

GRM3-07

Rustling in the Reeds

A One-Round D&D LIVING GREYHAWK[®] Gran March Regional Adventure

Version 1.1

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The military has hired you to escort a work-gang to newly uncovered ruins found in the Rushmoors. A short trip, good money, and a festival afterwards...what could go wrong? A Gran March adventure for APLs 2-12, and Part One in the "Whispers from the Swamp" series.

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

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Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them.

If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING

GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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

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

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

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Gran March. Characters native to Gran March pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

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

Adventure Background

There were several events that led up to the current situation. The DM should beware of each separate event as some of the information could be revealed by specific NPCs throughout the scenario. This scenario is the sequel to **GRM3-03 Shades of the Past**.

Ancient Ruins

The ancient ruins that have been uncovered is actually an ancient temple complex devoted to Vecna. Unfortunately, several earthquakes sank the temple and imprisoned several servants inside. Some killed themselves while others went mad. The high priest at the time went insane and later became an undead servant bent on escaping. However, its prison seemed secure. Over the centuries, its hatred to other entities has grown, especially toward Iuz. It now slumbers waiting to be released.

Over the years, the swamp grew up around the top of the temple. Its evil was still permeating because many of the sacrifices were made there. A symbol to Vecna was even located under the altar to curse the sacrifice and allow the priest sacrificing to gain power in Vecna's name. The island that formed became an unholy place that could corrupt others.

Almost a century ago, a tribe of lizardfolk made the surrounding swampland their home. In the process, they discovered this island. While living in the area, one of the lizardfolk came to the island and was corrupted, causing problems within and without the tribe. It was a year before the tribe was able to put itself back into order. The lizardfolk shaman declared the island a forbidden place.

Thirty years ago, another member of the tribe became seduced by the corrupting influence of the island. The corrupted tribe member killed the shaman and several other members of the tribe before he was stopped. A druid took over as shaman of the tribe and spent years creating a natural barrier on the outskirts of the island to prevent the corruption from spreading.

Over half a year ago, a bullywug shaman found the island and detected its power. The bullywugs forced the lizardfolk tribe out of the area and took the island for their own. As they began their first sacrifices, the Gran March military came and either killed or drove off the bullywug settlers. They have since set up a camp there to explore the ruins.

The Bullywug Explosion

The year of 592 brought an excessive amount of rain to the Rushmoors. This gave the bullywug population within the swamp more food than usual through the winter, causing a huge population growth. At the same time, a powerful bullywug savant called Xigglub arose among the tribes and took them over for his master. The bullywugs started to revere him, almost like a deity. Thus, six large tribes of bullywugs became somewhat unified. A lesser savant who follows the master savant's goals led each of these tribes. These savants kept the warring among the tribes to a minimum. Their focus is now on expanding their territories throughout the Rushmoors.

At the beginning of 593 CY, the bullywug expansion began in the Rushmoors. One group, led by a savant called Giggbligg discovered the old ruins. They sensed the power there and spent a month forcing the tribe of lizardfolk out of the area and closer to the dry land of Gran March. It was then that the bullywugs made the island their home.

A bullywug cleric determined he and his chosen could gain more power through sacrifices on the island. They spent two months waiting for human sacrifices. Finally, several dozen bullywugs ambushed and captured a group of Flan and the Gran March scouts that had come in search of them.

The Gran March military came in and drove the bullywug tribe off. Giggbligg, in his obsession with the power of the temple, has been watching the site and observing the military forces, waiting for the perfect moment to attack.

Guardian Flan

The Gwarcheidwad (gwar-Kah-EE-dwad), or "guardian" in Flan, have devoted their lives to ensure that the remnants of the evil, which once ruled this land, do not surface. They have their left hand dyed black and a circle of black henna around their left eye (this represents their devotion to stop the remnants of the Whispered One). They only speak Flan. The tribe made contact with some of the soldiers of the Gran March last year by warning them of future incursions into the Rushmoors.

The Gwarcheidwad have given up trying to convince Gran March to let things lie. They realize that only force will work and have been using guerilla tactics on the military camp for a couple of months, but to no avail. The leadership have been planning a couple of assaults on the Gran March military for a year now, but plans have been delayed a bit with the bullywug explosion.

Finally, several of the tribe made a full assault on the camp. They still failed, but fled before things got too ugly. This is the first step in bigger things for the Flan.

As they head back to the rest of the tribe, they get attacked by Krag (as a captured one), who commands the fiendish tendriculos to kill them.

Gran March Lead-In

What started out as a rescue mission, has turned into an exploration. The Gran March military sent some men in to rescue some missing scouts. It came to their attention that there were some ancient ruins found in the Rushmoors, and they dispatched Captain Jinx with 2 files and a work gang to guard and explore the place.

In the past five months, Captain Jinx has set up a slightly fortified encampment near the ruins and spent several months having the work gang build a dam around the ruins. Since then, the Flan have been attacking the dam and the encampment at least once a week, slowing progress. In the past month they have drained some of the water out of the new area, but it would've been more had it not been for the attacks. The top 10 feet of the temple has been cleared and is above water. The symbol of Vecna on the top has been marked with logs placed around it to prevent accidents. Already, several of the soldiers have the curse. Captain Jinx has requested a cleric be sent to remove the curse, but none has arrived yet.

Captain Jinx has requested another work gang to speed efforts, which is where the PCs come in. The military gets the PCs to "escort" a work gang they deem expendable to the encampment.

The PCs will arrive at the camp after the assault by Flan.

Adventure Summary

Introduction

The adventure begins with the ordering or hiring of the PCs to escort a fugitive work gang to the Rushmoors ruin site. The PCs are supposed to hand over the crew to Captain Nicoli Jinx.

Encounter One

The PCs arrive in Willow's Bend and can talk to any NPCs; however, the Elector, Bard and Cleric in the town wish to speak to the PCs.

Encounter Two

The PCs arrive at the encampment after a fresh attack by Flan. Captain Jinx welcomes you and asks for aid in

securing the site after the attack. The PCs may meet some of the soldiers and work crew at the site. They also learn of an AWOL soldier who slipped away during the battle and the sighting of the half-orc druid leaving the area after being told the site was off limits. The PCs have two choices. A low APL table has the choice to go after the AWOL soldier or help guard the site while the Captain sends some men after him (go to either Encounter Three or Encounter Seven). A high APL table has the choice to go after the druid or help guard the site while the Captain and some men go after him (go to either Encounter Three or Encounter Eleven).

Option One – Guarding the Site

Encounter Three

The PCs help watch the site and learn of an impending bullywug attack. They can also talk to the Flan prisoner.

Encounter Four

The bullywugs set a trap using one of the scouts.

Encounter Five

The bullywugs attack the encampment.

Encounter Six

Water elementals attack the encampment.

Option Two – Return the AWOL Soldier

Encounter Seven

The PCs go to the last known location of the AWOL soldier to search for a trail or any information. While traveling they are ambushed by bullywugs.

Encounter Eight

The PCs follow the trail to Tom Gort's home in Willow's Bend. Information can be learned from Tom and also in his son's room.

Encounter Nine

The PCs arrive at the secret hideout of Tom Gort Jr. It is trapped, but pieces of information can be gathered to determine an impending attack on a Keoish caravan. The PCs must choose to try to stop the caravan attack or go after the AWOL soldier, before he gets away.

Encounter Ten-A

The PCs arrive at the start of an attack on a Keoish caravan (three wagons with riders). Four riders diverge to attack the PCs. The PCs' success determines whether the caravan survives or not.

Encounter Ten-B

The PCs track the AWOL soldier and catch up to him and a companion or two. They were waiting for another person at a copse of trees. They are on the lookout, so surprise may be difficult.

Option Three – Capturing the Half-Orc Druid

Encounter Eleven

The PCs go to the spot the half-orc was last spotted and encounter the awakened dire wolf K'org (the druid's old animal companion). He offers to help the PCs stop Krag because Krag has just slain his mate and cubs. The dire wolf is injured also.

Encounter Twelve

On the way to Krag's grove, the PCs come across a once large band of Flan being attacked by a fiendish tendriculos and fiendish dire wolverine(s). The PCs can choose to help the few Flan remaining or leave them to their fate.

Encounter Thirteen

The PCs arrive near Krag's grove and encounter a dead Flan tied to a tree and traps.

Encounter Fourteen

Inside the grove, Krag is trying to dig something up and there is an apparent recent tree battle between fiendish and normal treants. There are still a few treants remaining. Krag will direct them to attack the intruders with him.

Conclusion

The PCs are rewarded by Captain Jinx with redeemable favors. Active (and reactivated) military are also given commendations if their mission is successful. Krag can give a one-time redeemable favor to any PC willing to speak on his behalf. If the caravan is saved by the PCs, they receive recognition with the Commandant for keeping relations between Gran March and Keoland positive. Finally, if Gort's son is returned (the AWOL soldier), Tom Gort will offer a rare or unusual metal option for armor or weapon.

DM Notes

This adventure is supposed to relay information about the curse to the PCs, giving them the opportunity to remove it if so desired (and they have not already done so).

Also, any PC that has the Mark of the Eye curse will begin to hear "whispers" when within a half mile of the temple. See the full curse in Appendix Four for details.

Also, there are overland maps of the general Gran March area this adventure takes place in, as well as a small map of Willow's Bend in **DM Aid #1**.

Full Moon

The Full Moon occurs within this scenario. Any PCs inflicted with lycanthropy may change and cause unpredictable results. Check with the PCs to see if anyone is inflicted with this curse.

Military Scenario

This scenario counts as a Gran March military scenario. However, it is not limited to military characters.

Introduction

The adventure should begin with the PCs being ordered or hired to escort a work gang of criminals to a military site in the Rushmoors (their pay is equivalent to standard upkeep for the scenario). A corporal Vincen Liggot is in charge of finding men to perform this job. The corporal wants to find military personnel, but will take adventurers willing to be hired. He will reactivate veterans if necessary. He will also warn the PCs not to get too friendly with the work gang.

The PCs are supposed to report to Captain Nicoli Jinx at the encampment to turn over the work gang. Afterwards, they can enjoy the local Harvest Festival in the small town of Willow's Bend. The PCs are told to either speak to Elector Arturo Gilbreth, if he is in town, or to a retired scout, Jared Meex, to obtain directions to the military encampment. The corporal will give all this information to the PCs and also make a note to tell them that it is a army camp and that all non-military personnel are allowed by the captain's orders only. Those chosen from this assignment have permission because they are working for the military. The corporal can provide basic supplies if needed (for purchase).

The work gang consists of 12 criminals (crimes include theft, assault, and resisting arrest for the most part). See Appendix I for a list of some of the criminal work gang. One of their own, Torok, keeps them in line and will help the PCs with the work gang if possible. They provide little useful information. The work gang is basically a chain gang. Manacles are provided but Torok doesn't require them since he won't try to escape (of course the PCs may still want him manacled, which he won't object to).

Note to DM: There is no boxed text for the introduction. The DM will have to be flexible to bring the PCs into the hook of escorting the work gang. Appendix I has a list of work gang member names if needed.

Encounter One: It's Festival Time

Travel to Willow's Bend takes two days while escorting the work gang. They do not try to escape during this time.

You arrive at the small bustling town of Willow's Bend just a couple days after leaving Fort Endurance. Although it is a small town, there appears to be a lot of activity preparing for the Harvest festival, which begins in a few days. There are numerous tents being erected, tables being set up, and booths in various stages of readiness all in preparation for the festival. Willow's Bend is an otherwise plain village of only twenty or so houses. The main road bends around a large, blackened tree stump at the center of the village. Several of the locals notice your arrival and wave.

The PCs can find Elector Arturo Gilbreth at the center of the festival organization. He has "commandeered the inn and is using it as the festival organization center. Teams of organizers and workers are cycling in and out of Brelich's Fortune at all hours. Jared Meex is currently out of town. Other notable NPCs are the shopkeeper, Zippora Cettina; the innkeeper, Brelich Goldtooth; the local priest of Phyton, Talon Kessel; the blacksmith, Tom Gort; a traveling bard, Darden Lithonich; and a priest of Zilchus, Helmiphius the Bargainer. Both the bard and the priest are in the inn and will overhear any conversation with the Elector. This prompts the bard to talk to the PCs. The priest waits until after the bard is done, or one of the PCs has left him, and wants to talk also. The rest of the people around town are local and out of town farmers and their families.

Elector Arturo Gilbreth gladly speaks with the PCs and gives them the directions to the campsite. He also asks them to have some fun at the harvest festival on their return – it lasts a week. He is still looking for a prospective husband for his daughter and if he finds someone, he pays extra attention to him.

Darden Lithonich wishes to talk to the PCs concerning information they can obtain for him at the campsite. Darden is more of a scholar than a minstrel. Things that he reveals or asks:

- He will explain what he knows about the curse (See Appendix Four for details). He also

believes that the site may be a prison and that he has references that the prisoner is a great follower of the Whispered One. If it is this legend, he believes only someone cursed can stop a ceremony that the servant will perform when it is freed. Darden doesn't know details about the servant or the ceremony but if he could get confirmation on various site details, he will go look it up.

- He asks the PCs to describe the ruins when they return, as well as any other details they may notice.
- He asks the PCs to ask Captain Jinx for permission to visit the site for study.

Helmiphius the Bargainer wants to talk with the PCs. He knows the following:

- He wants to try and see if the PCs will put in a good word with Captain Jinx for him to visit the site.
- He was sent here by Zilchus and told to help in protecting against the Whispered One.
- He is willing to free anyone of the curse for a small 100gp price. However, he will also cure anyone freely if he is allowed to help at the site, including the Captain's men.
- He talked to the Captain but the Captain didn't really listen and dismissed him before he could offer aid. The Captain hasn't returned to Willow's Bend since.
- He has talked to the Elector, but the Elector seems more interested in finding a husband for his daughter and won't interfere with the Captain's work.
- He knows the site is dedicated to Vecna and believes there is great evil there. The curse is proof of this.

Brelich Goldtooth, the innkeeper, is always a rumor-monger and knows the following:

- Several of the soldiers at the site initially were cursed and the local cleric, Talon, cannot cure it.
- Marttik Suip stayed at the inn for 3 months before moving on. He hasn't been seen since.
- Krag Sathan stayed at the inn for a month before leaving. He too has not returned.
- The scholar Darden Lithonich has been in town around 5 weeks trying to get permission to see

the site. He will talk your ear off, but knows about that curse.

- The priest Helmiphius is quiet but helps where he can. He is trying to help out at the site as some calling of Zilchus.
- Business has been better with the troops to the south.
- Jared Meex has said a large band of bullywugs has been spotted on the move. Jared has left town to see family in the Rushmoors.
- Flan barbarians have been attacking the site, trying to kill the soldiers. They have only been small hit and run tactics according to some of the men who come here.

Except for Brelich, the rest of the NPCs are located in Appendix I, but provide no real information at this time.

The trail to the military encampment is south of the village beyond the paths leading to farms.

Encounter Two: The Temple Site

It takes a day and a half to get to the campsite now. The trip is made safely as the work gangs already at the site have made a decently marked trail. There are basic trail signs along the way in the swamp making travel easier, but following it means a basic 5-foot path. It is also cooler this time of year, which helps some with the bugs.

The campsite is made to be as defensible as possible. The stone wall around the perimeter was created through a *transmute mud to rock* spell.

From the earthen wall out into the water and around the ruins (by about 30 feet), a dam has been built. There used to be a 120-foot expanse of water between the shore and the ruins, but since the draining has begun, it has decreased to 100 feet. It appears the draining is perhaps one-fifth done with much more to do.

The roughly marked trail leading to the ruins in the Rushmoors is easy to follow and is much safer than blindly walking through the swamp. Keeping the complaining work gang members together and moving delays you a bit, but you finally arrive at a military camp with 30 some people.

The campsite itself stretches from the water's edge west of the ruins to 80 feet inland with a width of 150 feet from north to south at the water's edge. A 3-foot stone wall has been erected around the perimeter of the camp. In the encampment are several rows of

tents and one large tent in the center used as an operations office.

Further beyond is a pond with two stone structures protruding from it. The closer structure appears to be a dam of sorts that has been set up with the intention of draining the pond to its bottom. The stone structure near the center of the pond resembles the top of a building, perhaps a ziggurat.

As you arrive, you notice the camp is recovering from a recent attack. Three dead bodies lay off to the side, covered with sheets. An Oeridian man in his early forties is directing the men with some authority.

If one or more of the PCs have the Mark of the Eye curse, read the following to them:

For the past few minutes you've had this feeling of dread building. Upon seeing the ziggurat you hear a whispered voice in your ear.

If the PC understands Flan, then read the following:

After a minute of listening you can make out the phrases "secrets are in the wind", "all power has a secret", and "eyes are the knowledge of the soul".

The PCs may notice Captain Nicoli Jinx as the man directing the others. The camp was attacked at dawn by a group of Flan (see the background information). There is only one Flan body, a prisoner the soldiers captured in the retreat. The Captain allows no one, not even the PCs to speak with the prisoner. The PCs can only do that if they decide to guard the camp. One soldier and two of the work gang were killed in the fight. Many of the other soldiers (all but 2 or 3) have various degrees of injuries, but none are incapacitating or critical. Even some of the work gang members at the camp are wounded (around 4 or 5). If the PCs heal any of them, make a quick note of it if you wish to determine the number of people who survive the bullywug assault (see Encounter Six).

The current number of soldiers at the site is equivalent to three files (24 with Captain Jinx and minus the dead soldier). Two of them are actual files assigned to Captain Jinx. The third consists of a group of veterans that Elector Gilbreth has assigned to the Captain to help in the site's defense. The camp has been attacked in the past few months with guerrilla tactics. The dawn's attack is the biggest yet. The current number of work gang members is 10, after the two that just died. With the 12 the PCs just brought, that comes to a total of 22. Some of the soldiers (4) and work gang members (3) are cursed and come off as distracted. None of the dead were cursed. See Appendix I for important soldiers and work

gang members. Those that are cursed are marked in that section.

Captain Jinx will thank the PCs for bringing the work gang to him and assign two men to take them. He will also relay the attack to them and ask them if they would mind helping bring order back to the camp. It will take a full day to make sure everything is back in order. If the PCs just want to leave, then the scenario is over.

The PCs have the chance to try and convince Captain Jinx to allow Helmiphius to help with the ruins. A Diplomacy check DC 25 will convince him (add a +5 circumstance bonus to the PCs roll if they mention the free curing of his men). Captain Jinx knows of Darden and Helmiphius but thought they would get in the way of his duty here.

While the PCs are working around the camp they can learn about the various skirmishes with the Flan. Also, if any PC is so inclined, they can go to the ruins and attempt to be cursed. The work gang members recover the remains of their pumping equipment and start repairing it while also checking the dam.

At midday of the next day, when things are nearly settled, two scouts return and report to Captain Jinx. Captain Jinx will then approach the PCs and tell them the situation based upon their APL.

If the PCs are APL 2-6, then read the following:

Captain Jinx approaches you as the cleanup is winding down. "I have a situation here that could use some good men (and women if appropriate). I have a scout who has gone AWOL. His name is Tom Gort. One of my men saw him sneaking off with a large bag less than a mile away this morning. Tom got the drop on him and knocked the scout out so I just got the news. I don't like one of my men going AWOL and want him returned to me. Are you willing to help?"

If the PCs are, read the following from Captain Jinx:

"Trying to find Scout Gort may require some tracking. If you feel up to it you can go after him. Otherwise, I can send some of my men after him and you can replace them on guard duty here at the encampment. What do you feel like you are capable of?"

If the PCs are APL 8-12, then read the following:

Captain Jinx approaches you as the cleanup is winding down. "I have a situation here that could use some good men (and women if appropriate). A druid named Krag has infiltrated the ruins against my orders. One of my men spotted a pillar of flame and went to investigate. He saw Krag kill a pack of dire wolves and leave carrying something. Krag is a half-

orc that has been coming to the site every week. I have told and ordered him to not interfere but he is persistent. Up to now he hasn't disobeyed my edict. Worse, if what I believe is correct and he has gotten into the ruins somehow, he may have released something. I believe that the something that my scout reported is from the ruins and I want both it and him returned. I want to know how he got into the ruins and he must face punishment. Are you willing to help?"

If the PCs are, read the following from Captain Jinx:

"My man mentioned he saw Krag vanish which may mean it will be difficult to find him. I can personally take a couple of men with me if you'd rather stay here and guard the encampment while I am gone. What do you feel like you are capable of?"

Details on the Paths

If the PCs go on either "tracking" mission, the captain has no men to spare to help. It is up to them.

If the PCs choose to stay and guard the encampment, Captain Jinx will determine the PCs' rank and, if any are above corporal, will place them in charge. Usually Corporal Jurgen Filiden is left in charge. (Note: Corporal Filiden is evil but is trying to reform. Associating with him for the time of this scenario will not interfere with the paladin's code.) The corporal or captain can relay how they have set up their defenses before. The soldiers guard the outer wall of the encampment (not the stone structure). It spreads the soldiers thin, so the work gang members are usually left to defend inside if anyone gets beyond the soldiers. Finally, since the captain takes Kruger Amden, the work gang leader, Kruger asks the PCs to watch out for his men when they can. This path goes to Option One, Encounter Three.

If the PCs choose to go after Scout Tom Gort, they will be given directions to his last known location. The directions are easy even if they are 2 hours away. This path goes to Option Two, Encounter Seven.

If the PCs choose to go after Krag, they will be given directions to his last known location. Krag was spotted less than one hour ago. This path goes to Option Three, Encounter Eleven.

If the PCs do not wish to help at all, have Captain Jinx dismiss them, have them leave, and end the scenario.

Option One – Guarding the Site

This option consists of Encounters Three to Six. PCs who choose to guard the encampment follow this option. All APLs may choose this option.

Encounter Three: Attack Preparations

If the PCs stay and guard the encampment, that means Captain Jinx must leave to try and capture the missing druid. He will have assigned someone else to be in charge (either a PC or Corporal Filiden). The captain takes Kruger Amden, Corporal Marinian Veldersy, and 2 other soldiers with him.

Having chosen to stay and assist with the defense of the camp your party gets right into the mission at hand. Watches are set and perimeter patrols assigned as the waiting begins.

The captain has 4 scouts that usually work in shifts. Two of them will be out keeping watch.

The PCs may choose to interrogate the Flan prisoner at this point. The corporal will allow it if he is in charge (or if the PCs are in charge, they have the right). The Flan barbarian can give the details about the attack from the Flan perspective (see Adventure Background). The Flan will not willingly reveal the tribe's last location and he doesn't know the leadership. Otherwise, the DM is free to role-play it however he wants.

☛ **Faen:** male human (Flan) Bbn1; AL N.

Late afternoon, one of Captain Jinx's scouts tells either Corporal Filiden, or the PC left in charge, that a force of bullywugs are near.

If the Corporal is in charge, read the following:

Corporal Filiden hurries up to you. "Men, a large bullywug force is nearby and is preparing to attack. Stay in the northern part of the camp and prepare for an attack." The Corporal then barks orders to his men and the work gangs as they prepare for an assault.

If one the PCs is left in charge, read the following:

One of the scouts comes up to you, saluting and waiting for your acknowledgement. Once acknowledged he speaks, "Sir, a large force of bullywugs is gathering to the south, just a mile away. I believe they are planning an assault." The soldier waits for your response.

The PCs have 30 minutes before the assault begins. Magic may help reveal the time or a close approximation.

The PC in charge can give orders to anyone left in camp, but try to make sure the camp is protected from all sides.

Encounter Four: Bait

Shortly before nightfall, the bullywugs plan their attack. The bullywug sorcerer captures one of the scouts and uses him for bait. Read the following:

As you prepare for an assault by bullywugs, one of the scouts has not returned. As some of the men discuss his absence, the sound of a cry of pain breaks the quiet. It sounds like the scout is not too far off and his pain is great. The question is whether he can be saved?

The captured scout (Corporal Gottlee Thomban) is being tortured to draw off some of the army to investigate. One of his hands has been chopped off (current hp: 6) and he is under the effects of a *symbol of pain*. He has also been tied to a tree. Multiple traps have been set up for those who wish to free him. All the mechanical traps are set up to trigger from loosening the ropes. The magical traps vary. The *burning hands* and *Melf's acid arrow* traps go off if anything moves within 2 feet of the scout. The *glyph of warding* traps are on the tree above the scout's head. He is located only 150 feet away from the camp.

APL 2 (EL 4)

☛ **Burning Hands Trap:** CR 2; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 1st-level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

☛ **Javelin Trap:** CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18.

APL 4 (EL 6)

☛ **Glyph of Warding (Blast):** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

☛ **Javelin Trap:** CR 4; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+9, javelin); Search DC 20; Disable Device DC 25.

APL 6 (EL 8)

☛ **Greater Glyph of Warding (Blast):** CR 6; spell; spell trigger; no reset; spell effect (*greater glyph of warding* [blast], 16th-level cleric, 8d8 sonic, DC 19 Reflex save half

damage); multiple targets (all targets within 5 ft.); Search DC 31; Disable Device DC 31.

↗ **Javelin Trap**: CR 6; mechanical; location trigger; manual reset; Atk +21 ranged (1d6+9, javelin); Search DC 25; Disable Device DC 25.

APL 8 (EL 10)

↗ **Melf's Acid Arrow Trap**: CR 8; magic device; visual trigger (*true seeing*); automatic reset; multiple traps (two simultaneous *Melf's acid arrow* traps); Atk +9 ranged touch and +9 ranged touch; spell effect (*Melf's acid arrow*, 18th-level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27.

↗ **Fusillade of Spears (2)**: CR 6; mechanical; proximity trigger; repair reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10-ft. by 10-ft. area); Search DC 26; Disable Device DC 20.

APL 10 (EL 12)

↗ **Melf's Acid Arrow Trap (2)**: CR 8; magic device; visual trigger (*true seeing*); automatic reset; multiple traps (two simultaneous *Melf's acid arrow* traps); Atk +9 ranged touch and +9 ranged touch; spell effect (*Melf's acid arrow*, 18th-level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27.

↗ **Fusillade of Spears (2)**: CR 8; mechanical; proximity trigger; repair reset; Atk +21 ranged (1d8+3, spear); multiple targets (1d6 spears per target in a 10-ft. by 10-ft. area); Search DC 26; Disable Device DC 20.

APL 12 (EL 14)

↗ **Melf's Acid Arrow Trap (4)**: CR 8; magic device; visual trigger (*true seeing*); automatic reset; multiple traps (two simultaneous *Melf's acid arrow* traps); Atk +9 ranged touch and +9 ranged touch; spell effect (*Melf's acid arrow*, 18th-level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27.

↗ **Fusillade of Spears (2)**: CR 10; mechanical; proximity trigger; repair reset; Atk +26 ranged (1d8+6, spear); multiple targets (1d6 spears per target in a 10-ft. by 10-ft. area); Search DC 26; Disable Device DC 20.

Treasure: Corporal Thomban hid a spear he found before he was captured. He can tell the PCs about it or a Search DC 18 can find it. If the PCs do not come here while the corporal is still alive, the bullywugs have found it when they killed him.

APL 2: L: 0 gp; C: 0 gp; M: +1 spear(192 gp).

APL 4: L: 0 gp; C: 0 gp; M: +1 spear(192 gp).

APL 6: L: 0 gp; C: 0 gp; M: +1 spear(192 gp).

APL 8: L: 0 gp; C: 0 gp; M: +2 spear(692 gp).

APL 10: L: 0 gp; C: 0 gp; M: +2 spear(692 gp).

APL 12: L: 0 gp; C: 0 gp; M: +2 spear(692 gp).

If the scout is rescued, he will try and tell the PCs that there is a huge force led by a strange looking bullywug. (PCs who played **GRM3-03 Shades of the Past** may recognize the description as a bullywug savant.) Five minutes after the scout's screams begin, the bullywugs attack the camp. If the PCs decide not to investigate the screams, then the scout is killed and traps removed.

Encounter Five: Bullywug Assault

If the PCs make it back to camp before 5 minutes, then the PCs have a chance to hear the approach of the bullywugs, otherwise the PCs can hear the sounds of battle and rush back to help. Let all PCs roll a Listen check and compare it to a base DC 10. For every 6 points the check is above the base DC, it gives the PCs one additional round of preparation before the bullywugs come into view (10-15 is 1 round, 16-21 is 2 rounds, 22-27 is 3 rounds, etc). An NPC alerts the PCs 1 round ahead of time if needed. (Note: Because combat has not begun, a ready action cannot be done.) If the PCs are in camp when the bullywugs arrive, read the following:

As they come into view, you see at least a hundred bullywugs spring from the water at various points around the dam. The assault is on.

If the PCs are away when the battle begins, read the following:

The sounds of battle can be heard back toward the encampment. You hear orders being shouted to keep the men together and you know they may be in trouble.

If the PCs are already in the camp, the majority of the force begins the assault at the waters edge from inside the encampment. Others come from the other, non-water side, but mainly as a diversionary tactic. Start the bullywugs approximately 30 to 40 feet away from the closest PC.

If the PCs head back into camp after the battle begins, start them at the other side of the wall and let them help a soldier who is being ganged up by the bullywugs below.

APL 2 (EL 5)

👉 **Bullywugs (3)**: hp 8 each; see Appendix II.

👉 **Bullywug Sorc**: hp 5; see Appendix II.

APL 4 (EL 7)

🔥 Bullywug War3 (3): hp 25 each; see Appendix II.

🔥 Bullywug Sor3: hp 15; see Appendix II.

APL 6 (EL 9)

🔥 Bullywug War5 (3): hp 41; see Appendix II.

🔥 Bullywug Sor5: hp 26; see Appendix II.

APL 8 (EL 11)

🔥 Bullywug War7 (3): hp 58 each; see Appendix II.

🔥 Bullywug Sor7: hp 37; see Appendix II.

APL 10 (EL 13)

🔥 Bullywug War9 (3): hp 81 each; see Appendix II.

🔥 Bullywug Sor9: hp 54; see Appendix II.

APL 12 (EL 15)

🔥 Bullywug War11 (3): hp 116 each; see Appendix II.

🔥 Bullywug Sor11: hp 74; see Appendix II.

Tactics: The bullywugs listed are the ones that come for the PCs. They simply try to kill as many creatures as possible. The sorcerer will already have spells pre-cast on himself and possibly the warriors he is with. He will start off putting up short duration defenses he may have (and not have already cast) and then attack. If all three warriors drop and it does not appear favorable to the sorcerer, he will try to flee.

Treasure:

APL 2: L: 245 gp; C: 0 gp; M: *wand of summon monster I* (63 gp).

APL 4: L: 245 gp; C: 100 gp; M: *wand of summon monster I* (63 gp).

APL 6: L: 245 gp; C: 150 gp; M: *ring of protection +1* (167 gp), *wand of summon monster I* (63 gp).

APL 8: L: 245 gp; C: 200 gp; M: *ring of protection +1* (167 gp), *wand of summon monster I* (63 gp).

APL 10: L: 245 gp; C: 250 gp; M: *ring of protection +2* (667 gp), *wand of summon monster II* (375 gp).

APL 12: L: 245 gp; C: 500 gp; M: *ring of protection +2* (667 gp), *wand of summon monster III* (938 gp).

After the battle, allow the PCs to help others or heal them. Make a note of the healing done for Encounter Six if you'd like. This attack may take longer for high APLs, but try not to let on that they'll be other attacks. The next attack begins 5 minutes after the start of this attack.

Encounter Six: Elemental Assault

The PCs have a chance to hear the elementals as well, but since they are water elementals, it is harder. Use the same Listen mechanic as in Encounter Five, except for two things. First, the base Listen DC is 20 instead of 10 (20-25 is 1 round, 26-31 is 2 rounds, 32-37 is 3 rounds, etc). Second, only APLs 2-6 are warned by NPCs one round in advance if the PCs do not make the check. The high APLs (8-12) get no forewarning unless the PCs hear it themselves.

The battle appeared to be over and the soldiers in the camp were beginning to tend to the wounded and haul off the slain. Just when everything started to calm down the water itself springs up from beyond the dam to advance on the encampment. These creatures of water come forward looking to flood the encampment.

APL 2 (EL 3)

🔥 Small Water Elementals (2): hp 14 each; see *Monster Manual*.

APL 4 (EL 5)

🔥 Medium Water Elementals (2): hp 33 each; see *Monster Manual*.

APL 6 (EL 7)

🔥 Large Water Elementals (2): hp 72 each; see *Monster Manual*.

APL 8 (EL 9)

🔥 Huge Water Elementals (2): hp 156 each; see *Monster Manual*.

APL 10 (EL 11)

🔥 Greater Water Elementals (2): hp 205 each; see *Monster Manual*.

APL 12 (EL 13)

🔥 Greater Water Elementals (4): hp 205 each; see *Monster Manual*.

Treasure: None.

If the PCs survive the water elementals, then the assault is over. The DM can reference the chart below to see how many people are alive in the camp. The chart is based on any healing done to the troops since they have arrived (after the Flan attack or in between assaults). The

PCs can help the hurt and even raise the dead if they have the ability. Otherwise, they need to keep the camp in order until the Captain returns.

If no healing was performed: 10% chance Captain Jinx killed (because the Captain heals his men some before he leaves or there would be even more casualties), 2d4+1 soldiers dead, and 2d4+3 work gang members dead.

If normal Heal checks DC 15 performed: 5% chance Captain Jinx killed (because the Captain heals his men some before he leaves or there would be even more casualties), 1d8+1 soldiers dead, and 2d4+2 work gang members dead.

If minor healing performed (up to 10 hit points healed among 1-4 men): 1d4+3 soldiers dead, 1d6+3 work gang members dead.

If minor healing performed (11-30 hit points healed among 5-10 soldiers): 1d4+1 soldiers dead, 1d4+2 work gang members dead.

If major healing performed (31+ hit points healed among 10+ men): 1d2+1 soldiers dead, 1d2+1 work gang members dead.

If everyone was healed: 1d3-1 soldiers dead, 1d3-1 work gang members dead.

With the attack over, go to the Conclusion.

Option Two – Returning the AWOL Soldier

This option consists of Encounters Seven to Ten. PCs who choose to go after Scout Tom Gort follow this option. Only APLs 2 to 6 may choose this option.

Encounter Seven: Finding the Trail

By the time the PCs start, Tom is already 8 hours ahead of the party. Tom plans to head to his father's house, get something he left there without seeing his father, and push his travel to the shack. He meets Helga (and possibly Ogar) and the caravan attackers at the shack and gets 12 hours rest before moving on. The attackers take their horses and go north, while Helga and Tom head south. The attackers don't go to the caravan spot until 1 hour before the timetable. Tom and Helga also don't arrive at their meeting point until 1 hour beforehand.

The timetable looks like the following:

- Tom travels 16 hours to the shack from the place he knocked out the scout, only stopping at

his father's house to pick up a personal item. His father does not see him during this time and Tom arrives at the shack in the morning. Tom then turns over the sack of Gran March uniforms to Helga.

- Tom sleeps 8 hours.
- Everyone leaves the shack at night, but do not go to their destinations until the 2 mornings later.
- At midday, Tom and Helga meet Boris Jutsin and leave into the Rushmoors (not to be found). The Keoish caravan gets attacked.

If the PCs push it (as in no sleep), they have 18 hours travel from the encampment to Willow's Bend and 6 more hours to the shack from there (or 4 hours with a map). The PCs will arrive before dawn sometime, missing Tom and everyone at the shack by 4 to 8 hours. Normal travel follows the normal box text however. (Note: This does not take into account hustling on the land or any base speed other than 30 ft.)

The PCs are directed to the spot where Tom Gort Jr. was last seen. It takes the PCs 2 hours to get to that spot and travel is basically in a 5-foot path to prevent missteps.

Arriving at the last known location of Tom Gort Jr, the AWOL soldier, is quite easy. There is not much of interest except his footprints. They appear to lead back in the direction of Willow's Bend.

As the PCs follow the trail, they will cross the pass of 2 bullywugs waiting to ambush any soldiers trying to flee. A Spot check DC 18 + the APL will spot the bullywugs, preventing surprise.

If the PCs spot the bullywugs, read the following:

As you continue following the trail, you see some bullywugs jump out from among their hiding place in the reeds. It appears their ambush has failed, but they are still intent on attacking.

If the bullywugs are not spotted, read the following:

As you continue following the trail, some bullywugs jump out from among their hiding place in the reeds. It appears you have fallen right into an ambush.

APL 2 (EL 5)

🐉 **Bullywugs (4):** hp 8 each; see Appendix II.

APL 4 (EL 7)

🐉 **Bullywug War3 (4):** hp 25 each; see Appendix II.

APL 6 (EL 9)

👉 **Bullywug War5 (4):** hp 41 each; see Appendix II.

Treasure:

APL 2: L: 212 gp; C: 0 gp; M: 0 gp.

APL 4: L: 312 gp; C: 0 gp; M: 0 gp.

APL 6: L: 312 gp; C: 0 gp; M: 0 gp.

Following Tom's tracks back to Willow's Bend is easy and only requires two Track checks DC 10. The tracks lead to his father's house.

Encounter Eight: The Trail Leads Home

The trail leads back toward Willow's Bend. If the PCs track the trail back to town they will find that it leads to the blacksmith's house in Willow's Bend. By normal traveling and resting, the PCs arrive here close to midnight.

The sound of metal clanging on metal can be heard and it appears that a light is on at the building the tracks lead you toward. As you move toward the building you can make out a man hammering on a wagon wheel by lamplight. The man seems focused on his work and does not seem to notice you.

The PCs can learn about Tom's son if they speak with his father. Tom Sr. is simple man who served in the military then retired as a blacksmith. He is knowledgeable and seems to have traveled a great deal during his days in the military. He is concerned about his son and would be interested in anything that would help his boy. Tom knows the following:

- Tom junior has been acting strange for the last couple of months ever since he got that tattoo around his eye.
- Tom hasn't been around for about a week.
- Tom has been somewhat rude and hard to get along with for the last couple of months. He even vanished for a full week last month. (If pressed for more details it was exactly a month ago during the full moon.)
- Tom has been hanging out with strangers whenever he is in town. He doesn't pay attention to many of the townsfolk he used to know.
- If the PCs seem concerned with the welfare of Tom's boy he will ask them to help get him out of whatever trouble he is in. If they could

promise to bring him back he'll go and bring a rough map he found in Tom's room a couple of days ago.

- The Map gives the PCs a location about an hour from town where Tom has been hanging out. Finding Tom's hideout without the map takes three Survival checks, by someone with the Track feat, at DC17.

Encounter Nine: The Hideout and the Choice

Gort's trail leads to a large shack (10-ft by 10-ft) in a copse of trees where the PCs can find clues on what Tom and his companion(s) are doing. By normal traveling the PCs should arrive at the shack in mid-afternoon the day before the assault and meeting occurs.

Tom's trail (or Tom's map) leads you to an old boarded-up shack hidden in a copse of trees. The shack appears deserted from a distance, but closer inspection could indicate otherwise.

After the PCs approach, read the following:

Closer inspection of the building through cracks in the walls reveals that the shack is empty except for a small table with an unlit candle sitting on it and a ragged bed in the corner. It looks pretty clean from the outside.

There are lots of tracks around the shack, so many that it is difficult to separate. Lots of horses and humanoid riders head north and two (or three at APL 4 or 6) humanoids on foot head south.

The door to the shack is trapped. It is not locked but opening the door triggers the pit trap outside the door.

APL 2 (EL 2)

👉 **Spiked Pit Trap:** CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15.

APL 4 (EL 4)

👉 **Spiked Pit Trap:** CR 4; mechanical; location trigger; automatic reset; DC 25 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 21; Disable Device DC 20.

APL 6 (EL 6)

🦋 **Spiked Pit Trap:** CR 6; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d4+5 each); Search DC 21; Disable Device DC 20.

A Search check DC 10 + the APL will find two pieces of paper which have been overlooked.

One of the papers the PCs find is a map of the trade road between Orlane and Fort Endurance. It depicts a group of wagons with the heraldry of Keoland (lion) above them traveling to Fort Endurance. There is a picture of the sun that denotes midday and a group of horsemen riding in at the wagons. A scribbling in common of "leave one alive" is also on the map. This is a planned midday attack of a Keoish caravan. A Decipher Script check DC 20 or a Sense Motive check DC 28 can determine that the map depicts an attack on a Keoish caravan at midday.

The other piece of paper is a hastily written note. It appears to be a reminder to meet Boris Jutsin at the easternmost edge of the Ghent farm at midday (the same time as the caravan attack is planned).

Only one of these two options is possible. If the PCs decide to help the caravan, go to Encounter Ten-A. If the PCs decide to catch Tom Gort Jr at the meeting place, then go to Encounter Ten-B.

Encounter Ten-A: Keolanders Must Die

Following the plans to the attack point is easy, but the PCs should arrive as the attack just starts, if they rest and travel normally. Tom Gort Jr. has stolen Gran March uniforms and Helga has organized an attack on a Keoish diplomatic caravan. The plan is to kill all but a few of the members of the caravan as Gran March soldiers. They plan to sell the rest to some goblins. All this is in hope that word gets back to Keoland and sours the relationship between Keoland and Gran March.

Unless the PCs are hiding or exceptionally sneaky, they will be spotted and attacked. The PCs will begin the encounter 200 feet away from the caravan as they emerge from the trees and brush in the area. The attackers are 150 feet away from the party and near enough to attack the caravan.

You come upon a battle that has just begun. A small force of Gran March cavalry are attacking a Keoish caravan

A Sense Motive check DC 15 (PCs may add +2 plus their Profession (soldier) bonus if they are Gran March military) will notice that the Gran March soldiers are imposters. If the attackers notice the PCs (or the PCs attack or rush forward), read the following:

The attackers notice your approach and four of them break away to deal with your interference. All four are riding on horses, but only two look war-trained.

APL 2 (EL 5)

🦋 **Georg and Mikhail:** Male human Ftr1 (2); hp 9 each; see Appendix II.

🦋 **Olga:** Female human Wiz1; hp 5; see Appendix II.

🦋 **Frederick:** Male human Brd1; hp 6; see Appendix II.

APL 4 (EL 7)

🦋 **Georg and Mikhail:** Male human Ftr3 (2); hp 27 each; see Appendix II.

🦋 **Olga:** Female human Wiz3; hp 14; see Appendix II.

🦋 **Frederick:** Male human Brd3; hp 18; see Appendix II.

APL 6 (EL 9)

🦋 **Georg and Mikhail:** Male human Ftr5 (2); hp 45 each; see Appendix II.

🦋 **Olga:** Female human Wiz5; hp 23; see Appendix II.

🦋 **Frederick:** Male human Brd5; hp 30; see Appendix II.

Tactics: The attackers want to kill the PCs so no information will leak out except what they want known. They will also not get their warhorses to attack. They are only war-trained to prevent being spooked.

Treasure: The treasure comes from looting the attackers:

APL 2: L: 127 gp; C: 5 gp; M: *wand of magic missile* [1st level caster] (63 gp).

APL 4: L: 127 gp; C: 25 gp; M: *wand of magic missile* [3rd level caster] (188 gp).

APL 6: L: 127 gp; C: 50 gp; M: *wand of magic missile* [5th level caster] (313 gp).

Development: If the PCs fail, then the caravan is destroyed. Otherwise, the PCs can speak to the caravan and escort them the rest of the way to Fort Endurance or tell them to report it.

Encounter Ten-B: Gort's Curse

The PCs try to head off Gort before he escapes the PCs. After an hour of following the trail of Gort and companions (requiring a Survival check DC 17 by someone with the Track feat to follow the trail), the PCs will come to a clearing where Gort and his companions are waiting in ambush (Spot check DC 15 + the APL to notice the ambush). If the PCs do not travel normally, then it is possible that the PCs could set up an ambush. If the Spot check is made, no surprise is given.

You arrive at the outskirts of a farm. There are lots of bushes and trees around the area, but one gnarled dead tree stands out. You recognize this as the meeting place but nobody is around.

If the PCs do not spot the ambush, read the following:

Suddenly, an arrow shoots out from some of the bushes nearby and you see someone rushing across the clearing to engage you.

If the PCs spot the ambush, read the following:

The rustling of some bushes alerts you to the presence of others. Their attempt at an ambush failed, they burst out of the bushes and attack.

APL 2 (EL 5)

☛ **Tom Gort Jr.**: Male human wererat Rgr2; hp 14; see Appendix II.

☛ **Helga**: Female human Clr2; hp 18; see Appendix II.

APL 4 (EL 7)

☛ **Tom Gort Jr.**: Male human wererat Rgr2; hp 14; see Appendix II.

☛ **Ogar**: Male half-orc Bbn4; hp 42; see Appendix II.

☛ **Helga**: Female human Clr4; hp 33; see Appendix II.

APL 6 (EL 9)

☛ **Tom Gort Jr.**: Male human wererat Rgr2; hp 14; see Appendix II.

☛ **Ogar**: Male half-orc Bbn4; hp 42; see Appendix II.

☛ **Helga**: Female human Clr8; hp 63; see Appendix II.

Tactics: Helga is in charge of this group. She is really a worshipper of Vecna even though she is posing as a priestess of Erythnul (her real holy symbol [left hand clutching an eye] is covered on the inside of her shield – a Search check DC 20 + the APL can find it IF the PCs search). She is the mastermind of the caravan attack also.

Tom Gort Jr. has not only been cursed while under Captain Jinx but has also been afflicted with lycanthropy from a wererat. Once Tom gets injured, he will shift to hybrid form and continue attacking with his bow or will shift to rat form and attack with the bite. This will provide DR. The DM has the flexibility to have the Mark of the Eye curse affect Tom during the battle if they feel the PCs appear outmatched. It is up to the DM's discretion whether he feels the PCs have the tools or ability to handle the encounter.

The attackers want to kill the PCs so no information will leak out except what they want known. If that does not look possible Helga will flee or use anyone and anything to get away.

Treasure: The treasure comes from looting the attackers:

APL 2: L: 121 gp; C: 0 gp; M: *wand of inflict light wounds* [1st level caster] (63 gp).

APL 4: L: 303 gp; C: 17 gp; M: *wand of inflict light wounds* [3rd level caster] (188 gp).

APL 6: L: 303 gp; C: 17 gp; M: *wand of inflict light wounds* [5th level caster] (313 gp).

Once the PCs have killed or captured everyone, go to the Conclusion. Helga will not reveal her true purpose.

Option Three – Capturing the Half-Orc Druid

This option consists of Encounters Eleven to Fourteen. PCs who choose to go after Krag follow this option. Only APLs 8 to 12 may choose this option.

Encounter Eleven: Finding the Impossible Trail

Getting to the last known location of Krag is easy. Following a druid through the swamp is not. The PCs will encounter an awakened dire wolf, which is Krag's former animal companion. They are supposed to follow him to Krag's grove.

The location to which the scout directed is near the water's edge. The only tracks you see are the scout's which is not very surprising. Without magical help it looks like tracking Krag is impossible. From the corner of your eye you see movement, and a dire wolf comes out from beyond some brush a good 50 feet away. Oddly enough, it speaks in the Common tongue, "I can help you find Krag, yes?"

The awakened dire wolf is K'org, a former animal companion of Krag. Krag awakened him and they remained on good terms. K'org lives in the swamp after

being attacked too often outside it. He had a mate and three cubs.

When Krag went into the ruins, he asked K'org to keep a watch out for Gran March soldiers for him. However, on his return and unbeknownst to K'org, Krag was no longer himself. He threw a *flame strike* at K'org and his family, killing the cubs and his mate. K'org injured Krag before he was felled by an *inflict* spell. He was left for dead. When K'org awakened (1 hour later), he searched around and took care of his dead family. Then he heard the PCs approach. Upon recognizing non-swamp people, he believes the PCs are military people investigating the magical attack.

🐾 **K'org:** Awakened Dire Wolf Rog5; hp 100 (currently 1); see Appendix II.

Tactics: K'org wants revenge for his dead family and believes Krag betrayed him. He knows Krag has been fanatical in his quest from some druidic artifact and thinks he has put it above K'org's family.

K'org will gladly aid the PCs by leading them to Krag's grove. He will tell the PCs that they must hurry because Krag will be leaving his grove for good now that he has obtained the artifact (in reality, Krag will leave but not for those reasons). He also asks for some healing. If he gets healing, he will try and kill Krag during the final battle with him. He will not assist in anything else. He also does not know of the traps that Krag placed outside his grove. If K'org leads the PCs, he'll make sure he is not the only one up front, in case of an ambush.

If the PCs would rather just get directions and do not want the wolf with them, then K'org will give the directions and go to the grove and wait for them. Unless the PCs travel by some magical means, K'org should arrive before them.

Encounter Twelve: A Flan Tribe

K'org leads (or directs) the PCs to Krag's grove but on the way they see/hear a battle between some Flan and a (couple of) fiendish tendriculos:

The way to the grove is pretty clear for the most part. You notice a couple of dead bullywugs, some dead kobolds, and some dead lizardfolk on your way. When you are about an hour's time away (by foot), you hear (or see, if above) the screams of battle a short distance away.

If the PCs investigate the screams, read the following:

Checking on the disturbance, you see one large plant creature and a dire wolverine attacking a few Flan barbarians. You recognize the Flan as belonging to

the same tribe as those who attacked the military camp. Many of them have already fallen and only a few still stand, attempting to fight off the creatures. Without help, they will not have long.

Out of 18 original Flan, only 4 remain alive. The PCs may not wish to help the Flan but do have the option to do so.

🐾 **Flan Barbarians (4):** male human (Flan) War2; hp 15 each; AL CG.

APL 8 (EL 10)

🐾 **Fiendish Tendriculos:** hp 95; see Appendix II.

🐾 **Advanced Fiendish Dire Wolverine:** hp 84; see Appendix II.

APL 10 (EL 12)

🐾 **Advanced Fiendish Tendriculos:** hp 168; see Appendix II.

🐾 **Advanced Fiendish Dire Wolverine:** hp 147; see Appendix II.

APL 12 (EL 14)

🐾 **Advanced Fiendish Tendriculos:** hp 168; see Appendix II.

🐾 **Advanced Fiendish Dire Wolverines (3):** hp 147 each; see Appendix II.

Treasure: The treasure comes from looting the Flan barbarians:

All APLs: L: 162 gp (9 gp per Flan); C: 216 gp (12 gp per Flan); M: 0 gp.

Development: If the PCs help the Flan, they can improve relations between the Flan and the Gran March military, but only if they let them go. The Flan can give information of the Flan's version from the background information. The Flan only speak Flan and have a disdain for the military.

Encounter Thirteen: Trail to the Grove

K'org leads the PCs to a common trail that connects the grove to a Flan tribe that Krag used to trade with. The following is read when the PCs are only 5 minutes travel away.

The way to the grove has led to a rough path that hasn't been used in quite awhile. K'org (or his directions) has (have) been true. Strapped to a tree next to the trail up ahead is a Flan human, his head

limp against his chest. There appear to be multiple wounds on his body.

The trail near the tree is trapped. There are three traps, all triggered from the same area, which is the 5-foot square on the trail before reaching the tree. The traps target overlapping 10-foot square areas, starting with 5 feet beyond the tree and continuing to 10 feet before reaching the tree. The first one targets the trail next to the tree and the area around the tree (both 5-foot squares) and the two 5-foot squares beyond the tree. The second trap targets the same two 5-foot squares of the tree and the trail next to it plus the two 5-foot squares before the tree. The third trap targets the 10-foot square area immediate before reaching the tree. The traps are sprung by trip-wire to which all three traps are intricately connected. Although all three traps can be found by a single Search check, it still takes 3 Disable Device checks to disarm each one separately due to how the wires are connected.

APL 8 (EL 9)

↗ **Fusillade of Spears (3):** CR 6; mechanical; proximity trigger; repair reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10-ft. by 10-ft. area); Search DC 26; Disable Device DC 20.

APL 10 (EL 11)

↗ **Fusillade of Spears (3):** CR 8; mechanical; proximity trigger; repair reset; Atk +21 ranged (1d8+3, spear); multiple targets (1d6 spears per target in a 10-ft. by 10-ft. area); Search DC 26; Disable Device DC 20.

APL 12 (EL 13)

↗ **Fusillade of Spears (3):** CR 10; mechanical; proximity trigger; repair reset; Atk +26 ranged (1d8+6, spear); multiple targets (1d6 spears per target in a 10-ft. by 10-ft. area); Search DC 26; Disable Device DC 20.

The PCs can determine that the Flan is dead and has been tied to the tree as a warning to travelers.

Encounter Fourteen: Inside the Grove

Since K'org has been to the grove, Krag has erected a 10-foot tall thorny hedge around the outside. Also, a recent battle between a treant and some fiendish treants (and various animated trees) shows the remains of several uprooted trees.

Krag's grove appears to be inside a thick hedge of brush and trees. Thorns protrude, making it a bit

difficult to pass. Although not impassable, it takes careful movement to not get pricked by any thorns and it is slow passing no matter what.

The hedge is approximately 80-feet out from Krag's grove, which is only a 20-foot by 15-foot grouping of trees. The rest of the area between the grove and the hedge is soggy ground, reducing land movement to half speed without some special ability. It is possible to sneak up on Krag and the treants; however, Krag receives a +5 circumstance modifier to Spot and Listen checks due to the magical affinity he has with the grove.

Once inside the hedge (or looking over it) that Krag has made to protect his grove, the PCs will notice the following:

Inside the hedge, you see a normal grove of trees in the center of a soggy mess. Where once stood a proud grove of a druid, there is now a site of defilement. Several trees have been felled, completely uprooted from the ground.

If Krag or the treants notice the PCs read the following:

Near the remaining trees, a half-orc completely wrapped in leather and ropes stops his digging to look at you. As if through some unspoken command, a darkened, shadowy tree (or trees) lumbers toward you.

If the PCs surprise Krag and the treants, read the following:

Near the remaining trees, a half-orc completely wrapped in leather and ropes appears to be digging a large hole. He often looks up and around to see if anyone is about.

Krag has defenders to help him with interlopers. A tree or three around him are actually fiendish treants. The PCs can recognize them for what they are with a Spot check DC 15 (modify for distance), as their subtle movements give them away. The PCs can also determine Krag is being dominated by something with a Sense Motive check DC 25 (although the dominate DC is usually 15, the close interaction between the raggamoffyn and Krag makes it more difficult).

The dire wolf will try to kill Krag if he made it here and was healed. Otherwise, he will only make one attempt, and only when Krag is weak. The two circumstances that could change this are if Krag is released by the raggamoffyn (K'org realizes Krag was possessed) or the PCs successfully convince him to stop (full round action Diplomacy check DC 30 – circumstance bonuses may apply based on DM discretion).

Krag has buried some of his possessions here, including his research, consisting of maps of the region and notes on a druidic artifact without many details. However, if the PCs dig in this location they find nothing. If asked about it later, Krag is equally baffled, as he doesn't know what happened to his belongings. Krag doesn't really know much about the druidic artifact except that it is in the area and that it is supposed to be a staff. He assumed it would be located in the ruins but when he went in he was assaulted by 4 of the raggamoffyns. Krag killed one but one of the others got him and dominated him.

APL 8 (EL 12)

🔥 **Advanced Fiendish Treant:** hp 78; see Appendix II.

🔥 **Krag (captured one):** Male half-orc Drd12; hp 90; see Appendix II.

APL 10 (EL 13)

🔥 **Advanced Fiendish Treant (2):** hp 78 each; see Appendix II.

🔥 **Krag (captured one):** Male half-orc Drd12; hp 90; see Appendix II.

APL 12 (EL 15)

🔥 **Advanced Fiendish Treant (3):** hp 156 each; see Appendix II.

🔥 **Krag (captured one):** Male half-orc Drd12; hp 90; see Appendix II.

Tactics: The fiendish treants have recently used their Animate Trees ability and there aren't many of them left in good enough condition to further animate. They therefore will just protect the captured one or the raggamoffyn if they are able to. If the PCs are finding the combat easy, allow the treants to animate what trees remain in the grove. The captured one (Krag plus raggamoffyn) begins by casting his *call lightning* (or *call lightning storm* at APL 12), and will use it each round on the PCs. After that, it will use the other spells, its *glitterdust* ability, or will fight melee. The raggamoffyn has used up its gate fiendish creature ability.

The captured one splits its damage it takes between the raggamoffyn and Krag (remember that a captured one is considered a construct and hence is immune to many things that Krag would not normally be). Once Krag drops from exceeding his hit points, the raggamoffyn appears as itself and will try to dominate the strongest warrior around. Otherwise, it'll go after the closest PC. If unable to possess anyone, it will flee. Obviously, Krag

will die if he drops to -10 hit points but otherwise he can be saved.

Treasure:

The raggamoffyn is made up of normal items plus a *rope of climbing* and a *cloak of resistance* (that has no effect on it, but is +1 at APL 8, +3 at APL 10, +4 at APL 12) that becomes treasure for the PCs, should they kill it.

APL 8: L: 0 gp; C: 0 gp; M: *cloak of resistance* +1 (83 gp), *rope of climbing* (250 gp), +1 *heavy wooden shield* (96 gp), +1 *dragonhide banded mail* (150 gp), +1 *scimitar* (193 gp), *potion of barkskin* +3 (50 gp), 2 *potions of barkskin* +4 (75 gp each), *potion of neutralize poison* (63 gp), *potion of water breathing* (63 gp).

APL 10: L: 0 gp; C: 0 gp; M: *cloak of resistance* +3 (750 gp), *rope of climbing* (250 gp), +1 *heavy wooden shield* (96 gp), +1 *dragonhide banded mail* (150 gp), +1 *scimitar* (193 gp), *potion of barkskin* +3 (50 gp), 2 *potions of barkskin* +4 (75 gp each), *potion of neutralize poison* (63 gp), *potion of water breathing* (63 gp).

APL 12: L: 0 gp; C: 300 gp; M: *cloak of resistance* +4 (1,333 gp), *rope of climbing* (250 gp), +1 *heavy wooden shield* (96 gp), +1 *dragonhide banded mail* (150 gp), +1 *scimitar* (193 gp), *potion of barkskin* +3 (50 gp), 2 *potions of barkskin* +4 (75 gp each), *potion of neutralize poison* (63 gp), *potion of water breathing* (63 gp).

Development: If Krag is rescued from the raggamoffyn, he graciously thanks the PCs and apologizes to K'org. He knows he needs to return to the Captain for punishment, and although he willingly went into the ruins, he asks the PCs for their help in speaking on his behalf. Any PC who does this sacrifices his favor with Captain Jinx but gains a favor with Krag. It also reduces his sentence to flogging.

The PCs should take his equipment back to Captain Jinx but eventually Krag (or the Captain if no one spoke up for Krag) will offer it to the PCs if he is able.

Krag will also tell Captain Jinx of the entrance he used to enter the ruins.

Conclusion

If the Captain has to go track, he will fail in finding Krag, the druid. When he returns, minus 2 soldiers who get eaten, he will address the PCs. Otherwise, he addresses the PCs when they return.

If the PCs convinced Captain Jinx of Helmiphius's aid, then he will ask the PCs to escort Helmiphius to the

camp and Helmiphius will remove the curse on the Captain's men over time (he primarily does this in the evening or with scrolls he has).

Captain Nicoli Jinx wants to thank the PCs for helping him no matter which route they take. He gives each PC a favor, and will give active (or reactivated) Gran March military personnel a commendation if they were successful.

Captain Jinx thanks all of you for coming to his aid when he asked. He will help you in whatever way he is able if you so ask. He also asks you to stay just one more day to help get his camp in order before leaving.

If the PCs failed, read the following:

It is with a heavy heart that Captain Jinx dismisses you of duty.

If the PCs stay and guard the camp, the leader of the work gangs, Kruger Amden, will provide a favor for helping to protect his men.

If the PCs return Tom Gort Jr, the Captain will thank the PCs and ask them to escort him to the Elector, who will take care of his lycanthropy. The PCs will also receive a favor with Tom Gort (the blacksmith). This favor is given so long as Tom Gort Jr. is returned alive, whether or not they talked to his father.

If the PCs saved the caravan, the word eventually is received that they receive recognition from the commandant. In fact, if the PCs stay for the festival a courier will arrive to find out who they are and tell them of the recognition.

If the PCs help Krag and agree to speak on his behalf, then Krag will allow them to purchase potions from him any time they are in Gran March. It requires using the favor of Captain Jinx to convince the Captain to be lenient on Krag and earn this favor. He will also give up his armor and weapon.

Any cursed PC can also get their curse removed if they have not already. It either costs them 100gp or it is free if they convinced Captain Jinx to also the priest to help.

The PCs are then free to enjoy the Harvest Festival.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the

experience award. Award the total value (objectives plus roleplaying) to each character.

Option One

Encounter Four

Survive or disarm the trap

APL 2 – 120 xp;
APL 4 – 180 xp;
APL 6 – 240 xp;
APL 8 – 300 xp;
APL 10 – 360 xp;
APL 12 – 420 xp.

Encounter Five

Defeat the bullywugs

APL 2 – 150 xp;
APL 4 – 210 xp;
APL 6 – 270 xp;
APL 8 – 330 xp;
APL 10 – 390 xp;
APL 12 – 450 xp.

Encounter Six

Defeat the water elementals

APL 2 – 90 xp;
APL 4 – 150 xp;
APL 6 – 210 xp;
APL 8 – 270 xp;
APL 10 – 330 xp;
APL 12 – 390 xp.

Option Two

Encounter Seven

Defeat the bullywugs

APL 2 – 150 xp;
APL 4 – 210 xp;
APL 6 – 270 xp.

Encounter Nine

Survive or disarm trap

APL 2 – 60 xp;
APL 4 – 120 xp;
APL 6 – 180 xp.

Encounter Ten-A or Ten-B

Defeat the caravan attackers OR Gort and companions

APL 2 – 150 xp;
APL 4 – 210 xp;
APL 6 – 270 xp.

Option Three

Encounter Twelve

Defeat fiendish tendriculos and dire wolverine(s)

APL 8 – 300 xp;
APL 10 – 360 xp;
APL 12 – 420 xp.

Encounter Thirteen

Survive or disarm the traps

APL 8 – 270 xp;
APL 10 – 330 xp;
APL 12 – 390 xp.

Encounter Fourteen

Defeat the captured one and his fiendish treants

APL 8 – 330 xp;
APL 10 – 390 xp;
APL 12 – 450 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good role-playing

APL 2 – 90 xp;
APL 4 – 135 xp;
APL 6 – 180 xp;
APL 8 – 225 xp;
APL 10 – 270 xp;
APL 12 – 315 xp.

Total Possible Experience

APL 2 – 450 xp;
APL 4 – 675 xp;
APL 6 – 900 xp;
APL 8 – 1,125 xp;
APL 10 – 1,350 xp;
APL 12 – 1,575 xp.

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Option One

Encounter Four:

APL 2: L: 0 gp; C: 0 gp; M: 192 gp.
APL 4: L: 0 gp; C: 0 gp; M: 192 gp.
APL 6: L: 0 gp; C: 0 gp; M: 192 gp.
APL 8: L: 0 gp; C: 0 gp; M: 692 gp.
APL 10: L: 0 gp; C: 0 gp; M: 692 gp.
APL 12: L: 0 gp; C: 0 gp; M: 692 gp.

Encounter Five:

APL 2: L: 245 gp; C: 0 gp; M: 63 gp.
APL 4: L: 245 gp; C: 100 gp; M: 63 gp.
APL 6: L: 245 gp; C: 150 gp; M: 230 gp.
APL 8: L: 245 gp; C: 200 gp; M: 230 gp.
APL 10: L: 245 gp; C: 250 gp; M: 1,042 gp.
APL 12: L: 245 gp; C: 500 gp; M: 1,605 gp.

Total Possible Treasure (Maximum Reward Allowed) – Option One

APL 2: L: 245 gp; C: 0 gp; M: 255 gp - Total: 500 gp (400 gp).

APL 4: L: 245 gp; C: 100 gp; M: 255 gp - Total: 600 gp (600 gp).
 APL 6: L: 245 gp; C: 150 gp; M: 422 gp - Total: 817 gp (800 gp).
 APL 8: L: 245 gp; C: 200 gp; M: 922 gp - Total: 1,367 gp (1,250 gp).
 APL 10: L: 245 gp; C: 250 gp; M: 1,734 gp - Total: 2,229 gp (2,100 gp).
 APL 12: L: 245 gp; C: 500 gp; M: 2,297 gp - Total: 3,042 gp (3,000 gp).

Option Two

Encounter Seven:

APL 2: L: 212 gp; C: 0 gp; M: 0 gp.
 APL 4: L: 312 gp; C: 0 gp; M: 0 gp.
 APL 6: L: 312 gp; C: 0 gp; M: 0 gp.

Encounter Ten – A (if not Ten-B):

APL 2: L: 127 gp; C: 5 gp; M: 63 gp.
 APL 4: L: 127 gp; C: 25 gp; M: 188 gp.
 APL 6: L: 127 gp; C: 50 gp; M: 313 gp.

Encounter Ten – B (if not Ten-A):

APL 2: L: 121 gp; C: 0 gp; M: 63 gp.
 APL 4: L: 303 gp; C: 17 gp; M: 188 gp.
 APL 6: L: 303 gp; C: 17 gp; M: 313 gp.

Total Possible Treasure (Maximum Reward Allowed) – Option Two

APL 2: L: 339 gp; C: 5 gp; M: 63 gp - Total: 407 gp (400 gp).
 APL 4: L: 615 gp; C: 25 gp; M: 188 gp - Total: 828 gp (600 gp).
 APL 6: L: 615 gp; C: 50 gp; M: 313 gp - Total: 978 gp (800 gp).

Option Three

Encounter Twelve:

All APLs: L: 162 gp; C: 216 gp; M: 0 gp.

Encounter Fourteen:

APL 8: L: 0 gp; C: 0 gp; M: 1,098 gp.
 APL 10: L: 0 gp; C: 0 gp; M: 1,765 gp.
 APL 12: L: 0 gp; C: 300 gp; M: 2,348 gp.

Total Possible Treasure (Maximum Reward Allowed) – Option One

APL 8: L: 162 gp; C: 216 gp; M: 1,098 gp - Total: 1,476 gp (1,250 gp).

APL 10: L: 162 gp; C: 216 gp; M: 1,765 gp - Total: 2,143 gp (2,100 gp).
 APL 12: L: 162 gp; C: 516 gp; M: 2,348 gp - Total: 3,026 gp (3,000 gp).

Special

Note: The following favors/influence are possible in this scenario, but the DM should note that the *Favor of Kruger Amden*, the *Favor of Tom Gort*, the *Boon of Krag*, and the *Recognition from the Commandant* are mutually exclusive depending on the path the PCs took. The curse is on a separate AR from the rest of these items.

☛ *Commendation with the Military.* This commendation is given to active-duty (or reactivated) Gran March military PCs who succeeded in Captain Nicoli Jinx's special mission while in the Rushmoors.

☛ *Favor of Captain Nicoli Jinx.* For helping the Captain in the service he has asked, the PC receives this favor. This favor can be used a single time as a substitute for an Influence point with the Gran March military or the Church of Heironeous. In addition, there may be future scenarios in which Captain Jinx appears where other uses of the favor may be given. A favor of the Captain may be used after any Gran March regional adventure to gain access to purchase an upgrade of any single weapon to +2 enhancement bonus, or with any one of these special abilities: *keen*, *merciful*, *mighty cleaving*, or *thundering*. Also, two of these favors may be combined to gain access to purchase an upgrade of any single weapon to +3 enhancement bonus, or with any one of the following special abilities: *axiomatic* or *holy*. Once this favor is used for any reason, mark it as such so it cannot be used again.

☛ *Favor of Kruger Amden.* For agreeing to help his work gang and protect the encampment, the PC receives a favor with Kruger Amden. This allows the PC a one-time opportunity to purchase one item from the following list immediately after playing any Gran March regional: *amulet of natural armor +2*, *boots of striding and springing*, *druid's vestment*, or *periapt of wisdom +2*. This favor will expire 1 year after the date on this AR. Once this favor is used for any reason, mark it as such so it cannot be used again.

☛ *Favor of Tom Gort.* Tom Gort, the blacksmith of Willow's Bend, gives the PC this favor if they return his son to the military alive. This favor can be exchanged after any Gran March regional adventure for the services of Tom Gort. Tom Gort can get the PC any masterwork weapon or suit of armor made of mithral or adamantite for cost but requires 1 TU of travel time to pick it up in the Lortmils. Likewise, this favor can be exchanged to

instead gain access to purchase an upgrade to a suit of armor or shield with one of the following: *acid*, *cold*, *electricity*, *fire*, *sonic resistance*, or *moderate fortification*. The upgrade also requires a 1 TU cost since Tom cannot do it himself. Once this favor is used for any reason, mark it as such so it cannot be used again.

☛ **Boon of Krag.** In exchange for aiding Krag with Captain Jinx, and thus using a favor with the Captain, Krag offers to make any of the following potions for the PC to purchase after any Gran March regional adventure: *potions of barkskin* +1 through +4, *potion of water breathing*, *potion of neutralize poison*, or *potions of greater magic fang* +1 through +3. In addition, there may be future scenarios in which Krag appears where other uses of the favor may be given.

☛ **Recognition from the Commandant.** For preventing an attempt to discredit Gran March in the eyes of Keoland and worsen ties, the PC gains recognition with the Commandant. This recognition can be used as 2 influence points with the Gran March military, or as a recommendation to an organization that would accept the Commandant's endorsement.

☛ **Special Interest of Elector Arturo Gilbreth.** This PC has earned the notice of Elector Arturo Gilbreth as a potential husband for his only daughter. The elector will keep an eye on the career of this PC as his daughter comes of age.

The following appears on a separate AR:

☛ **Mark of the Eye Curse:** This PC has been cursed by something or someone. The physical appearance of the curse is a blistered, black circlet around the left eye. The victim radiates magic (strong transmutation and strong divination) but not evil.

The curse has three major drawbacks that the PC must suffer. First, the victim suffers a -1 circumstance penalty to all Intelligence-based skill and ability checks as the curse causes the PC difficulty in clear thought. Second, the victim is more susceptible to Vecna's will. All attack, damage, ability, skill, and saving throw rolls involving a follower of Vecna are at a -2 circumstance penalty. Finally, once per adventure, the victim is inflicted by an intense headache that has the same effects as spell *touch of madness* (Will save DC 17). If the victim fails their save, they are dazed for 17 rounds. This always occurs at the beginning of a combat of the DMs choosing. [Note that *spell immunity* and other such spells will not prevent this effect.]

With some irony, the curse also imbues the PC with spell ability. This ability functions as the *imbue with spell ability* spell except that the spells available for the victim are random as per the following charts and the

spells are good for the adventure for which they were rolled. The spell level is that of a 17th level caster. At the beginning of each adventure (in front of the DM), the spells are determined and can be used once during that adventure. If any spell is used, it should be noted on the AR that this ability of the curse was used.

Level 1 spells (roll 1d6)

Roll	Spell
1	<i>cure light wounds</i>
2	<i>remove fear</i>
3	<i>detect magic</i> (extended)
4	<i>endure elements</i>
5	<i>detect secret doors</i>
6	<i>entropic shield</i>

Level 2 spells (roll 1d6)

Roll	Spell
1	<i>find traps</i>
2	<i>delay poison</i>
3	<i>resist energy</i>
4	<i>remove paralysis</i>
5	<i>undetectable alignment</i>
6	<i>cure moderate wounds</i>

There are specific ways to remove this curse. *Dispel magic* will not remove the curse. However, it will suppress the effects of the imbue benefit and headache for 1d4 rounds if successful. *Break enchantment* will remove the curse with a DC 28 check. *Greater dispel magic* can remove the curse with a dispel check against caster level 17. *Limited wish* (duplicating *greater dispel magic*), *miracle*, or *wish* will remove the curse. A *remove curse* cast by a 17th level or higher caster will also remove the curse. It should be noted on the AR if the curse is removed and who did the removing.

Touch of Madness As Presented In *Defenders of the Faith*

Enchantment (Mind-Affecting)
 Level: Madness 2
 Components: V, S
 Casting Time: 1 action
 Range: Touch
 Target: Creature touched
 Duration: 1 round/level
 Saving Throw: Will negates

Spell Resistance: Yes

You may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level. The dazed creature is not stunned (so attackers get no special advantage against it), but can't move, cast spells, use mental abilities, and so on.

APL 12 (APL 2, 4, 6, 8, 10 Items plus):

- ❖ *Cloak of Resistance +4* (Adventure, DMG)
- ❖ *Wand of Summon Monster III* (Adventure, 5th level caster, DMG)

Items for the Adventure Record

Item Access

APL 2:

- ❖ *Wand of Summon Monster I* (Adventure, 1st level caster, DMG)
- ❖ *Wand of Magic Missile* (Adventure, 1st level caster, DMG)
- ❖ *Wand of Inflict Light Wounds* (Adventure, 1st level caster, DMG)

APL 4 (APL 2 Items plus):

- ❖ *Wand of Magic Missile* (Adventure, 3rd level caster, DMG)
- ❖ *Wand of Inflict Light Wounds* (Adventure, 3rd level caster, DMG)

APL 6 (APL 2, 4 Items plus):

- ❖ *Wand of Magic Missile* (Adventure, 5th level caster, DMG)
- ❖ *Wand of Inflict Light Wounds* (Adventure, 5th level caster, DMG)

APL 8 (APL 2, 4, 6 Items plus):

- ❖ *+2 Spear* (Adventure, DMG)
- ❖ *+1 Dragonhide Banded Mail* (Adventure, DMG)
- ❖ *Potion of Barkskin +3* (Adventure, DMG)
- ❖ *Potion of Barkskin +4* (Adventure, DMG)
- ❖ *Potion of Neutralize Poison* (Adventure, DMG)
- ❖ *Potion of Water Breathing* (Adventure, DMG)
- ❖ *Rope of Climbing* (Adventure, DMG)

APL 10 (APL 2, 4, 6, 8 Items plus):

- ❖ *Ring of Protection +2* (Adventure, DMG)
- ❖ *Wand of Summon Monster II* (Adventure, 3rd level caster, DMG)
- ❖ *Cloak of Resistance +3* (Adventure, DMG)

Appendix I: NPCs

Major Willow's Bend NPCs

Elector Arturo Gilbreth: Male human Ftr/Ari 6/3; AL NG; Bluff +6, Climb +1, Diplomacy +12, Handle Animal +7, Jump +1, Profession (soldier) +7, Ride +12, Sense Motive +6, Swim +4; speaks Common and Dwarven.

Physical Description: Arturo Gilbreth is a pudgy Oeridian. Since he never expected to be an elector, he takes pride in his relationship with the common folk, and rarely dresses the part he should. Arturo is a friendly, sometimes boisterous man. When armored, he wears magical breastplate with a large steel shield and carries a flaming longsword.

The elector has his own estate located between Guilders Folly and Willows Bend. He oversees several villages within a large area. When not in Hookhill, he frequents Willows Bend often, as it is the biggest farming village around, and all the local festivals and auctions are held there. He likes to talk about his time in the military and enjoys listening to others. He is currently looking for an appropriate husband for his daughter of 14, even though she is unattractive. If any of the PCs he meets are nobility within Gran March, high in rank, or someone with prestige (like a knight), Arturo will try to get to know him and be on good terms to see if he is suitable for his daughter.

Brelch Goldtooth, innkeeper: Male dwarf (hill) Brd3; AL NG; Bluff +8, Decipher Script +5, Gather Information +8, Listen +4, Sense Motive +2, Spot +2; speaks Common, Dwarven, Gnome, Goblin, Halfling, and Orc.

Brelch is a hill dwarf from the Lortmils. He is not really gruff for a dwarf, having lived around humans the majority of his life. He has made his living entertaining others for the most part and will pass on information he knows, sometimes for a price.

Darden Lithonich: Male human (Oeridian) Brd10; AL CG; Decipher Script +15, Diplomacy +18, Knowledge (arcane) +15, Knowledge (history) +15, Knowledge (religion) +15, Sense Motive +16, Spellcraft +19, Use Magic Device +18; speaks Common, Draconic, Ancient Suloise, and Flan.

Darden is primarily a historian and heard about these ruins in his travels. He has come to Willow's Bend in the hopes to view the site and observe things, but Captain Jinx is not allowing him to visit the site.

Jared Meex, retired scout: Male human (flan) Rgr6; AL N; Handle Animal +8, Hide +6, Knowledge (nature) +7,

Move Silently +5, Profession (soldier) +4, Spot +13, Survival +11, Swim +3; speaks Common and Flan.

Physical Description: Jared Meex is a 6'1 retired flan scout of 62 years. Although older, he is fit except he is missing his left arm. He claims he lost it to a hydra in the swamp and never could afford to have it regenerated. Now, he no longer cares as he is used to it and is retired. He is usually wearing magical leather, carries a magical longsword, and has ring of invisibility.

Helmiphius the Bargainer, priest of Zilchus: Male human (Oeridian) Clr11; AL N; Bluff +36, Diplomacy +20, Disguise +29, Heal +15, Knowledge (religion) +9, Spellcraft +11; speaks Common and Flan.

Helmiphius is a cleric of Zilchus from the city of Greyhawk who claims to have been sent by his deity to help the military with these ruins. He has not been able to convince Captain Jinx of his good intentions however.

Helmiphius will cure the Mark of the Eye curse from any PC (for a price) or NPC (if he is allowed to visit the ruins and aid the military).

Talon Kessel, priest of Phyton: Male human Clr 6; AL NG; Concentration +6, Diplomacy +7, Heal +10, Knowledge (nature) +6, Knowledge (religion) +5; speaks Common.

Physical Description: Talon Kessel is a Oeridian in his late 20's with brown hair. He is slightly thin for his height. He is usually nervous and fidgety.

Spells Prepared (5/5/5/4; base DC = 13 + spell level).

*Domain spell. *Domains:* [Plant (Rebuke or command plant creatures as a evil cleric rebukes or commands undead. Use these abilities a total number of times per day equal to 4. Knowledge (nature) is a class skill.); Water (Turn of destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 4.)].

Other Village NPCs

Jo Goldkind, Goran Artous – farmers: male humans War1.

The Goldkind and Artous farms are to the south, closer to the Rushmoors. They have restocked their livestock since attacks a few months ago.

Radegund Leber, Kino Morada, Elias Idoru, Hessid Ghent – farmers: male humans War1.

These are other local farmers in the area.

Harriette Portis, cook: female human Com1.

Harriette is the cook at Brelich's Fortune. Her food is some of the best around, especially since Brelich provides quality ingredients. She and her son live in a backroom at the inn.

Thaddeus Portis, stable boy: male human Com1.

Thaddeus is a 10-year-old stable boy and son of Harriette. He loves the military and is impressed by soldiers who pass through town.

Tom Gort, blacksmith: male human War4; AL: LN; Climb +8, Craft (armorsmithing) +5, Craft (blacksmithing) +9, Craft (weaponsmithing) +5, Handle Animal +5, Profession (soldier) +7, Ride +5; speaks Common, Goblin, and Elven.

Tom is a well-muscled middle-aged man. He is usually friendly, although busy. He has no peculiar traits, but he does seem distracted at times.

Zippora Cettina, shopkeeper: female human Exp2; AL: NG; Appraise +6, Craft (pottery) +6, Diplomacy +8, Gather Information +4, Knowledge (local-Gran March) +4, Listen +6, Profession (shopkeeper) +7, Ride +3, Sense Motive +9, Spot +9; speaks Common and Halfling.

Zippora is an elderly human woman (around 60 years old) who is a pretty good judge of character. She is not your typical salesperson, and rarely pressures anyone, since Willow's Bend is such a small town. She has an excellent memory.

Military Personnel

Captain Nicoli Jinx: Male human (Oeridian) Ftr6/Pal4; AL: LG; Diplomacy +7, Handle Animal +16, Knowledge (religion) +5, Profession (soldier) +9, Ride +16, Swim +11; speaks Common and Goblin.

Captain Nicoli Jinx has been assigned to the military camp investigating the ruins uncovered in the Rushmoors. Nicoli is a tough but fair captain and a follower of Heironeous.

Corporal Gottlee Thomban: Male human Rng3; AL: CG. (cursed)

Corporal Thomban was assigned to lead veterans by the Elector. They are helping to defend the area. The Corporal was retired and is around 50.

Corporal Jurgen Filiden: Male human Ftr3; AL: LE (LN).

Corporal Filiden is a hard nose military man. Some say too hard, and he has the demerits to prove it. Captain

Jinx is having a positive influence turning Jurgen from his harsh ways.

Corporal Marinian Veldersy: Male human (Suel) Ftr2 AL: LN.

Corporal Veldersy is quiet and performs his duty to the letter.

Sental Vuren, Kee Arkguard, Tallinn Mortinian, Philip Krunden, Jules Lowen, Alan Carthan, Tom Gellerian: Male human War 1; AL: varies.

Janice Winters, Jill Bunzel: Female human War1; AL: LN.

Work Gang Members

Kruger Amdan: male human Drd7; AL N.

Kruger is the unofficial leader of the work gang. He is the one in charge of draining the pond.

Tethus Garon: male half-elf Rng1; AL: NG.

Opal Shine: female halfling Rng2; AL: CN.

Opal was sentenced to the work gang for theft. She is serving as a scout and assists in draining.

Arldag: male human Drd1; AL: LN.

Arldag is Kruger's assistant and learning a lot under his tutelage.

Pumm, "Digger", Javier: male human Exp1; AL N.

These men are not smart enough for regular duty and so are serving their time in the military on the work gang.

Work Gang Criminals

Torok: male half-orc Ftr 2; AL: LE.

Torok is in charge of the criminals and is trying to turn his life around while on the work gang. His original crime was theft and assault.

Bregam, Stront, Thol: male half-orc War1; AL: NE.

These half-orcs were thugs and part of a gang in Hookhill. They also resisted arrest.

Bella: female half-orc War1; AL: NE.

Bella killed her husband in self-defense but is on the work gang because she assaulted other soldiers and resisted arrest.

Ventner Galdin, Sean Hauth, Dan Corst, Flanny Morth: male human Exp1; AL: LE, NE, CE.

The rest of this work gang are here because they assaulted other commoners.

Appendix II: Encounters

All creatures are assumed to have NO possessions unless otherwise stated in their stat block.

Encounter Five: Bullywug Assault

Note: Some spells are pre-cast for the combat. The stat block has a version to reflect those changes and is labeled as “enspelled”.

APL 2 (EL 5)

Bullywugs (3); CR 1; Medium-sized Humanoid (aquatic); HD 1d8+3; hp 8 each; Init +0; Spd 20 ft., swim 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk +1; Grp +1; Atk +2 melee (1d6, shortspear) or +2 ranged (1d6, shortspear); Full Atk +2 melee (1d6, shortspear) or +2 ranged (1d6, shortspear); Space/Reach 5 ft./5 ft.; SQ Marsh move; AL CE; SV Fort +5, Ref +0, Will -1; Str 10, Dex 10, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Hide +2 (+8 when in marsh), Listen +0, Spot +0; Endurance.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW shortspears, MW studded leather armor, light wooden shield.

Bullywug Sor1 [normal]; CR 2; Medium-sized Humanoid (aquatic); HD 1d4+3; hp 5; Init +2; Spd 20 ft., swim 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +1; Atk +1 melee (1d6/x3, shortspear) or +3 ranged (1d6/x3, shortspear); Full Atk +1 melee (1d6/x3, shortspear) or +3 ranged (1d6/x3, shortspear); Space/Reach 5 ft./5 ft.; SA Spells; SQ Marsh move, summon familiar; AL CE; SV Fort +3, Ref +2, Will +2; Str 10, Dex 14, Con 16, Int 10, Wis 10, Cha 15.

Skills and Feats: Bluff +6, Concentration +5, Hide +2 (+8 when in marsh), Listen +0, Spellcraft +2, Spot +0; Combat Casting.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW shortspears, wand of *summon monster I*.

Spells Known (5/4 [was 5/4]; base DC=12 + spell level): 0 – acid splash, detect magic, ray of frost, read magic; 1st – mage armor, magic missile.

Bullywug Sor1 [enspelled]; CR 2; Medium-sized Humanoid (aquatic); HD 1d4+3; hp 5; Init +2; Spd 20 ft., swim 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +1; Grp +1; Atk +1 melee (1d6/x3, shortspear) or +3 ranged (1d6/x3, shortspear); Full Atk +1 melee (1d6/x3, shortspear) or +3 ranged (1d6/x3, shortspear); Space/Reach 5 ft./5 ft.; SA Spells; SQ Marsh move, summon familiar; AL CE; SV Fort +3, Ref +2, Will +2; Str 10, Dex 14, Con 16, Int 10, Wis 10, Cha 15.

Skills and Feats: Bluff +6, Concentration +5, Hide +2 (+8 when in marsh), Listen +0, Spellcraft +2, Spot +0; Combat Casting.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW shortspears, wand of *summon monster I*.

Spells Known (5/3 [was 5/4]; base DC=12 + spell level): 0 – acid splash, detect magic, ray of frost, read magic; 1st – mage armor, magic missile.

Note: Has *mage armor* already in effect.

APL 4 (EL 7)

Bullywug War3 [normal] (3); CR 3; Medium-sized Humanoid (aquatic); HD 3d8+9; hp 25; Init +0; Spd 20 ft., swim 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk +3; Grp +3; Atk +4 melee (1d6, shortspear) or +4 ranged (1d6, shortspear); Full Atk +4 melee (1d6, shortspear) or +4 ranged (1d6, shortspear); Space/Reach 5 ft./5 ft.; SQ Marsh move; AL CE; SV Fort +6, Ref +1, Will +2; Str 10, Dex 10, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Hide +4 (+10 when in marsh), Listen +0, Spot +0; Endurance, Iron Will.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW shortspears, MW studded leather armor, light wooden shield.

Bullywug War3 [enspelled] (3); CR 3; Medium-sized Humanoid (aquatic); HD 3d8+9; hp 25; Init +0; Spd 20 ft., swim 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk +3; Grp +3; Atk +4 melee (1d6+1, shortspear) or +4 ranged (1d6, shortspear); Full Atk +4 melee (1d6+1, shortspear) or +4 ranged (1d6, shortspear); Space/Reach 5 ft./5 ft.; SQ

Marsh move; AL CE; SV Fort +6, Ref +1, Will +2; Str 10, Dex 10, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Hide +4 (+10 when in marsh), Listen +0, Spot +0; Endurance, Iron Will.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW shortspears, MW studded leather armor, light wooden shield.

Note: Has *magic weapon* already in effect.

Bullywug Sor3 [normal]; CR 4; Medium-sized Humanoid (aquatic); HD 3d4+9; hp 15; Init +2; Spd 20 ft., swim 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +1; Atk +2 melee (1d6/x3, shortspear) or +4 ranged (1d6/x3, shortspear); Full Atk +2 melee (1d6/x3, shortspear) or +4 ranged (1d6/x3, shortspear); Space/Reach 5 ft./5 ft.; SA Spells; SQ Marsh move, summon familiar; AL CE; SV Fort +4, Ref +5, Will +3; Str 10, Dex 14, Con 16, Int 10, Wis 10, Cha 15.

Skills and Feats: Bluff +8, Concentration +7, Hide +2 (+8 when in marsh), Listen +0, Spellcraft +4, Spot +0; Combat Casting, Lightning Reflexes.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW shortspears, wand of *summon monster I*.

Spells Known (6/5 [was 6/5]; base DC=12 + spell level): 0 – acid splash, detect magic, prestidigitation, ray of frost, read magic; 1st – mage armor, magic missile, magic weapon.

Bullywug Sor3 [enspelled]; CR 4; Medium-sized Humanoid (aquatic); HD 3d4+9; hp 15; Init +2; Spd 20 ft., swim 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +1; Grp +1; Atk +2 melee (1d6/x3, shortspear) or +4 ranged (1d6/x3, shortspear); Full Atk +2 melee (1d6/x3, shortspear) or +4 ranged (1d6/x3, shortspear); Space/Reach 5 ft./5 ft.; SA Spells; SQ Marsh move, summon familiar; AL CE; SV Fort +4, Ref +5, Will +3; Str 10, Dex 14, Con 16, Int 10, Wis 10, Cha 15.

Skills and Feats: Bluff +8, Concentration +7, Hide +2 (+8 when in marsh), Listen +0, Spellcraft +4, Spot +0; Combat Casting, Lightning Reflexes.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW shortspears, wand of *summon monster I*.

Spells Known (6/1 [was 6/5]; base DC=12 + spell level): 0 – acid splash, detect magic, prestidigitation, ray of frost, read magic; 1st – mage armor, magic missile, magic weapon.

Note: Has *mage armor* already in effect.

APL 6 (EL 9)

Bullywug War5 [normal] (3); CR 5; Medium-sized Humanoid (aquatic); HD 5d8+15; hp 41; Init +0; Spd 20 ft., swim 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk +5; Grp +5; Atk +6 melee (1d6, shortspear) or +6 ranged (1d6, shortspear); Full Atk +6 melee (1d6, shortspear) or +6 ranged (1d6, shortspear); Space/Reach 5 ft./5 ft.; SQ Marsh move; AL CE; SV Fort +7, Ref +1, Will +2; Str 10, Dex 10, Con 17, Int 8, Wis 8, Cha 8.

Skills and Feats: Hide +4 (+10 when in marsh), Listen +0, Spot +0; Endurance, Iron Will.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW shortspears, MW studded leather armor, light wooden shield.

Bullywug War5 [enspelled] (3); CR 5; Medium-sized Humanoid (aquatic); HD 5d8+15; hp 41; Init +0; Spd 20 ft., swim 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk +5; Grp +5; Atk +6 melee (1d6+1, shortspear) or +6 ranged (1d6, shortspear); Full Atk +6 melee (1d6+1, shortspear) or +6 ranged (1d6, shortspear); Space/Reach 5 ft./5 ft.; SQ Marsh move; AL CE; SV Fort +7, Ref +1, Will +2; Str 10, Dex 10, Con 17, Int 8, Wis 8, Cha 8.

Skills and Feats: Hide +4 (+10 when in marsh), Listen +0, Spot +0; Endurance, Iron Will.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW shortspears, MW studded leather armor, light wooden shield.

Note: Has *magic weapon* already in effect.

Bullywug Sor5 [normal]; CR 6; Medium-sized Humanoid (aquatic); HD 5d4+15; hp 26; Init +2; Spd 20 ft., swim 30 ft.; AC 16, touch 13, flat-footed 14; Base Atk +3; Grp +3; Atk +3 melee (1d6/x3, shortspear) or +5 ranged (1d6/x3, shortspear); Full Atk +3 melee (1d6/x3, shortspear) or +5 ranged (1d6/x3, shortspear);

Space/Reach 5 ft./5 ft.; SA Spells; SQ Marsh move, summon familiar; AL CE; SV Fort +4, Ref +5, Will +4; Str 10, Dex 14, Con 16, Int 10, Wis 10, Cha 16.

Skills and Feats: Bluff +10, Concentration +8, Hide +2 (+8 when in marsh), Listen +0, Spellcraft +6, Spot +0; Combat Casting, Lightning Reflexes.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW shortspears, ring of protection +1, wand of *summon monster I*.

Spells Known (6/6/5 [was 6/6/5]; base DC=13 + spell level): 0 – acid splash, detect magic, mending, prestidigitation, ray of frost, read magic; 1st – expeditious retreat, mage armor, magic missile, magic weapon; 2nd – glitterdust, see invisibility.

Bullywug Sor5 [enspelled]; CR 6; Medium-sized Humanoid (aquatic); HD 5d4+15; hp 26; Init +2; Spd 50 ft., swim 30 ft.; AC 20, touch 13, flat-footed 18; Base Atk +3; Grp +3; Atk +3 melee (1d6/x3, shortspear) or +5 ranged (1d6/x3, shortspear); Full Atk +3 melee (1d6/x3, shortspear) or +5 ranged (1d6/x3, shortspear); Space/Reach 5 ft./5 ft.; SA Spells; SQ Marsh move, summon familiar; AL CE; SV Fort +4, Ref +5, Will +4; Str 10, Dex 14, Con 16, Int 10, Wis 10, Cha 16.

Skills and Feats: Bluff +10, Concentration +8, Hide +2 (+8 when in marsh), Listen +0, Spellcraft +6, Spot +0; Combat Casting, Lightning Reflexes.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW shortspears, ring of protection +1, wand of *summon monster I*.

Spells Known (6/1/4 [was 6/6/5]; base DC=13 + spell level): 0 – acid splash, detect magic, mending, prestidigitation, ray of frost, read magic; 1st – expeditious retreat, mage armor, magic missile, magic weapon; 2nd – glitterdust, see invisibility.

Note: Has *expeditious retreat*, *mage armor* and *see invisibility* already in effect.

APL 8 (EL 11)

Bullywug War7 [normal] (3); CR 7; Medium-sized Humanoid (aquatic); HD 7d8+21; hp 58; Init +1; Spd 20 ft., swim 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +8; Grp +8; Atk +9 melee (1d8+1/x3, spear) or +9 ranged (1d8+1/x3, spear); Full Atk +9/+4 melee (1d8+1/x3, spear) or +9/+4 ranged (1d8+1/x3, spear); Space/Reach 5 ft./5 ft.;

SQ Marsh move; AL CE; SV Fort +8, Ref +5, Will +3; Str 12, Dex 12, Con 17, Int 8, Wis 8, Cha 8.

Skills and Feats: Hide +1 (+7 when in marsh), Intimidate +6, Listen -1, Spot -1; Endurance, Iron Will, Lightning Reflexes.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW spears, MW studded leather armor.

Bullywug War7 [enspelled] (3); CR 7; Large Humanoid (aquatic); HD 7d8+21; hp 58; Init +0; Spd 20 ft., swim 30 ft.; AC 15, touch 9, flat-footed 15; Base Atk +9; Grp +13; Atk +9 melee (2d6+4/x3, spear +1) or +8 ranged (1d8+2/x3, spear); Full Atk +9/+4 melee (2d6+4/x3, spear +1) or +8/+3 ranged (1d8+2/x3, spear); Space/Reach 10 ft./10 ft.; SQ Marsh move; AL CE; SV Fort +8, Ref +4, Will +3; Str 14, Dex 10, Con 17, Int 8, Wis 8, Cha 8.

Skills and Feats: Hide +0 (+6 when in marsh), Intimidate +6, Listen -1, Spot -1; Endurance, Iron Will, Lightning Reflexes.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW spears, MW studded leather armor.

Note: Has *enlarge person*, *magic weapon*, and *protection from energy* (fire – 108 pts) already in effect.

Bullywug Sor7 [normal]; CR 8; Medium-sized Humanoid (aquatic); HD 7d4+21; hp 37; Init +2; Spd 20 ft., swim 30 ft.; AC 16, touch 13, flat-footed 14; Base Atk +3; Grp +3; Atk +3 melee (1d6/x3, shortspear) or +5 ranged (1d6/x3, shortspear); Full Atk +3 melee (1d6/x3, shortspear) or +5 ranged (1d6/x3, shortspear); Space/Reach 5 ft./5 ft.; SA Spells; SQ Marsh move, summon familiar; AL CE; SV Fort +7, Ref +6, Will +5; Str 10, Dex 14, Con 16, Int 10, Wis 10, Cha 17.

Skills and Feats: Bluff +12, Concentration +10, Hide +2 (+8 when in marsh), Listen +0, Spellcraft +6, Spot +0; Combat Casting, Great Fortitude, Lightning Reflexes.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW shortspears, ring of protection +1, wand of *summon monster I*.

Spells Known (6/7/7/5 [was 6/7/7/5]; base DC=13 + spell level): 0 – acid splash, detect magic, mending,

message, prestidigitation, ray of frost, read magic; 1st – enlarge person, expeditious retreat, mage armor, magic missile, magic weapon; 2nd – glitterdust, mirror image, see invisibility; 3rd – protection from energy, slow.

Bullywug Sor7 [enspelled]; CR 8; Medium-sized Humanoid (aquatic); HD 7d4+21; hp 37; Init +2; Spd 50 ft., swim 30 ft.; AC 20, touch 13, flat-footed 18; Base Atk +3; Grp +3; Atk +3 melee (1d6/x3, shortspear) or +5 ranged (1d6/x3, shortspear); Full Atk +3 melee (1d6/x3, shortspear) or +5 ranged (1d6/x3, shortspear); Space/Reach 5 ft./5 ft.; SA Spells; SQ Marsh move, summon familiar; AL CE; SV Fort +7, Ref +6, Will +5; Str 10, Dex 14, Con 16, Int 10, Wis 10, Cha 17.

Skills and Feats: Bluff +12, Concentration +10, Hide +2 (+8 when in marsh), Listen +0, Spellcraft +6, Spot +0; Combat Casting, Great Fortitude, Lightning Reflexes.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW shortspears, ring of protection +1, wand of *summon monster I*.

Spells Known (6/2/2/1 [was 6/7/7/5]; base DC=13 + spell level): 0 – acid splash, detect magic, mending, message, prestidigitation, ray of frost, read magic; 1st – enlarge person, expeditious retreat, mage armor, magic missile, magic weapon; 2nd – glitterdust, mirror image, see invisibility; 3rd – protection from energy, slow.

Note: Has *expeditious retreat*, *mage armor*, *mirror image* (5), *protection from energy* (fire – 108 pts), and *see invisibility* already in effect.

APL 10 (EL 13)

Bullywug War9 [normal] (3); CR 9; Medium-sized Humanoid (aquatic); HD 9d8+36; hp 81; Init +1; Spd 20 ft., swim 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +10; Grp +10; Atk +11 melee (1d8+1/19-20/x3, spear) or +11 ranged (1d8+1/19-20/x3, spear); Full Atk +11/+6 melee (1d8+1/19-20/x3, spear) or +11/+6 ranged (1d8+1/19-20/x3, spear); Space/Reach 5 ft./5 ft.; SQ Marsh move; AL CE; SV Fort +10, Ref +6, Will +4; Str 12, Dex 12, Con 18, Int 8, Wis 8, Cha 8.

Skills and Feats: Hide +1 (+7 when in marsh), Intimidate +8, Listen -1, Spot -1; Endurance, Improved Critical (spear), Iron Will, Lightning Reflexes.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW spears, MW studded leather armor.

Bullywug War9 [enspelled] (3); CR 9; Large Humanoid (aquatic); HD 9d8+36; hp 81; Init +0; Spd 20 ft., swim 30 ft.; AC 15, touch 9, flat-footed 15; Base Atk +13; Grp +17; Atk +13 melee (2d6+7/19-20/x3, spear +1) or +9 ranged (1d8+4/19-20/x3, spear); Full Atk +13/+8 melee (2d6+7/19-20/x3, spear +1) or +9/+4 ranged (1d8+4/19-20/x3, spear); Space/Reach 10 ft./10 ft.; SQ Marsh move; AL CE; SV Fort +10, Ref +5, Will +4; Str 18, Dex 10, Con 18, Int 8, Wis 8, Cha 8.

Skills and Feats: Hide +0 (+6 when in marsh), Intimidate +8, Listen -1, Spot -1; Endurance, Improved Critical (spear), Iron Will, Lightning Reflexes.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW spears, MW studded leather armor.

Note: Has *bull's strength*, *enlarge person*, *magic weapon*, and *protection from energy* (fire – 120 pts) already in effect.

Bullywug Sor9 [normal]; CR 10; Medium-sized Humanoid (aquatic); HD 9d4+36; hp 54; Init +2; Spd 20 ft., swim 30 ft.; AC 17, touch 14, flat-footed 15; Base Atk +4; Grp +4; Atk +4 melee (1d6/x3, shortspear), or +6 ranged (1d6/x3, shortspear); Full Atk +4 melee (1d6/x3, shortspear), or +6 ranged (1d6/x3, shortspear); Space/Reach 5 ft./5 ft.; SA Spells; SQ Marsh move, summon familiar; AL CE; SV Fort +8, Ref +7, Will +8; Str 10, Dex 14, Con 16, Int 10, Wis 10, Cha 17.

Skills and Feats: Bluff +12, Concentration +12, Hide +2 (+8 when in marsh), Listen +0, Spellcraft +8, Spot +0; Combat Casting, Great Fortitude, Iron Will, Lightning Reflexes.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW shortspears, ring of protection +2, wand of *summon monster II*.

Spells Known (6/7/7/7/4 [was 6/7/7/7/4]; base DC=13 + spell level): 0 – acid splash, detect magic, light, mending, message, prestidigitation, ray of frost, read magic; 1st – expeditious retreat, mage armor, magic missile, magic weapon, shield; 2nd – bull's strength, glitterdust, mirror image, see invisibility; 3rd – mass enlarge person, protection from energy, slow; 4th – crushing despair, lesser globe of invulnerability.

Bullywug Sor9 [enspelled]; CR 10; Medium-sized Humanoid (aquatic); HD 9d4+36; hp 54; Init +2; Spd 50 ft., swim 30 ft.; AC 25, touch 14, flat-footed 23; Base Atk +4; Grp +4; Atk +4 melee (1d6/x3, shortspear), or +6 ranged (1d6/x3, shortspear); Full Atk +4 melee (1d6/x3, shortspear), or +6 ranged (1d6/x3, shortspear); Space/Reach 5 ft./5 ft.; SA Spells; SQ Marsh move, summon familiar; AL CE; SV Fort +8, Ref +7, Will +8; Str 10, Dex 14, Con 16, Int 10, Wis 10, Cha 17.

Skills and Feats: Bluff +12, Concentration +12, Hide +2 (+8 when in marsh), Listen +0, Spellcraft +8, Spot +0; Combat Casting, Great Fortitude, Iron Will, Lightning Reflexes.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW shortspears, ring of protection +2, wand of *summon monster II*.

Spells Known (6/2/2/2/4 [was 6/7/7/7/4]; base DC=13 + spell level): 0 – acid splash, detect magic, light, mending, message, prestidigitation, ray of frost, read magic; 1st – expeditious retreat, mage armor, magic missile, magic weapon, shield; 2nd – bull's strength, glitterdust, mirror image, see invisibility; 3rd – mass enlarge person, protection from energy, slow; 4th – crushing despair, lesser globe of invulnerability.

Note: Has *expeditious retreat*, *mage armor*, *mirror image* (6), *protection from energy* (fire – 120 pts), *see invisibility*, and *shield* already in effect.

APL 12 (EL 15)

Bullywug Warri1 [normal] (3); CR 11; Medium-sized Humanoid (aquatic); HD 11d8+44; hp 99; Init +1; Spd 20 ft., swim 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +12; Grp +12; Atk +13 melee (1d8+1/19-20/x3, spear) or +13 ranged (1d8+1/19-20/x3, spear); Full Atk +13/+8 melee (1d8+1/19-20/x3, spear) or +13/+8 ranged (1d8+1/19-20/x3, spear); Space/Reach 5 ft./5 ft.; SQ Marsh move; AL CE; SV Fort +11, Ref +6, Will +4; Str 12, Dex 12, Con 18, Int 8, Wis 8, Cha 8.

Skills and Feats: Hide +1 (+7 when in marsh), Intimidate +10, Listen -1, Spot -1; Endurance, Improved Critical (spear), Iron Will, Lightning Reflexes.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW spears, MW studded leather armor.

Bullywug Warri1 [enspelled] (3); CR 11; Large Humanoid (aquatic); HD 11d8+66; hp 116; Init +0; Spd 20 ft., swim 30 ft.; AC 17, touch 9, flat-footed 15; Base Atk +15; Grp +19; Atk +15 melee (2d6+7/19-20/x3, spear +1) or +11 ranged (1d8+4/19-20/x3, spear); Full Atk +15/+10 melee (2d6+7/19-20/x3, spear +1) or +11/+6 ranged (1d8+4/19-20/x3, spear); Space/Reach 5 ft./5 ft.; SQ Marsh move; AL CE; SV Fort +11, Ref +5, Will +4; Str 18, Dex 10, Con 22, Int 8, Wis 8, Cha 8.

Skills and Feats: Hide +0 (+6 when in marsh), Intimidate +10, Listen -1, Spot -1; Endurance, Improved Critical (spear), Iron Will, Lightning Reflexes.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW spears, MW studded leather armor.

Note: Has *bear's endurance*, *bull's strength*, *enlarge person*, *magic weapon*, and *protection from energy* (fire – 120 pts) already in effect.

Bullywug Sor11 [normal]; CR 12; Medium-sized Humanoid (aquatic); HD 11d4+33; hp 58; Init +2; Spd 20 ft., swim 30 ft.; AC 17, touch 14, flat-footed 15; Base Atk +5; Grp +5; Atk +5 melee (1d6/x3, shortspear) or +7 ranged (1d6/x3, shortspear); Full Atk +5 melee (1d6/x3, shortspear) or +7 ranged (1d6/x3, shortspear); Space/Reach 5 ft./5 ft.; SA Spells; SQ Marsh move, summon familiar; AL CE; SV Fort +8, Ref +7, Will +10; Str 10, Dex 14, Con 16, Int 10, Wis 10, Cha 17.

Skills and Feats: Bluff +12, Concentration +14, Hide +2 (+8 when in marsh), Listen +0, Spellcraft +10, Spot +0; Combat Casting, Great Fortitude, Iron Will, Lightning Reflexes.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW shortspears, ring of protection +2, wand of *summon monster III*.

Spells Known (6/7/7/7/6/4 [was 6/7/7/7/6/4]; base DC=13 + spell level): 0 – acid splash, daze, detect magic, light, mending, message, prestidigitation, ray of frost, read magic; 1st – expeditious retreat, mage armor, magic missile, magic weapon, shield; 2nd – bull's strength, glitterdust, mirror image, see invisibility, Tasha's hideous laughter; 3rd – mass enlarge person, protection from energy, slow, stinking cloud; 4th – crushing despair, enervation, greater invisibility; 5th – cone of cold, hold monster.

Bullywug Sor11 [enspelled]; CR 12; Medium-sized Humanoid (aquatic); HD 11d4+55; hp 74; Init +2; Spd 50 ft., swim 30 ft.; AC 25, touch 14, flat-footed 23; Base Atk +5; Grp +5; Atk +7 melee (1d6+2/x3, shortspear) or +7 ranged (1d6+2/x3, shortspear); Full Atk +7 melee (1d6+2/x3, shortspear) or +7 ranged (1d6+2/x3, shortspear); Space/Reach 5 ft./5 ft.; SA Spells; SQ Marsh move, summon familiar; AL CE; SV Fort +8, Ref +7, Will +10; Str 14, Dex 14, Con 20, Int 10, Wis 10, Cha 17.

Skills and Feats: Bluff +12, Concentration +14, Hide +2 (+8 when in marsh), Listen +0, Spellcraft +10, Spot +0; Combat Casting, Great Fortitude, Iron Will, Lightning Reflexes.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW shortspears, ring of protection +2, wand of *summon monster III*.

Spells Known (6/1/0/2/2/4 [was 6/7/7/7/6/4]; base DC=13 + spell level): 0 – acid splash, daze, detect magic, light, mending, message, prestidigitation, ray of frost, read magic; 1st – expeditious retreat, mage armor, magic missile, magic weapon, shield; 2nd – bear's endurance, bull's strength, glitterdust, mirror image, see invisibility; 3rd – mass enlarge person, protection from energy, slow, stinking cloud; 4th – crushing despair, enervation, greater invisibility; 5th – cone of cold, hold monster.

Note: Has *bear's endurance*, *bull's strength*, *expeditious retreat*, *greater invisibility*, *mage armor*, *mirror image* (6), *protection from energy* (fire – 120 pts), *see invisibility*, and *shield* already in effect.

Encounter Seven: Bullywug Ambush

APL 2 (EL 5)

Bullywugs (4); CR 1; Medium-sized Humanoid (aquatic); HD 1d8+3; hp 8; Init +0; Spd 20 ft., swim 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk +1; Grp +1; Atk +1 melee (1d6, shortspear) or +1 ranged (1d6, shortspear); Full Atk +1 melee (1d6, shortspear) or +1 ranged (1d6, shortspear); Space/Reach 5 ft./5 ft.; SQ Marsh move; AL CE; SV Fort +5, Ref +0, Will –1; Str 10, Dex 10, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Hide +2 (+8 when in marsh), Listen +0, Spot +0; Endurance.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: MW shortspear, 2 shortspears, MW studded leather armor, MW light wooden shield.

APL 4 (EL 7)

Bullywug War3 (4); CR 3; Medium-sized Humanoid (aquatic); HD 3d8+9; hp 25; Init +0; Spd 20 ft., swim 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk +3; Grp +3; Atk +4 melee (1d6, shortspear) or +4 ranged (1d6, shortspear); Full Atk +4 melee (1d6, shortspear) or +4 ranged (1d6, shortspear); Space/Reach 5 ft./5 ft.; SQ Marsh move; AL CE; SV Fort +6, Ref +1, Will +2; Str 10, Dex 10, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Hide +4 (+10 when in marsh), Listen +0, Spot +0; Endurance, Iron Will.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW shortspears, MW studded leather armor, MW light wooden shield.

APL 6 (EL 9)

Bullywug War5 (4); CR 5; Medium-sized Humanoid (aquatic); HD 5d8+15; hp 41; Init +0; Spd 20 ft., swim 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk +5; Grp +5; Atk +6 melee (1d6, shortspear) or +6 ranged (1d6, shortspear); Full Atk +6 melee (1d6, shortspear) or +6 ranged (1d6, shortspear); Space/Reach 5 ft./5 ft.; SQ Marsh move; AL CE; SV Fort +7, Ref +1, Will +2; Str 10, Dex 10, Con 17, Int 8, Wis 8, Cha 8.

Skills and Feats: Hide +6 (+12 when in marsh), Listen +0, Spot +0; Endurance, Iron Will.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: 2 MW shortspears, MW studded leather armor, MW light wooden shield.

Encounter Ten-A: Caravan Attack

Note: Some spells are pre-cast for the combat and still in affect. The stat blocks reflect those changes.

APL 2 (EL 5)

Georg and Mikhail: Male human Ftr1; CR 1; Medium-sized humanoid (human); HD 1d10+2; hp 9; Init +6; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +1; Grp +3; Atk +3 melee (1d8+3/x3, lance) or +3 melee (1d8+2, longsword) or +3 ranged (1d8, light crossbow); Full Atk +3 melee (1d8+3/x3, lance) or +3 melee (1d8+2,

longsword) or +3 ranged (1d8, light crossbow); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Ride +6; Improved Initiative, Mounted Combat, Ride-by Attack.

Possessions: light steel shield, MW chainmail, longsword, dagger, lance, light warhorse w/riding saddle, light crossbow, 10 bolts, Gran March cavalry uniform, 5gp.

Physical Description: They appear as typical Gran March cavalry soldiers.

Olga: Female human Wiz1; CR 1; Medium-sized humanoid (human); HD 1d4+2; hp 5; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d4, dagger) or +2 ranged (1d8, light crossbow); Full Atk +0 melee (1d4, dagger) or +2 ranged (1d8, light crossbow); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +2, Ref +2, Will +2; Str 10, Dex 14, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Concentration +6, Decipher Script +6, Knowledge (arcane) +6, Knowledge (local-Gran March) +6, Spellcraft +6; Combat Casting, Improved Initiative, Scribe Scroll.

Possessions: wand of *magic missile* (1st level caster), dagger, light crossbow, 10 bolts, Gran March combat specialist uniform, riding horse w/riding saddle, 10gp.

Physical Description: She appears as a typical Gran March combat specialist.

Spells Prepared (3/2; base DC=12 + spell level): 0 – acid splash, daze, detect magic; 1 – color spray, ray of enfeeblement.

Fredrick: Male human Brd1; CR 1; Medium-sized humanoid (human); HD 1d6+2; hp 6; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +0; Grp +0; Atk +0 melee (1d6, short sword) or +2 ranged (1d6, short bow); Full Atk +0 melee (1d6, short sword) or +2 ranged (1d6, short bow); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +2, Ref +4, Will +2; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 14.

Skills and Feats: Bluff +6, Disguise +6, Perform (whistling) +6, Sense Motive +4, Tumble +6; Point Blank Shot, Precise Shot.

Possessions: MW studded leather, short bow, 20 arrows, short sword, Gran March combat specialist uniform, riding horse w/riding saddle, 10gp.

Physical Description: He appears as a typical Gran March combat specialist.

Spells Known (2; base DC=12 + spell level): 0 – detect magic, lullaby, message, read magic.

APL 4 (EL 7)

Georg and Mikhail: Male human Ftr3; CR 3; Medium-sized humanoid (human); HD 3d10+6; hp 27; Init +6; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +3; Grp +5; Atk +5 melee (1d8+3/x3, lance) or +6 melee (1d8+2, longsword) or +5 ranged (1d8, light crossbow); Full Atk +5 melee (1d8+3/x3, lance) or +6 melee (1d8+2, longsword) or +5 ranged (1d8, light crossbow); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +5, Ref +3, Will +1; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +6, Intimidate +6, Ride +10; Improved Initiative, Mounted Combat, Ride-by Attack, Spirited Charge, Weapon Focus (longsword).

Possessions: light shield, MW chainmail, longsword, dagger, lance, light warhorse w/riding saddle, light crossbow, 10 bolts, Gran March cavalry uniform, 25gp.

Physical Description: They appear as typical Gran March cavalry soldiers.

Olga: Female human Wiz3; CR 3; Medium-sized humanoid (human); HD 3d4+6; hp 14; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d4, dagger) or +3 ranged (1d8, light crossbow); Full Atk +1 melee (1d4, dagger) or +3 ranged (1d8, light crossbow); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +5, Ref +3, Will +3; Str 10, Dex 14, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Concentration +8, Decipher Script +8, Knowledge (arcane) +8, Knowledge (local-Gran March) +8, Spellcraft +10; Combat Casting, Great Fortitude, Improved Initiative, Scribe Scroll.

Possessions: wand of *magic missile* (3rd level caster), dagger, light crossbow, 10 bolts, Gran March combat specialist uniform, riding horse w/riding saddle, 50gp.

Physical Description: She appears as a typical Gran March combat specialist.

Spells Prepared (4/3/2; base DC=12 + spell level): 0 – acid splash (x2), daze, detect magic; 1 – color spray, ray of enfeeblement, magic missile; 2 – flaming sphere, scare.

Fredrick: Male human Brd3; CR 3; Medium-sized humanoid (human); HD 3d6+6; hp 18; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +1; Atk +2 melee (1d6, short sword) or +4 ranged (1d6, short bow); Full Atk +2 melee (1d6, short sword) or +4 ranged (1d6, short bow); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +3, Ref +5, Will +3; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 14.

Skills and Feats: Bluff +8, Disguise +10, Perform (whistling) +8, Sense Motive +6, Tumble +8; Improved Initiative, Point Blank Shot, Precise Shot.

Possessions: MW studded leather, short bow, 20 arrows, short sword, Gran March combat specialist uniform, riding horse w/riding saddle, 50gp.

Physical Description: He appears as a typical Gran March combat specialist.

Spells Known (3/2; base DC=12 + spell level): 0 – detect magic, lullaby, message, read magic, resistance; 1 – charm person, cure light wounds, Tasha's hideous laughter.

APL 6 (EL 9)

Georg and Mikhail: Male human Ftr5; CR 5; Medium-sized humanoid (human); HD 5d10+10; hp 45; Init +6; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +5; Grp +7; Atk +7 melee (1d8+3/x3, lance) or +8 melee (1d8+2, longsword) or +7 ranged (1d8, light crossbow); Full Atk +7 melee (1d8+3/x3, lance) or +8 melee (1d8+2, longsword) or +7 ranged (1d8, light crossbow); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +6, Ref +3, Will +1; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +6, Intimidate +8, Ride +12, Swim +2; Improved Initiative, Mounted Combat, Ride-by Attack, Spirited Charge, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: light shield, MW chainmail, longsword, dagger, lance, light warhorse w/riding saddle, light crossbow, 10 bolts, Gran March cavalry uniform, 50gp.

Physical Description: They appear as typical Gran March cavalry soldiers.

Olga: Female human Wiz5; CR 5; Medium-sized humanoid (human); HD 5d4+10; hp 34 [was 23]; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +2; Grp +2; Atk +2 melee (1d4, dagger) or +4 ranged (1d8, light crossbow); Full Atk +2 melee (1d4, dagger) or +4

ranged (1d8, light crossbow); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +5, Ref +3, Will +4; Str 10, Dex 14, Con 14, Int 15, Wis 10, Cha 10.

Skills and Feats: Concentration +10, Decipher Script +10, Knowledge (arcane) +10, Knowledge (local-Gran March) +10, Spellcraft +12; Combat Casting, Craft Wand, Great Fortitude, Improved Initiative, Scribe Scroll.

Possessions: wand of *magic missile* (5th level caster), dagger, light crossbow, 10 bolts, Gran March combat specialist uniform, riding horse w/riding saddle, 100gp.

Physical Description: She appears as a typical Gran March combat specialist.

Spells Prepared (4/4/3/1; base DC=12 + spell level): 0 – acid splash (x2), daze, detect magic; 1 – color spray, ray of enfeeblement, magic missile (x2); 2 – ~~false life~~, flaming sphere, scare; 3 – fireball.

Note: Has *false life* in effect.

Fredrick: Male human Brd5; CR 5; Medium-sized humanoid (human); HD 5d6+10; hp 30; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp +2; Atk +2 melee (1d6, short sword) or +7 [was +6] ranged (1d6, short bow); Full Atk +2 melee (1d6, short sword) or +7 [was +6] ranged (1d6, short bow); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +3, Ref +8 [was +6], Will +4; Str 10, Dex 18 [was 14], Con 14, Int 10, Wis 10, Cha 14.

Skills and Feats: Bluff +10, Disguise +12, Perform (whistling) +10, Sense Motive +8, Tumble +10; Improved Initiative, Point Blank Shot, Precise Shot.

Possessions: MW studded leather, short bow, 20 arrows, short sword, Gran March combat specialist uniform, riding horse w/riding saddle, 100gp.

Physical Description: He appears as a typical Gran March combat specialist.

Spells Known (3/4/1 [was 3/4/2]; base DC=12 + spell level): 0 – detect magic, lullaby, light, message, read magic, resistance; 1 – charm person, cure light wounds, Tasha's hideous laughter, undetectable alignment; 2 – cat's grace, glitterdust, invisibility.

Note: Has *cat's grace* in effect.

Encounter Ten-B: AWOL Soldier

Note: Tom Gort Jr. is an afflicted lycanthrope, not a natural one.

APL 2 (EL 5)

Tom Gort Jr (human form): Male wererat Rng2; CR 4; Medium-sized humanoid (human, shapechanger); HD 2d8+6; hp 14; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +2; Grp +4; Atk +4 melee (1d6+2/x3, short sword) or +4 ranged (1d6+2/x3, short bow); Full Atk +4 melee (1d6+2/x3, short sword) or +4 ranged (1d6+2/x3, short bow); Space/Reach 5 ft./5 ft.; SQ Alternate form, favored enemy (humanoid (goblinoid) +2), rat empathy, low-light vision, scent, wild empathy; AL LE; SV Fort +5, Ref +3, Will +2; Str 14, Dex 14, Con 12, Int 10, Wis 14, Cha 14.

Skills and Feats: Handle Animal +7, Hide +7, Knowledge (nature) +5, Listen +7, Move Silently +7, Spot +7, Survival +7; Iron Will*, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Finesse*. [*=bonus lycanthrope feat]

Alternate Form (Su): A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action.

A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Afflicted lycanthropes find this ability difficult to control (see Lycanthropy as an Affliction, below), but natural lycanthropes have full control over this power.

Low-Light Vision (Ex): A lycanthrope has low-light vision in any form.

Rat Empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire rats. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Scent (Ex): A lycanthrope has the scent ability in any form.

Possessions: MW studded leather, MW composite shortbow (+2 Str bonus), 20 arrows, short sword.

Tom Gort Jr (rat form): Male wererat Rng2; CR 4; Small humanoid (human, shapechanger); HD 2d8+8; hp 16; Init +9; Spd 40 ft.; AC 18, touch 16, flat-footed 13; Base Atk +2; Grp +0; Atk +7 melee (1d4+2 plus disease, bite); Full Atk +7 melee (1d4+2 plus disease, bite); Space/Reach 5 ft./5 ft.; SA Curse of lycanthropy, disease; SQ Alternate form, DR 10/silver, favored enemy (humanoid (goblinoid) +2), rat empathy, low-light vision, scent, wild empathy; AL LE; SV Fort +5, Ref +6, Will +2; Str 14, Dex 20, Con 14, Int 10, Wis 14, Cha 14.

Skills and Feats: Climb +11, Handle Animal +7, Hide +14, Knowledge (nature) +5, Listen +7, Move Silently +7, Spot +7, Survival +7, Swim +13; Iron Will*, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Finesse*. [*=bonus lycanthrope feat]

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Alternate Form (Su): A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action.

A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Afflicted lycanthropes find this ability difficult to control (see Lycanthropy as an Affliction, below), but natural lycanthropes have full control over this power.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Low-Light Vision (Ex): A lycanthrope has low-light vision in any form.

Rat Empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire rats. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the

communication of simple concepts and (if the animal is friendly) commands, such as “friend,” “foe,” “flee,” and “attack.”

Scent (Ex): A lycanthrope has the scent ability in any form.

Tom Gort Jr (hybrid form): Male wererat Rng2; CR 4; Medium-sized humanoid (human, shapechanger); HD 2d8+8; hp 16; Init +9; Spd 30 ft.; AC 17, touch 15, flat-footed 12; Base Atk +2; Grp +4; Atk +7 melee (1d6+2/x3, short sword) or +7 ranged (1d6+2/x3, short bow); Full Atk +7 melee (1d6+2/x3, short sword) or +7 ranged (1d6+2/x3, short bow); Space/Reach 5 ft./5 ft.; SA Curse of lycanthropy, disease; SQ Alternate form, DR 10/silver, favored enemy (humanoid (goblinoid) +2), rat empathy, low-light vision, scent, wild empathy; AL LE; SV Fort +5, Ref +6, Will +2; Str 14, Dex 20, Con 14, Int 10, Wis 14, Cha 14.

Skills and Feats: Climb +5, Handle Animal +7, Hide +10, Knowledge (nature) +5, Listen +7, Move Silently +10, Spot +7, Survival +7, Swim +5; Iron Will*, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Finesse*. [*=bonus lycanthrope feat]

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Alternate Form (Su): A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action.

A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Afflicted lycanthropes find this ability difficult to control (see Lycanthropy as an Affliction, below), but natural lycanthropes have full control over this power.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Low-Light Vision (Ex): A lycanthrope has low-light vision in any form.

Rat Empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire rats. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as “friend,” “foe,” “flee,” and “attack.”

Scent (Ex): A lycanthrope has the scent ability in any form.

Helga: Female human Clr2; CR 2; Medium-sized humanoid (human); HD 2d8+4; hp 18; Init +4; Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk +1; Grp +2; Atk +3 melee (1d8+2, morningstar); Full Atk +3 melee (1d8+2, morningstar); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +5, Ref +0, Will +6; Str 12, Dex 10, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +7, Knowledge (arcane) +2, Knowledge (religion) +3, Spellcraft +5; Improved Initiative, Toughness.

Possessions: wand of *inflict light wounds* (1st level caster), heavy steel shield (w/ a symbol of Erythnul [half demon/half boar mask] on it), MW banded mail, MW morningstar.

Physical Description: Helga appears as a priestess of Erythnul, even though she is a priestess of Vecna.

Spells Prepared (4/3+1; base DC=13 + spell level): 0 – cure minor wounds, detect magic, resistance, virtue; 1 – cure light wounds, divine favor, protection from good*, shield of faith.

*Domain spell. *Domains:* Evil (granted power); Knowledge (granted power).

APL 4 (EL 7)

Tom Gort Jr: see APL 2.

Ogar: Male half-orc Bbn4; CR 4; Medium-sized humanoid (half-orc); HD 4d12+8; hp 42; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +4; Grp +8; Atk +8 melee (2d6+6, greatsword) or +7 melee (1d12+6, greataxe) or +7 melee (1d6+4, short sword); Full Atk +8

melee (2d6+6, greatsword) or +7 melee (1d12+6, greataxe) or +7 melee (1d6+4, short sword); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +6, Ref +3, Will +0; Str 19, Dex 14, Con 14, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +11, Intimidate +5, Intimidate +5, Listen +6; Power Attack, Improved Sunder.

Possessions: MW breastplate, MW greatsword, greataxe, short sword, 100gp.

Helga: Female human Clr4; CR 4; Medium-sized humanoid (human); HD 4d8+8; hp 33; Init +4; Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk +3; Grp +4; Atk +5 melee (1d8+2, morningstar); Full Atk +5 melee (1d8+2, morningstar); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +7, Ref +3, Will +8; Str 12, Dex 10, Con 14, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +9, Knowledge (arcane) +4, Knowledge (religion) +3, Spellcraft +7; Improved Initiative, Lightning Reflexes, Toughness.

Possessions: wand of *inflict light wounds* (3rd level caster), heavy steel shield (w/ a symbol of Erythnul [half demon/half boar mask] on it), MW banded mail, MW morningstar.

Physical Description: Helga appears as a priestess of Erythnul, even though she is a priestess of Vecna.

Spells Prepared (5/4+1/3+1; base DC=13 + spell level): 0 – cure minor wounds, detect magic, mending, resistance, virtue; 1 – bane, cure light wounds, divine favor, protection from good*, shield of faith; 2 – aid, bull's strength, detect thoughts*, sound burst.

*Domain spell. *Domains:* Evil (granted power); Knowledge (granted power).

APL 6 (EL 9)

Tom Gort Jr: see APL 2.

Ogar: see APL 4.

Helga: Female human Clr8; CR 8; Medium-sized humanoid (human); HD 8d8+16; hp 63; Init +4; Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk +6; Grp +7; Atk +8 melee (1d8+3, morningstar); Full Atk +8/+3 melee (1d8+3, morningstar); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +9, Ref +4, Will +10; Str 12, Dex 10, Con 14, Int 10, Wis 18, Cha 12.

Skills and Feats: Concentration +13, Knowledge (arcane) +5, Knowledge (religion) +6, Spellcraft +13; Combat Casting, Improved Initiative, Lightning Reflexes, Toughness.

Possessions: wand of *inflict light wounds* (5th level caster), heavy steel shield (w/ a symbol of Erythnul [half demon/half boar mask] on it), MW banded mail, MW morningstar.

Physical Description: Helga appears as a priestess of Erythnul, even though she is a priestess of Vecna.

Spells Prepared (6/5+1/4+1/4+1/3+1; base DC=14 + spell level): 0 – cure minor wounds (x2), detect magic, mending, resistance, virtue; 1 – bane, cure light wounds, divine favor, protection from good*, shield of faith (x2); 2 – aid, bull's strength, detect thoughts*, hold person, sound burst; 3 – bestow curse, contagion, cure serious wounds, magic circle against good*, magic vestment; 4 – cure critical wounds, divine power, greater magic weapon, unholy blight*.

*Domain spell. *Domains:* Evil (cast evil spells at +1 caster level); Knowledge (cast divination spells at +1 caster level; all knowledge skills are class skills).

Encounter Eleven: Awakened Dire Wolf

K'org: Awakened Dire Wolf Rog5; CR 8; Large magical beast; HD 8d8+24 (dire wolf) plus 5d6+15 (rogue); hp 100; Init +2; Spd 50; AC 14, touch 11, flat-footed 12; Base Atk +6; Grp +17; Atk +18 melee (1d8+10, bite); Full Atk +18 melee (1d8+10, bite); Space/Reach 10 ft/5ft; SA Sneak attack +3d6, trip; SQ Darkvision 60 ft, evasion, low-light vision, scent, *tongues* (permanent spell), trap sense +1, trapfinding, uncanny dodge; AL N; SV Fort +10, Ref +12, Will +4; Str 25, Dex 15, Con 17, Int 12, Wis 12, Cha 12.

Skills and Feats: Hide +0, Listen +12, Move Silently +4, Search +10, Spot +15, Survival +4 (+8 by scent), Tumble +11; Alertness, Dodge, Mobility, Run, Track*, Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks.

*It also has a +4 racial bonus on Survival checks when tracking by scent.

Encounter Twelve: Fiendish Tendriculos

APL 8 (EL 10)

Fiendish Tendriculos: CR 8; Huge Plant (extraplanar); HD 9d8+54; hp 95; Init -1; Spd 20 ft.; AC 16, touch 7, flat-footed 16; Base Atk +6; Grp +23; Atk +13 melee (2d8+9, bite); Full Atk +13 melee (2d8+9, bite) and +8 melee (1d6+4, 2 tendrils); Space/Reach 15 ft./15 ft.; SA Improved grab, paralysis, smite good, swallow whole; SQ Darkvision 60 ft, cold and fire resistance 10, DR 5/magic, low-light vision, plant traits, regeneration 10, SR 14; AL NE; SV Fort +12, Ref +2, Will +4; Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3.

Skills and Feats: Hide +9, Listen +1, Move Silently +1, Spot +1; Alertness, Iron Will, Power Attack, Stealthy.

Improved Grab (Ex): To use this ability, a tendriculos must hit a creature at least one size smaller than itself 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, it establishes a hold and can try to swallow the opponent in the following round. A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Swallow Whole/Paralysis (Ex): A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based. A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 14). Once the creature exits, the plant's regenerative capacity closes the hole; another swallowed opponent must cut its own way out. A Huge tendriculos's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Regeneration (Ex): Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses part of its body mass can regrow it in 1d6 minutes.

Holding the severed portion against the mass enables it to reattach instantly.

Advanced Fiendish Dire Wolverine: CR 7; Large Animal (extraplanar); HD 8d8+48; hp 84; Init +5; Spd 30 ft., climb 10ft.; AC 18, touch 14, flat-footed 13; Base Atk +6; Grp +18; Atk +14 melee (1d6+8, claw); Full Atk +14 melee (1d6+8, 2 claws) and +12 melee (1d6+4, bite); Space/Reach 10 ft./5 ft.; SA Rage; SQ Darkvision 60 ft., cold and fire resistance 10, DR 5/magic, low-light vision, scent, SR 13; AL NE; SV Fort +12, Ref +11, Will +8; Str 26, Dex 20, Con 22, Int 4, Wis 14, Cha 10.

Skills and Feats: Climb +16, Listen +8, Spot +11, Survival +10; Alertness, Multiattack, Toughness, Track.

Rage (Ex): A dire wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged dire wolverine gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Skills: A dire wolverine has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Note: Has elite attributes.

APL 10 (EL 12)

Advanced Fiendish Tendriculos: CR 10; Huge Plant (extraplanar); HD 16d8+96; hp 168; Init -1; Spd 20 ft.; AC 16, touch 7, flat-footed 16; Base Atk +12; Grp +29; Atk +19 melee (3d8+9, bite); Full Atk +19 melee (3d8+9, bite) and +14 melee (1d6+4, 2 tendrils); Space/Reach 15 ft./15 ft.; SA Improved grab, paralysis, smite good, swallow whole; SQ Darkvision 60 ft, cold and fire resistance 10, DR 10/magic, low-light vision, plant traits, regeneration 10, SR 21; AL NE; SV Fort +16, Ref +6, Will +6; Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3.

Skills and Feats: Hide +16, Listen +1, Move Silently +1, Spot +1; Alertness, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Power Attack, Stealthy.

Improved Grab (Ex): To use this ability, a tendriculos must hit a creature at least one size smaller than itself 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, it establishes a hold and can try to swallow the opponent in the

following round. A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Swallow Whole/Paralysis (Ex): A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based. A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 14). Once the creature exits, the plant's regenerative capacity closes the hole; another swallowed opponent must cut its own way out. A Huge tendriculos's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Regeneration (Ex): Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

Advanced Fiendish Dire Wolverine: CR 10; Large Animal (extraplanar); HD 14d8+84; hp 147; Init +5; Spd 30 ft., climb 10ft.; AC 20, touch 14, flat-footed 15; Base Atk +10; Grp +22; Atk +18 melee (1d6+8, claw); Full Atk +18 melee (1d6+8, 2 claws) and +16 melee (1d6+4, bite); Space/Reach 10 ft./5 ft.; SA Rage; SQ Darkvision 60 ft., cold and fire resistance 10, DR 10/magic, low-light vision, scent, SR 19; AL NE; SV Fort +16, Ref +15, Will +12; Str 26, Dex 20, Con 22, Int 4, Wis 14, Cha 10.

Skills and Feats: Climb +16, Listen +7, Spot +17, Survival +10; Alertness, Improved Natural Armor x2, Multiattack, Toughness, Track.

Rage (Ex): A dire wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged dire wolverine gains +4 Strength, +4

Constitution, and –2 AC. The creature cannot end its rage voluntarily.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Skills: A dire wolverine has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Note: Has elite attributes.

APL 12 (EL 14)

Advanced Fiendish Tendriculos: CR 10; Huge Plant (extraplanar); HD 16d8+96; hp 168; Init -1; Spd 20 ft.; AC 16, touch 7, flat-footed 16; Base Atk +12; Grp +29; Atk +19 melee (3d8+9, bite); Full Atk +19 melee (3d8+9, bite) and +14 melee (1d6+4, 2 tendrils); Space/Reach 15 ft./15 ft.; SA Improved grab, paralysis, smite good, swallow whole; SQ Darkvision 60 ft, cold and fire resistance 10, DR 10/magic, low-light vision, plant traits, regeneration 10, SR 21; AL NE; SV Fort +16, Ref +6, Will +6; Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3.

Skills and Feats: Hide +16, Listen +1, Move Silently +1, Spot +1; Alertness, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Power Attack, Stealthy.

Improved Grab (Ex): To use this ability, a tendriculos must hit a creature at least one size smaller than itself 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, it establishes a hold and can try to swallow the opponent in the following round. A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Swallow Whole/Paralysis (Ex): A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based. A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A

swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 14). Once the creature exits, the plant's regenerative capacity closes the hole; another swallowed opponent must cut its own way out. A Huge tendriculos's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Regeneration (Ex): Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

Advanced Fiendish Dire Wolverine (3): CR 10; Large Animal (extraplanar); HD 14d8+84; hp 147; Init +5; Spd 30 ft., climb 10ft.; AC 20, touch 14, flat-footed 15; Base Atk +10; Grp +22; Atk +18 melee (1d6+8, claw); Full Atk +18 melee (1d6+8, 2 claws) and +16 melee (1d6+4, bite); Space/Reach 10 ft./5 ft.; SA Rage; SQ Darkvision 60 ft., cold and fire resistance 10, DR 10/magic, low-light vision, scent, SR 19; AL NE; SV Fort +16, Ref +15, Will +12; Str 26, Dex 20, Con 22, Int 4, Wis 14, Cha 10.

Skills and Feats: Climb +16, Listen +7, Spot +17, Survival +10; Alertness, Improved Natural Armor x2, Multiattack, Toughness, Track.

Rage (Ex): A dire wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged dire wolverine gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Skills: A dire wolverine has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Note: Has elite attributes.

Encounter Fourteen: Captured One and Companions

Krag as the captured one is considered CR 10 for this encounter because he has used up his wild shape ability usage and almost all his spells. The raggamoffyn was given an additional ability for this scenario, but it has been used up also.

APL 8 (EL 11)

Advanced Fiendish Treant: CR 10; Huge Plant (extraplanar); HD 8d8+40; hp 78; Init -1; Spd 30 ft.; AC 20, touch 7, flat-footed 20; Base Atk +6; Grp +23; Atk +13 melee (2d6+9, slam); Full Atk +13 melee (2d6+9, 2 slams); Space/Reach 15 ft./15 ft.; SA Animate trees, double damage against objects, smite good, trample 2d6+13; SQ Darkvision 60 ft, cold and fire resistance 10, DR 10/shashing, DR 5/magic, low-light vision, plant traits, vulnerability to fire, SR 13; AL NE; SV Fort +10, Ref +1, Will +7; Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 12.

Skills and Feats: Diplomacy +3, Hide -9, Intimidate +6, Knowledge (nature) +6, Listen +10, Sense Motive +3, Spot +11, Survival +10; Improved Sunder, Iron Will, Power Attack.

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Trample (Ex): Reflex DC 23 half. The save DC is Strength-based. Skills: *Treants have a +16 racial bonus on Hide checks made in forested areas.

Krag (captured one): Male captured half-orc/guttersnipe raggamoffyn Drd12; CR 14; Medium-sized construct; HD 12d8+16 and 20d10+30; hp 50 and 175; Init +1; Spd 30 ft.; AC 32, touch 10, flat-footed 32; Base Atk +9; Grp +14; Atk +15 melee (1d6+6, scimitar); Full Atk +15/+10 melee (1d6+6, scimitar); Space/Reach 5 ft./5 ft.; SQ Construct traits; AL NE; SV Fort +8, Ref +8, Will +11; Str 21, Dex 11, Con 14, Int 12, Wis 16, Cha 8.

Skills and Feats: Concentration +7, Heal +12, Knowledge (nature) +10, Knowledge (local-Rushmoors) +8, Listen +8, Spellcraft +8, Spot +14, Survival +21, Swim +15; Brew Potion, Improved Counterspell, Improved Initiative, Natural Spell, Spell Penetration.

Possessions: +1 heavy wooden shield, +1 dragonhide banded mail, +1 scimitar, potion of barkskin +3, 2 potions

of barkskin +4, potion of neutralize poison, potion of water breathing.

Physical Description: As a captured one, Krag appears as a half-orc completely covered in patch pieces of leather and rope.

Spells Prepared (6/6/5/5/4/3/2; base DC=14 + spell level): 0 – cure minor wounds (x3), ~~detect magic, detect poison, read magic~~; 1 – cure light wounds, ~~detect snares and pits, entangle, goodberry, longstrider~~, produce flame; 2 – ~~barkskin, bear's endurance, delay poison, lesser restoration, spider climb~~; 3 – call lightning, ~~cure moderate wounds, neutralize poison, stone shape, water breathing~~; 4 – ~~cure serious wounds, dispel magic, freedom of movement, ice storm~~; 5 – ~~call lightning storm, cure critical wounds, death ward~~; 6 – ~~find the path, wall of stone~~.

Construct Traits: A raggamoffyn is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A raggamoffyn has darkvision (60-foot range).

Note: Has *delay poison*, *longstrider* and *water breathing* already in effect.

Krag (normal): Male half-orc Drd12; CR 12; Medium-sized humanoid (half-orc); HD 12d8+24; hp 90; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +9; Grp +11; Atk +12 melee (1d6+2, scimitar); Full Atk +12/+7 melee (1d6+2, scimitar); Space/Reach 5 ft./5 ft.; AL N; SV Fort +10, Ref +5, Will +12; Str 14, Dex 12, Con 14, Int 12, Wis 18, Cha 8.

Skills and Feats: Concentration +7, Heal +12, Knowledge (nature) +10, Knowledge (local-Rushmoors) +8, Listen +8, Spellcraft +8, Spot +14, Survival +21, Swim +15; Brew Potion, Improved Counterspell, Improved Initiative, Natural Spell, Spell Penetration.

Possessions: +1 heavy wooden shield, +1 dragonhide banded mail, +1 scimitar, potion of barkskin +3, 2 potions of barkskin +4, potion of neutralize poison, potion of water breathing.

Physical Description: Krag appears as a half-orc in banded mail made of some kind of strange scaly material.

Spells Prepared (6/6/5/5/4/3/2; base DC=14 + spell level): 0 – cure minor wounds (x3), detect magic, detect

poison, read magic; 1 – cure light wounds, detect snares and pits, entangle, goodberry, longstrider, produce flame; 2 – barkskin, bear's endurance, delay poison, lesser restoration, spider climb; 3 – call lightning, cure moderate wounds, neutralize poison, stone shape, water breathing; 4 – cure serious wounds, dispel magic, freedom of movement, ice storm; 5 – call lightning storm, cure critical wounds, death ward; 6 – find the path, wall of stone.

Note: Has *delay poison*, *longstrider* and *water breathing* already in effect.

Advanced Guttersnipe Raggamoffyn: CR 9; Large Construct; HD 20d10+30; hp 175; Init +4; Spd 20 ft., fly 20 ft. (clumsy); AC 21, touch 9, flat-footed 21; Base Atk +15; Grp +24; Atk +19 melee (1d8+5, slam); Full Atk +19 melee (1d8+5, slam); Space/Reach 10 ft./10 ft.; SA Control host, *glitterdust*, improved grab, wrap; SQ Construct traits, gate fiendish creature, immunities; AL NE; SV Fort +8, Ref +8, Will +11; Str 21, Dex 11, Con –, Int 10, Wis 16, Cha 17.

Skills and Feats: Hide +22, Move Silently +22; Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Stealth.

Control Host (Su): A raggamoffyn can attempt to take control of any creature it has wrapped (see below). This ability functions like the *dominate monster* spell (caster level 18th; save DC 17). As a free action, the monster may relinquish control over its host by physically and mentally disengaging itself from the latter's body. Use the captured one template (see the appendix) for a creature under the control of a raggamoffyn.

Glitterdust (Sp): Once per day, a guttersnipe can use *glitterdust* (caster level 5th; save DC 15).

Gate Fiendish Creature (Sp): Three times a week, this cursed raggamoffyn has the ability to gate fiendish plants or animals in to do its bidding for 1 hour.

Improved Grab (Ex): If a raggamoffyn hits an opponent that is its own size or smaller with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +24). If it gets a hold, it can attempt to wrap (see below) in the next round. Alternatively, the raggamoffyn has the option to conduct the grapple normally, or simply use its appendage to hold the opponent (-20 penalty on grapple check, but the raggamoffyn is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam damage.

Wrap (Ex): With a successful grapple check, a raggamoffyn can wrap itself around any foe it has already grabbed with another successful grapple check. The monster forms a skintight layer around the wrapped creature, covering it from head to toe but leaving enough space for the creature to breathe through its mouth and nose. Attacks on such a target deal half their damage to the monster and half to the wrapped creature. An affected creature can extract itself by making a successful grapple check. Once it has wrapped a creature, the raggamoffyn can attempt to control it on its next action.

Construct Traits: A raggamoffyn is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A raggamoffyn has darkvision (60-foot range).

Immunities (Ex): Guttersnipes are immune to spell effects that produce light or darkness.

APL 10 (EL 13)

Advanced Fiendish Treant (3): CR 10; Huge Plant (extraplanar); HD 8d8+40; hp 78; Init -1; Spd 30 ft.; AC 20, touch 7, flat-footed 20; Base Atk +6; Grp +23; Atk +13 melee (2d6+9, slam); Full Atk +13 melee (2d6+9, 2 slams); Space/Reach 15 ft./15 ft.; SA Animate trees, double damage against objects, smite good, trample 2d6+13; SQ Darkvision 60 ft, cold and fire resistance 10, DR 10/shashing, DR 5/magic, low-light vision, plant traits, vulnerability to fire, SR 13; AL NE; SV Fort +10, Ref +1, Will +7; Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 12.

Skills and Feats: Diplomacy +3, Hide -9, Intimidate +6, Knowledge (nature) +6, Listen +10, Sense Motive +3, Spot +11, Survival +10; Improved Sunder, Iron Will, Power Attack.

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Trample (Ex): Reflex DC 23 half. The save DC is Strength-based. Skills: *Treants have a +16 racial bonus on Hide checks made in forested areas.

Krag (captured one): see APL 8.

Krag (normal): see APL 8.

Advanced Guttersnipe Raggamoffyn: see APL 8.

APL 12 (EL 15)

Advanced Fiendish Treant (3): CR 12; Huge Plant (extraplanar); HD 16d8+80; hp 156; Init -1; Spd 30 ft.; AC 20, touch 7, flat-footed 20; Base Atk +9; Grp +26; Atk +19 melee (2d6+9, slam); Full Atk +19 melee (2d6+9, 2 slams); Space/Reach 15 ft./15 ft.; SA Animate trees, double damage against objects, smite good, trample 2d6+13; SQ Darkvision 60 ft, cold and fire resistance 10, DR 10/shashing, DR 10/magic, low-light vision, plant traits, vulnerability to fire, SR 21; AL NE; SV Fort +10, Ref +1, Will +7; Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 12.

Skills and Feats: Diplomacy +3, Hide -9, Intimidate +6, Knowledge (nature) +13, Listen +19, Sense Motive +3, Spot +19, Survival +10; Improved Sunder, Iron Will, Power Attack.

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Trample (Ex): Reflex DC 27 half. The save DC is Strength-based. Skills: *Treants have a +16 racial bonus on Hide checks made in forested areas.

Advanced Guttersnipe Raggamoffyn: see APL 8.

Krag (captured one): Male captured half-orc/guttersnipe raggamoffyn Drd12; CR 14; Medium-sized construct; HD 12d8+16 and 20d10+30; hp 90 and 175; Init +1; Spd 30 ft.; AC 32, touch 10, flat-footed 32; Base Atk +9; Grp +14; Atk +15 melee (1d6+6, scimitar); Full Atk +15/+10 melee (1d6+6, scimitar); Space/Reach 5 ft./5 ft.; SQ Construct traits; AL NE; SV Fort +8, Ref +8, Will +11; Str 21, Dex 11, Con 14, Int 12, Wis 16, Cha 8.

Skills and Feats: Concentration +7, Heal +12, Knowledge (nature) +10, Knowledge (local-Rushmoors) +8, Listen +8, Spellcraft +8, Spot +14, Survival +21, Swim +15; Brew Potion, Improved Counterspell, Improved Initiative, Natural Spell, Spell Penetration.

Possessions: +1 heavy wooden shield, +1 dragonhide banded mail, +1 scimitar, potion of barkskin +3, 2 potions of barkskin +4, potion of neutralize poison, potion of water breathing.

Physical Description: As a captured one, Krag appears as a half-orc completely covered in patch pieces of leather and rope.

Spells Prepared (6/6/5/5/4/3/2; base DC=14 + spell level): 0 – cure minor wounds (x3), ~~detect magic, detect poison, read magic~~; 1 – cure light wounds, ~~detect snares and pits, entangle, goodberry, longstrider~~, produce flame; 2 – ~~barkskin, bear's endurance, delay poison, lesser restoration, spider climb~~; 3 – ~~call lightning, cure moderate wounds, neutralize poison, stone shape, water breathing~~; 4 – ~~cure serious wounds, dispel magic, freedom of movement, ice storm~~; 5 – call lightning storm, ~~cure critical wounds, death ward~~; 6 – ~~find the path, wall of stone~~.

Construct Traits: A raggamoffyn is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A raggamoffyn has darkvision (60-foot range).

Note: Has *delay poison*, *longstrider* and *water breathing* already in effect.

Krag (normal): see APL 8.

Appendix III: New Monsters

As presented in *Monster Compendium: Monsters of Faerun*

Bullywug

Medium-Size Humanoid (Aquatic)

Hit Dice: 1d8+3 (7 hp)

Initiative: +0

Speed: 20 ft., swim 30 ft.

AC: 15 (+2 leather, +3 natural)

Attacks: Halfspear +1 melee; or halfspear +1 ranged

Damage: Halfspear 1d6; or halfspear 1d6

Special Qualities: Marsh move, summoning (clerics only)

Saves: Fort +5, Ref +0, Will -2

Abilities: Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7

Skills: Hide +0*, Listen -2, Spot -2

Feats: Endurance

Climate/Terrain: Temperate and warm aquatic and marsh

Organization: Solitary (1), pad (4), float (8), or pond (16-48)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Life as a bullywug is nasty, brutish, and wet. Bullywugs kill for sport, systematically destroy their own hunting grounds, and make a religious fetish of summoning monsters who may or may not stay within their control.

Bullywugs are frog-headed amphibious humanoids with green, gray, or mottled yellow skin. They have long, flicking tongues that can barely fit themselves around a form of stunted Common. They stand 4 to 7 feet tall, weigh 100 to 300 pounds, and fight with spears and other sharp weapons they can poke out of the water. Bullywugs make it a point of pride to wear at least leather armor, even though swimming in armor isn't easy.

Most bullywugs encountered outside their homes are warriors; the information in the statistics block is for one of 1st level (see Chapter 2 of the *DUNGEON MASTER's Guide* for more information about the warrior class).

COMBAT

Bullywugs prefer to fight in or near water. Whenever possible, they use summoned monsters as the first wave of attack. In any given fight, there is therefore a 50% chance that bullywugs will fight to their death, no matter how stupid that seems, and a 50% chance that they will flee for their lives when some of their number have fallen, even if they could otherwise win the fight.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Summoning (Sp): Bullywug clerics are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a *summon monster* spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. In such cases, there is a 25% chance that the summoned monsters will not be in the bullywug's control, rampaging and attacking at random. It is not uncommon for bullywugs that have summoned monsters and failed to control them to spend all their efforts fighting their own summoned creatures instead of attacking their original foe.

Skills: *Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

BULLYWUG CHARACTERS

Bullywugs sometimes gain levels as barbarians. The biggest bullywug in the pond frequently is at least a 2nd-level barbarian.

Bullywug Society

Bullywugs hunt things, eat things, bully things, and worship their noxious deities. There are many bullywug clerics; as many as 10% of bullywugs in some ponds have one or more levels as a cleric. Bullywug clerics can choose from the domains of Chaos, Evil, and Water. Bullywug clerics are more limited than those of other races, and can only choose three types of spells: *summon monster* spells (their culturally preferred choice), *inflict* spells, and their domain spells.

As presented in *Monster Manual II*

Guttersnipe Raggamoffyn

Medium-Size Construct

Hit Dice: 8d10+20 (64 hp)

Initiative: +1

Speed: 20 ft., fly 20 ft. (clumsy)

AC: 21 (touch 11, flat-footed 20) (+1 Dex, +10 natural)

Attacks: Slam +7 melee

Damage: Slam 1d6+1

Special Attacks: Control host, *glitterdust*, improved grab, wrap

Special Qualities: Construct traits, immunities

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

Abilities: Str 13, Dex 13, Con –, Int 10, Wis 16, Cha 17

Skills: Hide +14, Move Silently +14

Feats: Dodge, Mobility, Stealth

Climate/Terrain: Any

Organization: Solitary, pair, gang (3-4)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 9-16 HD (Medium-size); 17-24 (Large)

Raggamoffyns are mysterious constructs composed of animated scraps and bits of cloth, metal, or other refuse from civilized societies – particularly those where magic is common. Raggamoffyns tend to cluster together, operating as much in secret as possible, taking control of selected hosts to further their agendas.

Unlike other constructs, a raggamoffyn is not the result of any deliberate act of creation. Rather, it is formed when leftover magical energy interacts with inanimate objects. The exact process is not well understood, but it always results in one of four types of raggamoffyn.

A raggamoffyn appears as an animated, ragtag assortment of odds and ends, roughly humanoid in shape. The four types differ both in the kinds of refuse that form their bodies and the powers they possess.

Guttersnipes are most prevalent around settlements of dwarves, gnomes, and Halflings. They form from worn-out and discarded adventuring and construction gear.

A guttersnipe appears as a whirling mound of frayed rope, worn leather pieces, strings, belts, and swatches of

cloth. Within this mass of material is a core made of small gems, bits of glass, and glitter.

COMBAT

Above all, a raggamoffyn seeks to acquire a host that it can dominate. The creatures refrain from harming the potential hosts as long as possible, so they work quickly by rushing in with tough attacks. A foe that is successfully dominated is wrapped by the raggamoffyn, which then uses its host to defend itself and other raggamoffyns. Raggamoffyns unleash their full attack capabilities against foes that are resistant to their mind control powers, fearing rightfully that an escaped foe will warn others of the raggamoffyn's existence.

Guttersnipes are content to lie in wait for suitable hosts. They save their *glitterdust* ability to dazzle foes when they need to escape.

Control Host (Su): A raggamoffyn can attempt to take control of any creature it has wrapped (see below). This ability functions like the *dominate monster* spell (caster level 18th; save DC 17). As a free action, the monster may relinquish control over its host by physically and mentally disengaging itself from the latter's body. Use the captured one template (see below) for a creature under the control of a raggamoffyn.

Glitterdust (Sp): Once per day, a guttersnipe can use *glitterdust* (caster level 5th; save DC 15).

Improved Grab (Ex): If a raggamoffyn hits an opponent that is its own size or smaller with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +7). If it gets a hold, it can attempt to wrap (see below) in the next round. Alternatively, the raggamoffyn has the option to conduct the grapple normally, or simply use its appendage to hold the opponent (-20 penalty on grapple check, but the raggamoffyn is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam damage.

Wrap (Ex): With a successful grapple check, a raggamoffyn can wrap itself around any foe it has already grabbed with another successful grapple check. The monster forms a skintight layer around the wrapped creature, covering it from head to toe but leaving enough space for the creature to breathe through its mouth and nose. Attacks on such a target deal half their damage to the monster and half to the wrapped creature. An affected creature can extract itself by making a successful grapple check. Once it has wrapped a creature, the raggamoffyn can attempt to control it on its next action.

Construct Traits: A raggamoffyn is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A raggamoffyn has darkvision (60-foot range).

Immunities (Ex): Guttersnipes are immune to spell effects that produce light or darkness.

As presented in *Monster Manual II*

Captured One template

A captured one is a living creature that is under the control of a raggamoffyn. The raggamoffyn has access to its host's memories and draws on its host's experiences. The captured one eats, speaks, and lives all under the direction of its raggamoffyn master.

Captured ones speak Common and whatever languages the base creature speaks.

CREATING A CAPTURED ONE

"Captured one" is a template that can be added to a giant, humanoid, monstrous humanoid, animal, beast, or vermin (hereafter known as the "base creature") that is the same size or smaller than the dominating raggamoffyn. The creature's type changes to construct. Both the raggamoffyn's and the base creature's statistics and special abilities are modified as noted here.

Hit Dice: A captured one maintains separate hit point totals for each of its two parts.

Initiative: Same as raggamoffyn.

Speed: Same as base creature.

Armor Class: Use either the raggamoffyn's natural armor bonus or the base creature's natural armor bonus (if any), whichever is higher.

Attacks: Same as base creature, modified by new ability modifiers.

Damage: Same as base creature.

Special Attacks: The raggamoffyn gains control over all special attacks that the base creature possesses,

including spells and spell-like abilities. The raggamoffyn's wrap and improved grab special attacks are unavailable while it controls the host.

Special Qualities: Both the raggamoffyn and the base creature retain any special qualities they had previously.

Construct Traits: A captured one is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. The raggamoffyn portion cannot heal itself but can be healed through repair; the base creature portion heals normally. It cannot be raised or resurrected. A captured one has darkvision (60-foot range).

Senses (Ex): The raggamoffyn sees and hears everything that the base creature is able to.

Shared Damage (Ex): An attack on a captured one deals half its damage to the raggamoffyn and half to the dominated creature.

Saves: A captured one uses the raggamoffyn's base Fortitude, Reflex, and Will saves.

Abilities: A captured one uses the Constitution, Intelligence, and Charisma scores of the base creature and the Strength, Dexterity, and Wisdom scores of the raggamoffyn.

Skills: Same as base creature.

Feats: Same as base creature.

Climate/Terrain: Same as raggamoffyn.

Organization: Solitary, pair, or gang (3-4).

Challenge Rating: Same as base creature +2.

Treasure: Standard.

Alignment: Same as raggamoffyn.

Advancement: Same as base creature.

Appendix IV: New Rules

Mark of the Eye Curse

This PC has been cursed by something or someone. The physical appearance of the curse is a blistered, black circlet around the left eye. The victim radiates magic (strong transmutation and strong divination) but not evil.

The curse has three major drawbacks that the PC must suffer. First, the victim suffers a –1 circumstance penalty to all Intelligence-based skill and ability checks as the curse causes the PC difficulty in clear thought. Second, the victim is more susceptible to Vecna's will. All attack, damage, ability, skill, and saving throw rolls involving a follower of Vecna are at a –2 circumstance penalty. Finally, once per adventure, the victim is inflicted by an intense headache that has the same effects as spell *touch of madness* (Will save DC 17). If the victim fails their save, they are dazed for 17 rounds. This always occurs at the beginning of a combat of the DMs choosing. [Note that *spell immunity* and other such spells will not prevent this effect.]

With some irony, the curse also imbues the PC with spell ability. This ability functions as the *imbue with spell ability* spell except that the spells available for the victim are random as per the following charts and the spells are good for the adventure for which they were rolled. The spell level is that of a 17th level caster. At the beginning of each adventure (in front of the DM), the spells are determined and can be used once during that adventure. If any spell is used, it should be noted on the AR that this ability of the curse was used.

Level 1 spells (roll 1d6)

Roll	Spell
1	<i>cure light wounds</i>
2	<i>remove fear</i>
3	<i>detect magic</i> (extended)
4	<i>endure elements</i>
5	<i>detect secret doors</i>
6	<i>entropic shield</i>

Level 2 spells (roll 1d6)

Roll	Spell
1	<i>find traps</i>
2	<i>delay poison</i>
3	<i>resist energy</i>
4	<i>remove paralysis</i>
5	<i>undetectable alignment</i>
6	<i>cure moderate wounds</i>

There are specific ways to remove this curse. *Dispel magic* will not remove the curse. However, it will suppress the effects of the imbue benefit and headache for 1d4 rounds if successful. *Break enchantment* will remove the curse with a DC 28 check. *Greater dispel magic* can remove the curse with a dispel check against caster level 17. *Limited wish* (duplicating *greater dispel magic*), *miracle*, or *wish* will remove the curse. A *remove curse* cast by a 17th level or higher caster will also remove the curse. It should be noted on the AR if the curse is removed and who did the removing.

Touch of Madness As Presented In *Defenders of the Faith*

Enchantment (Mind-Affecting)

Level: Madness 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

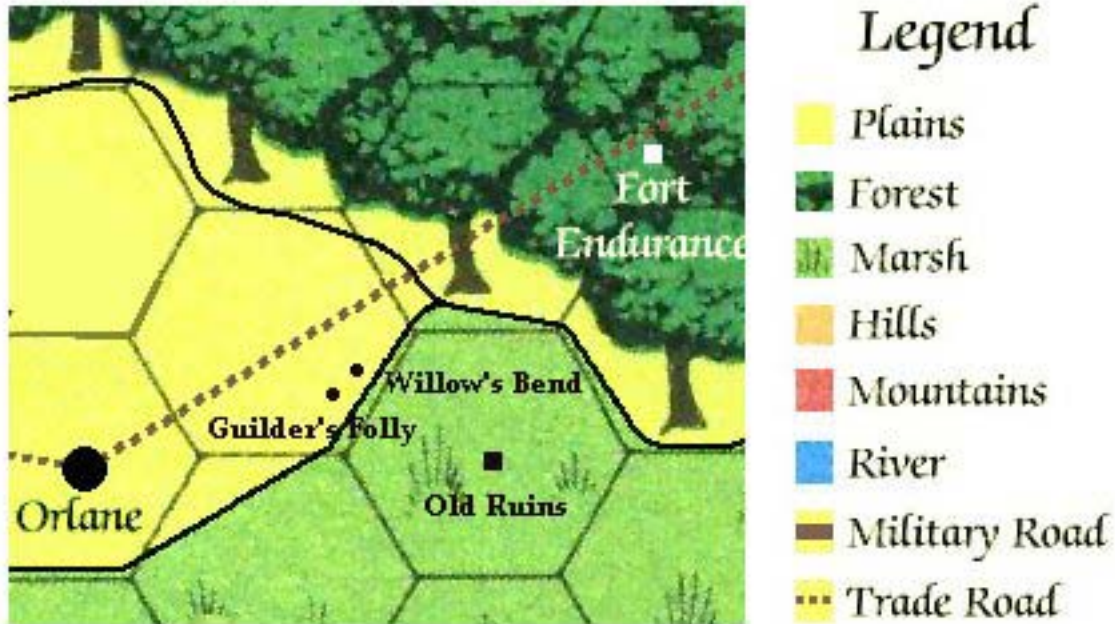
Saving Throw: Will negates

Spell Resistance: Yes

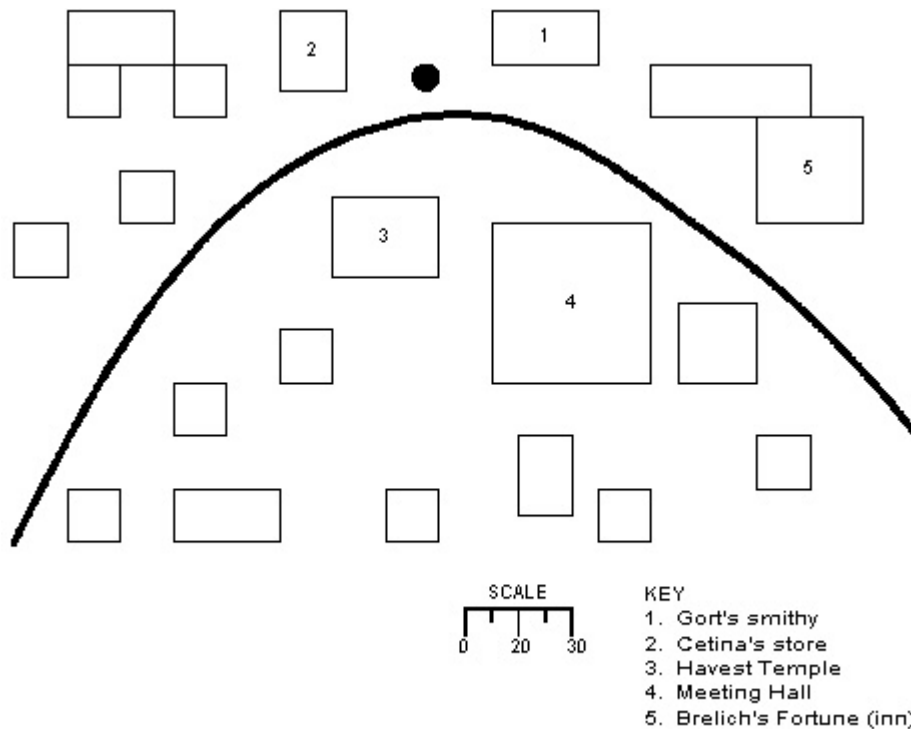
You may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level. The dazed creature is not stunned (so attackers get no special advantage against it), but can't move, cast spells, use mental abilities, and so on.

DM Aid #1

Map of Gran March surrounding Willow's Bend



Map of Willow's Bend

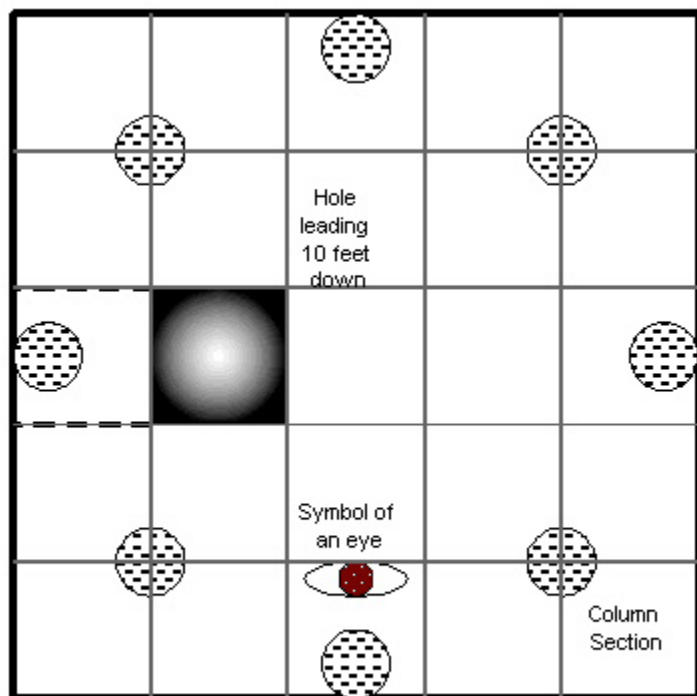


Willow's Bend is a small farming community, as is much of eastern province of Farvale. Twice a year (after harvest and planting), Willow's Bend becomes a bustling village of festivities with a lot of the local farmers visiting. The rest of the year it is just a small village set up to handle local auctions or livestock trading. Last year, the Commandant appointed a new Elector, because the former elector and family died when the giants attacked Orlane. The new Elector visits Willow's Bend at least once a week; living only two-hours ride away.

DM Aid #2

Although no encounters occur on the top of the ruins, the PCs may wish to go and investigate them.

Ruin Description



Each square is 5-feet.

Currently, the top of the ruins extends 10 feet above the water. It is a 25-foot square stone block with a tunnel carved in the eastern side that goes 10 feet in and 10 feet up to the top. Etched in the wall of the pit is a crude ladder to the top. The stone is chipped and broken at various places around the ruins.

The top is relatively flat. There are the bottoms of what used to be 8 columns symmetrically aligned in a circle. A stone carving of an eye is located just within the circle to the south. It is this carving that transmits the “Mark of the Eye” curse. There is nothing else remarkable about the structure.

Ruin Features

The top of the ruin has a permanent effect of *Unhallow* upon it (use caster level of 25 if needed). Good clerics and paladins can *feel* the evil of the place. Any *detect evil* around the area will stun the caster, and any *detect magic* will reveal overwhelming evocation. The magical

effect cannot be broken by break enchantment nor permanently dispelled (nor countered with a hallow). *Anti-magic field* will prevent its affect within the field and *dispel magic* could negate the affect for a limited time (as if it were a permanent item). The area cannot be made into *hallow* ground either, nor can the *unhallow* be canceled.

The southern portion of the area contains a large symbol of an eye carved into the stone. Sacrifices were originally performed upon an altar on this symbol. Any non-evil living creature that touches that area (such as touching the altar or standing right upon it) has the potential to be cursed (Will save DC 20) although the effects are not immediate (the DM should try and not make it obvious that the save is related to the event). With a failed save, the creature is cursed and after 10 days will suffer the effects of it (the time delay was originated such that the cursed individual would not know where he got this curse). See Appendix Four for the description and effects of the “Mark of the Eye” curse.

The stone itself is protected from various magical effects including stone to mud, stone shape, passwall, etc. It is one of the reasons this temple has made a perfect tomb and prison.

DM Aid #3

This DM Aid is to help show the layout of the military camp in the Rushmoors. The description in Encounter Two may be confusing to some and this visual aid should help.

