, Swim +20,  
**Possessions** combat gear

---

**Hold Breath:** A lizardfolk can hold its breath for a  
number of rounds equal to four times its  
Constitution score before it risks drowning.  
**Swift Tracker (Ex)** the hunter can move your normal  
speed while following tracks without taking the  
normal -5 penalty. It take only a -10 when moving  
at up to twice normal speed.  
**Woodland Stride (Ex)** The hunter can move through  
natural thorns, briars, etc. at full speed and without  
suffering damage or impairment. Magically  
overgrown areas still hamper it.  
**Skills:** Because of their tails, lizardfolk have a +4  
racial bonus on Jump, Swim, and Balance checks.

## CROCODILE COMPANION CR -

Male Crocodile  
N Medium Animal  
**Init** +2; **Senses** low-light vision Listen +7, Spot +6

---

**AC** 23, touch 12, flat-footed 21  
(+2 Dex, +3 armor, +8 natural)  
**hp** 52 (7 HD);  
**Fort** +8, **Ref** +7, **Will** +3 evasion

---

**Speed** 20 ft. (4 squares), swim 30 ft  
**Melee** bite +10 (1d8+7) or  
**Melee** tail slap +10 (3d6+7) or  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +5; **Grp** +10  
**Special Actions** improved grab  
**Combat Gear** masterwork studded leather

---

**Abilities** Str 21, Dex 14, Con 17, Int 1, Wis 12, Cha 2  
**SQ** link, devotion, evasion, hold breath, share spell  
**Feats** Alertness, Improved Natural Attack (tail), Skill  
Focus (Hide)  
**Skills** Hide +8 (+12 in water, +22 when submerge),  
Listen +7, Spot +6, Swim +13

---

**Improved Grab (Ex):** To use this ability, a crocodile  
must hit with its bite attack. It can then attempt to  
start a grapple as a free action without provoking  
an attack of opportunity. If it wins the grapple  
check, the crocodile establishes a hold on the  
opponent with its mouth and drags it into deep  
water, attempting to pin it to the bottom.  
**Hold Breath (Ex):** A crocodile can hold its breath for  
a number of rounds equal to 4 x its Constitution  
score before it risks drowning.  
**Skills:** A crocodile has a +8 racial bonus on any Swim  
check to perform some special action or avoid a  
hazard. It can always choose to take 10 on a Swim  
check, even if distracted or endangered. It can use  
the run action while swimming, provided it swims in  
a straight line. \*A crocodile gains a +4 racial bonus  
on Hide checks when in the water. Further, a  
crocodile can lie in the water with only its eyes and  
nostrils showing, gaining a +10 cover bonus on  
Hide checks.

1: ITS' BACK

GRAY RENDER

CR 13

Female Advanced Gray Render  
N Huge Magical Beast  
**Init** +3; **Senses** darkvision 60 ft, low-light vision, scent, Listen +1, Spot +1

**AC** 20, touch 7, flat-footed 20  
(-2 size, -1 Dex, +13 natural)

**hp** 418 (27 HD);

**Fort** +24, **Ref** +14, **Will** +10

**Speed** 30 ft. (6 squares)

**Melee** Bite +37 (4d6+12/19-20, x2) and claws +35/+35 (2d6+6)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +27; **Grp** +47

**Atk Options** Improve Bull Rush, Power Attack

**Special Actions** Cleave, rend (3d6+18)

**Abilities** Str 34, Dex 10, Con 28, Int 4, Wis 12, Cha 8

**Feats** Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claws), Improved Toughness\*\*, Multiattack, Power Attack, Track

**Skills** Hide -1, Spot +15, Survival +11

**Improved Grab (Ex)** To use this ability, a gray render must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Rend (Ex)** A gray render that wins a grapple check after a successful bite attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack automatically deals 3d6+18 points of damage.

**Skills:** Gray renders have a +4 racial bonus on Spot checks due to their six keen eyes.

1: KOBOLDS SKIRMISHERS

ADVANCED GIANT CROCODILE CR 6

N Huge Animal  
**Init** +1; **Senses** low-light vision; Listen +7, Spot +7

**AC** 19, touch 9, flat-footed 18  
(-2 size, +1 Dex, +3 armor, +7 natural)

**hp** 133 (14 HD);

**Fort** +14, **Ref** +10, **Will** +5

**Speed** 20 ft. (4 squares), swim 30ft

**Melee** bite +17 (3d8+13/19-20, x2) or

**Melee** tail slap +17 (1d12+13)

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +10; **Grp** +27

**Atk Options** Improved Grab

**Combat Gear** masterwork studded leather

**Abilities** Str 10, Dex 17, Con 12, Int 12, Wis 10, Cha 8

**SQ** hold breath

**Feats** Alertness, Endurance, Improved Critical (bite), Improved Natural Attack (bite), Skill Focus (hide)

**Skills** Hide +5 (+9 in water, +19 when lying with eye & nostrils out), Listen +7, Spot +7, Swim +17,

**Improved Grab (Ex):** To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

**Hold Breath (Ex):** A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

**Skills:** A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. \*A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

KOBOLD SNIPER

CR 7

Male Kobold Fighter 6 Warrior 4  
LE Small Humanoid (Dragonblood, Reptilian)  
**Init** +4; **Senses** Darkvision 60ft; Listen +0, Spot +0  
**Languages** Common, Draconic

**AC** 22, touch 15, flat-footed 18  
(+1 size, +4 Dex, +6 armor, +1 natural)

**hp** 70 (10 HD);

**Fort** +10, **Ref** +7, **Will** +3

**Weakness** light sensitivity

**Speed** 30 ft. (6 squares)

**Melee** masterwork spear +11/+6 (1d6) or

**Ranged** +2 *corrosive light crossbow* +20/+15 (1d6+8 +1d6 acid) or

**Ranged** +2 *corrosive light crossbow* +18/+18/+13 (1d6+8 +1d6 acid)

**Base Atk** +10; **Grp** +5

**Atk Options** Point-Blank Shot, Precise Shot, Rapid Shot

**Combat Gear** +1 *corrosive light crossbow*, +2 *chain shirt*, masterwork spear, many bolts

**Abilities** Str 8, Dex 18, Con 12, Int 12, Wis 10, Cha 8

**Feats** Crossbow Sniper\*\*, Point-Blank Shot, Precise Shot, Rapid Shot, Ranged Weapon Specialist\*\* (piercing), Rapid Reload (light crossbow), Weapon Focus (light crossbow), Weapon Specialization (light crossbow),

**Skills** Climb +11, Ride +15, Swim +9,

**Possessions** combat gear

**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

4: THE ARMY CAMP

BLACKSCALE HULK

CR 9

Blackscale\*\* Barbarian 2 Fighter 4

\*From Monster Manual 3

N large Monstrous Humanoid (Reptilian)

**Init** +1; **Senses** Listen +3, Spot +8

**Languages** Draconic

---

**AC** 24, touch 11, flat-footed 24  
(-1 size, +2 Dex, +5 armor, +8 natural)

**hp** 131 (10 HD);

**Resist** Acid 5

**Fort** +12, **Ref** +7, **Will** +6

---

**Speed** 50 ft. in light armor (10 squares)

**Melee** +2 *greatclub* +19/+14 (2D8+14) and bite +14 (1d6+3) or

**Melee** spear +16/+11 (2D8+11) and bite +14 (1d6+3) or

**Melee** claws+16/+16 (1d6+7) and bite +14 (1d6+3) or  
**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +10; **Grp** +21

**Atk Options** Power Attack

**Special Actions** rage

**Combat Gear** +1 *chitin*, +2 *greatclub*, spear

---

**Abilities** Str 24, Dex 14, Con 18, Int 8, Wis 12, Cha 4  
**SQ** hold breath

**Feats** Improved Natural Armor, Improved Toughness\*\*, Multiattack, Power Attack, Weapon Focus (*greatclub*), Weapon Specialization (*greatclub*),

**Skills** Listen +3, Spot +8, Survival +3, Swim +13,

**Possessions** combat gear

---

**Hold Breath (Ex):** A blackscale can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

**Skills** +4 racial to Balance, Jump and Swim

---

**Power-Up Suite (Rage)** AC 22, touch 9 flat-footed 22; hp 79; Fort +13, Will +7; Atk +2 *greatclub* +21/+16 (2d8+17) and bite +16 (1d6+4); Grp +23; Str 28, Swim +15

---

## KOBOLD SNIPER

CR 7

Male Kobold Fighter 6 Warrior 4

LE Small Humanoid (Dragonblood, Reptilian)

**Init** +4; **Senses** Darkvision 60ft; Listen +0, Spot +0

**Languages** Common, Draconic

---

**AC** 22, touch 15, flat-footed 18  
(+1 size, +4 Dex, +6 armor, +1 natural)

**hp** 70 (10 HD);

**Fort** +10, **Ref** +7, **Will** +3

**Weakness** light sensitivity

---

**Speed** 30 ft. (6 squares)

**Melee** masterwork spear +12/+7 (1d6) or

**Ranged** +2 *corrosive light crossbow* +20/+15 (1d6+8 +1d6 acid) or

**Ranged** +2 *corrosive light crossbow* +18/+18/+13 (1d6+8 +1d6 acid)

**Base Atk** +10; **Grp** +6

**Atk Options** Point-Blank Shot, Precise Shot, Rapid Shot

**Combat Gear** +1 *corrosive light crossbow*, +2 *chain shirt*, masterwork spear, many bolts

---

**Abilities** Str 10, Dex 18, Con 12, Int 12, Wis 10, Cha 8

**Feats** Crossbow Sniper\*\*, Point-Blank Shot, Precise Shot, Rapid Shot, Ranged Weapon Specialist\*\*

(piercing), Rapid Reload (light crossbow), Weapon Focus (light crossbow), Weapon Specialization (light crossbow),

**Skills** Climb +11, Ride +15, Swim +9,

**Possessions** combat gear

---

**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

## LIZARDFOLK HUNTER

CR 9

Male Lizardfolk Ranger 8

N Medium Humanoid (reptilian)

**Init** +2; **Senses** Listen +9, Spot +9

**Languages** Draconic

---

**AC** 27, touch 13, flat-footed 24  
(+3 Dex, +6 armor, +1 shield, +7 natural)

**hp** 83 (10 HD);

**Fort** +9, **Ref** +12, **Will** +3

---

**Speed** 30 ft. (6 squares) woodland stride

**Melee** +3 *shortsword* +16/+11 (1d6+6/ 17-20, x2) and bite +7 (1d4+1)

**Melee** +3 *shortsword* +14/+9 (1d6+6/ 17-20, x2) and +2 *shortsword* +13/+8 (1d6+3/ 17-20, x2) and bite +7 (1d4+1) or

**Melee** claws +12/+12 (1d4+3) and bite +7 (1d4+1)

**Base Atk** +9; **Grp** +12

**Atk Options** Two-Weapon Fighting

**Special Actions** favored enemy (human +4, Halfling +2)

**Combat Gear** *amulet of natural armor* +2, +2 *short sword*, +1 *shortsword*, +3 *studded leather*

**Ranger Spells Prepared** (CL 4th):

1st—*entangle*, *longstrider* †

† Already cast

---

**Abilities** Str 16, Dex 16, Con 16, Int 6, Wis 12, Cha 10

**SQ** swift tracker, wild empathy (1d20+8)

**Feats** Endurance<sup>B</sup>, Improved Critical (short sword), Improved Two-Weapon Fighting<sup>B</sup>, Improved Two-Weapon Fighting<sup>B</sup>, Natural Bond\*\*, Two-Weapon Defense, Two-Weapon Fighting<sup>B</sup>, Track<sup>B</sup>, Weapon Focus (short sword),

**Skills** Listen +9, Spot +9, Survival +9, Swim +20,

**Possessions** combat gear

---

**Hold Breath:** A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

**Swift Tracker (Ex)** the hunter can move your normal speed while following tracks without taking the normal -5 penalty. It take only a -10 when moving at up to twice normal speed.

**Woodland Stride (Ex)** The hunter can move through natural thorns, briars, etc. at full speed and without suffering damage or impairment. Magically overgrown areas still hamper it.

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

## CROCODILE COMPANION

CR -

Male Crocodile

N Medium Animal

**Init** +2; **Senses** low-light vision Listen +7, Spot +6

---

**AC** 23, touch 12, flat-footed 21

(+2 Dex, +3 armor, +8 natural)

**hp** 52 (7 HD);

**Fort** +8, **Ref** +7, **Will** +3 evasion

---

**Speed** 20 ft. (4 squares), swim 30 ft

**Melee** bite +10 (1d8+7) or

**Melee** tail slap +10 (3d6+7) or

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

**Base Atk** +5; **Grp** +10

**Special Actions** improved grab

**Combat Gear** masterwork studded leather

---

**Abilities** Str 21, Dex 14, Con 17, Int 1, Wis 12, Cha 2

**SQ** link, devotion, evasion, hold breath, share spell

**Feats** Alertness, Improved Natural Attack (tail), Skill Focus (Hide)

**Skills** Hide +8 (+12 in water, +22 when submerge), Listen +7, Spot +6, Swim +13

---

**Improved Grab (Ex):** To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

**Hold Breath (Ex):** A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

**Skills:** A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. \*A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

1: ITS' BACK

GRAY RENDER

CR 13

Female Advanced Gray Render  
N Huge Magical Beast  
**Init** +3; **Senses** darkvision 60 ft, low-light vision, scent, Listen +1, Spot +1

**AC** 20, touch 7, flat-footed 20  
(-2 size, -1 Dex, +13 natural)

**hp** 418 (27 HD);

**Fort** +24, **Ref** +14, **Will** +10

**Speed** 30 ft. (6 squares)

**Melee** Bite +37 (4d6+12/19-20, x2) and claws +35/+35 (2d6+6)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +27; **Grp** +47

**Atk Options** Improve Bull Rush, Power Attack

**Special Actions** Cleave, rend (3d6+18)

**Abilities** Str 34, Dex 10, Con 28, Int 4, Wis 12, Cha 8

**Feats** Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claws), Improved Toughness\*\*, Multiattack, Power Attack, Track

**Skills** Hide -1, Spot +15, Survival +11

**Improved Grab (Ex)** To use this ability, a gray render must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Rend (Ex)** A gray render that wins a grapple check after a successful bite attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack automatically deals 3d6+18 points of damage.

**Skills:** Gray renders have a +4 racial bonus on Spot checks due to their six keen eyes.

1: KOBOLDS SKIRMISHERS

ADVANCED GIANT CROCODILE CR 6

N Huge Animal  
**Init** +1; **Senses** low-light vision; Listen +7, Spot +7

**AC** 19, touch 9, flat-footed 18  
(-2 size, +1 Dex, +3 armor, +7 natural)

**hp** 133 (14 HD);

**Fort** +14, **Ref** +10, **Will** +5

**Speed** 20 ft. (4 squares), swim 30ft

**Melee** bite +17 (3d8+13/19-20, x2) or

**Melee** tail slap +17 (1d12+13)

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +10; **Grp** +27

**Atk Options** Improved Grab

**Combat Gear** masterwork studded leather

**Abilities** Str 10, Dex 17, Con 12, Int 12, Wis 10, Cha 8

**SQ** hold breath

**Feats** Alertness, Endurance, Improved Critical (bite), Improved Natural Attack (bite), Skill Focus (hide)

**Skills** Hide +5 (+9 in water, +19 when lying with eye & nostrils out), Listen +7, Spot +7, Swim +17,

**Improved Grab (Ex):** To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

**Hold Breath (Ex):** A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

**Skills:** A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. \*A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

KOBOLD SNIPER

CR 7

Male Kobold Fighter 6 Warrior 4  
LE Small Humanoid (Dragonblood, Reptilian)  
**Init** +4; **Senses** Darkvision 60ft; Listen +0, Spot +0  
**Languages** Common, Draconic

**AC** 22, touch 15, flat-footed 18  
(+1 size, +4 Dex, +6 armor, +1 natural)

**hp** 70 (10 HD);

**Fort** +10, **Ref** +7, **Will** +3

**Weakness** light sensitivity

**Speed** 30 ft. (6 squares)

**Melee** masterwork spear +12/+7 (1d6) or

**Ranged** +2 *corrosive light crossbow* +20/+15 (1d6+8 +1d6 acid) or

**Ranged** +2 *corrosive light crossbow* +18/+18/+13 (1d6+8 +1d6 acid)

**Base Atk** +10; **Grp** +6

**Atk Options** Point-Blank Shot, Precise Shot, Rapid Shot

**Combat Gear** +1 *corrosive light crossbow*, +2 *chain shirt*, masterwork spear, many bolts

**Abilities** Str 10, Dex 18, Con 12, Int 12, Wis 10, Cha 8

**Feats** Crossbow Sniper\*\*, Point-Blank Shot, Precise Shot, Rapid Shot, Ranged Weapon Specialist\*\* (piercing), Rapid Reload (light crossbow), Weapon Focus (light crossbow), Weapon Specialization (light crossbow),

**Skills** Climb +11, Ride +15, Swim +9,

**Possessions** combat gear

**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

4: THE ARMY CAMP

ADVANCED AMBUSH DRAKES CR 11

From Monster Manual 3  
NE Large Dragon

**Init** +6; **Senses** darkvision 60ft, low-light vision, scent, Listen +22, Spot +22

**Languages** Common, Draconic, telepathic link 30ft

**AC** 19, touch 11, flat-footed 17

(-1 size, +2 Dex, +8 natural)

**hp** 212 (17 HD); regeneration/fast healing; DR

**Immune** paralysis, sleep

**SR** 16

**Fort** +16, **Ref** +12, **Will** +10

**Speed** 40 ft. (8 squares), fly 30ft (poor)

**Melee** bite +24 (2d6+8 plus poison) and claws +22/+22/+17/+17 (2d6+4/19-20, x2)

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

**Base Atk** +17; **Grp** +29

**Special Actions** Breath weapon

**Abilities** Str 26, Dex 14, Con 22, Int 7, Wis 10, Cha 9

**Feats** Alertness, Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Multiattack, Rapidstrike\*\* (claw)

**Skills** Hide +22, Listen +22, Move Silently +22, Spot +22,

**Breath Weapon (Su)** 30ft cone once every 1d4 rounds, *slow* (duration 7 rounds) Will DC 19 negates. Ambush drakes are immune to the breath weapon of other ambush drakes. The save DC is Constitution-based.

**Poison (Ex)** Injury, Fortitude DC19, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

**Telepathic Link (Ex)** Ambush drakes share a common consciousness, enabling them to communicate telepathically with other ambush drakes. A group of ambush drakes within 30 feet of each other are in constant contact. If one is aware of a particular danger, they all are. If one in the group is not flat-footed, none of them are. No ambush drake in the group is considered flanked unless all are.

**Skills** Ambush drakes has +4 racial bonus to hide checks

## BLACKSCALE HULK CR 9

Blackscale\*\* Barbarian 2 Fighter 4

\*From Monster Manual 3

N large Monstrous Humanoid (Reptilian)

**Init** +1; **Senses** Listen +3, Spot +8

**Languages** Draconic

**AC** 24, touch 11, flat-footed 24

(-1 size, +2 Dex, +5 armor, +8 natural)

**hp** 111 (10 HD);

**Resist** Acid 5

**Fort** +12, **Ref** +7, **Will** +6

**Speed** 50 ft. in light armor (10 squares)

**Melee** +2 *greatclub* +19/+14 (2D8+14) and bite +14 (1d6+3) or

**Melee** spear +16/+11 (2D8+11) and bite +14 (1d6+3) or

**Melee** claws+16/+16 (1d6+7) and bite +14 (1d6+3) or

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

**Base Atk** +10; **Grp** +21

**Atk Options** Power Attack

**Special Actions** rage

**Combat Gear** +1 *chitin*, +2 *greatclub*, spear

**Abilities** Str 24, Dex 14, Con 14, Int 8, Wis 12, Cha 4

**SQ** hold breath

**Feats** Improved Natural Armor, Improved

Toughness\*\*, Multiattack, Power Attack, Weapon Focus (*greatclub*), Weapon Specialization (*greatclub*),

**Skills** Listen +3, Spot +8, Survival +3, Swim +13,

**Possessions** combat gear

**Hold Breath (Ex):** A blackscale can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

**Skills** +4 racial to Balance, Jump and Swim

**Power-Up Suite (Rage)** AC 22, touch 9 flat-footed

22; hp 79; Fort +13, Will +7; Atk +2 *greatclub* +21/+16 (2d8+17) and bite +16 (1d6+4); Grp +23; Str 28, Swim +15

## KOBOLD SNIPER CR 7

Male Kobold Fighter 6 Warrior 4

LE Small Humanoid (Dragonblood, Reptilian)

**Init** +4; **Senses** Darkvision 60ft; Listen +0, Spot +0

**Languages** Common, Draconic

**AC** 22, touch 15, flat-footed 18

(+1 size, +4 Dex, +6 armor, +1 natural)

**hp** 70 (10 HD);

**Fort** +10, **Ref** +7, **Will** +3

**Weakness** light sensitivity

**Speed** 30 ft. (6 squares)

**Melee** masterwork spear +11/+6 (1d6) or

**Ranged** +2 *corrosive light crossbow* +20/+15 (1d6+8 +1d6 acid) or

**Ranged** +2 *corrosive light crossbow* +18/+18/+13 (1d6+8 +1d6 acid)

**Base Atk** +10; **Grp** +5

**Atk Options** Point-Blank Shot, Precise Shot, Rapid Shot

**Combat Gear** +1 *corrosive light crossbow*, +2 *chain shirt*, masterwork spear, many bolts

**Abilities** Str 8, Dex 18, Con 12, Int 12, Wis 10, Cha 8

**Feats** Crossbow Sniper\*\*, Point-Blank Shot, Precise Shot, Rapid Shot, Ranged Weapon Specialist\*\* (piercing), Rapid Reload (light crossbow), Weapon Focus (light crossbow), Weapon Specialization (light crossbow),

**Skills** Climb +11, Ride +15, Swim +9,

**Possessions** combat gear

**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

## LIZARDFOLK HUNTER CR 9

Male Lizardfolk Ranger 8

N Medium Humanoid (reptilian)

**Init** +2; **Senses** Listen +9, Spot +9

**Languages** Draconic

**AC** 27, touch 13, flat-footed 24

(+3 Dex, +6 armor, +1 shield, +7 natural)

**hp** 83 (10 HD);

**Fort** +9, **Ref** +12, **Will** +3

---

**Speed** 30 ft. (6 squares) woodland stride  
**Melee** +3 *shortsword* +16/+11 (1d6+6/ 17-20, x2) and bite +7 (1d4+1)  
**Melee** +3 *shortsword* +14/+9 (1d6+6/ 17-20, x2) and +2 *shortsword* +13/+8 (1d6+3/ 17-20, x2) and bite +7 (1d4+1) or  
**Melee** claws +12/+12 (1d4+3) and bite +7 (1d4+1)  
**Base Atk** +9; **Grp** +12  
**Atk Options** Two-Weapon Fighting  
**Special Actions** favored enemy (human +4, Halfling +2)  
**Combat Gear** *amulet of natural armor* +2, +2 *shortsword*, +1 *shortsword*, +3 *studded leather*  
**Ranger Spells Prepared** (CL 4th):  
1st—*entangle*, *longstrider* †  
† Already cast

---

**Abilities** Str 16, Dex 16, Con 16, Int 6, Wis 12, Cha 10  
**SQ** swift tracker, wild empathy (1d20+8)  
**Feats** Endurance<sup>B</sup>, Improved Critical (short sword), Improved Two-Weapon Fighting<sup>B</sup>, Improved Two-Weapon Fighting<sup>B</sup>, Natural Bond\*\*, Two-Weapon Defense, Two-Weapon Fighting<sup>B</sup>, Track<sup>B</sup>, Weapon Focus (short sword),  
**Skills** Listen +9, Spot +9, Survival +9, Swim +20,  
**Possessions** combat gear

---

**Hold Breath:** A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.  
**Swift Tracker (Ex)** the hunter can move your normal speed while following tracks without taking the normal -5 penalty. It take only a -10 when moving at up to twice normal speed.  
**Woodland Stride (Ex)** The hunter can move through natural thorns, briars, etc. at full speed and without suffering damage or impairment. Magically overgrown areas still hamper it.  
**Skills:** Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks.

## CROCODILE COMPANION CR -

Male Crocodile  
N Medium Animal  
**Init** +2; **Senses** low-light vision Listen +7, Spot +6

---

**AC** 23, touch 12, flat-footed 21 (+2 Dex, +3 armor, +8 natural)  
**hp** 52 (7 HD);  
**Fort** +8, **Ref** +7, **Will** +3 evasion

---

**Speed** 20 ft. (4 squares), swim 30 ft  
**Melee** bite +10 (1d8+7) or  
**Melee** tail slap +10 (3d6+7) or  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +5; **Grp** +10  
**Special Actions** improved grab  
**Combat Gear** masterwork studded leather

---

**Abilities** Str 21, Dex 14, Con 17, Int 1, Wis 12, Cha 2  
**SQ** link, devotion, evasion, hold breath, share spell  
**Feats** Alertness, Improved Natural Attack (tail), Skill Focus (Hide)  
**Skills** Hide +8 (+12 in water, +22 when submerge), Listen +7, Spot +6, Swim +13

---

**Improved Grab (Ex):** To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

**Hold Breath (Ex):** A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

**Skills:** A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. \*A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

## APPENDIX 2: NEW RULES

### FEATS

#### Crossbow Sniper

You are skilled in lining up accurate, deadly shots with your crossbow. Perhaps you add extra custom-made sights to your weapon or you have learned to maximize the stability and precision the weapon offers.

**Prerequisite:** Proficiency with hand, heavy, or light crossbow, Weapon Focus with hand, heavy or light crossbow, base attack bonus +1.

**Benefit:** When using a crossbow for which you have the Weapon Focus feat, you gain a bonus on damage rolls equal to ½ your Dexterity bonus.

If you have the skirmish or sneak attack ability, the maximum range at which you can make such attacks increases to 60feet when you are using a crossbow for which you have the Weapon Focus feat.

**Special:** A fighter may select Crossbow Sniper as one of his fighter's bonus feats.

**Source:** *Player Handbook 2* 78

#### Improved Toughness

You are significantly tougher than normal.

**Prerequisite:** Base Fortitude save bonus +2.

**Benefit:** You gain a number of hit points equal to your current Hit Dice. Each time you get a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD, (such as by losing a level) you lose 1 hit point permanently.

**Special:** A fighter may select Improved Toughness as one of his fighter's bonus feats.

**Source:** *Complete Warrior* 101

#### Natural Bond

Your bond with your animal companion is exceptionally strong.

**Prerequisite:** Animal companion.

**Benefit:** Add 3 to your effective druid level for the purpose of determining the bonus Hit Dice, extra tricks, special abilities, and other bonuses that your animal companion receives (see page 36 of the PHB). This bonus can never make your effective druid level exceed your character level.

**Source:** *Complete Adventurer* 111

#### Ranged Weapon Mastery

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

**Prerequisite:** Proficiency with selected weapons, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

**Benefit:** When you select this feat, choose bludgeoning, piercing or slashing. You must have Weapon Focus and Weapon Specialization with a ranged weapon that deals this type of damage. When

using any melee weapon that has the damage type you select, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls. In addition, you increase its range increment by 20feet.

**Special:** You can select this feat more than once, each time. Each time, you can select a new damage type.

A fighter may select Ranged Weapon Mastery as one of his fighter bonus feats.

**Source:** *Player Handbook 2* 82

#### Rapidstrike

You can attack more than once with a natural weapon.

**Prerequisites:** Dex 9, one of more pairs of natural weapons, aberration, dragon, elemental, magical beast or plant type, base attack bonus +10.

**Benefit:** If you have a pair of natural weapons, such as two claws, or two slams, you can make one extra attack with one of those weapons at a -5 penalty. A creature with multiple limbs qualifies for this feat as well, such as a creature with three arms and three claw attacks.

**Normal:** Without this feat, you attack once with each natural weapon.

**Special:** You can take this feat once for each pair of natural weapons you have.

**Source:** *Sandstorm* 53

## 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 DC 10 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.

### RANDOM SQUARE TERRAIN

1d6	Terrain
1	no effect on movement
2	shallow bog
3	shallow bog
4	deep bog
5	quicksand
6	deep water



Map 1: Swamp Section



**Map 2: The Lizardfolk village**  
The scale is 1 square= 10ft



## PLAYER HANDOUT 0: THE WORD ON THE STREET

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- The forces of evil are readying to invade the County. They have an army of millions emerging from the Swamp.
- The swamp is full of black dragons! Adventurers saw at least ten of those things!
- Kobolds and Lizardfolk have been raiding small villages all along the edge of the Swamp.
- Lord Duncombe cheated our beloved Lord Agnard out of his rightful crown and he gave it to his daughter.
- Lady Camis-Rouge, the local Knight of the Swan has assured the population that the knights would be coming to help if a fight breaks out, but only a few extra knights have come to town.
- Lady Cezia, Lord Agnard's daughter has been hiring adventurers to kill some of the enemy forces and they have returned with many. The enemy must be really easy to kill.
- Colonel Rinald Gellor, Lord Agnard's son is not in Stone Battle, he travels the Countryside and he is raising militias and organizing the defense of the Archbarony.
- Lord Agnard has been stocking food supplies and he has hired mercenaries to supplement the Stone Battle Guard.
- Adventurers have killed gray renders of gigantic size! It took like 50 of them to take the creature down, but they finally succeeded. The Swamp is safe now.
- The priestess of Obad-Hai came to see the Archbaron but was sent away. She did meet with Lady Cezia at the temple of Pelor.



**Image 1: Lord Agnard escorting Lady Cezia through the Market in Stone Battle**

Stop anyone that might be coming to the area. Kill them if you need to.

It will be in the area to support you. Feed it well, we cannot afford to lose another one.

You will be given great honor in the eye of the divine Ones and allowed to join in the glory of victory of conquest of the human's city.

Glory to the Favored Son of the Mother!

Kitink,  
Blessed of the Mother

Darkpool tribe



## PLAYER HANDOUT 2

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You catch the dragon in mid-speech, in Draconic.

*"...the Mother has sent us signs. New Dosseldorf collapsed under my claws! The humans are running from us. Our master, the Black Man wishes to extend our land to the flat lands of man!"*

*"By my unholy mother, I assure you that victory will be ours! We will wallow in the glory of conquest and plunder. You will grow numerous and fat on their delicious and succulent flesh."*

The assembled creatures all voice their joy at the promises of victory.

*"I will bear children touched by the Mother to rule over the lands we will conquer together in her name! The unholy banner of Tiamat, our mother will fly over Stone Battle first and from there... It will fly over the world!"*

*"To Stone Battle!!!"* The dragon takes flight, heading northwest. The creatures in the village jump into the murky waters and leave, following their draconic general, calling out *"To Stone Battle!"* As they do so, they raise black banners.

A few minutes later, only a few creatures remain in the village as the army marches out.



**Image 2: The Draconic General**

## PLAYER HANDOUT 3

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You catch the dragon in mid-speech its voice is powerful and full of venom and menace. It is obvious that the creatures it is addressing are pleased by what the dragon says.

Finally it calls out some sort of battle cry as it takes flight, heading northwest. The creatures in the village jump into the murky waters and leave, following their draconic general, echoing its battle cry and raising black banners.

A few minutes later, only a few creatures remain in the village as the army marches out.



**Image 3: The Draconic General**

## PLAYER HANDOUT 4

*"Thank you for rescuing me! I thought I was going to die here and serve as dinner for one of these slimy reptiles."*

*"Let's go back to Stone Battle there is no time to waste... The army is on the move and Stone Battle is next!"*

*"I don't speak Draconic too well, but I was able to see some of their maps and if they were right, they already have Stone Battle within striking range! And at least two different forces ready to strike... The other one is farther west. This small group is nothing... They have countless more... We counted over two thousand creatures and animals... Mostly kobolds and lizardfolk, but they have "elite" troops too... Blackspawn raiders, half-dragon Duergar, kobold sorcerers and shamans... We have ignored them for so long that their numbers have grown unchecked!"*

*She lowers her eyes to the ground, obviously ashamed of what she wishes to say next.*

*"That female dragon... Carxa... She... She made me talk... I was so afraid... I told her about important locations in Stone Battle: the temples, the stables and the Knight's hall. I was forced to draw a map for her... I'm no wizard but I know she forced me to do so using magic cast by one of her kobold cohorts. Of course, the map's a little off... But that thing scared me like I never was scared before..."*

*Tella starts to cry.*

*"I can only redeem myself by fighting back now... But first we need to go to Stone Battle and warn them all!"*



**Image 4: Tella the Scout**

The following note has been buried expertly inside the leather armor of the dead woman's armor.

***Black Dragon Carxa leading attack on SB***

***2+ armies***

***1000s hobolds, lizardmen***

***Dragon-Duergar and Blackspawn***

***Attack on the way to SB***