

YEO8-IN1

There Will Be Blood

A One-Round D&D[®] LIVING GREYHAWK[™]

Yeomanry Regional Adventure

Version 1.0

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The hamlet of Bogspur has been overrun by the denizens of the Hool swamp. The bullywugs are on the march! Strike teams are forming and will be sent on exceedingly dangerous combat missions where members of the regular army are very likely to fail. Only expert adventurers of all levels need to apply. A Yeomanry interactive adventure for APLs 2-14.

Note: This adventure will be of particular interest to members of the Yeoman military.

Resources: *Complete Arcane* [Richard Baker], *Complete Warrior* [Andy Collins et al.], *Fiend Folio* [Eric Cagle et al.], *Monster Manual II* [Ed Bonny et al.], *Monster Manual III* [Rich Burlew et al.], *Monster Manual IV* [Gwendolyn F. M. Kestrel et al.], *Monster Manual V* [David Noonan], *Monster Compendium: Monsters of Faerûn* [James Wyatt et al.], *Players Handbook II* [David Noonan], *Sandstorm* [Bruce R. Cordell et al.]

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at POC@yeomanry.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You must be at least a HERALD-LEVEL GM to run this adventure.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

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

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a

harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Yeomanry. Characters native to the Yeomanry pay one Time Unit per round, all others pay two Time Units per round.

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

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

the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

PREPARATION FOR PLAY

Is This a Military Adventure?

As Yeoman officials do consider the events of this adventure important to the defense of the Yeomanry, members of any branch of the Yeoman military may count the TUs spent on this adventure toward any annual TU commitment required by their enlistment.

Is This a Dustdigger Adventure?

As this adventure does NOT significantly involve archaeological matters, students in the Academy of Lore may NOT count this adventure toward any TUs they must spend per year in study. See individual certificates for more details.

Is This a Promotion-worthy Adventure?

Heroic deeds in the name of the Yeoman military are possible in this adventure, and as such, the possibility for promotion exists. In order for a PC to be considered for promotion at the end of this adventure, the PC must do the following:

1. The DM and all Yeomanry military PCs present at the table must **unanimously** agree that the PC has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military PCs playing the adventure besides the PC up for advancement. Only one PC can be nominated for advancement per adventure.
2. The player so nominated must then gather the names and email addresses of all Yeomanry military players and the DM at the table.
3. The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion. Email this information to yeomanry-triad@yahoogroups.com.
4. The Triad will then discuss your promotion and determine whether promotion is granted. You will be notified via email, and a promotion certificate will be sent to you via snail mail.

In order to be considered for promotion, the Yeomanry military character must have spent a minimum of one year of real time at the rank below that being applied for. So in order to be considered for Sergeant, the player must have spent one full year as a Yeoman, and one full year below that as an unranked soldier.

ADVENTURE BACKGROUND

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: www.yeomanry.net

BOGSPUR

Bogspur is an old, dying village on the outskirts of the Hool Marshes. It sits on the bank of a large, swampy lake. The villagers of Bogspur make their living through fishing, frogging, and alligator hunting. Most of them are very poor, and their contact with the rest of the Yeomanry is sparse, at best. As such they are wary of visitors. It is home to one old, leaky tavern, *the Frog Bog*.

ADVENTURE SUMMARY

Begin with the PCs already at their tables in their current APL range. Have the judges read the following.

For those PCs who have been to Bogspur previously, start with this text.

Coming back from your latest adventure, you are still on a natural high from killing evil monsters, getting treasure, and exploring the world. Suddenly, a voice resonates through your mind, "My name is Commander Kenyan Marduke and the Yeomanry is in need of your services. From your past dealings in the town of Bogspur, we know you are a virtuous and courageous adventurer. The town of Bogspur and its people are in need of your help once again. Due to time constraints, a wizard is standing by to teleport you to our location. If you do not wish to come, simply resist the spell."

If the PCs have never been to the town of Bogspur, read the following.

Coming back from your latest adventure, you are still on a natural high from killing evil monsters, getting treasure, and exploring the world. Suddenly, a voice resonates through your mind, "My name is Commander Kenyan Marduke and the Yeomanry is in need of your services. We here in the Yeomanry have heard of your great deeds. The town of Bogspur and its people are in need of your help. Due to time constraints, a wizard is standing by to teleport you to our location. If you do not wish to come, simply resist the spell."

Assuming the PCs accept the offer, Commander Marduke has them teleported to the town of Bogspur. If they refuse, the adventure is over for them.

Once all tables have their parties selected, the senior judge will read the following to everyone.

All around, you see other adventurers; some you may recognize and others you may not. The air around you feels almost electrified, as adventurers are abuzz with what has just transpired. After the last couple of adventurers pop into being around you, a man in plate armor steps up on a platform and clears his throat as if to silence everyone's murmuring.

Pause for a moment and if anyone is talking, clear your throat and give him or her an icy stare.

“Greetings and thank you for coming here on such short notice. As you may have guessed, I am Commander Kenyan Marduke. I have called you all here to help fight a war. For years, towns in the Hool Marsh have been fighting against the bullywug forces; many have been lost on both sides. However, recently we have received intelligence that the bullywugs have massed a force and have already taken the town of Bogspur. Many of the residents of Bogspur have fled into the marshes for their own protection, but a couple made it to us to warn us of the impending threat they represent. We suspect the bullywugs are planning to head north through the Yeomanry, cutting a swath of destruction. The long and short of it is that we need seasoned warriors such as yourselves to help us repel the forces and drive them back into the marshes. From what we can ascertain, the bullywug forces will resume their march north in the morning, hence why we teleported you here. We do not expect this to be an easy battle; in fact, we expect many of you not to survive. Knowing this, any of you who wish may leave now.”

Give a short pause to allow anyone who wants to leave, and then continue.

“Excellent! I see we chose those who are made of sterner stuff. Many of these missions will be strike missions, which can be short and quite deadly. For those of you who accomplish your mission quickly, another mission will be assigned to you. I have one last thing to ask the most seasoned of you and those of you who also have experience with the military. I want you to volunteer to be our commanders so you may deploy our troops in the most effective manner. For those who are willing to lend their experience in commanding, please see me; the rest of you get some sleep. The battle begins early. For those of you who deal in the arcane, you can get together and pool your spells for optimum effect. When you awake, orders will be sent to you.”

Have the PCs wait until after the senior judge talks to those who volunteered for the command table. If no one volunteers, simply select the 6 highest level PCs present.

For GMs, every single mission has its own text and encounters, so we have split each section into its own mini-adventure. Since it would be very confusing for GMs to look at a group of monsters from various missions, each mission has its own

appendix with information. In addition, encounters will be labeled with the format mission.encounter number. So, for mission A2, encounter 3, it will be labeled A2.3.

Also, there may be little or no gold earned in many of the adventure sections. All treasure that is recovered will be shared equally up to APL limits. When treasure is secured, please write the amount on a golden card and hand that to the Senior GM to help determine the amount of gold to be awarded all players.

COMMAND TABLE SECTION

Once the PCs have been selected to be the commanders of the battle, they need a battle to conduct. Certain missions are only available as a result of other missions. All missions can be assigned more than once to multiple tables if the commanders think the mission is of such vital importance to the overall success of the battle. The missions that are available are to be given to the command table with Player Handout #1.

MISSIONS INITIALLY AVAILABLE

APLs 2–6

- A1. Scout The Enemy Forces
- A2. Deliver Supplies to the Hool Halflings
- A3. Lay Traps To Deter the Forces
- A4. Drive The Bullywugs Out of Bogspur

APLs 8–10

- B1. Destroy The Siege Engines
- B2. Backup Frontline Troops
- B3. Rescue Keats

APLs 12–14

- C1. Break the Vanguard
- C2. Drive The Bullywugs Out Of Bogspur
- C3. Ask The Orcs for Help

Encourage the commanders to go and scout the tables to determine which missions to give to whom. If no other group is available, the command table can take on the APLs 12-14 missions. When missions are completed, a representative of the table will go and tell the commanders what happened.

If the scouting party got the message and are able to decipher it, they can read that it's about Commander Marduke being a target of importance. This opens CX1 Protect Commander Marduke mission. Also, deciphering the message will lead to the PCs being able to know it was written in the Wastri cleric language, which opens the other command table mission, CX2 Temple of Wastri. If the message is not recovered, D Command Table Mission will take place. If the message is found and deciphered, then D Command Table Mission begins halfway through the mission CX2 Temple of Wastri.

The following missions are not given to the command table until the correct circumstances occur. They are never told they have their own missions, although they will probably surmise it.

CX1. Protect Commander Marduke (Scarlet Brotherhood Strike Group Mission)

CX2. Temple of Wastri

D. Command Table Mission

Once mission CX2 is completed successfully, D Command Table Mission is aborted.

What happens if there are no tables of a particular level? Does that mean that a whole set of missions are automatically failed? In that case, assume Yeomanry army volunteers take the missions. They have a 50% chance of succeeding at any particular mission, which will be determined randomly by the Senior GM.

APLS 2-6

MISSION A1: SCOUT ENEMY FORCES

Mission Summary: The mission begins with a Yeomanry militia officer approaching the PCs with orders from the command table to sneak into the enemy camp, if possible, and see what foul things might be facing the troops. The PCs must use whatever means necessary to get as close as possible to the enemy stronghold, find out any information that might help the Yeomanry win the battle, and get back in one piece. Once the PCs are found out, they will be running for their lives back to friendly territory. Along the way back, they will be faced with some resistance, but the true threat is chasing the party. If the party does not make a hasty retreat (or worse, turn and face the evil following them) they will face certain demise. Once they return, they should report their findings immediately to the Command Group. (Physically, one player from the table should go tell the Command Table what was discovered.)

ENCOUNTER A1.1: GETTING ORDERS

The PCs should be given a few minutes to get themselves in order as to what they want to bring with them or to try to acquire supplies. If this is the table's first mission, read the following:

The day looks dim; in the distance you can see the smoke from the campfires of the bullywug army. All around, you can see men and women, young and old, getting ready to go into battle. After a few moments of observing the activities, you notice a Yeoman serjeant approaching your group.

If this mission is assigned after the first mission, read this instead:

People rush about all around your group; officers are barking orders to their troops. The battle wages in the distance; you can see wounded soldiers being tended by clerics of Pelor. You also see a Yeoman serjeant approaching you hastily.

Regardless of which entry was read, continue here.

The GM should double-check any spells cast on the players during the interactive pre-battle portion of the adventure.

"I have here your orders from the command group. You are to infiltrate behind enemy lines and gather as much intelligence as possible. We need every advantage if we are going to stand a chance against this siege. This mission requires much stealth if you are to get close enough to the enemy's stronghold and get what we need. However, don't get in over your heads. Bullywugs are not known for taking prisoners. Your team will be too deep behind enemy lines to extract you. I know this sounds very dangerous, but we do have a plan for getting you in undetected. However, you may need to fight your way out. Are you in?"

If the PCs are not willing to take the mission, this mission fails. If they are willing, then continue with:

"Excellent! My commander said this was probably a fruitless mission and we would never find anyone crazy enough to do it. However, I know that a little information in warfare can go a very long ways and persisted. To help you on your mission, one of our wizards memorized Mass Invisibility and Expeditious Retreat, which if not used for this mission, then would be used for other desperate measures."

The serjeant turns and calls over a tall man in a large pointy hat. His eyes are slightly crossed and he walks with a slight limp. As he approaches the smell of sulfur enters your nostrils. The wizard moves to address the serjeant, "Ah! Are these the recruits you have talked into going on this suicide mission of yours, serjeant?"

"Luxardo, let me introduce you to a very courageous group. They will require your assistance if they are to have a hope of successfully completing their mission", says the serjeant. Luxardo sighs, "Very well, let's get on with it then. I have much more important things to take care of. Just know that these spells will last a total of 14 minutes. However, if you make haste, you should have plenty of time to get there, see what is going on, and get back."

"One moment, sir", says the serjeant as he turns to address the party. "Do you have any questions?"

As the questions and answers go on, Luxardo, the wizard is very impatient. Feel free to interject from time to time with some adlib.

Q: What kind of information are we looking for?

A: ***“Look for any abnormal creatures, a description of the bullywugs that look like leaders, and pay special attention to any clues as to what might be driving the invasion. If you happen to come across any documents or battle plans, those would be of significant importance.”***

Q: What do we do if we are discovered?

A: ***“I have three words for you... Run Like Hell!”***

Q: Where is the enemy stronghold?

A: ***“It is due southeast of camp through the swamp. There is one path through the swamp that is on solid ground. I highly recommend taking this path as with any other you will be hindered in your movement. The one downside of this path is that it is usually heavily guarded, so be careful.”***

After the serjeant has answered these questions or the PCs have quit asking questions, read the following.

“Ok,” says the serjeant. “Now that that is settled, get a move on; time is short.” The wizard at once starts waving his arms and mumbling under his breath. Before you know it, your fellow party members disappear. You look down at yourself and see nothing. Then the serjeant says, “Well, time’s a wasting; move out!”

ENCOUNTER A1.2: HIGH COST KNOWLEDGE

The PCs should move expeditiously towards the enemy stronghold. If they delay in any way, the spells cast on them will dissipate just as they reach the stronghold.

Along the way, have each PC make five Hide checks (two before they run into the bogun and three after). They get a +20 to their Hide checks due to invisibility. Have the enemy forces also make five Spot checks at +2. If the PCs are spotted before they get to the enemy stronghold, the mission is a failure; proceed to Encounter A1.3.

As the stench of death wafts from the murky swamp around you, you march quickly deeper and deeper into enemy territory. Along the way you see hundreds of bullywug warriors and strange creatures of foul nature.

Have the PCs make a DC 5 + APL Listen check. If they make the check, allow a DC 10 + APL Reflex save. If they ALL make BOTH checks, the PCs get out of the way of the bogun flying up from behind them. Read the following text:

All of a sudden, a loud buzzing sound goes just past your head. When you look up you see a vaguely humanoid mound of compost with wings. Its skin is covered with nettles and branches. In its clutches is a small messenger pouch.

If the PCs pursue the creature and attack it in order to retrieve the messenger pouch, they become visible. If they do not pursue it, go to “Moving On”.

APLs 2-6 (EL 1)

Bogun: hp 15; see *Mission A1 Appendix*.

Tactics: The bogun will try not to fight, but will do everything possible to escape. If prevented from escaping, it attempts to free itself by raking opponents with its poisonous nettles.

Treasure: It has a small messenger pouch containing a letter.

However, if any one of the PCs fails one of the checks, read the following:

All of a sudden a loud buzzing sound comes up right behind you and you feel something that feels like a wet sponge hit the back of your head. When you turn around you see a vaguely humanoid mound of compost with wings lying on the ground. Its skin is covered with nettles and branches. In its clutches is a small messenger pouch. The very confused creature gets up, shakes its oozing head, looks around, and after a few moments, flies off in the same direction you are headed.

Have the PCs make a DC 10 + APL Spot check. If one of the PCs makes the check, he notices a letter fall out of the bogun’s messenger pouch and into the swamp.

Regardless of which entry was read, if the PCs obtain the messenger pouch, continue here.

Upon retrieving the letter and opening it, you discover a very strange script. The document seems to be official in nature and has what seems like a signature at the bottom.

The letter is written in Wastongue, the language of clerics of Wastri. If the PCs are able to read the letter, they discover it’s about Commander Marduke being a target of importance

and reveals the location of a nearby temple of Wastri.

MOVING ON

As the PCs move on into the swamp, they eventually get to the enemy stronghold. When they arrive, assuming they have not delayed too much, they are still invisible. Being invisible will give them just enough time to spot the one oddity: a human cleric. However, he will see them with *see invisibility* and dispel their invisibility. They still have *expeditious retreat*.

As you move even deeper into the swamp, you know you are getting closer to your destination as you can hear large groups of bullywugs milling about and the clamor of what sounds like a smithy preparing weapons of war.

Without realizing that you have arrived, you find yourself underneath a large canopy of dense undergrowth. Looking about, you see several battalions of bullywug warriors, about a dozen trolls, beholders, and some of the oddest things you have ever seen. But the oddest amongst all the swamp terrors is a human. He is dressed in robes and has a holy symbol around his neck.

A DC 10 Religion check reveals him to be a cleric of Wastri.

Just as you notice the holy man, he also notices you. It is as though he can see past the security blanket that has been sheltering you through the swamp. He casts a spell (dispel magic) and screams, "Intruders!" The entire camp turns and looks right at you as you become visible.

Any choice the PCs make besides running for their lives at this point will mean certain death, as the bullywugs do not take prisoners.

ENCOUNTER A1.3: THE CHASE

Once the enemy spots the PCs, they will make chase. Before escaping the encampment, the PCs must first escape from the nearest small group of bullywugs. It is not necessary for the party to kill the entire attacking enemy in this mission. In fact, they should not slow down long enough to finish off any of them, as doing so could mean big trouble.

As you are spotted, your party obviously catches many of the warriors off-guard, since they never expected to see the enemy so deep in their territory; alive, anyway. Before you can move, a nearby group of bullywugs moves in to attack!

APL 2 (EL 3)

Bullywug Fighter1 (2): hp 11 each; see *Mission A1 Appendix*.

Bullywug Cleric1: hp 8; see *Mission A1 Appendix*.

APL 4 (EL 5)

Bullywug Fighter2 (2): hp 21 each; see *Mission A1 Appendix*.

Bullywug Cleric2: hp 15; see *Mission A1 Appendix*.

APL 6 (EL 7)

Bullywug Fighter2 (4): hp 21 each; see *Mission A1 Appendix*.

Bullywug Cleric4: hp 30; see *Mission A1 Appendix*.

Tactics: Once the PCs either defeat, start to run away from this first set of attackers, and/or after the 1st round of the last encounter, read the following:

In the distance behind you, you hear a horrible gurgling as though something is rising out of the swamp. Then you see it. Twisted and deformed, this gargantuan giant appears to have jagged stone formations growing from its body at odd angles. Its expression is wild and frenetic as it shambles forward. You see the human yelling at the creature and pointing in your direction. Its red eyes stare at you as it pauses for a moment. Then it lunges toward you as it merges into the ground.

If the PCs do not take off in a full run at this point, it is their own hide and we will gladly mark a PC death down as THERE WILL BE BLOOD.

If the PCs stop for any reason and do not at least make a full move action in the direction of leaving the swamp, read the following:

Behind you, beneath the soggy ground, you feel the earth move as the gargantuan creature begins rising from the soil.

Not running after you read this text will put the craa'ghoran giant into initiative with the PCs.

APLs 2-6 (EL 11)

Craa'ghoran Giant: hp 158; see *Mission A1 Appendix*.

Once the PCs have run for two rounds if they don't have *expeditious retreat*, or only one round if they do, the next wave of attackers begin.

As you and your companions make a wise retreat, it is obvious the news of your presence in enemy territory has spread like wildfire as the sounds of sloshing swamp seems to be coming from every direction.

APL 2 (EL 3)

Bullywug Fighter1 (2): hp 11 each; see *Mission A1 Appendix*.

Bullywug Cleric1: hp 8; see *Mission A1 Appendix*.

APL 4 (EL 5)

Bullywug Fighter2 (2): hp 21 each; see *Mission A1 Appendix*.

Bullywug Cleric2: hp 15; see *Mission A1 Appendix*.

APL 6 (EL 7)

Bullywug Fighter2 (4): hp 21 each; see *Mission A1 Appendix*.

Bullywug Cleric4: hp 30; see *Mission A1 Appendix*.

Tactics: Roll for surprise. The bullywugs' tactic is simple: kill the intruders.

Continuing to run through the swamps, having dealt with the bullywugs, you see a ray fly past on the right of your head. As you duck out of the way, you notice the ray hit a tree. Before your eyes you watch the tree wither and die.

Creatures: The encounter level has been modified. A standard catoblepas is CR 6. Here, there are wounded versions of them, so we have reduced their CR by one. The catoblepases have been wounded by bullywugs who were too scared to finish the fight. They have just used their Death Ray in the boxed text and are 60 feet behind and to the right of the party.

APL 2 (EL 5)

Wounded Catoblepas: hp 32; see *Mission A1 Appendix*.

APL 4 (EL 7)

Wounded Catoblepas (2): hp 32 each; see *Mission A1 Appendix*.

APL 6 (EL 9)

Wounded Catoblepas (4): hp 32 each; see *Mission A1 Appendix*.

Tactics: The catoblepases will not pursue the party once it is out of range of their Death Rays.

If possible, coordinate the chase so that it ends just as an APLs 8–10 table is starting mission B2. If the timing of this works out, the players at the table should be encouraged to go over to the APLs 8–10 table and tell them what is going on. Mission B2 will fight the craa'ghoran giant. The players in the APLs 2–6 range can stay and help fight the creature, but as soon as the creature is put down, the GM should encourage the PCs to complete their mission by delivering the intelligence gathered to the command group.

In the distance, you see allied forces engaged in a skirmish with enemy forces. As you draw closer, your fellow protectors of good seem surprised to see you as you hurriedly tell them of the creature in pursuit of your party.

Once the party tells the command group what transpired and is able to deliver either of the following information, the mission is considered a success.

1. *The letter from the messenger:* If the command table deciphers it, they discover it's about Commander Marduke being a target of importance and reveals the location of a nearby temple of Wastri.
2. *News of the human cleric:* Bonus if they can describe the holy symbol or can tell the command group it is a holy symbol of Wastri.

MISSION A1 APPENDIX

ALL APLS

BOGUN

CR 1

N Tiny construct

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

Languages None

AC 15, touch 15, flat-footed 12

(+2 size, +3 Dex)

hp 15 (2d10+0 HD)

Immune all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).

Fort +0, **Ref** +3, **Will** +1

Speed 20 ft. (4 squares), base movement 20 ft., fly 50 ft. (good)

Melee nettles +1 (1d4-2 plus poison)

Space 2 1/2 ft.; **Reach** 0 ft.

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

Abilities Str 7, Dex 16, Con -, Int 8, Wis 13, Cha 11

SQ Construct traits

Possessions small messenger pouch with letter

Poison (Ex) A bogun's nettles deliver an irritating poison (Fortitude save DC 11) with each successful attack. The initial and secondary damage is the same (1d6 points of Dexterity damage). The creator of a bogun is immune to its poison.

Description A bogun looks like a vaguely humanoid mound of compost. The creator determines its precise features, but the typical version stands about 18 inches tall and has a wingspan of about 2 feet. Its skin is covered with nettles and branches. Insect carapaces, feathers, scales, and other forest detritus may also be part of its form.

Sources Monster Manual II (p34)

CATOBLEPAS

CR 6

N Huge aberration

Init +1; **Senses** darkvision 60 ft., scent, Listen +3, Spot +3

AC 19, touch 9, flat-footed 18

(-2 size, +1 Dex, +10 natural)

hp 59 (6d8+30 HD); 32 wounded

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

Speed 30 ft. (6 squares)

Melee Tail Slam +10 (1d6+12 plus stun) or Death Ray +3 ranged touch

Space 10 ft by 20 ft.; **Reach** 10 ft.

Abilities Str 26, Dex 13, Con 21, Int 2, Wis 13, Cha 8

SQ Darkvision 60 ft., scent

Skills Jump +10, Listen +3, Spot +3, Wilderness Lore +3

Death Ray (Su) The catoblepas can project a thin, green ray up to 160 feet from its bloodshot eyes. Any

living creature struck by this ray must make a Fortitude save (DC 18) or die instantly. Even on a success, the target takes 5d6 points of damage. After striking one target, the ray dissipates, and the attack cannot be used again for 1d4 rounds.

Stun (Ex) Any living creature struck by the catoblepas' tail must succeed at a Fortitude save (DC 18) or be stunned for 1 round. (A stunned character cannot act and loses any Dexterity bonus to Armor Class. An attacker gets a +2 bonus on attack rolls against a stunned opponent.)

Scent (Ex) A catoblepas can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Sources Monster Manual II (p41)

CRAA'GHORAN GIANT

CR 11

NE Gargantuan giant (earth)

Init +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Listen +11, Spot +11

Languages Giant, Terran

AC 23, touch 7, flat-footed 23

(-4 size, +16 natural)

hp 158 (15d8+90 HD); DR 5/-

Fort +15, **Ref** +3, **Will** +8

Speed 40 ft.; earth glide;

Melee 2 claws +21 each (4d8+12)

Ranged rock +10 (3d8+12)

Space 20 ft.; **Reach** 20 ft.

Base Atk +11; **Grp** +31

Atk Options Awesome Blow; Cleave; Power Attack, Rend 6d8+17

Spell-Like Abilities (CL 15th):

3/day—*spike stones* (DC 13), *wall of stone*

Abilities Str 33, Dex 8, Con 23, Int 12, Wis 13, Cha 8

Feats Awesome Blow, Cleave, Improved Natural Attack (claw), Iron Will, Power Attack, Weapon Focus (claw)

Skills Craft (stoneworking) +15, Jump +14, Knowledge (nature) +13, Listen +11, Spot +11, Survival +11 (+13 in aboveground natural environments)

Earth Glide (Ex) A craa'ghoran giant can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence.

Rend (Ex) If a craa'ghoran giant hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 6d8+17 points of damage.

Description Twisted and deformed this massive giant appears to have jagged stone formation growing from its body at odd angles. Its expression is wild and frenetic as it shambles forward.

Sources Monster Manual IV (p60)

APL 2

BULLYWUG CLERIC

CR 1

Male Bullywug Cleric 1

CE Medium humanoid (aquatic)

Init +0; **Senses** Listen +3, Spot +3

Languages Common, Wastrian

AC 16, touch 11, flat-footed 16
(+5 armor, +1 deflection)

hp 8 (1d8+2 HD);

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

Speed 20 ft. (4 squares);

Melee Short spear +1 (1d6+1)

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

Base Atk +0; **Grp** +1

Special Actions Spontaneous Casting, Restricted Spells, Rebuke Undead (Su);

Cleric Spells Prepared (CL 1st):

1st— *summon monster I* (x2), *magic weapon* (D)

0— *inflict minor wounds* (x3)

D: Domain spell. Deity: Wastri. Domains: Animal, Law, Purification (Complete Divine), War

Abilities Str 13, Dex 11, Con 14, Int 6, Wis 16, Cha 4

Feats Combat Casting

Skills Concentration +6

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Spontaneous Casting Can spontaneously cast *Inflict spells*, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells Bullywug clerics can only cast *Inflict*, *Summoning*, or *Domain Spells*.

Rebuke Undead (Su) Can rebuke undead 0 times per day. A rebuking check is made on 1d20-3; rebuking damage is equal to 2d6+4 on a successful check.

Summoning (Ex) Bullywug clerics are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a *summon monsters* spell they have a 50% chance that one or more monsters than the spell will normally summon will appear. In such cases there is a 25% chance that these monsters will not be under the bullywug's control, rampaging and attacking at random.

Sources Bullywug (Monster Compendium: Monsters of Faerûn)

BULLYWUG FIGHTER

CR 1

Male Bullywug Fighter 1

CE Medium humanoid (bullywug)

Init +0; **Senses** Listen -2, Spot -2

Languages Common

AC 14, touch 10, flat-footed 14
(+4 armor)

hp 11 (1d10+4 HD)

Fort +6, **Ref** +0, **Will** -3

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

Melee +4 two-handed (1d12+3; 18-20/x2, great falchion);

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

Base Atk +1; **Grp** +3

Combat Gear great falchion, chain shirt

Abilities Str 15, Dex 11, Con 18, Int 6, Wis 5, Cha 4

Feats Exotic Weapon Proficiency (Falchion, Great), Weapon Focus (Falchion, Great).

Skills Jump¹ +4

Possessions combat gear plus Gauntlets of Ogre Power +2

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

APL 4

BULLYWUG CLERIC

CR 2

Male Bullywug Cleric 2

CE Medium humanoid (aquatic)

Init +0; **Senses** Listen +3, Spot +3

Languages Common, Wastrian

AC 16, touch 11, flat-footed 16
(+5 armor, +1 deflection)

hp 15 (2d8+4 HD);

Fort +5, **Ref** +0, **Will** +6

Speed 20 ft. (4 squares);

Melee Short spear +2 (1d6+1)

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

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

Special Actions Spontaneous Casting, Restricted Spells, Rebuke Undead (Su);

Cleric Spells Prepared (CL 2nd):

1st— *summon monster I* (x3), *magic weapon* (D)

0— *inflict minor wounds* (x4)

D: Domain spell. Deity: Wastri. Domains: Animal, Law, Purification (Complete Divine), War

Abilities Str 13, Dex 11, Con 14, Int 6, Wis 16, Cha 4

Feats Combat Casting

Skills Concentration +7

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Spontaneous Casting Can spontaneously cast *Inflict spells*, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells Bullywug clerics can only cast *Inflict*, *Summoning*, or *Domain Spells*.

Rebuke Undead (Su) Can rebuke undead 0 times per day. A rebuking check is made on 1d20-3; rebuking damage is equal to 2d6+4 on a successful check.

Summoning (Ex) Bullywug clerics are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a *summon monsters* spell they have a 50% chance that one or more monsters than the spell will normally summon will appear. In such cases there is a 25% chance that these monsters will not be under the bullywug's control, rampaging and attacking at random.

Sources Bullywug (Monster Compendium: Monsters of Faerûn)

BULLYWUG FIGHTER

CR 2

Male Bullywug Fighter 2

CE Medium humanoid (bullywug)

Init +0; **Senses** Listen -2, Spot -2

Languages Common

AC 14, touch 10, flat-footed 14

(+4 armor)

hp 21 (2d10+8 HD)

Fort +7, **Ref** +0, **Will** -3

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

Melee +5 two-handed (1d12+3; 18-20/x2, great falchion);

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

Base Atk +2; **Grp** +5

Combat Gear great falchion, chain shirt

Abilities Str 15, Dex 11, Con 18, Int 6, Wis 5, Cha 4

Feats Exotic Weapon Proficiency (Falchion, Great), Weapon Focus (Falchion, Great), Improved Toughness (MM4 203)

Skills Jump +5

Possessions combat gear plus Gauntlets of Ogre Power +2

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

APL 6

BULLYWUG CLERIC

CR 4

Male Bullywug Cleric 4

CE Medium humanoid (aquatic)

Init +0; **Senses** Listen +3, Spot +3

Languages Common, Wastrian

AC 17, touch 11, flat-footed 17

(+6 armor, +1 deflection)

hp 30 (4d8+8 HD);

Fort +6, **Ref** +1, **Will** +7

Speed 20 ft. (4 squares);

Melee +1 Short spear +6 (1d6+3)

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

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

Special Actions Spontaneous Casting, Restricted Spells, Rebuke Undead (Su);

Cleric Spells Prepared (CL 4th):

2nd— *summon monster II* (x3), *spiritual weapon* (D)

1st— *summon monster I* (x4), *magic weapon* (D)

0— *inflict minor wounds* (x5)

D: Domain spell. Deity: Wastri. Domains: Animal, Law, Purification (Complete Divine), War

Abilities Str 14, Dex 11, Con 14, Int 6, Wis 16, Cha 4

Feats Combat Casting, Point Blank Shot

Skills Concentration +8

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Spontaneous Casting Can spontaneously cast Inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells Bullywug clerics can only cast Inflict, Summoning, or Domain Spells.

Rebuke Undead (Su) Can rebuke undead 0 times per day. A rebuking check is made on 1d20-3; rebuking damage is equal to 2d6+4 on a successful check.

Summoning (Ex) Bullywug clerics are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a summon monsters spell they have a 50% chance that one or more monsters than the spell will normally summon will appear. In such cases there is a 25% chance that these monsters will not be under the bullywug's control, rampaging and attacking at random.

Sources Bullywug (Monster Compendium: Monsters of Faerûn)

BULLYWUG FIGHTER

CR 2

Male Bullywug Fighter 2

CE Medium humanoid (bullywug)

Init +0; **Senses** Listen -2, Spot -2

Languages Common

AC 14, touch 10, flat-footed 14

(+4 armor)

hp 21 (2d10+8 HD)

Fort +7, **Ref** +0, **Will** -3

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

Melee +5 two-handed (1d12+3; 18-20/x2, great falchion);

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

Base Atk +2; **Grp** +5

Combat Gear great falchion, chain shirt

Abilities Str 15, Dex 11, Con 18, Int 6, Wis 5, Cha 4

Feats Exotic Weapon Proficiency (Falchion, Great), Weapon Focus (Falchion, Great), Improved Toughness (MM4 203)

Skills Jump +5

Possessions combat gear plus Gauntlets of Ogre Power +2,

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

MISSION A2: DELIVER MEDICAL SUPPLIES TO THE HOOL HALFLINGS

INTRODUCTION

Mission Summary: Several groups are known to be in the Hool marshes that may not be friendly with the bullywugs. The PCs' job is to find them and convince them to come help the Yeomanry.

The PCs will go find the Hool halflings, where the surviving villagers are thought to have fled.

The PCs will again be teleported to an area known to be infested with menace. They will defeat these enemies and hopefully draw the attention of the demigod-like owl, Creeplow. They will then have to convince him to tell them where these potential allies are to be found.

ENCOUNTER A2.1: GETTING ORDERS

The PCs should be given a few minutes to get themselves in order as to what they want to bring with them or to try to acquire supplies. If this is the table's first mission, read the following:

The day looks dim; in the distance you can see the smoke from the campfires of the bullywug army. All around, you can see men and women, young and old, getting ready to go into battle. After a few moments of observing the activities, you notice a Yeoman serjeant approaching your group.

If this mission is assigned after the first mission, read this instead:

People rush about all around your group; officers are barking orders to their troops. The battle wages in the distance; you can see wounded soldiers being tended by clerics of Pelor. You also see a Yeoman serjeant approaching you hastily.

Regardless of which entry was read, continue here.

The GM should double-check any spells cast on the players during the interactive pre-battle portion of the adventure.

"I have orders to direct your troop to battle. Yours is a mission of importance. We think the survivors of the bullywug attack on Bogspur

are with the Hool halflings. Your job is to get medical supplies to them."

"There is an owl called Creeplow. Some think he's a demigod, because he knows everything about the swamp. We know that he likes nuisances done away with. We hope he will give you the information about the Hool halflings whereabouts, after you have destroyed one of these nuisances."

"You will be teleported to an island in the middle of the Hool swamp. This area is known to be infested with vicious bugs that attack in large groups, as well as creatures out of nightmares. The bugs are half-foot long beetle-like insects that have a pair of long, spiked suckers. They have a greenish black discoloration and float on top of the water. A pair of hunters in the area were able to escape from them when they appeared as the hunters approached the water."

"Inside the cave on the island is a creature with bloodshot eyes and a long neck. It has a barbed tail."

"We want to attract the attention of Creeplow, as well as give you a fighting chance against these foul predators." He hands you a glowing golden ball and says. "I wouldn't drop this, if I were you." He also hands you a scroll of sending. "This scroll is to be used when the mission is complete. If these items are not used, you will return them for the war effort. The challenges you face are not simple ones. Good luck! You will need it!"

If asked, the messenger will tell the party that the sphere is a 7 HD fireball from a *necklace of fireballs*. The messenger doesn't know anything else. When the party is ready, they will be teleported without error by a member of the Wayfarer's Guild.

Before combat begins, the PCs are welcome to cast any preparatory spells they wish. They can have as much time as they need for planning. If they seem hasty, please warn the adventurers that they have been given time to plan for a reason.

The PCs may try to make knowledge checks to determine what the creatures are. If they do, let them know that this is at a penalty, and that they will be able to make another check once they actually see the creatures. Please keep it secret, but the DC has a -5 circumstance penalty due to a sketch-like verbal description. If the players do not think of it themselves, the GM should suggest it to

the players, but give them an additional -2 circumstance penalty (for a total of -7). Record any knowledge checks they made. When they check a second time in front of the monsters (this time without any penalty), give them only further information above the first roll. For example, if they rolled a 26 the first time and got one piece of information for a 21 modified by the circumstance penalty, and then later rolled a 32, they would get two additional pieces of information.

ENCOUNTER A2.2: THE ISLAND OF WOE

The GM should play these encounters out slowly and carefully. Give each character as much time as they want to plan out their moves during the combat. PCs are allowed to discuss as much as they want in-between rounds of combat. Once a round has begun, no one is to speak but the player whose turn it is.

The wizard asks, “Are you ready? Once you go, there is no coming back until you use the scroll.” He then calmly casts teleport. You find yourself on an island, while he disappears.

Creatures: The encounter level has been decreased by two. One, because the party knows what the enemy is and should be able to prepare, and one for being given a specific tool to defeat the enemy.

APL 2 (EL 5)

Swamp Strider Swarm (2): hp 54 each; see *Mission A2 Appendix*.

APL 4 (EL 7)

Swamp Strider Swarm (4): hp 54 each; see *Mission A2 Appendix*.

APL 6 (EL 9)

Swamp Strider Swarm (8): hp 54 each; see *Mission A2 Appendix*.

Tactics: The swarms have a +25 hide. They wait out of sight until attacked or someone approaches the water (*within 15 feet*). They will go after the closest character. They try to spread out to affect as many characters as possible.

Development: The PCs have three rounds before the next combat is triggered.

ENCOUNTER A2.3: SPEED IS EVERYTHING

(If the PCs vanquish their opponents in three rounds) ***As the last of the enemies has been vanquished, you hear stirrings from the cave.***

(If the PCs do NOT vanquish their opponents in three rounds) ***Monster(s) stir(s) from the cave, looking for their (its) dinner. That means you!***

The combatants appear at the end of round three. They have heard the din of combat and come looking for easy pickings. Roll their initiative and add them to the initiative order next round.

Creatures: The encounter level is not changed. The party knows what’s coming, and hopefully has made some preparations for it, but they have not had a lot of time between the combats. In addition, the combatants from the previous encounter are no allies of the catoblepases and will try to kill them, too, if they get too close or get in the way.

APL 2 (EL 5)

Wounded Catoblepas: hp 32; see *Mission A2 Appendix*.

APL 4 (EL 7)

Wounded Catoblepas (2): hp 32 each; see *Mission A2 Appendix*.

APL 6 (EL 9)

Catoblepas (3): hp 59 each; see *Mission A2 Appendix*.

Tactics: APLs 2 and 4: The catoblepas knows that he has many enemies. He will try to get one or two from a distance with his eye rays. He will choose least armored targets, as those are most likely to be eaten easily.

APL 6: Here the catoblepases focus their eye beams at the same target, until he dies, and then choose another target. They know the way to win is to take out one target at a time. They will attack the least armored targets first. They will attack from a distance with their eye rays, and not attempt to approach unless the swarms and/or drowned have been dispatched.

Treasure: If the players make a DC 12 Search of the area around the lair, they find several corpses of what looks like hunters.

APL 2: L: 200 gp, C: 25 gp, M: *ring of protection*, +2 (666 gp).

APL 4: L: 200 gp, C: 25 gp, M: *ring of protection*, +2 (666 gp).

APL 6: L: 200 gp, C: 25 gp, M: *ring of protection*, +2 (666 gp).

Development: If the PCs abscond with the gold, it will be assumed they died during the raid and their bodies were not discovered. Give them 1/4 experience, and 1/2 gold for the adventure. Their mission is a failure. Subtract the amount they received from the gold to be shared by the other parties, as the absconded with has to be paid back.

ENCOUNTER A2.4: WHO ARE YOU?

As the last of the beasts are eliminated, you breathe a sigh of relief. Before you can skin the catoblepases to make a belt of catoblepas hide, you hear a creature flying nearby. You see a huge owl land on a giant mangrove tree nearby. It says, "And whooooo are youooooo? Why have you been disturbing the natural balance?" It ponders; not that you have ever seen a majestic owl ponder, but you suppose it is as it narrows its eyes to slits.

"From the looks of you, you have been sent by the Yeomanry army to get some information out of me. Now, why exactly should I do that?"

The creature is, of course, Creeplow. He is initially neutral, and there is a -5 circumstance penalty, because he knows the adventurers want something from him. If the conversation turns threatening or the PCs unsheathe their weapons, he will cast defensive spells. The PCs have as much time as they need to make their case to Creeplow. If the PCs are hostile and one of them makes a successful Diplomacy check, then Creeplow will not attack that PC. However, it does not prevent him from attacking the other PCs.

This is intended to be interesting to the players, rather than exceedingly difficult. Please give them circumstance bonuses for the following:

+2 if they state they are good.

+2 if they state they are on a mission to help others.

+1 if they state they are fighting the bullywugs.

-5 if the players say anything obnoxious like, "I wonder how owl meat soup tastes?"

-10 if the players make a hostile move.

-2 any Suel in the party (they tried to hunt him when he was young).

If the PCs can convert him to helpful, he will direct them to the current location of the halflings. It will take them an hour's journey to get there.

Creatures: This is an untiered encounter. The players are not meant to fight this creature.

APLs 2-6 (EL 23)

Creeplow: hp 306; see *Mission A2 Appendix*.

Tactics: All APLs: If the adventurers are foolish enough to attack Creeplow, how he will react depends on party composition. With caster-heavy parties, he will cast *mass drown* (DC 33), followed by a *quicken*ed *baleful polymorph* (DC 33) against a likely target. With more fighter-heavy parties, he begins with a *sudden maximized admixed acid/lightning strike*. This requires a DC 32 Reflex save for 45 hp acid damage, 45 hp lightning damage, and 90 hp untyped damage. He will follow with a *quicken*ed *ice flower* for 15d6 hp cold damage (half from rocks) with a DC 33 Reflex save. Typically, in the second round, he casts what he would have tried in the first round with the other type of party. If he cannot avoid combat, he will cast *nature's avatar*, but that is a last resort. He will also use it if he needs the hit points. (This will give him +10 to hit, +10 damage, 20d8 temporary hit points.) Under no circumstances will he fight to the death. If the party is defeated, he will bind wounds, and then he will take one item from each party member. It is the GM's discretion as to the item taken, but it should be worth no more than (and hopefully near) the max gold for the adventure x7. He will not take spellbooks or any non-standard items.

ENCOUNTER A2.5: SAVED

After an hour's march into the swamp, you see a ramshackle group of what appear to be 20 tepees in a double circle around a large fire. It dawns on you that this is why the Hool halflings cannot normally be found; they simply move their tepees around as they go.

Several halfling warriors mounted on riding dogs approach. They say, "We are glad you have come. Several badly beaten up humans came to seek our help. They said the bullywugs had attacked Bogspur in the middle

of the night, slaying people as they slept, like cattle. We thought they must have been drunk, until the second group came with the identical story. The people here are hurt beyond our simple means of healing with the tincture of time.”

Once the party delivers the medical supplies the mission is considered a success. They should use the scroll of *sending*. They may request to be sent on another mission, if they dare.

MISSION A2 APPENDIX

ALL APLS

SWAMP STRIDER SWARM **CR 5**
 N Diminutive vermin
Init +9; **Senses** darkvision 60 ft, Listen +0, Spot +4
AC 19, touch 19, flat-footed 14
 (+4 size, +5 Dex)
hp 54 (9d8+0 HD);
Fort +6, **Ref** +8, **Will** +3
Speed 50 ft. (10 squares)
Melee Swarm (2d6+wounding)
Space 10 ft; **Reach** 0
Base Atk +6; **Grp** -
Abilities Str 1, Dex 20, Con 10, Int -, Wis 10, Cha 8
SQ Darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits, water walk, wavesense
Skills Hide +21*, Spot +4
Distraction (Ex) Any living creature vulnerable to a swamp strider's swarm damage that begins its turn in its square is nauseated for 1 round; a DC 14 Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC20+spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is constitution based.
Wounding (Ex) Any living creature damaged by a swamp strider swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative blood loss. The bleeding can be stopped by a DC 10 Heal check or the application of a *cure* spell or other healing magic.
Water Walk (Ex) Swamp striders can move across water as easily on land. This ability functions as the *water walk* spell, except that it is an extraordinary ability and the swamp strider swarm actually touches the water rather than floating above it. A swamp strider swarm that is submerged will rise to the surface (as per the spell effect), but if it is forced to remain underwater for 5 rounds or more, it must make a DC 15 Fortitude save every round thereafter or perish.
Wavesense (Ex) A swamp strider swarm notices and locates any creature within 30 feet as long as they are in the same body of water.
Skills: Swamp striders have a +4 racial bonus on spot checks. *Swamp striders gain a +4 racial bonus on Hide checks when in swamps of wetland terrain.
Sources Monster Manual III (p171)

CATOBLEPAS **CR 6**
 N Huge aberration
Init +1; **Senses** darkvision 60 ft., scent, Listen +3, Spot +3
AC 19, touch 9, flat-footed 18
 (-2 size, +1 Dex, +10 natural)

hp 59 (6d8+30 HD);
Fort +7, **Ref** +3, **Will** +6
Speed 30 ft. (6 squares)
Melee Tail Slam +10 (1d6+12 plus stun) or Death Ray +3 ranged touch
Space 10 ft by 20 ft.; **Reach** 10 ft.
Abilities Str 26, Dex 13, Con 21, Int 2, Wis 13, Cha 8
SQ Darkvision 60 ft., scent
Skills Jump +10, Listen +3, Spot +3, Wilderness Lore +3
Death Ray (Su) The catoblepas can project a thin, green ray up to 160 feet from its bloodshot eyes. Any living creature struck by this ray must make a Fortitude save (DC 18) or die instantly. Even on a success, the target takes 5d6 points of damage. After striking one target, the ray dissipates, and the attack cannot be used again for 1d4 rounds.
Stun (Ex) Any living creature struck by the catoblepas' tail must succeed at a Fortitude save (DC 18) or be stunned for 1 round. (A stunned character cannot act and loses any Dexterity bonus to Armor Class. An attacker gets a +2 bonus on attack rolls against a stunned opponent.)
Scent (Ex) A catoblepas can detect approaching enemies, sniff out hidden foes, and track by sense of smell.
Sources Monster Manual II (p41)

CREEFLOW **CR 23**
 Male Giant Owl of Legend, Druid 20
 NG Huge magical beast
Init +10; **Senses** Listen +52, Spot +45
Languages Common, Sylvan
AC 35, touch 21, flat-footed 30 (under effect of foresight spell)
 (-2 size, +6 Dex, +8 armor, +2 insight, +5 deflection, +18 natural)
hp 306 (24d8+216 HD); DR 10/adamantine
Immune lightning and mind affecting
Fort +41, **Ref** +30, **Will** +27
Speed base movement 10 ft., fly 70 ft. (average);
Melee 2 claws +33 (1d8+13) and bite +28 (1d10+6)
Space 20 ft.; **Reach** 10 ft.
Base Atk +19; **Grp** +34
Druid Spells Prepared (CL 20th):
 9th—*quickened baleful polymorph*, *foresight* 1/2, *mass drown*, *quickened ice flowers*, *nature's avatar*
 8th—*admixed acid/lightning strike* (x2), *quickened freedom of movement*, *finger of death*, *word of recall*
 7th—*master earth* (x3) (2 already cast), *aura of vitality*, *heal*
 6th—*superior resistance* 1/2, *greater dispel magic* (x2), *find the path*, *quickened resist energy*
 5th—*stoneskin* 1/2, *baleful polymorph* (x2), *commune with nature*, *cure critical wounds* (x2), *death ward*
 4th—*freedom of movement*, *arc of lightning*, *arc of acid* (x2), *ice storm*, *lightning storm*, *acid storm*
 3rd—*snare*, *water breathing*, *protection from energy* (x2), *dominate animal*, *plant growth*, *sleet storm*

2nd—*barkskin* †, *barkskin*, *hold animal*, *animal messenger*, *fog cloud*, *delay poison*, *lesser restoration*

1st—*calm animals*, *charm animal*, *speak with animals* (x3), *pass without trace*, *goodberry*, *cure light wounds*, *faerie fire*

0—*cure minor wounds* (x6)

† Already cast

Abilities Str 36, Dex 23, Con 28, Int 14, Wis 28, Cha 14

Feats Improved Initiative, Wingover, Multiattack, Alertness, Quicken Spell, Acid Energy Substitution, Energy Admixture, Lightening Energy Substitution, Sudden Maximize

Skills Concentration +37, Spot +45, Survival +37, Listen +52, Knowledge Nature +27, Move Silently +8, Diplomacy +25

Possessions amulet of wisdom +6, bracers of armor +8, ring of protection +5

Description: Before you stands the largest owl you could ever imagine. He stands 18 feet tall, with a wingspan of 40 feet. Otherwise, he looks just like any other spotted owl you have seen.

Sources *Monster of Legend* (Monster Manual II), *Spells* (Spell Compendium), *Feats* (Complete Arcane)

MISSION A3: SET OUT TRAPS

Mission Summary: The mission is to escort an expert trapmaker to the edge of the battlefield to set traps for the first wave of enemy forces. After meeting the trapmaker and gathering the needed supplies, the party heads out. Upon reaching the edge of the battlefield, the party is jumped by a group of advanced forces. They must protect the trapmaker and give him enough time to set the needed traps as a second wave of enemy forces attack. Once done with setting the traps, the party heads back to the town. Just as they are leaving, a large group of enemy forces breaks out of the swamp and charges the party. If the trapmaker was kept alive and was able to set the traps, half of the enemy forces are taken down and the party should be able to handle the onslaught. If the traps are not present, the party may have to retreat to town for help.

ENCOUNTER A3.1: GETTING ORDERS

The PCs should be given a few minutes to get themselves in order as to what they want to bring with them or to try to acquire supplies. If this is the table's first mission, read the following:

The day looks dim; in the distance you can see the smoke from the campfires of the bullywug army. All around, you can see men and women, young and old, getting ready to go into battle. After a few moments of observing the activities, you notice a Yeoman serjeant approaching your group.

If this mission is assigned after the first mission, read this instead:

People rush about all around your group; officers are barking orders to their troops. The battle wages in the distance; you can see wounded soldiers being tended by clerics of Pelor. You also see a Yeoman serjeant and a woodsman approaching you hastily.

Regardless of which entry was read, continue here.

The GM should double-check any spells cast on the players during the interactive pre-battle portion of the adventure.

"I have your orders from the command group. You are to escort the town's expert

trapmaker here to the edge of the battlefield. There he will set multiple traps in preparation for the first wave of enemy forces. It is critical this mission succeeds as it is likely to cut the number of combatants down to a manageable number for our defenses. Get in, set the traps, and get back quickly as we expect the enemy anytime now."

"How dooo! My name is Cooter. I've been living in these parts all my life and have been workn' these here swamp lands for vittles since I's knee high to a yarshag. These gosh darn bullywugs sure have given us a heap of trouble over the years and we certainly do preciate the help of you adventurin' type."

"Ummm okay then," says the serjeant as he turns back to your party. "Do you have any questions?"

Q: What kind of traps are we setting?

A: *"Our trapmaker here has assured us the traps he builds can take out multiple targets in one shot. He tells us the exact nature of the trap is a family secret and is unwilling to give the exact nature of the trap. I do know he is very well respected here in town."*

Q: How long do we have here?

A: *"Well, your guess is as good as mine, but intelligence tells us the bullywugs are to attack at dawn."*

After the serjeant has answered these questions or the PCs have quit asking questions read the following:

"Alrighty then." Cooter says. "Let's go catch us some bullywugs!"

ENCOUNTER A3.2: BULLYWUG GIGGING

The PCs need to protect the trapmaker at all costs. If the trapmaker is killed before the traps are set, not only is the mission a failure, the PCs will face a much tougher challenge in the final encounter. Cooter the trapmaker is very headstrong and sure of his abilities, and may wander off ahead of the party, roleplay this as needed.

"You folks ready to go bullywug gigging?" Cooter quickly gathers several large sacks of what one might guess to be his trapping materials. "How 'bout y'all make yourselves useful?" After he throws one sack at each of

you, he himself swings three of the large sacks over his shoulder and takes off towards the battlefield.

The sacks take two hands to hold and the PCs will need to sheath their weapons in order to carry them. Once in battle, the PCs can't just toss the sacks to the side. They will need to keep them close so they can provide the trapmaker with his material as required. A PC may need to actually extract himself from the battle in order to get Cooter his next sack.

If the PCs decide to load one or two PCs in particular with the burden of the sack load, each sack requires a DC 5 Strength check. Obviously the sacks stack, so three sacks is a DC 15 Strength check. Require a Strength check only if a PC carries two or more sacks.

As your party heads to the battlefield, Cooter leads the way through the soldiers preparing for the day's battle. Some give you a thumbs-up as you pass by them; others look at you and quickly turn the other way. There are currently some skirmishes taking place on the edges of the battlefield, and you know you will need to act quickly if you are to have any hopes of setting these traps in time before a wave of enemy forces attack.

When you reach the edge of the battlefield where the ground starts to get very boggy, Cooter trudges forward and says, "It's best to set these suckers just inside the bog. It hides them a bit better, you know. By the way, if y'all see any swamp rat while out here, try to catch'm, and I'll make ya a stew when we gets back." Cooter opens his sack and starts to work on a trap. Just at that moment, a group of advance enemy forces come tearing out of the bog at you... (APLs 4 and 6) on both sides.

In the bog, the PCs are at half movement. After the second round of combat and then every other round after that, the PCs must get a sack of trap supplies to Cooter as he continues his job. Have Cooter move further and further into the bog as he sets traps, moving in a zigzag pattern. Cooter's hindered swamp speed is 20 feet, and it takes him a full round to set a single trap.

APL 2 (EL 3)

Gadacro: hp 30; see *Mission A3 Appendix*.

APL 4 (EL 5)

Gadacro (2): hp 30 each; see *Mission A3 Appendix*.

APL 6 (EL 7)

Gadacro (4): hp 30 each; see *Mission A3 Appendix*.

Tactics: The Gadacros will use their fly-by attack to attack the PCs trying to stay out of their reach.

"I need more trap supplies... bring'm on if ya'll want this done."

ENCOUNTER A3.3: HERE THEY COME!

Once the traps have been set the, PCs and Cooter can make their way back to camp. However, just as the PCs reach solid ground again, a large wave of combatants emerge. If the PCs have successfully set all the traps, then the number of combatants will be reduced. If the enemy is not cut in half, the party may be wise in performing a full retreat.

If Cooter finished setting the traps and is still alive, read:

"I tell you what, these bullywug folk sure don't mess round. We all done here. Let's head back fo' sum stew." You and your party head back to camp and just as you reach solid ground again, you hear two loud bangs close behind you and an indescribable croaking sound. As you turn to see what it is, you see a great deal of trouble coming upon you.

If Cooter did not finish setting the traps and is dead, read:

As Cooter's body lies face down in the black swamp, you realize your mission has obviously failed. You also now see how deep into the swamp you have actually come and think it way too dangerous to be where you are as a battle is looming. You and your party head back to camp, but as you reach solid ground again, you hear the sound of charging battle behind you. As you turn to see what it is, you see a large wave of trouble bearing down upon you. Their numbers seem much too great. If only Cooter had successfully set the traps, you might have been able to survive this onslaught.

The second wave of attackers comes in at the top of the 5th round.

WAVE 1

APL 2 (EL 4)

Windblade Windscythe: hp 66; see *Mission A3 Appendix*.

APL 4 (EL 6)

Windblade Windscythe (2): hp 66 each; see *Mission A3 Appendix*.

APL 6 (EL 8)

Windblade Windscythe (4): hp 66 each; see *Mission A3 Appendix*.

If the PCs successfully deployed the traps, each Bullywug force will have one less fighter.

WAVE 2 (at the top of the 5th round)

APL 2 (EL 5)

Bullywug Fighter1 (2): hp 11; see *Mission A3 Appendix*.

Bullywug Cleric3: hp 23; see *Mission A3 Appendix*.

APL 4 (EL 7)

Bullywug Fighter3 (2): hp 32 each; see *Mission A3 Appendix*.

Bullywug Cleric5: hp 38; see *Mission A3 Appendix*.

APL 6 (EL 9)

Bullywug Fighter5 (2): hp 53 each; see *Mission A3 Appendix*.

Bullywug Cleric7: hp 53; see *Mission A3 Appendix*.

Tactics: The windscythe will alternate tactics each round. First he will use his flyby attack on any PCs who look like spell casters. The next round, he will land by the PC he attacked and attack again. The following round, he will perform a full attack and go for the rend. When the bullywugs arrive the cleric will attempt to summon the most powerful creature he can, while the fighters will concentrate on the fighter-type PCs.

Once the PCs have either defeated the enemy forces or retreated to camp, this mission is over. They are to await their next set of orders.

If all the traps are set, the mission is considered a success.

MISSION A3 APPENDIX

ALL APLS

GADACRO

CR 3

CE Small outsider (extraplanar, tanar'ri)

Init +4; **Senses** darkvision 120 ft., superior low-light vision; Listen +7, Spot +11

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 15, touch 15, flat-footed 11
(+1 size, +4 Dex)

hp 30 (4d8+8 HD); DR 5/cold iron or good; sudden escape

Immune electricity, poison

Resist acid 10, cold 10, fire 10

Fort +6, **Ref** +8, **Will** +4

Speed 20 ft. (4 squares), fly 40 ft (perfect); Flyby Attack

Melee talon +9 (1d6-2/18-20/x3)

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

Base Atk +4; **Grp** -2

Atk Options aligned strike (chaotic evil), eyethief, sneak attack +1d6

Special Actions summon tanar'ri

Spell-Like Abilities (CL 4th):

1/day—earthbind (DC 13), mirror image

Abilities Str 7, Dex 18, Con 15, Int 8, Wis 10, Cha 12

SA aligned strike, eyethief, sneak attack, spell-like abilities, sudden escape, summon tanar'ri

Feats Flyby Attack, Weapon Finesse

Skills Balance +11, Escape Artist +15, Hide +15, Listen +7, Move Silently +11, Search +6, Spot +11

Superior Low-Light Vision (Ex) A gadacro sees four times as well as a human does in shadowy illumination.

Sudden Escape (Ex) If an gadacro takes damage from a melee attack, it can, as an immediate action, disappear in a puff of smoke and brimstone and reappear in a square up to 20 feet away to which it has the line of sight.

Eyethief (Ex) A gadacro can forgo its sneak attack damage or extra damage on a confirmed critical hit to instead blind its opponent for 5 rounds. A creature that has been blinded in this way cannot be affected again until it has recovered from the current effect. Creatures that lack eyes are immune.

Summon Tanar'ri (Sp) 35% chance to summon 1d2 gadacros; 1/day; caster level 4th. This ability is the equivalent of a 2nd-level spell.

Skills Gadacros have a +4 racial bonus on Escape Artist and Spot checks.

Description A creature that looks like a bat-winged child with purple skin dives from the air, its black talons stretching out for your eyes. A necklace that appears to be fashioned from eyeballs dangles about its neck.

Sources Monster Manual V (p26)

WINDBLADE WINDSCYTHE

CR 4

CE Large outsider (extraplanar)

Init +1; **Senses** Listen +10, Spot +10

Languages Auran, Windsong

AC 18, touch 10, flat-footed 17

(-1 Size, +4 Armor, +1 dex, +4 Natural)

hp 66 (8d8+24 HD);

Fort +8, **Ref** +7, **Will** +6

Speed 10 ft. (2 squares), fly 60ft. (average)

Melee 2 Claws +12 each (1d6+5, 18-20/x3) and Bite +7 (1d8+2)

Ranged javelin +9 (1d6+5)

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

Base Atk +8; **Grp** +17

Atk Options augmented critical, fearsome critical, rend 2d6+7

Abilities Str 10, Dex 12, Con 16, Int 11, Wis 11, Cha 18

Feats Flyby Attack, Wingover, Armor Proficiency (light)

Skills Balance +1, Climb +21, Craft +4, Intimidate +9, Knowledge (the planes) +10, Listen +10, Move Silently +9, Spot +10, Survival +10 (+12 on other planes), Tumble +5

Keen Senses (Ex) A windscythe sees four times as well as a human in shadowy illumination.

Augmented Critical (Ex) A windscythe's claws are extraordinarily sharp. They threaten a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit. A windscythe's claws are not subject to effects such as keen edge that would further improve their threat range.

Fearsome Critical (Ex) Whenever a windscythe scores a critical hit; all creatures within 10 feet must succeed on a DC 9 Will save or become shaken. This is a mind-affecting effect. The save is charisma based.

Rend (Ex) A windscythe that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+7 damage.

Sources Monster Manual IV (p177)

APL 2

BULLYWUG CLERIC

CR 3

Male Bullywug Cleric 3

CE Medium humanoid (aquatic)

Init +0; **Senses** Listen +3, Spot +3

Languages Common, Wastrian

AC 17, touch 11, flat-footed 17

(+6 armor, +1 deflection)

hp 23 (3d8+6 HD);

Fort +5, **Ref** +1, **Will** +6

Speed 20 ft. (4 squares);

Melee Short spear +4 (1d6+2)

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

Base Atk +2; **Grp** +3

Special Actions Spontaneous Casting, Restricted Spells, Rebuke Undead (Su);

Cleric Spells Prepared (CL 3rd):

2nd— *summon monster II* (x2), *spiritual weapon* (D)

1st— *summon monster I* (x3), *magic weapon* (D)

0— *inflict minor wounds* (x4)

D: Domain spell. Deity: Wastri. Domains: Animal, Law, Purification (Complete Divine), War

Abilities Str 13, Dex 11, Con 14, Int 6, Wis 16, Cha 4
Feats Combat Casting, Point Blank Shot
Skills Concentration +8

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Spontaneous Casting Can spontaneously cast Inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells Bullywug clerics can only cast Inflict, Summoning, or Domain Spells.

Rebuke Undead (Su) Can rebuke undead 0 times per day. A rebuking check is made on 1d20-3; rebuking damage is equal to 2d6+0 on a successful check.

Summoning (Ex) Bullywug clerics are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a summon monsters spell they have a 50% chance that one or more monsters than the spell will normally summon will appear. In such cases there is a 25% chance that these monsters will not be under the bullywug's control, rampaging and attacking at random.

Sources Bullywug (Monster Compendium: Monsters of Faerûn)

BULLYWUG FIGHTER

CR 1

Male Bullywug Fighter 1
CE Medium humanoid (bullywug)
Init +0; **Senses** Listen -2, Spot -2
Languages Common

AC 14, touch 10, flat-footed 14
(+4 armor)

hp 11 (1d10+4 HD)

Fort +6, **Ref** +0, **Will** -3

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

Melee +4 two-handed (1d12+3; 18-20/x2, great falchion);

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

Base Atk +1; **Grp** +3

Combat Gear great falchion, chain shirt

Abilities Str 15, Dex 11, Con 18, Int 6, Wis 5, Cha 4

Feats Exotic Weapon Proficiency (Falchion, Great), Weapon Focus (Falchion, Great).

Skills Jump¹ +4

Possessions combat gear plus Gauntlets of Ogre Power +2

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

APL 4

BULLYWUG CLERIC

CR 5

Male Bullywug Cleric 5
CE Medium humanoid (aquatic)
Init +0; **Senses** Listen +3, Spot +3

Languages Common, Wastrian

AC 17, touch 11, flat-footed 17
(+6 armor, +1 deflection)

hp 38 (5d8+10 HD);

Fort +6, **Ref** +1, **Will** +7

Speed 20 ft. (4 squares);

Melee +1 Short spear +6 (1d6+3)

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

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

Special Actions Spontaneous Casting, Restricted Spells, Rebuke Undead (Su);

Cleric Spells Prepared (CL 5th):

3rd— *summon monster III* (x2), *magic vestment* (D)

2nd— *summon monster II* (x3), *spiritual weapon* (D)

1st— *summon monster I* (x4), *magic weapon* (D)

0— *inflict minor wounds* (x5)

D: Domain spell. Deity: Wastri. Domains: Animal, Law, Purification (Complete Divine), War

Abilities Str 14, Dex 11, Con 14, Int 6, Wis 16, Cha 4

Feats Combat Casting, Point Blank Shot

Skills Concentration +9

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Spontaneous Casting Can spontaneously cast Inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells Bullywug clerics can only cast Inflict, Summoning, or Domain Spells.

Rebuke Undead (Su) Can rebuke undead 0 times per day. A rebuking check is made on 1d20-3; rebuking damage is equal to 2d6+4 on a successful check.

Summoning (Ex) Bullywug clerics are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a summon monsters spell they have a 50% chance that one or more monsters than the spell will normally summon will appear. In such cases there is a 25% chance that these monsters will not be under the bullywug's control, rampaging and attacking at random.

Sources Bullywug (Monster Compendium: Monsters of Faerûn)

BULLYWUG FIGHTER

CR 3

Male Bullywug Fighter 3
CE Medium humanoid (bullywug)
Init +0; **Senses** Listen -2, Spot -2
Languages Common

AC 15, touch 10, flat-footed 15
(+5 armor)

hp 32 (HD 3d10+12 HD)

Fort +7, **Ref** +1, **Will** -2

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

Melee +7 two-handed (1d12+4; 18-20/x2, great falchion);

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

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

Combat Gear great falchion, +1 chain shirt

Abilities Str 17, Dex 11, Con 18, Int 6, Wis 5, Cha 4

Feats Exotic Weapon Proficiency (Falchion, Great), Power Attack, Weapon Focus (Falchion, Great), Improved Toughness (MM4 203).

Skills Jump +8

Possessions combat gear plus Belt of Giant Strength +4

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

APL 6

BULLYWUG CLERIC

CR 7

Male Bullywug Cleric 7

CE Medium humanoid (aquatic)

Init +0; **Senses** Listen +3, Spot +3

Languages Common, Wastrian

AC 17, touch 11, flat-footed 17

(+6 armor, +1 deflection)

hp 53 (7d8+14 HD);

Fort +7, **Ref** +2, **Will** +8

Speed 20 ft. (4 squares);

Melee +1 Short spear +8 (1d6+3)

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

Base Atk +5; **Grp** +7

Special Actions Spontaneous Casting, Restricted Spells, Rebuke Undead (Su);

Cleric Spells Prepared (CL 7th):

4th— *summon monster IV*

3rd— *summon monster III* (x3), *magic vestment* (D)

2nd— *summon monster II* (x4), *spiritual weapon* (D)

1st— *summon monster I* (x5), *magic weapon* (D)

0— *inflict minor wounds* (x6)

D: Domain spell. Deity: Wastri. Domains: Animal, Law, Purification (Complete Divine), War

Abilities Str 14, Dex 11, Con 14, Int 6, Wis 16, Cha 4

Feats Combat Casting, Point Blank Shot, Precise Shot

Skills Concentration +12

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Spontaneous Casting Can spontaneously cast *Inflict spells*, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells Bullywug clerics can only cast *Inflict*, *Summoning*, or *Domain Spells*.

Rebuke Undead (Su) Can rebuke undead 0 times per day. A rebuking check is made on 1d20-3; rebuking damage is equal to 2d6+4 on a successful check.

Summoning (Ex) Bullywug clerics are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a *summon monsters* spell they have a 50% chance that one or more monsters than the spell will normally summon will appear. In such cases there is a 25% chance that these monsters will not be under the bullywug's control, rampaging and attacking at random.

Sources Bullywug (Monster Compendium: Monsters of Faerûn)

BULLYWUG FIGHTER

CR 5

Male Bullywug Fighter 5

CE Medium humanoid (bullywug)

Init +0; **Senses** Listen -2, Spot -2

Languages Common

AC 15, touch 10, flat-footed 15

(+5 armor)

hp 53 (5d10+20 HD)

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

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

Melee +8 two-handed (1d12+8; 18-20/x2, great falchion);

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

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

Combat Gear great falchion, +1 chain shirt

Abilities Str 18, Dex 11, Con 18, Int 7, Wis 7, Cha 7

Feats Exotic Weapon Proficiency (Falchion, Great), Power Attack, Weapon Focus (Falchion, Great), Weapon Specialization (Falchion, Great), Improved Toughness (MM4 203).

Skills Jump +9

Possessions combat gear plus Belt of Giant Strength +4

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

MISSION A4: DRIVE THE BULLYWUG FORCES OUT OF BOGSPUR

Mission Summary: The mission begins with a Yeomanry militia serjeant approaching the PCs with orders to drive the bullywug forces out of Bogspur. The officer will give the PCs a map detailing which area of town they should concentrate on. Once the PCs arrive in town, they see a group of bullywugs sleeping on watch. After eliminating these forces, the PCs will move to their second point of concentration where they will have to deal with another group of bullywugs. At their third point of concentration, they face a bloodhulk monstrosity.

ENCOUNTER A4.1: GETTING ORDERS

The PCs should be given a few minutes to get themselves in order as to what they want to bring with them or to try to acquire supplies. If this is the table's first mission, read the following:

The day looks dim; in the distance you can see the smoke from the campfires of the bullywug army. All around, you can see men and women, young and old, getting ready to go into battle. After a few moments of observing the activities, you notice a Yeoman serjeant approaching your group.

If this mission is assigned after the first mission, read this instead:

People rush about all around your group; officers are barking orders to their troops. The battle wages in the distance; you can see wounded soldiers being tended by clerics of Pelor. You also see a Yeoman serjeant approaching you hastily.

Regardless of which entry was read, continue here.

The GM should double-check any spells cast on the players during the interactive pre-battle portion of the adventure.

"I have your orders from the command group. You are to go to what remains of Bogspur and clear out the forces at these areas I have marked on this map, in this order. Any questions?"

Q: What kind of forces do you expect us to come up against?

A: *"Our initial scouting reports say there are a lot of bullywug forces out there and a lot of other weird creatures, though someone mentioned something about a giant creature spurting blood."*

Q: Do you have anything we can use for this mission?

A: *"I am fresh out of everything."*

After the serjeant has answered these questions or the PCs have quit asking questions, read the following:

"Ok, now that that is settled, get a move on---time is short."

ENCOUNTER A4.2: THE TOWN LINE

As you approach Bogspur, from a distance you see some bullywugs that appear to be sleeping on the job. The town itself appears to be in shambles, with some houses burned to the ground, and the docks almost completely obliterated.

The PCs can try to sneak into the town, making Move Silently checks against the sleeping bullywugs (-10 to their Listen check).

APL 2 (EL 3)

Bullywug Fighter1 (2): hp 11 each; see *Mission A4 Appendix*.

APL 4 (EL 5)

Bullywug Fighter3 (2): hp 32 each; see *Mission A4 Appendix*.

APL 6 (EL 7)

Bullywug Fighter5 (2): hp 53 each; see *Mission A4 Appendix*.

Tactics: The bullywugs will go straight for the party, trying to thin their numbers.

Once the PCs deal with this force, you can give them a couple of moments to buff up and heal. Most likely they have not spent a lot of their resources.

With the initial bullywug force taken care of, you see the town is worse off than you thought from afar. What remains of a couple of the residents of Bogspur hang from the eaves of nearby buildings, their bodies swaying in

the breeze. Looking at your map, you surmise the next point you must deal with is just around the corner from where you are now and at the end of the street.

The second encounter point monsters are listed below.

APL 2 (EL 4)

Bullywug Fighter1: hp 11; see *Mission A4 Appendix*.

Bullywug Sorcerer3: hp 16; see *Mission A4 Appendix*.

APL 4 (EL 6)

Bullywug Fighter3: hp 32; see *Mission A4 Appendix*.

Bullywug Sorcerer5: hp 27; see *Mission A4 Appendix*.

APL 6 (EL 8)

Bullywug Fighter5: hp 53, See *Mission Appendix*

Bullywug Sorcerer7: hp 37; see *Mission A4 Appendix*.

Tactics: The fighter will melee with the PCs, while the sorcerer hangs back lobbing area of effect spells the best he can. Once he runs out of area of effect spells, he will result to his most powerful spell to eliminate the strongest looking PC.

ENCOUNTER A4.3: SOMETHING WICKED THIS WAY COMES

With the bullywugs taken care of, you take a moment to breathe. Tending to your wounds, you hear an ungodly gurgling and spewing coming from what sounds to be two or three streets over. After a couple of seconds, you can tell that whatever is making the gurgling sound is coming upon on you---fast!

Give the PCs three rounds to prepare for the next combat.

APL 2 (EL 5)

Advanced Bloodhulk Fighter: hp 196; see *Mission A4 Appendix*.

APL 4 (EL 7)

Advanced Bloodhulk Giant: hp 252; see *Mission A4 Appendix*.

APL 6 (EL 9)

Advanced Bloodhulk Crusher: hp 336; see *Mission A4 Appendix*.

Tactics: The bloodhulk monster will wildly attack the PCs.

With the killing blow to the undead monster, you notice the town seems to be deathly quiet. Your work seems to be done for the moment.

Once the party has cleared out the bullywugs and the bloodhulk, the mission is considered a success.

MISSION A4 APPENDIX

APL 2

BULLYWUG FIGHTER

CR 1

Male Bullywug Fighter 1

CE Medium humanoid (bullywug)

Init +0; **Senses** Listen -2, Spot -2

Languages Common

AC 14, touch 10, flat-footed 14

(+4 armor)

hp 11 (1d10+4 HD)

Fort +6, **Ref** +0, **Will** -3

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

Melee +4 two-handed (1d12+3; 18-20/x2, great falchion);

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

Base Atk +1; **Grp** +3

Combat Gear great falchion, chain shirt

Abilities Str 15, Dex 11, Con 18, Int 6, Wis 5, Cha 4

Feats Exotic Weapon Proficiency (Falchion, Great), Weapon Focus (Falchion, Great).

Skills Jump¹ +4

Possessions combat gear plus Gauntlets of Ogre Power +2

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

BULLYWUG SORCERER

CR 3

Male Bullywug Sorcerer 3

CE Medium humanoid (aquatic)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Wastrian

AC 14, touch 11, flat-footed 14

(+1 dex, +3 Natural)

hp 16 (3d4+9 HD);

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

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

Melee Short spear +1 (1d6)

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

Base Atk +1; **Grp** +1

Sorcerer Spells Known (CL 3rd):

1st (6/day)— *magic missile*, *burning hands*, *mage armor*

0 (6/day)— *acid splash*, *mage hand*, *daze*, *ray of frost*, *detect magic*

Abilities Str 10, Dex 12, Con 16, Int 11, Wis 11, Cha 13

Feats Combat Casting, Maximize Spell

Skills Concentration +9, Spellcraft +4,

Summoning (Ex) Bullywug sorcerers are notorious for their powerful but unpredictable summoning abilities. When bullywug sorcerers use a *summon monster* spell, they have a 50% chance that one or more

monsters than the spell will normally summon will appear. In such cases there is a 25% chance that these monsters will not be under the bullywug's control, rampaging and attacking at random.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

ADVANCED BLOODHULK FIGHTER

CR 5

NE Medium undead

Init -1; **Senses** darkvision 60 ft.; low-light vision; Listen +0, Spot +0

Languages understands creator's orders

AC 11, touch 9, flat-footed 11

(-1 Dex, +2 natural)

hp 196 (14d12+28 HD);

Immune undead immunities

Fort +7, **Ref** +6, **Will** +16

Weakness fragile

Speed 20 ft. (4 squares)

Melee slam +10 (1d8+4)

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

Base Atk +7; **Grp** +10

Abilities Str 17, Dex 9, Con --, Int --, Wis 10, Cha 1

SQ blood bloated, undead traits

Feats --

Skills Listen +0, Spot +0

Fragile (Ex) A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

Blood Bloated (EX) A bloodhulk fighter always gains the maximum hit points possible per Hit Die. In addition it gains 2 bonus hit points per Hit Die.

Description This might have been a human, once. Now it is a bloated horror, distended veins sprawling across its livid skin. Scraps of rotting cloth are all that cover its swollen body. Its empty eyes fix on you, and it lurches forward swinging massive fists.

Sources Monster Manual IV (p20)

APL 4

BULLYWUG FIGHTER

CR 3

Male Bullywug Fighter 3

CE Medium humanoid (bullywug)

Init +0; **Senses** Listen -2, Spot -2

Languages Common

AC 15, touch 10, flat-footed 15

(+5 armor)

hp 32 (HD 3d10+12 HD)

Fort +7, **Ref** +1, **Will** -2

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

Melee +7 two-handed (1d12+4; 18-20/x2, great falchion);

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

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

Combat Gear great falchion, +1 chain shirt

Abilities Str 17, Dex 11, Con 18, Int 6, Wis 5, Cha 4

Feats Exotic Weapon Proficiency (Falchion, Great), Power Attack, Weapon Focus (Falchion, Great), Improved Toughness (MM4 203).

Skills Jump +8

Possessions combat gear plus Belt of Giant Strength +4

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

BULLYWUG SORCERER

CR 5

Male Bullywug Sorcerer 5

CE Medium humanoid (aquatic)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Wastrian

AC 14, touch 11, flat-footed 14

(+1 dex, +3 Natural)

hp 27 (5d4+15 HD);

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

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

Melee Short spear +2 (1d6)

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

Base Atk +2; **Grp** +2

Sorcerer Spells Known (CL 5th):

2nd (4/day) — *glitterdust*, *scorching ray*

1st (7/day) — *magic missile*, *burning hands*, *mage armor*, *charm person*

0 (6/day) — *acid splash*, *mage hand*, *daze*, *ray of frost*, *detect magic*, *disrupt undead*

Abilities Str 10, Dex 12, Con 16, Int 11, Wis 11, Cha 16

Feats Combat Casting, Maximize Spell

Skills Concentration +11, Spellcraft +8

Summoning (Ex) Bullywug sorcerers are notorious for their powerful but unpredictable summoning abilities. When bullywug sorcerers use a *summon monster* spell, they have a 50% chance that one or more monsters than the spell will normally summon will appear. In such cases there is a 25% chance that these monsters will not be under the bullywug's control, rampaging and attacking at random.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

ADVANCED BLOODHULK GIANT

CR 7

NE Large undead

Init -2; **Senses** darkvision 60 ft.; low-light vision; Listen +0, Spot +0

Languages understands creator's orders

AC 13, touch 7, flat-footed 13

(-1 size, -2 Dex, +6 natural)

hp 252 (18d12+36 HD);

Immune undead immunities

Fort +10, **Ref** +8, **Will** +20

Weakness fragile

Speed 20 ft. (4 squares)

Melee slam +19 (2d6+16)

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

Base Atk +9; **Grp** +24

Abilities Str 34, Dex 6, Con --, Int --, Wis 10, Cha 1

SQ blood bloated, undead traits

Feats --

Skills Listen +0, Spot +0

Fragile (Ex) A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

Blood Bloated (EX) A bloodhulk fighter always gains the maximum hit points possible per Hit Die. In addition it gains 2 bonus hit points per Hit Die.

Description This towering swollen giant looks as if its skin is about to burst and rip away. Thick veins run across its body, and here and there it pulses and shifts with a great quantity of fluid.

Sources Monster Manual IV (p20)

APL 6

BULLYWUG FIGHTER

CR 5

Male Bullywug Fighter 5

CE Medium humanoid (bullywug)

Init +0; **Senses** Listen -2, Spot -2

Languages Common

AC 15, touch 10, flat-footed 15

(+5 armor)

hp 53 (5d10+20 HD)

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

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

Melee +8 two-handed (1d12+8; 18-20/x2, great falchion);

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

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

Combat Gear great falchion, +1 chain shirt

Abilities Str 18, Dex 11, Con 18, Int 7, Wis 7, Cha 7

Feats Exotic Weapon Proficiency (Falchion, Great), Power Attack, Weapon Focus (Falchion, Great), Weapon Specialization (Falchion, Great), Improved Toughness (MM4 203).

Skills Jump +9

Possessions combat gear plus Belt of Giant Strength +4

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

BULLYWUG SORCERER

CR 7

Male Bullywug Sorcerer 7
CE Medium humanoid (aquatic)
Init +1; **Senses** Listen +0, Spot +0
Languages Common, Wastrian

AC 14, touch 11, flat-footed 14
(+1 dex, +3 Natural)

hp 37 (7d4+21 HD);

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

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

Melee Short spear +4 (1d6)

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

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

Sorcerer Spells Known (CL 7th):

3rd (4/day) – *fireball*, *haste*

2nd (6/day) – *glitterdust*, *scorching ray*, *summon swarm*

1st (7/day)— *magic missile*, *burning hands*, *mage armor*, *charm person*, *color spray*

0 (6/day)— *acid splash*, *mage hand*, *daze*, *ray of frost*, *detect magic*, *disrupt undead*, *resistance*

Abilities Str 10, Dex 12, Con 16, Int 11, Wis 11, Cha 16

Feats Combat Casting (PH 92), Maximize Spell

Skills Concentration +13, Spellcraft +10

Summoning (Ex) Bullywug sorcerers are notorious for their powerful but unpredictable summoning abilities. When bullywug sorcerers use a *summon monster* spell, they have a 50% chance that one or more monsters than the spell will normally summon will appear. In such cases there is a 25% chance that these monsters will not be under the bullywug's control, rampaging and attacking at random.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

ADVANCED BLOODHULK CRUSHER CR 9

NE Huge undead

Init -2; **Senses** darkvision 60 ft.; low-light vision; Listen +0, Spot +0

Languages understands creator's orders

AC 14, touch 6, flat-footed 14

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

hp 336 (24d12+48 HD);

Immune undead immunities

Fort +12, **Ref** +10, **Will** +24

Weakness fragile

Speed 30 ft. (6 squares)

Melee slam +24 (3d6+24)

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

Base Atk +10; **Grp** +34

Abilities Str 44, Dex 6, Con --, Int --, Wis 10, Cha 1

SQ blood bloated, undead traits

Feats --

Skills Listen +0, Spot +0

Fragile (Ex) A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

Blood Bloated (EX) A bloodhulk fighter always gains the maximum hit points possible per Hit Die. In addition it gains 2 bonus hit points per Hit Die.

Description This towering swollen giant looks as if its skin is about to burst and rip away. Thick veins run across its body, and here and there it pulses and shifts with a great quantity of fluid.

Sources Monster Manual IV (p21)

APLS 8-10

MISSION B1: DESTROY THE SIEGE ENGINES

Mission Summary: The mission begins with a Yeomanry militia officer approaching the PCs with orders from the command table to take out the siege engines bombarding the town of Bogspur. The officer has a few moments to answer some questions about the siege engines and the bullywug forces they are likely to encounter. Then the PCs will begin their mission. The objective is to break through the enemy lines to get to the siege engines or to find another way around to get to the siege engines. Once confronted with the siege engines, they will have to destroy them, either using the explosives provided by the Yeomanry officer or by their own means. Once the siege engines are destroyed, they have to make it back to the Command Table to report their success or failure.

ENCOUNTER B1.1: GETTING ORDERS

The PCs should be given a few minutes to get themselves in order as to what they want to bring with them or to try to acquire supplies. If this is the table's first mission, read the following:

The day looks dim; in the distance you can see the smoke from the campfires of the bullywug army. All around, you can see men and women, young and old, getting ready to go into battle. After a few moments of observing the activities, you notice a Yeoman officer approaching your group.

If this mission is assigned after the first mission, read this instead:

People rush about all around your group; officers are barking orders to their troops. The battle wages in the distance; you can see wounded soldiers being tended by clerics of Pelor. You also see a Yeoman officer approaching you hastily.

Regardless of which entry was read, continue here.

The GM should double-check any spells cast on the players during the interactive pre-battle portion of the adventure.

"I have your orders from the command group. You are to destroy or incapacitate the siege engines currently bombarding the town. They are located about 500 feet south of Bogspur's frontline defense. We realize you cannot take on the whole army yourself, so your orders are to get in, destroy the siege engines, and get the hell out. I have something to help you with this task. I have a necklace of fireballs (type III) here. Just throw one on the siege engine and that should pretty well take care of it. Of course, you are free to take it out in the most effective way you can think of. If you don't use the necklace, I'll need it back. Any questions?"

Q: What kind of siege engines are we looking for?

A: ***"They appear to be catapults and ballistae."***

Q: What kind of forces do you expect us to come up against?

A: ***"Our initial scouting reports say that there is a small bullywug force surrounding the siege engines. There are also some trolls with them, it appears. Strange thing, bullywugs and trolls working together."***

Q: Do you know how we can get to the siege engines undetected?

A: ***"At the moment, our resources are stretched pretty thin. I have one potion of Invisibility I can get you. That may be able to help."***

Q: Do you know what kind of forces are on the frontline?

A: ***"Well, it's a lot of different things. The bullywug clerics are summoning all sorts of stuff."***

After the officer has answered these questions or the PCs have quit asking questions, read the following:

"Ok, now that that is settled, get a move on---time is short."

ENCOUNTER B1.2: BEHIND ENEMY LINES

It is the PCs' responsibility to get to the siege engines. They can concoct their own scheme to get behind enemy lines, and if they come up with a possibility not mentioned here, do your best to play out the scenario. If necessary, contact the Senior GM for assistance.

Possibility 1: Fight through the lines to the siege engines.

As you approach the frontlines, you see a massing horde. Off in the distance, you see bullywug clerics summoning monsters.

If the PCs choose this route, they have a bloody battle to get to the siege engines. The first group the PCs have to attack are monsters summoned by bullywug clerics. *The second wave of monsters will appear at the beginning of the 5th round of combat.*

APL 8 Wave 1 (EL 9)

Chain Devil (3): hp 60 each; see *Monster Manual*, page 53.

APL 8 Wave 2 (EL 10)

Shadow Mastiff (5): hp 33 each; see *Monster Manual*, page 222.

Tactics: The chain devils will do their best to prevent the PCs from moving past them by moving and attacking to block their path. Once the shadow mastiffs arrive, their first action will be to Bay in an attempt to make the PCs panic. Once this is done, they will work together as a pack to bring down a single PC at a time.

APL 10 Wave 1 (EL 11)

Chain Devil (6): hp 60 each; *Monster Manual*, page 54.

APL 10 Wave 2 (EL 12)

Chain Devil (9): hp 60 each; *Monster Manual*, page 54.

Tactics: The chain devils will break off in pairs to take on PCs, starting with spellcasters first. If their path is blocked, they will deal with that threat first, and then continue to the spellcasters. When the second wave arrives, they will charge into the fray with reckless abandon.

Possibility 2: Attempt to sneak by the monsters using Invisibility or some other means.

The PCs must make five successive Move Silently checks against the monsters in the previous possibilities section. Make two Listen checks five times, once for each wave. If the PCs are discovered, they have to face the same monsters as the first possibility, with the same tactics.

ENCOUNTER B1.3: THE SIEGE

Once the PCs successfully reach the siege engines, they must find a way to effectively deal with their protectors.

Approaching the siege engines, you see bullywug engineers loading the ballistae to wreak havoc upon the town of Bogspur. As soon as the engineers see you, they flee in terror. At the same time, the trolls and bullywug guards move toward your group.

APL 8 (EL 11)

Troll (3): hp 63 each; see *Monster Manual*, page 247.

Bullywug Fighter6 (2): hp 63 each; see *Mission B1 Appendix*.

Bullywug Cleric8: hp 60; see *Mission B1 Appendix*.

APL 10 (EL 13)

Troll (5): hp 63 each; see *Monster Manual*, page 247.

Bullywug Fighter8 (2): hp 84 each; see *Mission B1 Appendix*.

Bullywug Cleric10: hp 75; see *Mission B1 Appendix*.

Tactics: As soon as the PCs appear, the trolls will go straight for the toughest looking PCs without abandon. The bullywug fighters will try to gain a flank with the trolls against the selected PCs. The bullywug cleric will begin summoning the highest-level monster he can.

Once the PCs have dealt with the protectors of the siege engines, they need to complete their mission. To destroy the catapults, they need to inflict damage on them or find another innovative way to get rid of them quickly. Once 60 points of damage has been dealt to each of the three siege engines, they are effectively destroyed and the mission is considered a success.

MISSION B1 APPENDIX

APL 8

BULLYWUG FIGHTER

CR 6

Male Bullywug Fighter 6

CE Medium humanoid (bullywug)

Init +0; **Senses** Listen -2, Spot -2

Languages Common

AC 15, touch 10, flat-footed 15
(+5 armor)

hp 63 (6d10+24 HD)

Fort +9, **Ref** +2, **Will** -1

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

Melee +11/+6 two-handed (1d12+9; 18-20/x2, +1 *adamantine great falchion*);

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

Base Atk +6; **Grp** +8

Combat Gear +1 *adamantine great falchion*, +1 *chain shirt*

Abilities Str 18, Dex 11, Con 18, Int 6, Wis 5, Cha 4

Feats Exotic Weapon Proficiency (Falchion, Great), Power Attack, Cleave, Improved Sunder, Weapon Focus (Falchion, Great), Weapon Specialization (Falchion, Great), Improved Toughness (MM4 203).

Skills Jump +11

Possessions combat gear plus Belt of Giant Strength +4

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

BULLYWUG CLERIC

CR 8

Male Bullywug Cleric 8

CE Medium humanoid (aquatic)

Init +0; **Senses** Listen +3, Spot +3

Languages Common, Wastrian

AC 17, touch 11, flat-footed 17
(+6 armor, +1 deflection)

hp 60 (8d8+16 HD);

Fort +8, **Ref** +2, **Will** +9

Speed 20 ft. (4 squares);

Melee +1 Short spear +9/+4 (1d6+3)

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

Base Atk +6/+1; **Grp** +8/+3

Special Actions Spontaneous Casting, Restricted Spells, Rebuke Undead (Su);

Cleric Spells Prepared (CL 8th):

4th— *summon monster IV* (x2), *divine power* (D)

3rd— *summon monster III* (x4), *magic vestment* (D)

2nd— *summon monster II* (x4), *spiritual weapon* (D)

1st— *summon monster I* (x5), *magic weapon* (D)

0— *inflict minor wounds* (x6)

D: Domain spell. Deity: Wastri. Domains: Animal, Law, Purification (Complete Divine), War

Abilities Str 14, Dex 11, Con 14, Int 6, Wis 17, Cha 4

Feats Combat Casting, Point Blank Shot, Precise Shot

Skills Concentration +12

Spontaneous Casting Can spontaneously cast *Inflict* spells, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells Bullywug clerics can only cast *Inflict*, *Summoning*, or *Domain Spells*

Rebuke Undead (Su) Can rebuke undead 0 times per day. A rebuking check is made on 1d20-3; rebuking damage is equal to 2d6+4 on a successful check.

Summoning (Ex) Bullywug clerics are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a summon monsters spell they have a 50% chance that one or more monsters than the spell will normally summon will appear. In such cases there is a 25% chance that these monsters will not be under the bullywug's control, rampaging and attacking at random.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

APL 10

BULLYWUG FIGHTER

CR 8

Male Bullywug Fighter 8

CE Medium Humanoid (Bullywug)

Init +0; **Senses** Listen -2, Spot -2

Languages Common

AC 15, touch 10, flat-footed 15
(+5 armor)

hp 84 (8d10+32 HD)

Fort +10, **Ref** +2, **Will** +0

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

Melee +13/+8 two-handed (1d12+9; 18-20/x2, +1 *adamantine great falchion*);

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

Base Atk +8/+3; **Grp** +12/+7

Combat Gear +1 *adamantine great falchion*, +1 *chain shirt*

Abilities Str 18, Dex 11, Con 18, Int 6, Wis 6, Cha 4

Feats Exotic Weapon Proficiency (Falchion, Great), Power Attack, Cleave, Improved Sunder, Weapon Focus (Falchion, Great), Weapon Specialization (Falchion, Great), Improved Toughness (MM4 203), Great Cleave

Skills Jump +11

Possessions combat gear plus Belt of Giant Strength +4, Amulet of Health +2

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

BULLYWUG CLERIC **CR 10**

Male Bullywug Cleric 10

CE Medium humanoid (aquatic)

Init +0; **Senses** Listen +3, Spot +3

Languages Common, Wastrian

AC 17, touch 11, flat-footed 17

(+6 armor, +1 deflection)

hp 75 (10d8+20 HD)

Fort +9, **Ref** +3, **Will** +10

Speed 20 ft. (4 squares);

Melee +1 Short spear +10/+5 (1d6+3)

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

Base Atk +7; **Grp** +9

Special Actions Spontaneous Casting, Restricted Spells, Rebuke Undead (Su);

Cleric Spells Prepared (CL 10th):

5th— *summon monster V*, *flame strike* (**D**)

4th— *summon monster IV* (x2), *divine power* (**D**)

3rd— *summon monster III* (x4), *magic vestment* (**D**)

2nd— *summon monster II* (x4), *spiritual weapon* (**D**)

1st— *summon monster I* (x5), *magic weapon* (**D**)

0— *inflict minor wounds* (x6)

D: Domain spell. Deity: Wastri. Domains: Animal, Law, Purification (Complete Divine), War

Abilities Str 14, Dex 11, Con 14, Int 6, Wis 17, Cha 4

Feats Combat Casting, Point Blank Shot, Precise Shot

Skills Concentration +12

Spontaneous Casting Can spontaneously cast *Inflict* spells, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells Bullywug clerics can only cast *Inflict*, *Summoning*, or Domain Spells

Rebuke Undead (Su) Can rebuke undead 0 times per day. A rebuking check is made on 1d20-3; rebuking damage is equal to 2d6+4 on a successful check.

Summoning (Ex) Bullywug clerics are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a *summon monsters* spell they have a 50% chance that one or more monsters than the spell will normally summon will appear. In such cases there is a 25% chance that these monsters will not be under the bullywug's control, rampaging and attacking at random.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

MISSION B2: SUPPORT THE TROOPS ON THE FRONT LINES

Mission Summary: The mission begins with a Yeomanry militia officer approaching the PCs with orders from the command table to support the troops on the front lines. The PCs can ask the officer questions, but he doesn't have much information to give them. Once the PCs reach the frontline, they are confronted with a very bloody battle. The PCs will reinforce the troops, providing support in the most difficult battles. For the third battle, the PCs are confronted with a gargantuan earth elemental chasing another group of adventurers. The PCs are given the hint that they need to step in and help the other group.

ENCOUNTER B2.1: GETTING ORDERS

The PCs should be given a few minutes to get themselves in order as to what they want to bring with them or to try to acquire supplies. If this is the table's first mission, read the following:

The day looks dim; in the distance you can see the smoke from the campfires of the bullywug army. All around, you can see men and women, young and old, getting ready to go into battle. After a few moments of observing the activities, you notice a Yeoman officer approaching your group.

If this mission is assigned after the first mission, read this instead:

People rush about all around your group; officers are barking orders to their troops. The battle wages in the distance; you can see wounded soldiers being tended by clerics of Pelor. You also see a Yeoman officer approaching you hastily.

Regardless of which entry was read, continue here.

The GM should double-check any spells cast on the players during the interactive pre-battle portion of the adventure.

"I have your orders from the command group. You are to move to the frontlines of the battle and reinforce the troops as needed with the most difficult battles they are facing. Any questions?"

Q: What kind of forces do you expect us to come up against?

A: *"Our initial scouting reports say there are a lot of bullywug forces out there, and a lot of other weird creatures, like trolls."*

Q: Do you have anything we can use for this mission?

A: *"I have here three potions of freedom of movement. If you don't use them, I'll need to reallocate them to another group. Our resources are stretched thin."*

After the officer has answered these questions or the PCs have quit asking questions, read the following:

"Ok, now that that is settled, get a move on---time is short."

ENCOUNTER B2.2: SUPPORT OUR TROOPS

Once the PCs reach the frontlines, they will be faced with a sight of horror.

As you approach the frontlines, you see a sight of horror; bodies of both Yeoman militia and bullywugs are lying everywhere. You are just in time to see a Yeoman's arms get ripped out of his sockets by a troll. All around, you hear cries of death and of victory, some Yeoman and some bullywug. A Yeoman officer quickly notices you and runs toward you. "Are you here to reinforce us? We are in a bad way here."

If the PCs hesitate giving an answer, have the officer say, *"Quickly, man! People are dying here!"* As soon as the PCs respond that they are there to help:

"Over there, do you see those trolls cutting a swath through our ranks? Take them out."

The second wave will come at the beginning on the 5th round.

APL 8 Wave 1 (EL 9)

Trolls (4): hp 63 each; see *Monster Manual*, page 247.

APL 8 Wave 2 (EL 10)

Bullywug Fighter6 (4): hp 63 each; see *Mission B2 Appendix*.

APL 10 Wave 1 (EL 11)

Trolls (8): hp 63 each; see *Monster Manual*, page 247.

APL 10 Wave 2 (EL 12)

Bullywug Fighter8 (4): hp 90 each; see *Mission B2 Appendix*.

Tactics: The trolls will go after the fighter-type PCs first, and then the rest of the PCs. The bullywug fighters will follow suit.

ENCOUNTER B2.3: HELPING OTHERS

Once the PCs successfully defeat the trolls and bullywugs, give them three rounds to heal or do whatever before they have to take on their next challenge. Then have them witness the craa'ghoran giant chasing a group of adventurers.

Having taken care of the rampaging trolls and bullywugs, about 100 feet to the north, you see a group of adventurers running away from a giant monster that looks like some type of earth elemental. The adventurers look like they will surely fall prey to the monster if something isn't done quickly to help them.

Allow the PCs to make a Knowledge (nature) check.

DC 20: This strange, twisted creature is a craa'ghoran, a giant that has been warped and altered with elemental energy. This result reveals all the giant traits and the earth subtype.

DC 25: A craa'ghoran giant's thick, rocky hide absorbs some of the force of every blow that strikes it.

DC 30: A craa'ghoran giant's most dangerous talent is its ability to walk through stone as a fish swims through water. These fierce creatures can emerge from the ground below a traveling party.

DC 35: A craa'ghoran giant can generate walls of stone as a magical ability. It uses these barriers to trap and separate its enemies.

APL 8 (EL 11)

Advanced Craa'ghoran Giant: hp 158; see *Mission B2 Appendix*.

APL 10 (EL 13)

Advanced Craa'ghoran Giant (2): hp 158; see *Mission B2 Appendix*.

Tactics: The giant's first action will be to place a wall of stone behind the PCs in an effort to trap

them, and then glide into the earth. The next round, he will appear in front of the party and attack a random PC. Then he will focus on the fighter-type PCs, moving away from them when they drop. If at all possible, he wants to be in a position to cleave if he drops a PC.

Once the party has taken care of the trolls, bullywugs, and craa'ghoran giants, the mission is considered a success.

MISSION B2 APPENDIX

ALL APLS

CRAA'GHORAN GIANT **CR 11**
NE Gargantuan Giant (earth)
Init +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Listen +11, Spot +11
Languages Giant, Terran

AC 23, touch 7, flat-footed 23
(-4 size, +16 natural)
hp 158 (15d8+90 HD); DR 5/--
Fort +15, **Ref** +3, **Will** +8

Speed 40 ft.; earth glide;
Melee 2 claws +21 each (4d8+12)
Ranged rock +10 (3d8+12)
Space 20 ft.; **Reach** 20 ft.
Base Atk +11; **Grp** +31
Atk Options Awesome Blow; Cleave; Power Attack, Rend 6d8+17

Spell-Like Abilities (CL 15th):
3/day—*spike stones* (DC 13), *wall of stone*

Abilities Str 33, Dex 8, Con 23, Int 12, Wis 13, Cha 8
Feats Awesome Blow, Cleave, Improved Natural Attack (claw), Iron Will, Power Attack, Weapon Focus (claw)
Skills Craft (stoneworking) +15, Jump +14, Knowledge (nature) +13, Listen +11, Spot +11, Survival +11 (+13 in aboveground natural environments)

Earth Glide (Ex) A craa'ghoran giant can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence.
Rend (Ex) If a craa'ghoran giant hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 6d8+17 points of damage.

Description Twisted and deformed this massive giant appears to have jagged stone formation growing from its body at odd angles. Its expression is wild and frenetic as it shambles forward.
Sources MM4 (p60)

APL 8

BULLYWUG FIGHTER **CR 6**
Male Bullywug Fighter 6
CE Medium humanoid (bullywug)
Init +0; **Senses** Listen -2, Spot -2
Languages Common

AC 15, touch 10, flat-footed 15
(+5 armor)
hp 63 (6d10+24 HD)
Fort +9, **Ref** +2, **Will** -1

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

Melee +11/+6 two-handed (1d12+9; 18-20/x2, +1 *adamantine great falchion*);
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +8
Combat Gear +1 *adamantine great falchion*, +1 *chain shirt*
Abilities Str 18, Dex 11, Con 18, Int 6, Wis 5, Cha 4
Feats Exotic Weapon Proficiency (Falchion, Great), Power Attack, Cleave, Improved Sunder, Weapon Focus (Falchion, Great), Weapon Specialization (Falchion, Great), Improved Toughness (MM4 203).
Skills Jump +11
Possessions combat gear plus Belt of Giant Strength +4

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

APL 10

BULLYWUG FIGHTER **CR 8**
Male Bullywug Fighter 8
CE Medium Humanoid (Bullywug)
Init +0; **Senses** Listen -2, Spot -2
Languages Common

AC 15, touch 10, flat-footed 15
(+5 armor)
hp 84 (8d10+32 HD)
Fort +10, **Ref** +2, **Will** +0

Speed 30 ft. in light armor (6 squares), base movement 30 ft.
Melee +13/+8 two-handed (1d12+9; 18-20/x2, +1 *adamantine great falchion*);
Space 5 ft.; **Reach** 5 ft.
Base Atk +8/+3; **Grp** +12/+7
Combat Gear +1 *adamantine great falchion*, +1 *chain shirt*
Abilities Str 18, Dex 11, Con 18, Int 6, Wis 6, Cha 4
Feats Exotic Weapon Proficiency (Falchion, Great), Power Attack, Cleave, Improved Sunder, Weapon Focus (Falchion, Great), Weapon Specialization (Falchion, Great), Improved Toughness (MM4 203), Great Cleave
Skills Jump +11
Possessions combat gear plus Belt of Giant Strength +4, Amulet of Health +2

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

MISSION B3: RESCUE KEATS

Mission Summary: Keats, a well-known Yeomanry lawyer, fled Bogspur during the invasion. He has information for the command table, if he can be saved. The players will be teleported to an area known to be infested with menace, but it is the last known location of Keats.

ENCOUNTER B3.1: GETTING ORDERS

The PCs should be given a few minutes to get themselves in order as to what they want to bring with them or to try to acquire supplies. If this is the table's first mission, read the following:

The day looks dim; in the distance you can see the smoke from the campfires of the bullywug army. All around, you can see men and women, young and old, getting ready to go into battle. After a few moments of observing the activities, you notice a Yeoman officer approaching your group.

If this mission is assigned after the first mission, read this instead:

People rush about all around your group; officers are barking orders to their troops. The battle wages in the distance; you can see wounded soldiers being tended by clerics of Pelor. You also see a Yeoman officer approaching you hastily.

Regardless of which entry was read, continue here.

The GM should double-check any spells cast on the players during the interactive pre-battle portion of the adventure.

"I have orders to direct your troop to battle. Yours is a mission of importance. There is a well-known Yeomanry lawyer named Keats. We have scryed his last known position."

"You will be teleported there. This area is known to be infested with vicious bugs that attack in large groups, as well as creatures out of a nightmare. The description given by some hunters is somewhat hard to believe. They said a large human-like creature appeared out of the swamp that was so covered with leeches, it did not appear to have any features. Maybe the leeches got the poor bugger. They are

probably talking about swarms of leeches. A pair of hunters were able to run from them when they appeared as the hunters approached the water."

"Scrying has detected undead in the area. We think the undead is intelligent, since it was seen by the hunters attacking and slaying one of the creatures with the leeches, one that came too close to the water. If you can believe what the divination revealed, it appears this is a swimming undead?!"

"Inside the cave on the island is a creature with bloodshot eyes and a long neck. It has a barbed tail. Be careful with that one as it is relatively famous. It's thought to have slain many hunters since my grandfather's time."

He hands you a scroll of sending. "This scroll is to be used when the mission is complete. If it is not used, you will return it for the war effort."

"We suspect Keats is still in the area, so after you have defeated these monsters, try to find him. The challenges you face are not simple ones. Good luck, and raise the spear!"

The officer doesn't know anything else. When the party is ready, they will be teleported without error by a member of the Wayfarer's Guild.

Before combat begins, the PCs are welcome to cast any preparatory spells they wish. They can have as much time as they need for planning. If they seem hasty, please warn the adventurers that they have been given time to plan for a reason.

The PCs may try to make knowledge checks to determine what the creatures are. If they do, let them know that this is at a penalty, and that they will be able to make another check once they actually see the creatures. Please keep it secret, but the DC has a -5 circumstance penalty due to a sketch-like verbal description. If the players do not think of it themselves, the GM should suggest it to the players, but give them an additional -2 circumstance penalty (for a total of -7). Record any knowledge checks they made. When they check a second time in front of the monsters (this time without any penalty), give them only further information above the first roll. For example, if they rolled a 26 the first time and got one piece of information for a 21 modified by the circumstance penalty, and then later rolled a 32, they would get two additional pieces of information.

ENCOUNTER B3.2: LEECHES YOU SAY?

The GM should play these encounters out slowly and carefully. Give each character as much time as they want to plan out their moves during the combat. PCs are allowed to discuss as much as they want in-between rounds of combat. Once a round has begun, no one is to speak but the player whose turn it is.

The wizard asks, “Are you ready? Once you go, there is no coming back until you use the scroll.” He then calmly casts teleport. You find yourself on an island, while he disappears.

Creatures: The encounter level has been decreased by one since the party knows what the enemy is and should be able to prepare.

APL 8 (EL 11)

Drowned (2): hp 195 each; see *Mission B3 Appendix*.

Leechwalker: hp 108; see *Mission B3 Appendix*.

APL 10 (EL 13)

Drowned (3): hp 195 each; see *Mission B3 Appendix*.

Leechwalker (3): hp 108 each; see *Mission B3 Appendix*.

Tactics: The creatures attack immediately. The leechwalker attacks the closest enemy. The drowned will place himself so that his aura affects the most creatures, trying for a quick kill of a caster.

Development: The PCs have three rounds before the next combat is triggered.

ENCOUNTER B3.3: SPEED IS EVERYTHING

(If the party vanquished their opponents in three rounds) **As the last of the enemies has been vanquished, you hear stirrings from the cave.**

(If the party did not vanquish their opponents in three rounds) **Monsters stir from the cave, looking for their dinner. That means you!**

The combatants appear at the end of round three. They have heard the din of combat and come looking for easy pickings. Roll their initiative and add them to the initiative order.

Creatures: The encounter level is not changed. The party knows what’s coming, and hopefully has made some preparations for it, but have not had a lot of time between combats. In addition, the combatants from the previous encounter are no allies of the catoblepases, and will try to kill them, too, if they get too close or get in the way.

APL 8 (EL 11)

Five Headed Catoblepas: hp 189; see *Mission B3 Appendix*.

Catoblepas: hp 59; see *Mission B3 Appendix*.

APL 10 (EL 13)

Five Headed Catoblepas: hp 189; see *Mission B3 Appendix*.

Five Headed Catoblepas of Legend: hp 242; see *Mission B3 Appendix*.

Tactics: APL 8: The catoblepases know there are many enemies. They will try to as many characters from a distance with their six eye rays (DC 27 Fort save or die). They will choose least armored targets, as those are most likely to be eaten easily. The one with a single head will charge into combat after firing off its eye ray, with the other holding back to finish off other characters.

APL 10: The strategy is much the same as APL 8, except the DC for the Catoblepas of Legend Fort save is DC 34. The normal catoblepas will be the one that charges into combat.

Treasure: If the players make a DC 14 Search of the area around the lair, they find several corpses of what looks like hunters.

APL 8: L: 200 gp, C: 25 gp, M: *ring of protection*, +3 (1500 gp).

APL 10: L: 200 gp, C: 25 gp, M: *ring of protection*, +3 (1500 gp).

Development: If the PCs abscond with the gold, it will be assumed they died during the raid and their bodies were not discovered. Give them 1/4 experience, and 1/2 gold for the adventure. Their mission is a failure. Subtract the amount they received from the gold to be shared by the other parties, as the absconded with has to be paid back. The PCs have five rounds before the next combat is triggered.

ENCOUNTER B3.4: MORE FUN

If the party hangs around the area for too much time, more drowned come looking for dinner.

Creatures: The encounter level has been decreased by one, because the party knows what the enemy is and should be able to prepare.

APL 8 (EL 8)

Drowned: hp 195; see *Mission B3 Appendix*.

APL 10 (EL 10)

Drowned (2): hp 195 each; see *Mission B3 Appendix*.

Tactics: These creatures will try to slay any they can, focusing on wizards and anyone else who seems especially bloodied.

Development: Once the monsters have been defeated, the PCs can search the area. With a DC 15 Search check, they find a terrified Keats hiding in some bushes a little ways away.

ENCOUNTER B3.5: SAVED

A bedraggled and hungry man approaches you. He asks, "Are you here to help me? I need to get information back to the Yeomanry army. Bogspur has been attacked....Oh, you know that already, don't you? Well, maybe I know something you don't already know. When Bogspur was attacked, some monks appeared and slew the one powerful fighter we had in the village.

Development: If this information is given to the command table, it will open up the mission CX1 Protect Commander Marduke, if it has not already been opened, and this mission will be considered a success.

MISSION B3 APPENDIX

ALL APLS

DROWNED

CR 8

CE Medium undead

Init +5; **Senses** darkvision 60 ft., scent, Listen +14, Spot +18

AC 19, touch 11, flat-footed 18
(+1 Dex, +8 natural)

hp 195 (HD 20d12+20);

Fort +6, **Ref** +9, **Will** +12

Speed 30 ft. (6 squares), swim 30 ft

Melee 2 Slams +12 (d8+12)

Space 5 ft

Base Atk +10; **Grp** +17

Abilities Str 25, Dex 13, Con -, Int 9, Wis 10, Cha 12

SQ Darkvision 60 ft., fast healing 5. undead traits, unholy toughness

Feats Alertness, Cleave, Great cleave, Improved initiative, Improved natural Attack(slam), Lightning Reflexes, Power Attack

Skills Hide +20, Listen +14, Move Silently +20, Spot +18, Swim +18

Drowning Aura (Su) A drowned gives off a 30-foot radius emanation of suffocating drowning, imbuing its surroundings with a watery glint and deadly threat for creatures that breathe. All breathing creatures within 30 feet of a drowned are treated as if breathing water in terms of being able to breathe. The drowning aura accelerates the process of drowning.

Naturally, a creature can hold its breath for a number of rounds equal to its constitution score before it begins to drown. Within the drowning aura, a creature can only hold its breath if it makes a DC 10 constitution check every round. Each round, the DC increases by 1. When the character finally fails its constitution check, it begins to drown. In the first round, it falls unconscious (0 hit points). In the following round, it drops to -1 hit points and is dying. In the third round, if still in the drowning aura, it drowns.

Unholy toughness (Ex) A drowned gained a bonus to its hit points equal to its Charisma modifier x its Hit Dice

Skills: A drowned has a +8 racial bonus on any swim check to perform some special action of avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Sources Monster Manual III (p46),

LEECHWALKER

CR 10

N Medium vermin

Init +0; **Senses** darkvision 60 ft., Listen +5, Spot +8

AC 12, touch 10, flat-footed 12
(+2 natural)

hp 108 (HD 13d8+39);

Fort +11, **Ref** +4, **Will** +5

Speed 30 ft. (6 squares), swim 20 ft

Melee Tentacle Rake +13 (1d6+13 plus stun) or Death Ray +12 ranged touch

Space 10 ft by 20 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +13

Abilities Str 18, Dex 11, Con 16, Int -, Wis 13, Cha 7

SQ Darkvision 60 ft., all-around vision, immunities, vermin traits

Skills Hide +3, Listen +5, Move Silently +5, Search +4, Spot +8, Swim +12

Blood Drink (Ex) A leechwalker can drink the blood from a grabbed victim with a successful grapple check. This deals 2d4 points of Constitution drain.

Improved Grab (Ex) If a leechwalker hits an opponent that is its own size or smaller with a tentacle rake attack, it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity (grapple bonus +13). If it gets a hold, it can use its blood drink ability the same round. Thereafter, the leechwalker has the option to conduct the grapple normally, or simply use its tentacle to hold the opponent (-20 penalty on grapple check, but the leechwalker is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tentacle rake and blood drink damage.

Wounding (Ex) A wound resulting from a leechwalker's tentacle rake attack bleeds for an additional 3 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative blood loss (two wounds for 6 points of damage per round, and so on). The bleeding can be stopped only by a successful Heal check (DC 10) or the application of a *cure* spell or some other healing spell (*heal*, *healing circle*, or the like).

All-Around Vision (Ex) A leechwalker can see in all directions at once. Due to this ability, it gains a +4 racial bonus on Search and Spot checks, and it cannot be flanked.

Immunities: Because of the verminous covering of its body, a leechwalker takes half damage from bludgeoning weapons. It is not subject to subdual damage, ability drain, or death from massive damage.

Vermin Traits: A leechwalker is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Sources Monster Manual II (p135),

FIVE HEADED CATOBLEPAS

CR 10

N Huge aberration

Init +5; **Senses** darkvision 60 ft., scent, Listen +15, Spot +15

AC 24, touch 9, flat-footed 22
(-2 size, +2 Dex, +14 natural)

hp 189 (HD 14d8+140);

Fort +14, **Ref** +8, **Will** +10

Speed 30 ft. (6 squares)

Melee Tail Slam +18 (1d6+13 plus stun) or Death Ray +12 ranged touch

Space 10 ft by 20 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +26

Abilities Str 26, Dex 14, Con 30, Int 2, Wis 13, Cha 8

SQ Darkvision 60 ft., scent

Feats Ability focus (stun), Ability focus (death ray), Alertness, Combat reflexes, improved initiative, improved multiattack, lightening reflexes, power attack

Skills Jump +14, Listen +15, Spot +15, Search +4, Survival +5

Death Ray (Su) The catoblepas can project five thin, green rays up to 160 feet from its bloodshot eyes. Any living creature struck by this ray must make a Fortitude save (DC 27) or die instantly. Even on a success, the target takes 5d6 points of damage. After striking one target, the ray dissipates, and the attack cannot be used again for 1d4 rounds. All of the rays activate at the same round, but can be targeted at the same or different targets. All the rays become usable after the same delay. The saving throw is constitution based.

Stun (Ex) Any living creature struck by the catoblepas' tail must succeed at a Fortitude save (DC 27) or be stunned for 1 round. (A stunned character cannot act and loses any Dexterity bonus to Armor Class. An attacker gets a +2 bonus on attack rolls against a stunned opponent. The saving throw is constitution based.

Scent (Ex) A catoblepas can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Sources Monster Manual II (p41),

APL 8

CATOBLEPAS

CR 6

N Huge aberration

Init +1; **Senses** darkvision 60 ft., scent, Listen +3, Spot +3

AC 19, touch 9, flat-footed 18
(-2 size, +1 Dex, +10 natural)

hp 59 (6d8+30 HD);

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

Speed 30 ft. (6 squares)

Melee Tail Slam +10 (1d6+12 plus stun) or Death Ray +3 ranged touch

Space 10 ft by 20 ft.; **Reach** 10 ft.

Abilities Str 26, Dex 13, Con 21, Int 2, Wis 13, Cha 8

SQ Darkvision 60 ft., scent

Skills Jump +10, Listen +3, Spot +3, Wilderness Lore +3

Death Ray (Su) The catoblepas can project a thin, green ray up to 160 feet from its bloodshot eyes. Any living creature struck by this ray must make a Fortitude save (DC 18) or die instantly. Even on a success, the target takes 5d6 points of damage. After striking one target, the ray dissipates, and the attack cannot be used again for 1d4 rounds.

Stun (Ex) Any living creature struck by the catoblepas' tail must succeed at a Fortitude save (DC 18) or be

stunned for 1 round. (A stunned character cannot act and loses any Dexterity bonus to Armor Class. An attacker gets a +2 bonus on attack rolls against a stunned opponent.)

Scent (Ex) A catoblepas can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Sources Monster Manual II (p41)

APL 10

FIVE HEADED CATOBLEPAS OF LEGEND CR 12

N Huge aberration

Init +8; **Senses** darkvision 60 ft., scent, Listen +15, Spot +15

AC 29, touch 9, flat-footed 27
(-2 size, +2 Dex, +19 natural)

hp 242 (HD 14d8+210);

Fort +26, **Ref** +14, **Will** +14

Speed 30 ft. (6 squares)

Melee Tail Slam +18 (1d6+18 plus stun) or Death Ray +15 ranged touch

Space 10 ft by 20 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +31

Abilities Str 36, Dex 20, Con 40, Int 4, Wis 15, Cha 12

SQ Darkvision 60 ft., scent, Enhanced Attributes, Immunities

Feats Ability focus (stun), Ability focus (death ray), Alertness, Combat reflexes, improved initiative, improved multiattack, lightning reflexes, power attack

Skills Jump +14, Listen +15, Spot +15, Search +4, Survival +5

Death Ray (Su) The catoblepas can project five thin, green rays up to 160 feet from its bloodshot eyes. Any living creature struck by this ray must make a Fortitude save (DC 36) or die instantly. Even on a success, the target takes 5d6 points of damage. After striking one target, the ray dissipates, and the attack cannot be used again for 1d4 rounds. All of the rays activate at the same round, but can be targeted at the same or different targets. All the rays become usable after the same delay. The saving throw is constitution based.

Stun (Ex) Any living creature struck by the catoblepas' tail must succeed at a Fortitude save (DC 36) or be stunned for 1 round. (A stunned character cannot act and loses any Dexterity bonus to Armor Class. An attacker gets a +2 bonus on attack rolls against a stunned opponent. The saving throw is constitution based.

Scent (Ex) A catoblepas can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Enhanced Abilities (Ex) The save DC of the catoblepas of legend's special attacks are increased by 4 (already included in above)

Immunities (Ex) A catoblepas of legend is immune to mind affecting effects and polymorphing

Sources Monster Manual II (p41, 213),

APLS 12-14

MISSION C1: BREAK THE VANGUARD

INTRODUCTION

Mission Summary: Reconnaissance by the air corps has found an airborne enemy strike force that will attempt to bypass the army lines and attack the town. The PCs will attempt to break these troops before they can rain havoc on the citizenry.

The players will be teleported to the area where the troops are heading. They should all be flying as they will be teleported 1000 feet above the ground, into the direct flight path of the oncoming invaders.

ENCOUNTER C1.1: GETTING ORDERS

The PCs should be given a few minutes to get themselves in order as to what they want to bring with them or to try to acquire supplies. If this is the table's first mission, read the following:

The day looks dim; in the distance you can see the smoke from the campfires of the bullywug army. All around, you can see men and women, young and old, getting ready to go into battle. After a few moments of observing the activities, you notice a Yeoman officer approaching your group.

If this mission is assigned after the first mission, read this instead:

People rush about all around your group; officers are barking orders to their troops. The battle wages in the distance; you can see wounded soldiers being tended by clerics of Pelor. You also see a Yeoman officer approaching you hastily.

Regardless of which entry was read, continue here.

The GM should double-check any spells cast on the players during the interactive pre-battle portion of the adventure.

After the introduction is over give each player a card that says: *potion of fly* on it. (If it matters, it's 5th level caster)

"I have orders to direct your troop to battle. There is an airborne group of bullywugs on wyverns and trained wyverns that appears to be headed for the town. They are accompanied by a hideous beast that looks like a flying jellyfish. Trailing far behind them are eye tyrants. There likely are other airborne elements, but our air corps has neither the strength nor the numbers to confront this threat directly without depriving the rest of the field of battle with much-needed reconnaissance."

"You will be teleported directly in the flight path of these troops, so combat will begin immediately. Prepare now for battle. The troops are 1,000 feet in the air. I hope you all have a means to fly. I will give each of you a potion of fly in case you fall. The potion is to be returned to the army if it is not used. If you fall, you can expect to fall about 600 feet before you arrest your fall. I do not recommend flying below 600 feet."

ENCOUNTER C1.2: COMBAT AIR PATROL

The wizard says, "Draw your blades and prepare for battle!" He then casts fly and teleport, sending all of you into the air. Just as foretold, there are wyverns with bullywugs who level their lances and prepare to charge at you, almost as if they had been expecting you.

Please see map C1 for the battle and the creatures. Roll initiative.

Creatures: The encounter level has been decreased by one, as the PCs have been able to prepare for this combat and know they can use short duration spells. The bullywug force does not know this. Unless the party has a means to see invisibly, one of the wyverns should appear to be empty, as its rider, the bullywug savant, is invisible. The party has been warned about the ocularon, but it is invisible. Hopefully, they will take this as a hint and use something to see invisible opponents. The ocularon has *true seeing* up. It also has eight eyes in its possession.

APL 12 (EL 13)

Bullywug Fighter⁹ (2): hp 102 each; see *Mission C1 Appendix*.

Bullywug Sorcerer⁷: hp 37; see *Mission C1 Appendix*.

Wyvern (3): hp 74 each; see *Monster Manual*, page 259.

Ocularon: hp 99; see *Mission C1 Appendix*.

APL 14 (EL 15)

Bullywug Fighter⁹ (2): hp 102 each; see *Mission C1 Appendix*.

Bullywug Savant Sorcerer⁷: hp 37; see *Mission C1 Appendix*.

Wyvern (3): hp 74 each; see *Monster Manual*, page 259.

Elder Air Elemental: hp 216; see *Monster Manual*, page 96.

Ocularon: hp 99; see *Mission C1 Appendix*.

Tactics: APL 12: The fighters will charge the closest enemies. The wyverns have been trained to use their poison attacks on a charge. The sorcerer will cast *hold person* spells on any fighter types, hoping to put a few of the combatants out of the fight. If by some miracle, he has *held* all the fighters, he will then cast *dispel magic* on PCs. The ocularon will try to grapple a wizard and remove his or her eyes. With its chosen target, it will delay until the caster casts a spell and then use all four of its eye attacks at once on the same target. It will then charge the target and choose to grapple, again holding its action until the caster is about to cast a spell. The following round, it will remove the caster's eyes.

APL 14: Same as APL 12, except the air elemental immediately forms into his whirlwind form and tries to catch as many PCs as possible.

All bullywugs have a 50% chance of fleeing, once one of their number is dead. Do not count fallen but alive in this number.

ENCOUNTER C1.3: BRACE FOR IMPACT

As the last of the enemies has been vanquished, the next flies into view.

This combat commences as soon as the other has finished. Give the PCs a single round in-between combats to heal, cast spells, etc.

Creatures: The encounter level has been increased by one because the party has not had a chance to heal in-between fights. This means any short duration buffs are still up. However, the dragon has also cast some buffs on itself.

At APL 12, the black dragon has pre-cast *mage armor*, *shield*, *protection from good*, see *invisibility*, and *cat's grace* on itself. At APL 14, the black dragon has pre-cast *greater mage armor*, *heroism*, *shield*, *protection from good*, see *invisibility*, and *cat's grace* on itself. For both APLs, note that the dragon is using the treasure and the treasure has to be recovered from the dragon's body.

APL 12 (EL 15)

Black Dragon, Mature Adult: hp 281; items using *ring of protection* +5, *girdle of giant strength* +6, *cloak of resistance* +5; see *Monster Manual*, pages 70-71.

APL 14 (EL 17)

Black Dragon, Old: hp 319; items using *ring of protection* +5, *girdle of giant strength* +6, *cloak of resistance* +5; see *Monster Manual*, pages 70-71.

Tactics: APL 12 or 14: The dragon will attempt to engage in any soft-looking characters in combat, doing enormous amounts of damage and killing them, before moving on to the next target. The dragon focuses on one target to slay it. It will not use its breath weapon unless there is no other way to damage targets. It will definitely be using its power attack and multiattack feats to its best benefit.

Give the PCs a chance to heal before the next encounter. They should have exactly five rounds before the next combat begins. Due to the slow speed of the beholders, the PCs likely can flee. If they look like this is the case, allow it without comment. The mission is considered neutral, neither a win nor a failure, in this case.

Treasure: If the players kill the dragon, they may make a DC 15 Search check to see that its body has treasure. They will have to recover the treasure after the next combat, unless they have some creative way of getting it before that.

APL 12 and 14: L: 0 gp, C: 0 gp, M: *ring of protection* +5 (4,166 gp), *girdle of giant strength* +6 (2,666 gp), *cloak of protection* +5 (2,083 gp).

ENCOUNTER C1.4: THE EYES HAVE IT

You breathe a sigh of release as the dragon is bested. Unfortunately, what comes into view is not at all reassuring.

Read the following paragraph if the previous two encounters have been hard for the players and there have been deaths and/or their spells have been exhausted. Otherwise, skip it.

You realize, with most of the flyers already down, it would be better to fly the coop and let others deal with these.

Creatures: The encounter level of the combat is lowered by one, because the players have been warned what they will be fighting ahead of time. Hopefully they have taken steps to prepare for this battle. Please roll initiative for each beholder separately. If the players are invisible, the beholders each trace out a cone of their anti-magic until they find them, and unless the players do something unusual, they should start in the anti-magic cones. These beholders have had *mage armor* cast on them using pearls of power that are in their lair, so give them a AC +4.

APL 12 (EL 14)

Beholder (2): hp 99 each; see *Monster Manual*, pages 25-26.

APL 14 (EL 16)

Beholder (4): hp 99 each; see *Monster Manual*, pages 25-26.

Tactics: APL 12-14: The beholders thoughtfully attack the party with brutal efficiency, targeting fighters with Will saves and wizards with Fort saves. They try to focus as much on one PC at a time as is possible, until he fails something that takes him out of combat. They focus their antimagic on other PCs to take them out of the fight, particularly those who appear dangerous to them. One of their favorite tactics is for one of them to delay with its central eye closed, readying for it to be attacked or a PC to cast a spell. When a PC charges or begins to cast a spell, it first uses all of its eye rays on that one target, and then it uses its central eye to remove other spellcasters from being able to cast.

Once the party defeats all of the aerial foes, the mission is considered a success.

MISSION C1 APPENDIX

ALL APLS

BULLYWUG FIGHTER

CR 9

Male Bullywug Fighter 9

CE Medium humanoid (bullywug)

Init +0; **Senses** Listen -2, Spot -2

Languages Common

AC 16, touch 10, flat-footed 16

(+5 armor)

hp 102 (9d10+45 HD)

Fort +11, **Ref** +2, **Will** +0

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

Melee +16/+11 two-handed (1d12+9; 15-20/x2, +1 adamantite great falchion);

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

Base Atk +9; **Grp** +13

Combat Gear +1 adamantite great falchion, +1 chain shirt

Abilities Str 18, Dex 11, Con 20, Int 6, Wis 5, Cha 4

Feats Exotic Weapon Proficiency (Falchion, Great), Improved Critical (Falchion, Great), Power Attack, Cleave, Improved Sunder, Weapon Focus (Falchion, Great), Weapon Specialization (Falchion, Great), Greater Weapon Focus (Falchion, Great), Improved Toughness (MM4 203).

Skills Jump¹ +14

Possessions combat gear plus Belt of Giant Strength +4, Amulet of Health +2

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

BULLYWUG SORCERER

CR 7

Male Bullywug Sorcerer 7

CE Medium humanoid (aquatic)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Wastrian

AC 14, touch 11, flat-footed 14

(+1 dex, +3 Natural)

hp 37 (7d4+21 HD);

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

Speed 30 ft. (4 squares), Swim 20ft

Melee Short spear +4 (1d6)

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

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

Sorcerer Spells Known (CL 7th):

3rd (4/day)— *haste*, *hold person*

2nd (6/day)— *glitterdust*, *scorching ray*, *summon swarm*

1st (7/day)— *magic missile*, *burning hands*, *mage armor*, *charm person*, *color spray*

0 (6/day)— *acid splash*, *mage hand*, *daze*, *ray of frost*, *detect magic*, *disrupt undead*, *resistance*

Abilities Str 10, Dex 12, Con 16, Int 11, Wis 11, Cha 16

Feats Combat Casting, Maximize Spell

Skills Concentration +13, Spellcraft +10

Summoning (Ex) Bullywug sorcerers are notorious for their powerful but unpredictable summoning abilities. When a bullywug Sorcerer uses a summon monsters spell they have a 50% chance that one or more monsters than the spell will normally summon will appear. In such cases there is a 25% chance that these monsters will not be under the bullywug's control, rampaging and attacking at random.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

OCULARON

CR 12

CE Large aberration

Init +2; **Senses** darkvision 60 ft., blindsight 80 ft., All-around vision, Listen +17, Spot +17

AC 21, touch 11, flat-footed 19

(-1 size, +2 Dex, +10 natural)

hp 99 (HD 12d8+36);

Fort +7, **Ref** +8, **Will** +10

Speed 10 ft. (2 squares), fly 90 ft. (perfect)

Melee 4 Tendrils +13 (2d6+4) or Eyeball +11 ranged touch (3d6 + poison)

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

Abilities Str 18, Dex 15, Con 17, Int 19, Wis 14, Cha 16

SQ Acid immunity, all-around vision, blindsight 80 ft, darkvision 60 ft., Dr 10/+2, poison immunity, regeneration 4

Feats Combat reflexes, deflect arrows, lightening reflexes, weapon focus (exploding arcane eye), Weapon focus (tendrill)

Skills Hide +13, Listen +17, Move Silently +17, Search +19, Spot +17, Survival +2 (+4 following tracks)

Animate Eyeballs (Su) An ocularon can control up to six captured eyeballs at one time, as if it were levitating eyes like those created by a *prying eyes* spell. These eyes are filled with the ocularon's toxic gas while skewered on the creature's barbed tendrils, and the ocularon can also make use of them as weapons. It can make a ranged touch attack against any opponent within 80 feet. Success indicates the eye impacts on the victim and explodes. Such characters take 3d6 points of damage and are exposed to the ocularon's poison (see below).

Death Throes (Ex) When killed, an ocularon explodes into a cloud of toxic gas that deals 3d6 points of damage to everything within 30 feet and exposes the victims to its poison (see below)

Improved Grab (Ex) If an ocularon hits an opponent that is its own size or smaller with a tentacle rake attack, it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity (grapple bonus +17). If it gets a hold, it can attempt to remove the victim's eyes on the

following round. Thereafter, the ocularon has the option to conduct the grapple normally, or simply use its tendrils to hold the opponent (-20 penalty on grapple check, but the ocularon is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tendrils damage.

Poison (Ex) An ocularon delivers its poison (Fort save DC 19 negates) on each successful attack with an arcane eye or in its death throes. Initial and secondary damage are the same (1d4 Str plus 1d4 Con)

Spell-Like Abilities: At will—*arcane eye**, 3/day—*darkness*, *invisibility*, *passwall*, *true seeing**. Caster level 12th; save DC 13+Spell.

* The ocularon can only use its *arcane eye* and *true seeing* spell-like abilities if it has eyes on its tendrils available to be used as arcane eyes.

Steal Eyes (Ex) Once an opponent has been grappled for one round, an ocularon can attempt to forcibly remove its eyes. It must make an opposed grapple check to do so. If it is successful, the victim must make a Fortitude save (DC 20) or be permanently blinded, its eyeballs removed from its sockets. The eyeballs are now impaled on the ocularon's barbed tendrils and will fill with gas in three rounds, ready to be used as weapons.

All-Around Vision (Ex) An ocularon can see in all directions at once. Due to this ability, it gains a +4 racial bonus on Search and spot checks, and it cannot be flanked. An ocularon can only benefit from this ability when it has eyes attached to its tendrils.

Blindsight (Ex) An ocularon is effectively blind, but it maneuvers and fights as well as sighted creatures by using its other senses (mostly hearing and scent, but also by noticing vibration and other environmental clues). This ability enables it to discern objects and creatures within 80 feet. The ocularon does not need to make Spot or Listen checks to notice creatures within range of its blindsight. The ocularon relies on its blindsight only if it is out of eyes attached to its tendrils, which negates its all-around vision.

Regeneration (Ex) An ocularon takes normal damage from silver and keen weapons. Attack forms that don't deal hit point damage ignore regeneration, and an ocularon does not restore hit points lost from starvation, thirst, or suffocation.

Sources Fiend Folio (p132),

MISSION C2: DRIVE THE BULLYWUG FORCES OUT OF BOGSPUR

Mission Summary: The mission begins with a Yeomanry militia officer approaching the PCs with orders to drive the Bullywug forces out of Bogspur. The officer will give the PCs a map detailing which area of town they should concentrate on. Once the PCs arrive, they see a group of bullywugs sleeping on watch. After eliminating these forces, the PCs will move to their second point of concentration in which they will have to deal with another group of bullywugs. At their third point of concentration, they face a bloodhulk monstrosity.

ENCOUNTER C2.1: GETTING ORDERS

The PCs should be given a few minutes to get themselves in order as to what they want to bring with them or to try to acquire supplies. If this is the table's first mission, read the following:

The day looks dim; in the distance you can see the smoke from the campfires of the bullywug army. All around, you can see men and women, young and old, getting ready to go into battle. After a few moments of observing the activities, you notice a Yeoman officer approaching your group.

If this mission is assigned after the first mission, read this instead:

People rush about all around your group; officers are barking orders to their troops. The battle wages in the distance; you can see wounded soldiers being tended by clerics of Pelor. You also see a Yeoman officer approaching you hastily.

Regardless of which entry was read, continue here.

The GM should double-check any spells cast on the players during the interactive pre-battle portion of the adventure.

"I have your orders from the command group. You are to go to what remains of Bogspur and clear out the forces at these areas I have marked on this map, in this order. Any questions?"

Q: What kind of forces do you expect us to come up against?

A: *"Our initial scouting reports say there are a lot of bullywug forces there and a lot of other weird creatures. Someone mentioned something about a giant creature spurting blood."*

Q: Do you have anything we can use for this mission?

A: *"I am fresh out of everything."*

After the officer has answered these questions or the PCs have quit asking questions read the following:

"Ok, now that that is settled, get a move on---time is short."

ENCOUNTER C2.2: THE TOWN LINE

As you approach Bogspur, from a distance, you see some bullywugs that appear to be sleeping on the job. The town itself seems to be in shambles. Some houses are burned to the ground, and the docks have been almost completely obliterated.

The PCs can go about this in two ways. The first way is trying to sneak into the town, making Move Silently checks against the sleeping bullywugs (-10 to their Listen check).

APL 12 (EL 13)

Bullywug Fighter10 (3): hp 113 each; see *Mission C2 Appendix*.

APL 14 (EL 15)

Bullywug Fighter12 (3): hp 144 each; see *Mission C2 Appendix*.

Tactics: The bullywugs will go straight for the party, trying to thin their numbers.

Once the PCs deal with this force, you can give them a couple of moments to buff up and heal. Most likely they have not spent a lot of their resources.

With the initial bullywug force taken care of, you see the town is even worse off than you thought from afar. You can see what remains of a couple of residents of Bogspur hanging from the eaves of the buildings, their bodies swaying in the breeze. Looking at the map, you can surmise that the next point you must deal with is just around the corner from where you are, and at the end of the street.

The second encounter point monsters are listed below.

APL 12 (EL 15)

Evolved Bloodhulk Crusher (5): hp 392 each; see *Mission C2 Appendix*.

APL 14 (EL 17)

Uber Evolved Bloodhulk Crusher (5): hp 448 each; see *Mission C2 Appendix*.

Tactics: The bloodhulk crushers will focus on one PC each. If one PC has to be left alone for the moment, they will simply pick a random PC.

ENCOUNTER C2.3: SOMETHING WICKED THIS WAY COMES

With the bullywugs taken care of, you take a moment to breathe. Tending to your wounds, you hear a loud, scraping sound coming from about 200 feet away, and it sounds like it is moving swiftly in your direction.

Give the PCs two rounds to prepare for the next combat.

APL 12 (EL 14)

Draudnu (4): hp 126; see *Mission C2 Appendix*.

APL 14 (EL 16)

Draudnu (8): hp 126; see *Mission C2 Appendix*.

Tactics: First, the Draudnu will try to stick the fighter-type PCs into the ground, and then they will concentrate on the spellcasters. Once the spellcasters are dealt with, they will move back to the fighter-types to finish them off.

With the killing blow to the demonic monsters, you notice the town seems to be deathly quiet. Your work seems to be done for the moment.

Once the PCs have dealt with this force, the mission is considered a success. Have the PCs report back to the command table.

MISSION C2 APPENDIX

ALL APLS

DRAUDNU

CR 10

CE Medium outsider (extraplanar)

Init +4; **Senses** Listen +20, Spot +20

Languages Abyssal Common Telepathy 100ft.

AC 21, touch 14, flat-footed 17

(+4 dex, +7 Natural)

hp 126 (14d8+56 HD);

Fast Healing 5

DR 10/lawful

Immune acid, mind-affecting spells and abilities, poison

Resistances cold 10 electricity 10 fire 10

SR 18

Fort +13, **Ref** +13, **Will** +12

Speed 50 ft. (10 squares), swim 20ft.

Melee 3 flesh hooks +18 each (2d6+4/19-20/x2 plus immobilize)

Space 5 ft.; **Reach** 5 ft. (20ft. with flesh hooks)

Base Atk +14; **Grp** +18

Atk Options combat reflexes, aligned strike (chaotic, evil)

Special Options acid spray

Abilities Str 18, Dex 19, Con 18, Int 13, Wis 16, Cha 17

Feats Dodge, Mobility, Combat Expertise, Combat Reflexes, Improved Critical (flesh hooks), Track

Skills Balance +30, Climb +21, Escape Artist +21, Jump +31, Knowledge (the planes) +10, Search +18. Listen +20, Spot +20, Survival +20 (+22 on other planes and +22 on track), Tumble +23, Use Rope +4 (+6 on bindings)

Form of Madness (Su): When a draudnu comes within 60 feet of a creature, that creature must succeed on a DC 20 will save or believe that something is growing inside it becoming sickened. The sickened condition is permanent until the insanity is cured by a Greater Restoration, Heal, Miracle, or Wish. A creature that successfully saves cannot be affected again by that same draudnu's same Form of Madness effect for 24 hours and a creature that fails can only be affected by it only once until cured. Chaotic evil outsiders are immune to the ability. This is a mind affecting spell. The save DC is Charisma based.

Immobilize (Ex) When a draudnu deals damage with a flesh hook, it can detach that hook in the foe it struck, fastening that opponent to a surface such a floor or a wall. (The draudnu's hook end re-grows immediately) That enemy must succeed on a DC 21 reflex save or be immobilized. This effect does not work if you cant fasten the enemy to a surface. The save DC is strength based.

An immobilized opponent can become free by taking a move action and succeeding on a DC 21 Strength check or Escape Artist check. However, the act of pulling free deals the for 1d10 damage, unless it or someone else takes a standard action and makes a DC 21 heal check to dislodge the hook. The check DCs are Strength based.

Acid Spray (Ex): Whenever a draudnu takes damage, it sprays acidic fluid from the sacs on its body, dealing 2d4 points of acid damage to all creatures in a 5-foot-radius burst (Reflex DC 21 half). The save DC is Constitution-based.

Skills: Draudnus have a +8 racial bonus on Balance and Jump checks.

Sources Monster Manual V (p24)

APL 12

BULLYWUG FIGHTER

CR 10

Male Bullywug Fighter 10

CE Medium humanoid (bullywug)

Init +0; **Senses** Listen -2, Spot -2

Languages Common

AC 16, touch 10, flat-footed 16

(+5 armor)

hp 113 (10d10+50 HD)

Fort +12, **Ref** +3, **Will** +1

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

Melee +19/+14 two-handed (1d12+9; 15-20/x2, +1 adamantite great falchion);

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

Base Atk +10 **Grp** +14

Combat Gear +1 Adamantine Great Falchion, +1 Chain Shirt

Abilities Str 18, Dex 10, Con 20, Int 6, Wis 5, Cha 4

Feats Exotic Weapon Proficiency (Falchion, Great), Improved Critical (Falchion, Great), Power Attack, Cleave, Improved Sunder, Weapon Focus (Falchion, Great), Weapon Specialization (Falchion, Great), Greater Weapon Focus (Falchion, Great), Melee Weapon Mastery (PH2 81) (Slashing), Improved Toughness (MM4 203).

Skills Jump +14

Possessions combat gear plus Belt of Giant Strength +4, Amulet of Health +2

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior), Melee Weapon Mastery (Player's Handbook II)

EVOLVED BLOODHULK CRUSHER

CR 10

NE Huge undead

Init -2; **Senses** darkvision 60 ft.; low-light vision; Listen +0, Spot +0

Languages understands creator's orders

AC 14, touch 6, flat-footed 14

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

hp 392 (28d12+56 HD);

Immune undead immunities

Fort +12, **Ref** +10, **Will** +24

Weakness fragile

Speed 30 ft. (6 squares)

Melee slam +25 (3d6+25)

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

Base Atk +10; Grp +35

Abilities Str 45, Dex 6, Con --, Int --, Wis 10, Cha 1

SQ blood bloated, undead traits

Feats --

Skills Listen +0, Spot +0

Fragile (Ex) A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

Blood Bloated (EX) A bloodhulk fighter always gains the maximum hit points possible per Hit Die. In addition it gains 2 bonus hit points per Hit Die.

Description This towering swollen giant looks as if its skin is about to burst and rip away. Thick veins run across its body, and here and there it pulses and shifts with a great quantity of fluid.

Sources Monster Manual IV (p21)

APL 14

BULLYWUG FIGHTER

CR 12

Male Bullywug Fighter 12

CE Medium humanoid (bullywug)

Init +0; **Senses** Listen -2, Spot -2

Languages Common

AC 16, touch 10, flat-footed 16

(+5 armor)

hp 144 (12d10+72 HD)

Fort +14, **Ref** +4, **Will** +2

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

Melee +22/+17/+12 two-handed (1d12+13; 15-20/x2, +2 adamantite great falchion);

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

Base Atk +12 **Grp** +15

Combat Gear +2 *Adamantine Great Falchion*, +2 *Chain Shirt*

Abilities Str 20, Dex 11, Con 20, Int 6, Wis 5, Cha 4

Feats Exotic Weapon Proficiency (Falchion, Great), Improved Critical (Falchion, Great), Power Attack, Cleave, Improved Sunder, Weapon Focus (Falchion, Great), Weapon Specialization (Falchion, Great), Greater Weapon Focus (Falchion, Great), Greater Weapon Specialization (Falchion, Great), Melee Weapon Mastery (PH2 81) (Slashing), Power Critical (CW 103) (Falchion, Great), Improved Toughness (MM4 203).

Skills Jump +15

Possessions combat gear plus Belt of Giant Strength +4, Amulet of Health +2

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior), Melee Weapon Mastery (Player's Handbook II)

UBER EVOLVED BLOODHULK CRUSHER CR 11

NE Huge undead

Init -2; **Senses** darkvision 60 ft.; low-light vision; Listen +0, Spot +0

Languages understands creator's orders

AC 14, touch 6, flat-footed 14

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

hp 448 (32d12+64 HD);

Immune undead immunities

Fort +12, **Ref** +10, **Will** +24

Weakness fragile

Speed 30 ft. (6 squares)

Melee slam +25 (3d6+25)

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

Base Atk +10; **Grp** +35

Abilities Str 46, Dex 6, Con --, Int --, Wis 10, Cha 1

SQ blood bloated, undead traits

Feats --

Skills Listen +0, Spot +0

Fragile (Ex) A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

Blood Bloated (EX) A bloodhulk fighter always gains the maximum hit points possible per Hit Die. In addition it gains 2 bonus hit points per Hit Die.

Description This towering swollen giant looks as if its skin is about to burst and rip away. Thick veins run across its body, and here and there it pulses and shifts with a great quantity of fluid.

Sources Monster Manual IV (p21)

MISSION C3: ASK THE HOOL ORCS FOR HELP

INTRODUCTION

Mission Summary: Several groups known to be in the Hool marshes may not be friendly with the bullywugs. The party's job is to find them and convince them to help the Yeomanry. The PCs will try to find the Hool orcs. They will give the Hool orcs a large amount of gold in order to sway them into the fight. The PCs will be teleported to an area known to be infested with menace. They will defeat these enemies and hopefully draw the attention of the demigod-like owl, Creeplow. They will then have to convince him to tell them where these potential allies are to be found.

ENCOUNTER C3.1: GETTING ORDERS

The PCs should be given a few minutes to get themselves in order as to what they want to bring with them or to try to acquire supplies. If this is the table's first mission, read the following:

The day looks dim; in the distance you can see the smoke from the campfires of the bullywug army. All around, you can see men and women, young and old, getting ready to go into battle. After a few moments of observing the activities, you notice a Yeoman officer approaching your group.

If this mission is assigned after the first mission, read this instead:

People rush about all around your group; officers are barking orders to their troops. The battle wages in the distance; you can see wounded soldiers being tended by clerics of Pelor. You also see a Yeoman officer and two militiamen approaching you hastily with a chest.

Regardless of which entry was read, continue here.

The GM should double-check any spells cast on the players during the interactive pre-battle portion of the adventure.

"I have orders to direct your troop to battle. Yours is a mission of importance. In the coming days, we will need allies, particularly those in the swamp to harass the bullywugs.

The Hool orcs are known to be trustworthy mercenaries."

"There is an owl called Creeplow. Some think he's a demigod, because he knows everything about the swamp. We know that he likes nuisances done away with. We hope he will give you the information about the Hool orcs whereabouts after you have destroyed one of these nuisances."

"You will be teleported to the middle of the Hool swamp. This area is known to be infested with vicious bugs that attack in large groups, as well as creatures out of a nightmare. The description given by some hunters is hard to believe. They said a large human-like creature appeared out of the swamp and was so covered with leeches that it did not appear to have any features. Maybe the leeches got the poor bugger. They are probably talking about swarms of leeches. A pair of hunters were able to run from them when they appeared as the hunters approached the water."

"Scrying has detected undead in the area. We think the undead is intelligent, since it was seen by the hunters attacking and slaying one of the creatures from the cave with the leeches, one that came too close to the water. If you can believe what the divination revealed, it appears that this a swimming undead?!"

"Inside the cave on the island is a creature with bloodshot eyes and a long neck. It has a barbed tail. Be careful with that one as it is relatively famous. It's thought to have slain many hunters since my grandfather's time."

"We want to attract the attention of Creeplow, as well as give you a fighting chance against these foul predators." He hands you two glowing, golden balls and says, "I wouldn't drop this, if I were you." He also hands you a scroll of sending. "This scroll is to be used when the mission is complete. If these items are not used, you will return them for the war effort."

"When you find the orcs, you are to give them this chest." He opens it and you see gold bars inside. "The challenges you face are not simple ones. Good luck---you will need it!"

If asked, the officer will tell the PCs that the spheres are 9 HD fireballs from a necklace of fireballs. The officer doesn't know anything else. When the party is ready they will be teleported without error by a member of the Wayfarer's Guild.

Before combat begins, the PCs are welcome to cast any preparatory spells they wish. They can have as much time as they need for planning. If they seem hasty, please warn the adventurers that they have been given time to plan for a reason.

The PCs may try to make knowledge checks to determine what the creatures are. If they do, let them know that this is at a penalty, and that they will be able to make another check once they actually see the creatures. Please keep it secret, but the DC has a -5 circumstance penalty due to a sketch-like verbal description. If the players do not think of it themselves, the GM should suggest it to the players, but give them an additional -2 circumstance penalty (for a total of -7). Record any knowledge checks they made. When they check a second time in front of the monsters (this time without any penalty), give them only further information above the first roll. For example, if they rolled a 26 the first time and got one piece of information for a 21 modified by the circumstance penalty, and then later rolled a 32, they would get two additional pieces of information.

Development: If the PCs abscond with the gold, it will be assumed they died during the raid and their bodies were not discovered. Give them no experience, but full gold for the adventure. Their mission is a failure.

ENCOUNTER C3.2: THE ISLAND OF WOE

The GM should play these encounters out slowly and carefully. Give each character as much time as they want to plan out their moves during the combat. PCs are allowed to discuss as much as they want in-between rounds of combat. Once a round has begun, no one is to speak but the player whose turn it is.

The wizard asks, "Are you ready? Once you go, there is no coming back until you use the scroll." He then calmly casts teleport. You find yourself on an island, while he disappears.

Creatures: The encounter level has been decreased by one because the party knows what the enemy is, should be able to prepare, and has a possibly helpful tool. The enemies are all *hasted*, but a high level party should have a lot more than that already cast.

APL 12 (EL 15)

Drowned (3): hp 195 each; see *Mission C3 Appendix*.

Leechwalker (3): hp 108 each; see *Mission C3 Appendix*.

Nightwing: hp 177; see *Monster Manual*, page 197.

APL 14 (EL 17)

Drowned (6): hp 195 each; see *Mission C3 Appendix*.

Leechwalker (6): hp 108 each; see *Mission C3 Appendix*.

Nightwalker: hp 221; see *Monster Manual*, page 196.

Tactics: The creatures attack immediately. The leechwalkers attack the closest enemy. The drowned will place themselves so that their aura affects the most creatures, trying for a quick kill of a caster. All creatures will be *hasted*, as the nightwalker always casts the spell, and nightwalker always keeps *see invisibility* up.

Development: The PCs have three rounds before the next combat is triggered.

ENCOUNTER C3.3: SPEED IS EVERYTHING

(If PCs vanquish their opponents in three rounds) ***As the last of the enemies has been vanquished, you hear stirrings from the cave.***

(If PCs do not vanquish their opponents in three rounds) ***Monsters stir from the cave, looking for their dinner. That means you!***

The combatants appear at the end of round three. They have heard the din of combat and come looking for easy pickings. Roll their initiative and add them to the initiative order.

Creatures: The encounter level is not changed. The party knows what's coming, and hopefully has made some preparations for it, but they have not had a lot of time between combats. In addition, the combatants from the previous encounter are no allies of these monsters and will try to kill them, too, if they get too close or get in the way.

APL 12 (EL 15)

Five Headed Catoblepas of Legend (3): hp 242 each; see *Mission C3 Appendix*.

APL 14 (EL 17)

Beholder (2): hp 99 each; see *Monster Manual*, pages 25-26.

Five Headed Catoblepas of Legend (3): hp 242 each; see *Mission C3 Appendix*.

Tactics: APL 12: The catoblepases know there are many enemies. They will try to kill as many PCs from a distance with their fifteen eye rays (DC 34 Fort save or die) as they can. They will choose least armored targets, as those are most likely to be eaten easily. Eventually, they will work on the armored ones. They will focus their eye beams on one PC at a time, until the PC fails to save, and then continue with another PC.

APL 14: The strategy is much the same as APL 12, except the beholders will use their antimagic rays to debuff the party. They will try to leave one character out of the antimagic rays and focus 20 attacks on that character. The beholders have befriended the catoblepases and are trying to figure out how to make their eye rays as powerful as the catoblepases death rays.

Treasure: If the players make a DC 14 Search check of the area around the lair, they find several corpses of what looks like hunters.

APL 12: L: 200 gp, C: 25 gp, M: *ring of protection*, +3 (1500 gp).

APL 14: L: 200 gp, C: 25 gp, M: *ring of protection*, +3 (1500 gp), *bastard sword*, +3 (1500 gp), *full plate*, +3 (750 gp), *tower shield*, +3 (750 gp), *cloak of resistance*, +5 (2083 gp),

ENCOUNTER C3.4: WHO ARE YOU?

As the last of the beasts are eliminated, you breathe a sigh of relief. Before you can skin the catoblepases to make a belt of catoblepas hide, you hear a creature flying nearby. You see a huge owl land on a giant mangrove tree nearby. It says, "And whooooo are youoooo? Why have you been disturbing the natural balance?" It ponders; not that you have ever seen a majestic owl ponder, but you suppose it is as it narrows its eyes to slits.

"From the looks of you, you have been sent by the Yeomanry army to get some information out of me. Now, why exactly should I do that?"

The creature is, of course, Creeplow. He is initially neutral, and there is a -5 circumstance penalty, because he knows the adventurers want something from him. If the conversation turns threatening or the PCs unsheathe their weapons, he will cast defensive spells. The PCs have as

much time as they need to make their case to Creeplow. If the PCs are hostile and one of them makes a successful Diplomacy check, then Creeplow will not attack that PC. However, it does not prevent him from attacking the other PCs.

This is intended to be interesting to the players, rather than exceedingly difficult. Please give them circumstance bonuses for the following:

+2 if they state they are good.

+2 if they state they are on a mission to help others.

+1 if they state they are fighting the bullywugs.

-5 if the players say anything obnoxious like, "I wonder how owl meat soup tastes?"

-10 if the players make a hostile move.

-2 any Suel in the party (they tried to hunt him when he was young).

If the PCs can convert him to helpful, he will direct them to the current location of the orcs. It will take them an hour's journey to get there.

Creatures: This is an untiered encounter. The players are not meant to fight this creature.

APLs 12-14 (EL 23)

Creeplow: hp 306; see *Mission C3 Appendix*.

Tactics: All APLs: If the adventurers are foolish enough to attack Creeplow, how he will react depends on party composition. With caster-heavy parties, he will cast *mass drown* (DC 33), followed by a *quicken'd baleful polymorph* (DC 33) against a likely target. With more fighter-heavy parties, he begins with a *sudden maximized admixed acid/lightening strike*. This requires a DC 32 Reflex save for 45 hp acid damage, 45 hp lightning damage, and 90 hp untyped damage. He will follow with a *quicken'd ice flower* for 15d6 hp cold damage (half from rocks) with a DC 33 Reflex save. Typically, in the second round, he casts what he would have tried in the first round with the other type of party. If he cannot avoid combat, he will cast *nature's avatar*, but that is a last resort. He will also use it if he needs the hit points. (This will give him +10 to hit, +10 damage, 20d8 temporary hit points.) Under no circumstances will he fight to the death. APL 12 and 14 parties could, possibly defeat him and he knows this. He will retreat if he feels he is seriously threatened. If the party is defeated, he will bind wounds, and then he will take one item from each party member. It is the GM's discretion as to the item taken, but it should be the item that is worth the most to the

PC, and it should be something that the PC can replace (eventually).

ENCOUNTER C3.5: SAVED

After an hour's march into the swamp, you see a ramshackle group of what appear to be 20 tepees in a double circle around a large fire. It dawns on you that this is why the Hool orcs cannot normally be found; they simply move their tepees around as they go.

Several orc warriors mounted on giant slugs approach. They say, "We are glad you are you. Several badly beat-up humans came to seek our help. They said the bullywugs had attacked Bogspur in the middle of the night, slaying people as they slept, like cattle. We thought they must have been drunk, until the second group came with the identical story. Take these cattle away from us."

The players are supposed to give the gold to the orcs. The orcs readily agree to harry the bullywugs. They give you a note signed in blood contracting them to do that for a period of time no longer than one complete phase of the moon (28 days). They also state that if their services are needed for longer than that, they might be amenable. Once the contract is completed with the orcs, this mission is considered a success.

MISSION C3 APPENDIX

ALL APLS

DROWNED

CR 8

CE Medium undead

Init +5; **Senses** darkvision 60 ft., scent, Listen +14, Spot +18

AC 19, touch 11, flat-footed 18
(+1 Dex, +8 natural)

hp 195 (HD 20d12+20);

Fort +6, **Ref** +9, **Will** +12

Speed 30 ft. (6 squares), swim 30 ft

Melee 2 Slams +12 (d8+12)

Space 5 ft

Base Atk +10; **Grp** +17

Abilities Str 25, Dex 13, Con -, Int 9, Wis 10, Cha 12

SQ Darkvision 60 ft., fast healing 5, undead traits, unholy toughness

Feats Alertness, Cleave, Great Cleave, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack

Skills Hide +20, Listen +14, Move Silently +20, Spot +18, Swim +18

Drowning Aura (Su): A drowned gives off a 30-foot radius emanation of suffocating drowning, imbuing its surroundings with a watery glint and deadly threat for creatures that breathe. All breathing creatures within 30 feet of a drowned are treated as if breathing water in terms of being able to breathe. The drowning aura accelerates the process of drowning.

Naturally, a creature can hold its breath for a number of rounds equal to its constitution score before it begins to drown. Within the drowning aura, a creature can only hold its breath if it makes a DC 10 constitution check every round. Each round, the DC increases by 1. When the character finally fails its constitution check, it begins to drown. In the first round, it falls unconscious (0 hit points). In the following round, it drops to -1 hit points and is dying. In the third round, if still in the drowning aura, it drowns.

Unholy Toughness (Ex): A drowned gained a bonus to its hit points equal to its Charisma modifier x its Hit Dice

Skills: A drowned has a +8 racial bonus on any swim check to perform some special action of avoid a hazard. It can always choose to Take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Sources Monster Manual III (p46).

LEECHWALKER

CR 10

N Medium vermin

Init +0; **Senses** darkvision 60 ft., Listen +5, Spot +8

AC 12, touch 10, flat-footed 12
(+2 natural)

hp 108 (HD 13d8+39);

Fort +11, **Ref** +4, **Will** +5

Speed 30 ft. (6 squares), swim 20 ft

Melee Tentacle Rake +13 (1d6+13 plus stun) or Death Ray +12 ranged touch

Space 10 ft by 20 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +13

Abilities Str 18, Dex 11, Con 16, Int -, Wis 13, Cha 7

SQ Darkvision 60 ft., all-around vision, immunities, vermin traits

Skills Hide +3, Listen +5, Move Silently +5, Search +4, Spot +8, Swim +12

Blood Drink (Ex): A leechwalker can drink the blood from a grabbed victim with a successful grapple check. This deals 2d4 points of Constitution drain.

Improved Grab (Ex): If a leechwalker hits an opponent that is its own size or smaller with a tentacle rake attack, it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity (grapple bonus +13). If it gets a hold, it can use its blood drink ability the same round. Thereafter, the leechwalker has the option to conduct the grapple normally, or simply use its tentacle to hold the opponent (-20 penalty on grapple check, but the leechwalker is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tentacle rake and blood drink damage.

Wounding (Ex): A wound resulting from a leechwalker's tentacle rake attack bleeds for an additional 3 points of damage per round thereafter. Multiple wounds from such attacks result in cumulative blood loss (two wounds for 6 points of damage per round, and so on). The bleeding can be stopped only by a successful Heal check (DC 10) or the application of a *cure* spell or some other healing spell (*heal*, *healing circle*, or the like).

All-Around Vision (Ex): A leechwalker can see in all directions at once. Because of this ability, it gains a +4 racial bonus on Search and Spot checks, and it cannot be flanked.

Immunities: Because of the verminous covering of its body, a leechwalker takes half damage from bludgeoning weapons. It is not subject to subdual damage, ability drain, or death from massive damage.

Vermin Traits: A leechwalker is immune to all mind affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Sources Monster Manual II (p135)

FIVE HEADED CATOBLEPAS OF LEGEND CR 12

N Huge aberration

Init +8; **Senses** darkvision 60 ft., scent, Listen +15, Spot +15

AC 29, touch 9, flat-footed 27
(-2 size, +2 Dex, +19 natural)

hp 242 (HD 14d8+210);

Fort +26, **Ref** +14, **Will** +14

Speed 30 ft. (6 squares)

Melee Tail Slam +18 (1d6+18 plus stun) or Death Ray +15 ranged touch

Space 10 ft by 20 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +31

Abilities Str 36, Dex 20, Con 40, Int 4, Wis 15, Cha 12

SQ Darkvision 60 ft., scent, Enhanced Attributes, Immunities

Feats Ability focus (stun), Ability focus (death ray), Alertness, Combat reflexes, improved initiative, improved multiattack, lightening reflexes, power attack

Skills Jump +14, Listen +15, Spot +15, Search +4, Survival +5

Death Ray (Su): The catoblepas can project five thin, green rays up to 160 feet from its bloodshot eyes. Any living creature struck by this ray must make a Fortitude save (DC 36) or die instantly. Even on a success, the target takes 5d6 points of damage. After striking one target, the ray dissipates, and the attack cannot be used again for 1d4 rounds. All of the rays activate at the same round, but can be targeted at the same or different targets. All the rays become usable after the same delay. The saving throw is constitution based.

Stun (Ex): Any living creature struck by the catoblepas' tail must succeed at a Fortitude save (DC 36) or be stunned for 1 round. (A stunned character cannot act and loses any Dexterity bonus to Armor Class. An attacker gets a +2 bonus on attack rolls against a stunned opponent. The saving throw is constitution based.

Scent (Ex): A catoblepas can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Enhanced Abilities (Ex): The save DC of the catoblepas of legend's special attacks are increased by 4 (already included in above)

Immunities (Ex): A catoblepas of legend is immune to mind affecting affects and polymorphing

Sources Monster Manual II (p41, 213),

8th—*admixed acid/lightning strike* (x2), *quicken freedom of movement*, *finger of death*, *word of recall*

7th—*master earth* (x3) (2 already cast), *aura of vitality*, *heal*

6th—*superior resistance* †, *greater dispel magic* (x2), *find the path*, *quicken resist energy*

5th—*stoneskin* †, *baleful polymorph* (x2), *commune with nature*, *cure critical wounds* (x2), *death ward*

4th—*freedom of movement*, *arc of lightning*, *arc of acid* (x2), *ice storm*, *lightning storm*, *acid storm*

3rd—*snare*, *water breathing*, *protection from energy* (x2), *dominate animal*, *plant growth*, *sleet storm*

2nd—*barkskin* †, *barkskin*, *hold animal*, *animal messenger*, *fog cloud*, *delay poison*, *lesser restoration*

1st—*calm animals*, *charm animal*, *speak with animals* (x3), *pass without trace*, *goodberry*, *cure light wounds*, *faerie fire*

0—*cure minor wounds* (x6)

† Already cast

Abilities Str 36, Dex 23, Con 28, Int 14, Wis 28, Cha 14

Feats Improved Initiative, Wingover, Multiattack, Alertness, Quicken Spell, Acid Energy Substitution, Energy Admixture, Lightening Energy Substitution, Sudden Maximize

Skills Concentration +37, Spot +45, Survival +37, Listen +52, Knowledge Nature +27, Move Silently +8, Diplomacy +25

Possessions amulet of wisdom +6, bracers of armor +8, ring of protection +5

Description: Before you stands the largest owl you could ever imagine. He stands 18 feet tall, with a wingspan of 40 feet. Otherwise, he looks just like any other spotted owl you have seen.

Sources Monster of Legend (Monster Manual II), Spells (Spell Compendium), Feats (Complete Arcane)

CREEFLOW

CR 23

Male Giant Owl of Legend, Druid 20

NG Huge magical beast

Init +10; **Senses** Listen +52, Spot +45

Languages Common, Sylvan

AC 35, touch 21, flat-footed 30 (under effect of foresight spell)

(-2 size, +6 Dex,+8 armor, +2 insight, +5 deflection, +18 natural)

hp 306 (24d8+216 HD); **DR** 10/adamantine

Immune lightning and mind affecting

Fort +41, **Ref** +30, **Will** +27

Speed base movement 10 ft., fly 70 ft. (average);

Melee 2 claws +33 (1d8+13) and bite +28 (1d10+6)

Space 20 ft.; **Reach** 10 ft.

Base Atk +19; **Grp** +34

Druid Spells Prepared (CL 20th):

9th—*quicken baleful polymorph*, *foresight* †, *mass drown*, *quicken ice flowers*, *nature's avatar*

MISSION CX1: PROTECT THE COMMANDER

Mission Summary: The mission begins with a Yeomanry militia officer approaching the PCs with orders from the command table to protect the Commander. The officer tells you the militia has received information that Commander Marduke is a high-priority target for the bullywug attack. However, the Commander insists he is not in danger and will reside in his tent for the duration of the battle. The PCs will have the opportunity to ask the officer questions about their mission. Once they are done, they will proceed to the Commander's tent to protect him. If the PCs choose to setup only outside the tent, they will have to make a Listen check when the Scarlet Brotherhood assassins teleport inside the tent. The PCs will experience several waves of attacks after a short lull, during which the PCs hear the battle off in the distance. The Commander will tell the PCs they can leave and he doesn't think anything will bother him that he cannot take care of himself. If the PCs choose to join the distant battle, they will have failed their mission. If they choose to stay, the waves of attacks against the PCs will begin shortly. Once the waves are completed, the Commander will acquiesce to the command group's request and let you escort him to the command tent so the PCs go back to the fight.

ENCOUNTER CX1.1: GETTING ORDERS

The PCs should be given a few minutes to get themselves in order as to what they want to bring with them or to try to acquire supplies. If this is the table's first mission, read the following:

The day looks dim; in the distance you can see the smoke from the campfires of the bullywug army. All around, you can see men and women, young and old, getting ready to go into battle. After a few moments of observing the activities, you notice a Yeoman officer approaching your group.

If this mission is assigned after the first mission, read this instead:

People rush about all around your group; officers are barking orders to their troops. The battle wages in the distance; you can see wounded soldiers being tended by clerics of

Pelor. You also see a Yeoman officer approaching you hastily.

Regardless of which entry was read, continue here.

The GM should double-check any spells cast on the players during the interactive pre-battle portion of the adventure.

"I'm here with your orders. The command group wants you to go and protect Commander Marduke in his tent. The command group asked him to come to the command tent so he could be adequately protected there, but he refused, saying he is in no danger and needed to be left alone to make contingency plans in case we fail here. You are to go there and protect him. Any questions?"

Q: Why do you think the Commander is in danger?

A: ***"We received information the Commander is a high-priority target for the bullywug attack."***

Q: What kind of forces do you expect us to come up against?

A: ***"We don't really know. Just that they have something special planned for him."***

Q: Do you have anything we can use?

A: ***"At the moment, our resources are stretched pretty thin. I don't really have anything to give you."***

"Ok, now that that is settled, get a move on---time is short."

ENCOUNTER CX1.2: THE COMMANDER'S TENT

Once the PCs arrive at the Commander's tent, they will not initially be attacked. However, the Commander will offer some resistance to them being there, saying that he can protect himself and that he needs time alone to make a backup plan. If the PCs agree to leave, their mission has failed. If they choose to stay, the attacks will begin shortly.

As you approach the Commander's tent, you see what you would expect a military officer's tent to be like; neat, trim, and nothing outlandish, simply functional. As you get close, you notice something slightly out of place---the tent flap is not secured and is flapping in the wind.

This is just to psych out the PCs a little bit. Nothing is really going on. Pause here and give them a moment to ready themselves to go into the tent. If they knock on the tent or give some kind of notice before they enter, skip the next paragraph.

As you enter the tent, Commander Marduke brings his sword up to the point of [Insert name of first PC here] throat.

Hopefully, the PCs will quickly say they were sent by the command group for a protection detail.

You see a man of obvious experience and tactical wisdom. He looks your group up and down and grunts. "I told the Command Group I do not need any half-cocked adventurers trying to back me up. I have been killing monsters since before you were born. Get out of here and go do something useful!"

The PCs can say ok and return to the command group to get new orders. However, when they return to the command group, a militiaman will arrive to say the Commander has been murdered. Hopefully, the PCs will say they are under orders and have to stay to protect him (or something to that effect).

"Well since I can't make you leave, just stay out of my way and keep quiet. I have a lot of important plans to draw up."

The PCs can choose to set up some sort of guard perimeter, either outside, inside, or both.

After the Commander agrees to let your group stay, he quickly busies himself in his work. Every once in awhile, he looks up at you, and then grunts and mutters something under his breath. The hours go by as you hear the sounds of distant battle.

After a couple of "hours" of waiting, the PCs should begin to get a little antsy. Give them another opportunity to leave the Commander alone in his tent. If they do this, let them walk away for four rounds. As soon as they do, they hear a really loud scream. When they get back, they find the Commander murdered, with no trace of the killer.

ENCOUNTER CX1.3: THE ATTACK

Assuming the PCs decide not to leave, and at least one PC is inside, read the following:

Suddenly, in a flash before your eyes, you see three humans dressed in scarlet pop into

existence in the room. One immediately begins to lunge toward the commander with an outstretched blade.

Otherwise, if all of the PCs are outside, the Brotherhood assassins have one round to attack the Commander before the PCs can get inside the tent. If this was the case, read the following:

With a loud crash, you hear what sounds to like a battle inside the tent, but you didn't see anyone enter it.

WAVE 1

The first wave attacks immediately.

APL 12 (EL 13)

Scarlet Brotherhood Monk4/Fighter6 (2): hp 84 each: see *Mission CX1 Appendix*.

Scarlet Brotherhood Rogue5/Assassin6: hp 60: see *Mission CX1 Appendix*.

APL 14 (EL 15)

Scarlet Brotherhood Monk4/Fighter8 (2): hp 102 each: see *Mission CX1 Appendix*.

Scarlet Brotherhood Rogue5/Assassin8: hp 78: see *Mission CX1 Appendix*.

WAVE 2

The second wave will teleport in at the beginning of the 5th round.

APL 12 (EL 14)

Scarlet Brotherhood Monk4/Fighter6 (2): hp 84 each: see *Mission CX1 Appendix*.

Scarlet Brotherhood Rogue5/Assassin8: hp 78: see *Mission CX1 Appendix*.

APL 14 (EL 16)

Scarlet Brotherhood Monk4/Fighter8 (2): hp 102 each: see *Mission CX1 Appendix*.

Scarlet Brotherhood Rogue5/Assassin10: hp 78: see *Mission CX1 Appendix*.

WAVE 3

The third wave will teleport in at the beginning of the 9th round.

APL 12 (EL 15)

Scarlet Brotherhood Rogue5/Assassin10: hp 78: see *Mission CX1 Appendix*.

APL 14 (EL 17)

Scarlet**Brotherhood**

Rogue5/Assassin10/Thief-Acrobat2: hp 78: see *Mission CX1 Appendix*.

Tactics: In the first wave, the fighters will move to block the PCs from getting to the Commander while the assassin attempts to bring down the commander. The second wave will do basically the same as the first. The third wave assassin will teleport in while invisible and attempt to study the Commander for three rounds to make his death attack on the commander.

If the commander stays alive, the mission is considered a success.

MISSION CX1 APPENDIX

APL 12

SCARLET BROTHERHOOD WARRIOR CR 10

Male Human Monk 4 / Fighter 6

NE Medium humanoid (human)

Init +7; **Senses** Listen +11, Spot +11

Languages Common

AC 27, touch 16, flat-footed 24

(+7 armor, +3 dex, +4 natural, +3 deflection)

hp 84 (4d8+6d10+20 HD)

Fort +11, **Ref** +9, **Will** +7

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

Melee +13/+8 Two-Weapon (primary) (1d8+7; 19-20/x2, Unarmed Strike), +13/+8 Two-Weapon (secondary) (1d8+4; 19-20/x2, Unarmed Strike);

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

Base Atk +9; **Grp** +11

Abilities Str 20, Dex 17, Con 14, Int 12, Wis 12, Cha 10

Feats Dodge, Improved Critical (Unarmed Strike), Improved Initiative, Improved Unarmed Strike², Two-Weapon Fighting, Two-Weapon Defense, Improved Two-Weapon Fighting, Weapon Focus (Unarmed Strike), Weapon Specialization (Unarmed Strike), Improved Two-Weapon Defense (CW 101).

Skills Escape Artist¹ +10, Hide¹ +9, Listen¹ +11, Spot¹ +11, Swim¹ +16.

- Proficient in all armor, and all shields (including tower shields)
- Proficient with all simple and martial weapons, and with Kama, Nunchaku, Sai, Shuriken, Siangham.
- Armor Restriction: If wearing ANY armor or carrying a shield, you lose your Wisdom bonus to AC, fast movement and flurry of blows abilities.
- AC Bonus (Ex): Add +1 AC; this bonus is not lost unless you are immobilized or helpless, wearing armor, carrying a shield or carrying a medium/heavy load.
- Flurry of Blows (Ex): As a full attack, you may make one extra attack(s) All attacks made in the round suffer a –2 penalty.
- Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.
- Fast Movement (Ex): Your speed increases (limited by armor and encumbrance)
- Still Mind (Ex): +2 to save against Enchantment spells and effects.
- Ki Strike (Su): Your unarmed attacks are treated as magic weapons.
- Slow Fall (Ex): As long as a wall is within arm's reach, you take damage from a fall as if it were 20 feet shorter.

Sources Improved Two-Weapon Defense (Complete Warrior)

SCARLET BROTHERHOOD ASSASSIN CR 11

Male Human (Suel) Rogue 5 / Assassin 6

NE Medium humanoid (human)

Init +9; **Senses** Listen +14, Spot +14

Languages Common

AC 30, touch 16, flat-footed 30

(+8 armor, +4 shield, +4 dex, +2 natural, +2 deflection)

hp 60 (11d6+13 HD)

Fort +4 **Ref** +14, **Will** +3

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

Melee +15/+10 One-handed (1d4+5; 18-20/x2, +2 Kukri);

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

Base Atk +7; **Grp** +10

Abilities Str 16, Dex 20, Con 13, Int 13, Wis 10, Cha 11

Feats Combat Expertise, Improved Initiative, Martial Weapon Proficiency (Kukri), Weapon Finesse, Weapon Focus (Kukri).

Skills Balance¹ +20, Hide¹ +18, Knowledge (local) +9, Listen¹ +14, Move Silently¹ +18, Search¹ +9, Sleight of Hand +12, Spot¹ +14, Swim¹ +9, Tumble +18.

- Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.
- Improved Uncanny Dodge (Ex): You can no longer be flanked, except by a level 15 rogue.
- Trap Sense (Ex): +1 to Reflex saves and AC against traps.
- Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.
- Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 6d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment.
- Trapfinding (Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.
- Death Attack: If you study your victim for 3 rounds, attack that target within another 3 rounds, then make a sneak attack with a melee weapon that successfully deals damage, you can paralyze or kill the target if they fail a Fortitude save (DC 17).
- Poison Use: You do not risk accidentally poisoning yourself when applying poison to a blade.
- Poison Resistance: You have a +3 to all saving throws against poison.

SCARLET BROTHERHOOD ASSASSIN CR 13

Male Human (Suel) Rogue 5 / Assassin 8

NE Medium humanoid (human)

Init +9; **Senses** Listen +16, Spot +16

Languages Common

AC 30, touch 16, flat-footed 30

(+8 armor, +4 shield, +4 dex, +2 natural, +3 deflection)

hp 78 (13d6+26 HD)

Fort +5 **Ref** +15, **Will** +3

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

Melee +17/+12 One-handed (1d4+5; 18-20/x2, +2 Kukri);

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

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

Abilities Str 16, Dex 20, Con 13, Int 13, Wis 10, Cha 11

Feats Combat Expertise, Improved Initiative, Martial Weapon Proficiency (Kukri), Weapon Finesse, Weapon Focus (Kukri). Dodge

Skills Balance¹ +20, Hide¹ +18, Knowledge (local) +9, Listen¹ +14, Move Silently¹ +18, Search¹ +9, Sleight of Hand +12, Spot¹ +14, Swim¹ +9, Tumble +18.

- **Uncanny Dodge (Ex):** You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.
- **Improved Uncanny Dodge(Ex):** You can no longer be flanked, except by a level 17 rogue.
- **Trap Sense (Ex):** +1 to Reflex saves and AC against traps.
- **Evasion (Ex):** On a successful Reflex save against a magical attack, you take no damage.
- **Sneak Attack:** Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 7d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment.
- **Trapfinding (Ex):** You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.
- **Death Attack:** If you study your victim for 3 rounds, attack that target within another 3 rounds, then make a sneak attack with a melee weapon that successfully deals damage, you can paralyze or kill the target if they fail a Fortitude save (DC 19).
- **Poison Use:** You do not risk accidentally poisoning yourself when applying poison to a blade.
- **Poison Resistance:** You have a +4 to all saving throws against poison.
- **Hide in Plain Sight (Su):** You can use the Hide skill even while being observed, as long as you are within 10 feet of some sort of shadow.

SCARLET BROTHERHOOD ASSASSIN CR 15

Male Human (Suel) Rogue 5 / Assassin 10
NE Medium humanoid (human)

Init +9; **Senses** Listen +18, Spot +18

Languages Common

AC 30, touch 17, flat-footed 31

(+8 armor, +4 shield, +4 dex, +2 natural, +3 deflection)

hp 78 (13d6+26 HD)

Fort +6 **Ref** +16, **Will** +4

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

Melee +18/+13 One-handed (1d4+5; 18-20/x2, +2 Kukri);

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

Base Atk +10; **Grp** +13

Abilities Str 16, Dex 20, Con 13, Int 13, Wis 10, Cha 11

Feats Combat Expertise, Improved Initiative, Martial Weapon Proficiency (Kukri), Weapon Finesse, Weapon Focus (Kukri). Dodge, Improved Disarm

Skills Balance¹ +24, Hide¹ +22, Knowledge (local) +13, Listen¹ +18, Move Silently¹ +22, Search¹ +13, Sleight of Hand +16, Spot¹ +18, Swim¹ +13, Tumble +22.

- **Uncanny Dodge (Ex):** You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.
- **Improved Uncanny Dodge (Ex):** You can no longer be flanked, except by a level 19 rogue.
- **Trap Sense (Ex):** +1 to Reflex saves and AC against traps.
- **Evasion (Ex):** On a successful Reflex save against a magical attack, you take no damage.
- **Sneak Attack:** Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 7d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment.
- **Trapfinding (Ex):** You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.
- **Death Attack:** If you study your victim for 3 rounds, attack that target within another 3 rounds, then make a sneak attack with a melee weapon that successfully deals damage, you can paralyze or kill the target if they fail a Fortitude save (DC 21).
- **Poison Use:** You do not risk accidentally poisoning yourself when applying poison to a blade.
- **Poison Resistance:** You have a +4 to all saving throws against poison.
- **Hide in Plain Sight (Su):** You can use the Hide skill even while being observed, as long as you are within 10 feet of some sort of shadow.

APL 14

SCARLET BROTHERHOOD WARRIOR CR 12

Male Human Monk 4 / Fighter 8

NE Medium humanoid (human)

Init +7; **Senses** Listen +13, Spot +13

Languages Common

AC 27, touch 16, flat-footed 24

(+7 armor, +3 dex, +4 natural, +3 deflection)

hp 102 (4d8+8d10+24 HD)

Fort +12, **Ref** +9, **Will** +7

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

Melee +15/+10/+5 Two-Weapon (primary) (1d8+7; 19-20/x2, Unarmed Strike), +15/+10 Two-Weapon (secondary) (1d8+4; 19-20/x2, Unarmed Strike);

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

Base Atk +11; **Grp** +20

Abilities Str 20, Dex 17, Con 14, Int 12, Wis 12, Cha 10

Feats Dodge, Improved Critical (Unarmed Strike), Improved Initiative, Improved Unarmed Strike², Two-

Weapon Fighting, Two-Weapon Defense, Improved Two-Weapon Fighting, Weapon Focus (Unarmed Strike), Weapon Specialization (Unarmed Strike), Improved Two-Weapon Defense (CW 101).

Skills Escape Artist¹ +12, Hide¹ +9, Listen¹ +13, Spot¹ +13, Swim¹ +18.

- Proficient in all armor, and all shields (including tower shields)
- Proficient with all simple and martial weapons, and with Kama, Nunchaku, Sai, Shuriken, Siangham.
- Armor Restriction: If wearing ANY armor or carrying a shield, you lose your Wisdom bonus to AC, fast movement and flurry of blows abilities.
- AC Bonus (Ex): Add +1 AC; this bonus is not lost unless you are immobilized or helpless, wearing armor, carrying a shield or carrying a medium/heavy load.
- Flurry of Blows (Ex): As a full attack, you may make one extra attack(s). All attacks made in the round suffer a -2 penalty.
- Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.
- Fast Movement (Ex): Your speed increases (limited by armor and encumbrance)
- Still Mind (Ex): +2 to save against Enchantment spells and effects.
- Ki Strike (Su): Your unarmed attacks are treated as magic weapons.
- Slow Fall (Ex): As long as a wall is within arm's reach, you take damage from a fall as if it were 20 feet shorter.

Sources Improved Two-Weapon Defense (Complete Warrior)

SCARLET BROTHERHOOD ASSASSIN CR 13

Male Human (Suel) Rogue 5 / Assassin 8
NE Medium humanoid (human)

Init +9; **Senses** Listen +16, Spot +16

Languages Common

AC 30, touch 16, flat-footed 30

(+8 armor, +4 shield, +4 dex, +2 natural, +3 deflection)
hp 78 (13d6+26 HD)

Fort +5 **Ref** +15, **Will** +3

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

Melee +17/+12 One-handed (1d4+5; 18-20/x2, +2 Kukri);

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

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

Abilities Str 16, Dex 20, Con 13, Int 13, Wis 10, Cha 11

Feats Combat Expertise, Improved Initiative, Martial Weapon Proficiency (Kukri), Weapon Finesse, Weapon Focus (Kukri). Dodge

Skills Balance¹ +20, Hide¹ +18, Knowledge (local) +9, Listen¹ +14, Move Silently¹ +18, Search¹ +9, Sleight of Hand +12, Spot¹ +14, Swim¹ +9, Tumble +18.

- Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

-
- Improved Uncanny Dodge (Ex): You can no longer be flanked, except by a level 17 rogue.

- Trap Sense (Ex): +1 to Reflex saves and AC against traps.

- Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.

- Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 7d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment.

- Trapfinding (Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.

- Death Attack: If you study your victim for 3 rounds, attack that target within another 3 rounds, then make a sneak attack with a melee weapon that successfully deals damage, you can paralyze or kill the target if they fail a Fortitude save (DC 19).

- Poison Use: You do not risk accidentally poisoning yourself when applying poison to a blade.

- Poison Resistance: You have a +4 to all saving throws against poison.

- Hide in Plain Sight (Su): You can use the Hide skill even while being observed, as long as you are within 10 feet of some sort of shadow.

SCARLET BROTHERHOOD ASSASSIN CR 15

Male Human (Suel) Rogue 5 / Assassin 10

NE Medium humanoid (human)

Init +9; **Senses** Listen +18, Spot +18

Languages Common

AC 30, touch 17, flat-footed 31

(+8 armor, +4 shield, +4 dex, +2 natural, +3 deflection)

hp 78 (13d6+26 HD)

Fort +6 **Ref** +16, **Will** +4

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

Melee +18/+13 One-handed (1d4+5; 18-20/x2, +2 Kukri);

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

Base Atk +10; **Grp** +13

Abilities Str 16, Dex 20, Con 13, Int 13, Wis 10, Cha 11

Feats Combat Expertise, Improved Initiative, Martial Weapon Proficiency (Kukri), Weapon Finesse, Weapon Focus (Kukri). Dodge, Improved Disarm

Skills Balance¹ +24, Hide¹ +22, Knowledge (local) +13, Listen¹ +18, Move Silently¹ +22, Search¹ +13, Sleight of Hand +16, Spot¹ +18, Swim¹ +13, Tumble +22.

- Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

- Improved Uncanny Dodge (Ex): You can no longer be flanked, except by a level 19 rogue.

- Trap Sense (Ex): +1 to Reflex saves and AC against traps.

- Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.

- **Sneak Attack:** Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 7d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment.
- **Trapfinding (Ex):** You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.
- **Death Attack:** If you study your victim for 3 rounds, attack that target within another 3 rounds, then make a sneak attack with a melee weapon that successfully deals damage, you can paralyze or kill the target if they fail a Fortitude save (DC 21).
- **Poison Use:** You do not risk accidentally poisoning yourself when applying poison to a blade.
- **Poison Resistance:** You have a +4 to all saving throws against poison.
- **Hide in Plain Sight (Su):** You can use the Hide skill even while being observed, as long as you are within 10 feet of some sort of shadow.

SCARLET BROTHERHOOD ASSASSIN CR 17
Male Human (Suel) Rogue 5 / Assassin 10 / Thief-Acrobat 2

NE Medium humanoid (human)

Init +9; **Senses** Listen +18, Spot +18

Languages Common

AC 32, touch 17, flat-footed 32

(+8 armor, +4 shield, +4 dex, +2 natural, +3 deflection, +1 misc)

hp 78 (13d6+26 HD)

Fort +6 **Ref** +19, **Will** +4

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

Melee +19/+14/+9 One-handed (1d4+5; 18-20/x2, +2 Kukri);

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

Base Atk +11; **Grp** +14

Abilities Str 16, Dex 20, Con 13, Int 13, Wis 10, Cha 11

Feats Combat Expertise, Improved Initiative, Martial Weapon Proficiency (Kukri), Weapon Finesse, Weapon Focus (Kukri). Dodge, Improved Disarm

Skills Balance¹ +26, Hide¹ +24, Knowledge (local) +15, Listen¹ +20, Move Silently¹ +24, Search¹ +15, Sleight of Hand +18, Spot¹ +20, Swim¹ +15, Tumble +24.

- **Uncanny Dodge (Ex):** You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.
- **Improved Uncanny Dodge (Ex):** You can no longer be flanked, except by a level 19 rogue.
- **Trap Sense (Ex):** +1 to Reflex saves and AC against traps.
- **Evasion (Ex):** On a successful Reflex save against a magical attack, you take no damage.
- **Slow Fall (Ex):** As long as a wall is within arm's reach, you take damage from a fall as if it were 20 feet shorter.

- **Sneak Attack:** Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 8d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment.
- **Trapfinding (Ex):** You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.
- **Death Attack:** If you study your victim for 3 rounds, attack that target within another 3 rounds, then make a sneak attack with a melee weapon that successfully deals damage, you can paralyze or kill the target if they fail a Fortitude save (DC 21).
- **Poison Use:** You do not risk accidentally poisoning yourself when applying poison to a blade.
- **Poison Resistance:** You have a +5 to all saving throws against poison.
- **Hide in Plain Sight (Su):** You can use the Hide skill even while being observed, as long as you are within 10 feet of some sort of shadow.
- **Fast Acrobatics (Ex):** You ignore the normal -5 penalty when making a Balance check while moving at full speed. You ignore the normal -5 penalty when making a Climb check to move at half speed. You ignore the normal -10 penalty when making a Tumble check to move at full speed.
- **Kip Up (Ex):** If you are wearing light or no armor and carrying no more than a light load, you can stand up from prone as a free action that doesn't provoke attacks of opportunity.
- **Steady Stance (Ex):** You are not considered flat-footed when balancing or climbing, and you get a +2 bonus to Balance and Climb checks to remain Balancing or Climbing when taking damage.
- **Agile Fighting (Ex):** When wearing light or no armor and carrying only a light load, you get a +1 bonus to AC (already applied). You gain an addition +1 when fighting defensively or using total defense. You take no penalty to AC or melee attacks when kneeling, sitting, or prone.

MISSION CX2: TEMPLE OF WASTRI

INTRODUCTION

Mission Summary: Several reconnaissance groups have not returned from scouting the enemy forces and positions. *Commune* spells have led Yeomanry generals to a hidden temple of Wastri in the swamp. The PCs have been instructed by the command table to go behind enemy lines and destroy the beings in the temple. They will be teleported directly in front of the temple and combat will begin immediately. This is a dangerous mission, but there is significant intelligence already about what they are to face.

ENCOUNTER CX2.1: GETTING ORDERS

The PCs should be given a few minutes to get themselves in order as to what they want to bring with them or to try to acquire supplies. If this is the table's first mission, read the following:

The day looks dim; in the distance you can see the smoke from the campfires of the bullywug army. All around, you can see men and women, young and old, getting ready to go into battle. After a few moments of observing the activities, you notice a Yeoman officer approaching your group.

If this mission is assigned after the first mission, read this instead:

People rush about all around your group; officers are barking orders to their troops. The battle wages in the distance; you can see wounded soldiers being tended by clerics of Pelor. You also see a Yeoman officer approaching you hastily.

Regardless of which entry was read, continue here.

The GM should double-check any spells cast on the players during the interactive pre-battle portion of the adventure.

"I have orders to direct your troop to battle. You will be heading behind enemy lines to directly confront one of the enemy sources of power."

"You will be teleported directly in front of a temple of Wastri. We have seen bullywugs and bullywug savants guarding the front of the

temple. They number perhaps ten strong. By scrying, we have determined this is a mixed group of fighters, sorcerers, and clerics. Combat will begin immediately, so now would be the time to prepare."

"At the entrance to the temple is a construct. You will doubtless have to best the construct to enter the temple. We don't know what the construct is. Hopefully, you will."

APL 12: *"It appears to be a massive stone cat with six legs. It has two pairs of massive hammer-like arms, which it doubtless uses to pulverize opponents."*

APL 14: *"It appears to be a 30-foot tall hunched creation of stone and metal. It has two arms that hang nearly to the ground. Its back is covered with various spikes."*

Continuing for all APLs:

"We have not been able to scry inside the temple of Wastri. We have seen some high-level bullywugs come and go. Likely, there will be some inside when combat begins."

"There is something inside the shrine giving intelligence to the bullywugs. This person or thing is to be silenced by whatever means necessary. Your job is to get in, silence it, and get out. Do not tarry, and return here."

The officer doesn't know anything else. When the party is ready they will be teleported without error by a member of the Wayfarer's Guild.

Before combat begins the PCs are welcome to cast any preparatory spells they wish. If they time it carefully, even round-per-lvl spells are ok. They can have as much time as they need for planning.

The PCs may try to make knowledge checks to determine what the constructs are. If they do, let them know this is at a penalty, and they will be able to make another check once they actually see the construct. Please keep it secret, but the DC is -5 circumstance due to a sketch-like verbal description. It is NOT included in the below table, because they will get a second roll if they remember to ask for one when they face the creature.

APL 12: Knowledge (Arcana or Dungeoneering). Give dwarves a +5 bonus to their check.

DC 34: This construct is called a slaughterstone behemoth.

DC 39: The blows of the construct are so powerful, they can daze opponents who fail their saves.

DC 44: It has both spell resistance and moderate immunities to elemental attacks.

DC 49: The players may ask for one specific piece of information.

APL 14: Knowledge (Arcana)

DC 40: This construct is called a greater cadaver collector.

DC 45: Besides the usual slam and melee attacks, the cadaver collector impales its enemies.

DC 50: The cadaver collector can reflect spells of 3rd level and lower, and has the standard golem immunity to most spells.

DC 55: The players may ask for a specific piece of information.

ENCOUNTER CX2.2: DRAW YOUR BLADES

The wizard says, "Draw your blades and prepare for battle!" He casts teleport, sending all of you into the swamp. There are the immediate surprised sounds of alarm from the bullywugs in front of you. As you leap at your enemies, the wizard teleports away.

Please see map C2 for the battle and the creatures. Roll for surprise.

Creatures: The encounter level has been decreased by two. One because the PCs are able to know what they are facing ahead of time and possibly prepare for that. Another one because they probably gain surprise on this group of bullywugs.

APL 12 (EL 13)

Bullywug Fighter9 (7): hp 102 each; see *Mission CX2 Appendix*.

Bullywug Cleric8 (3): hp 60 each; see *Mission CX2 Appendix*.

Bullywug Sorcerer7 (2): hp 37 each; see *Mission CX2 Appendix*.

APL 14 (EL 15)

Bullywug Fighter11 (7): hp 124 each; see *Mission CX2 Appendix*.

Bullywug Cleric10 (3): hp 75 each; see *Mission CX2 Appendix*.

Bullywug Sorcerer9 (2): hp 48 each; see *Mission CX2 Appendix*.

Tactics: APL 12: The fighters will go after the least armored members of the party. One sorcerer will cast *lightning bolt*. If it seems to affect the party, the other will do the same. If not, he will cast *fireball*.

APL 14: The fighters try to surround one PC fighter and take him down. The sorcerers will cast *Otiluke's resilient sphere* to remove PCs from the combat.

All bullywugs have a 50% chance of fleeing, once half of their number are dead. Please do not count fallen but alive in this number.

ENCOUNTER CX2.3: DECONSTRUCTION

The construct activates the moment the last bullywug is vanquished on the field, the PCs get inside the temple by any means, or the PCs approach within 50 feet of the construct.

As (name the condition above), *haunting points of red light appear where the eyes of the construct should be. It lumbers toward you with a seeming malevolence.*

PCs may now try to re-roll on their knowledge checks (without the circumstance penalty).

Creatures: The EL of this encounter has been decreased by one because the party is able to prepare to specifically fight something.

APL 12 (EL 14)

Slaughterstone Behemoth: hp 248; see *Mission CX2 Appendix*.

APL 14 (EL 16)

Cadaver Collector, Greater: hp 293; see *Mission CX2 Appendix*.

Tactics: APL 12: The slaughterstone behemoth will try to charge and trample the first enemy it sees that it can reach. It will then focus all of its attacks to annihilate that individual. It will move 5 feet every round, to activate its thunder step, and make a full attack if it can. If the party flies and peppers it from where it cannot hurt them, it will move around in frustration since it has no intelligence.

APL 14: The greater cadaver collector will try to charge and impale the first enemy it sees that it can reach and is medium size. It will then use its

breath weapon the next round, if anyone is in reach. If the party flies and peppers it from where it cannot hurt them, it will flee into the sanctum of the shrine.

Development: The encounter is pretty easily avoided if the party teleports into the shrine. Of course, that might have some pretty bad repercussions for them.

ENCOUNTER CX2.4: ELEMENTAL INFLUENCE

Conditions: The elemental weird has a *greater anticipate teleportation* up. If the party teleports into the room, the bullywugs and weird will have 3 rounds to buff before combat begins. If the construct retreats into the shrine, the bullywugs and weird begin to buff, waiting for combat to erupt. The construct will fight to the best of its ability to protect the weird.

If the enemy do not have time to prepare:

Inside this chamber is a pool of water. Arising from the pool is water in the shape of a comely human female. Beside the pool, a bullywug and bullywug savant prepare for battle.

If the enemy do have time to prepare:

Inside the chamber is a prismatic sphere. You have no doubt that your goal is inside. There is little glory in death.

APL 12 (EL 15)

Water Weird: hp 124; see *Mission CX2 Appendix*.

Bullywug Sorcerer11: hp 58; see *Mission CX2 Appendix*.

Bullywug Cleric12: hp 90; see *Mission CX2 Appendix*.

APL 14 (EL 17)

Water Weird (2): hp 124 each; see *Mission CX2 Appendix*.

Bullywug Sorcerer13: hp 69; see *Mission CX2 Appendix*.

Bullywug Cleric14: hp 105; see *Mission CX2 Appendix*.

Tactics: APL 12: The water weird casts *prismatic sphere* on its first turn. The cleric begins casting his most powerful summoning spell. The sorcerer spends his turns buffing the weird. All

three will be protected by the sphere. On its second turn, the water weird casts a *maximized circle of death*, sticking a finger out of the sphere to cast the spell, trying to affect as many party members as possible.

APL 14: On the first turn, the water weird casts *time stop*. It then casts *prismatic sphere*, followed by a *maximized cloudkill* to catch the PCs, followed by *web* and *Evard's black tentacles*. On the cleric's turn, he will cast his most powerful summoning spell. If the sorcerer goes before the weird, he will cast *disintegrate* on the closest magic user. Otherwise, he casts *greater heroism* on the weird.

On the second turn, the weird will cast a *maximized circle of death*, trying to catch all the PCs.

If the PCs destroy all the monsters, the mission is a success.

MISSION CX2 APPENDIX

APL 12

BULLYWUG FIGHTER

CR 9

Male Bullywug Fighter 9

CE Medium humanoid (bullywug)

Init +0; Senses Listen -2, Spot -2

Languages Common

AC 16, touch 10, flat-footed 16

(+5 armor)

hp 102 (9d10+45 HD)

Fort +11, Ref +2, Will +0

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

Melee +16/+11 Two-handed (1d12+9; 15-20/x2, +1 adamantite great falchion);

Space 5 ft.; Reach 5 ft.

Base Atk +9; Grp +13

Combat Gear +1 Adamantine Great Falchion, +1 Chain Shirt

Abilities Str 18, Dex 11, Con 20, Int 6, Wis 5, Cha 4

Feats Exotic Weapon Proficiency (Falchion, Great), Improved Critical (Falchion, Great), Power Attack, Cleave, Improved Sunder, Weapon Focus (Falchion, Great), Weapon Specialization (Falchion, Great), Greater Weapon Focus (Falchion, Great), Improved Toughness (MM4 203).

Skills Jump¹ +14

Possessions combat gear plus Belt of Giant Strength +4, Amulet of Health +2

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior), Melee Weapon Mastery (Player's Handbook II)

BULLYWUG CLERIC

CR 8

Male Bullywug Cleric 8

CE Medium humanoid (aquatic)

Init +0; Senses Listen +3, Spot +3

Languages Common, Wastrian

AC 17, touch 11, flat-footed 17

(+6 armor, +1 deflection)

hp 60 (8d8+16 HD);

Fort +8, Ref +2, Will +9

Speed 20 ft. (4 squares);

Melee +1 Short spear +9/+4 (1d6+3)

Space 5 ft.; Reach 5 ft.

Base Atk +6/+1; Grp +8/+3

Special Actions Spontaneous Casting, Restricted Spells, Rebuke Undead (Su);

Cleric Spells Prepared (CL 8th):

4th— *summon monster IV* (x2), *divine power* (D)

3rd— *summon monster III* (x4), *magic vestment* (D)

2nd— *summon monster II* (x4), *spiritual weapon* (D)

1st— *summon monster I* (x5), *magic weapon* (D)

0— *inflict minor wounds* (x6)

D: Domain spell. Deity: Wastri. Domains: Animal, Law, Purification (Complete Divine), War

Abilities Str 14, Dex 11, Con 14, Int 6, Wis 17, Cha 4

Feats Combat Casting, Point Blank Shot, Precise Shot

Skills Concentration +12

Spontaneous Casting Can spontaneously cast *Inflict* spells, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells Bullywug clerics can only cast *Inflict*, *Summoning*, or *Domain Spells*

Rebuke Undead (Su) Can rebuke undead 0 times per day. A rebuking check is made on 1d20-3; rebuking damage is equal to 2d6+4 on a successful check.

Summoning (Ex) Bullywug clerics are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a *summon monsters* spell they have a 50% chance that one or more monsters than the spell will normally summon will appear. In such cases there is a 25% chance that these monsters will not be under the bullywug's control, rampaging and attacking at random.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

BULLYWUG SORCERER

CR 7

Male Bullywug Sorcerer 7

CE Medium humanoid (aquatic)

Init +1; Senses Listen +0, Spot +0

Languages Common, Wastrian

AC 14, touch 11, flat-footed 14

(+1 dex, +3 Natural)

hp 37 (7d4+21 HD);

Fort +5, Ref +3, Will +5

Speed 30 ft. (4 squares), Swim 20ft

Melee Short spear +4 (1d6)

Space 5 ft.; Reach 5 ft.

Base Atk +3; Grp +3

Sorcerer Spells Known (CL 7th):

3rd (4/day)— *haste*, *hold person*

2nd (6/day)— *glitterdust*, *scorching ray*, *summon swarm*

1st (7/day)— *magic missile*, *burning hands*, *mage armor*, *charm person*, *color spray*

0 (6/day)— *acid splash*, *mage hand*, *daze*, *ray of frost*, *detect magic*, *disrupt undead*, *resistance*

Abilities Str 10, Dex 12, Con 16, Int 11, Wis 11, Cha 16

Feats Combat Casting, Maximize Spell

Skills Concentration +13, Spellcraft +10

Summoning (Ex) Bullywug sorcerers are notorious for their powerful but unpredictable summoning abilities. When a bullywug Sorcerer uses a *summon monsters* spell they have a 50% chance that one or more monsters than the spell will normally summon will appear. In such cases there is a 25% chance that

these monsters will not be under the bullywug's control, rampaging and attacking at random.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

SLAUGHTERSTONE BEHEMOTH

CR 15

N Huge construct (earth)

Init -1; **Senses** Listen +0, Spot +0

AC 36, touch 8, flat-footed 36

(-2 Size, +28 Natural)

hp 248 hp (29d10+40 HD);

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

SQ Construct traits, damage reduction 10/adamantine, darkvision 60ft, low light vision, resistance to cold, fire, electricity, fire 10. Tunnel fighting, spell resistance 23

Speed 20ft (4 squares)

Melee 4 Slams +32 melee (4d6+13)

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

Base Atk +14; **Grp** +22

Atk Options Dazing Blow, thunder step, trample 4d6+19

Abilities Str 37, Dex 11, Con --, Int --, Wis 10, Cha 1

Feats --

Skills --

Dazing Blow (Ex): Any creature struck by a slaughterstone behemoth must succeed on a DC 24 Fortitude save or be dazed for 1 round. The save DC is Wisdom-based.

Thunder Step (Ex): The ponderous steps of a slaughterstone behemoth shake the very earth. Any creature within 5 feet of a slaughterstone behemoth when it moves must succeed on a DC 24 Reflex save or fall prone. The save DC is Wisdom-based.

Trample (Ex): Reflex half DC 37. The save DC is Strength-based.

Tunnel Fighting (Ex): A slaughterstone behemoth has a limited ability to reshape its form to fit into a tight area. It does not take a penalty on attack rolls or to Armor Class when squeezing through a tight space. See page 29 of the Dungeon Master's Guide for more information on squeezing through tight spaces.

Sources Monster Manual III (p159)

WATER WEIRD

CR 12

N Large elemental (water)

Init +6; **Senses** Listen +8, Spot +8

AC 15, touch 11, flat-footed 13

(-1 Size, +2 dex, +4 Natural)

hp 124 (15d8+45 HD);

Regeneration 10

SR 25

DR 10/+2

Fort +14, **Ref** +9, **Will** +11

Speed 30 ft. (6 squares), Swim 30ft

Melee +15/+10/+5 Slam 2d6+7

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

Base Atk +14; **Grp** +18

SQ elemental traits, prescience, water pool, water mastery

Special Options drench, elemental command, spells

Abilities Str 21, Dex 14, Con 17, Int 20, Wis 23, Cha 20

Feats Alertness, Dodge, Great Fortitude, Empower Spell, Improved Initiative, Lightening Reflexes, Maximize Spell

Skills Concentration +10, Diplomacy +17, Intimidate +18, Listen +8, Spot +8, Scry +14, Sense Motive +13, Swim +13

Drench (Ex) A water weird's touch puts out torches, campfires, and any open flame of its own size category or larger.

Spells: A water weird can cast arcane spells and divine spells from the domains of Water and Healing as a 18th level sorcerer. Spells known (9/5/5/4/4/4/3/2/1) spells/day (6/8/8/7/7/7/6/5/3) save DC 16 + spell level

Water Mastery (Ex) A water weird gains a +1 attack bonus when its opponent is touching water.

Water Pool: This pool is filled with bubbling, swirling water. Any creature within it that cannot breathe water immediately begins to drown. Any creature without the ability to swim cannot move through a water pool, except by falling. A water weird's pool may only be affixed to a horizontal surface, and it may only appear in a right side up position.

Elemental Traits (Ex): A water weird is immune to poison, sleep, and paralysis. It is immune to critical hits and cannot be flanked. It also cannot be raised or resurrected. It has darkvision 60-ft.

Prescience (Su): At will and as a free action, a water weird can duplicate the effects of any of the following divination spells: *analyze dweomer, clairvoyance/clairaudience, contact other plane, detect thoughts, discern location, foresight, find the path, greater scrying, legend lore, locate creature, locate object, tongues, true seeing, visions*. Caster level 18th, Save DC 16 + spell level.

Elemental Pool (Su): Each weird dwells within a pool (20ft across and 40ft deep), filled with the purest form of its element. The pool is always secured to a flat surface (floor, wall, or ceiling) such that its depths forms a hollow within the surface. The surface must have sufficient depth to allow for the pool. An elemental pool can also exist as a separate area inside a larger volume of the same element.

The base of the pool contains a portal to the weird's native plane. Three times a day, a weird can summon forth (2d4 huge elementals, 1d2 greater elemental, or 1 elder elemental) through this portal. Any non-elemental creature entering the pool without the weird's permission must succeed on a DC 20 Fortitude save or be irrevocably transformed into the elemental form of the pool. Once the weird returns through the portal to its elemental plane, the portal is closed and the pool loses its special properties.

Sources Monster Manual II (p91)

BULLYWUG SORCERER **CR 11**

Male Bullywug Sorcerer 11
 CE Medium humanoid (aquatic)
Init +1; **Senses** Listen +0, Spot +0
Languages Common, Wastrian

AC 14, touch 11, flat-footed 14
 (+1 dex, +3 Natural)

hp 58 (11d4+33 HD);
Fort +6, **Ref** +4, **Will** +7

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

Melee Short spear +5 (1d6)

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

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

Sorcerer Spells Known (CL 11th):

- 5th (4/day)— *magic jar, dominate person* (DC 18)
- 4th (6/day)— *enervation, Evard's black tentacles, stoneskin* (DC 17)
- 3rd (7/day)— *fireball, haste, lightning bolt, hold person* (DC 16)
- 2nd (7/day)— *glitterdust, scorching ray, summon swarm, Tasha's hideous laughter, summon monster II* (DC 15)
- 1st (7/day)— *magic missile, burning hands, mage armor, charm person, color spray* (DC 14)
- 0 (6/day)— *acid splash, mage hand, daze, ray of frost, detect magic, disrupt undead, resistance, dancing lights, light* (DC 13)

Abilities Str 10, Dex 12, Con 16, Int 11, Wis 11, Cha 17

Feats Combat Casting, Maximize Spell, Empower Spell, Widen Spell

Skills Concentration +17, Spellcraft +14

Summoning (Ex) Bullywug sorcerers are notorious for their powerful but unpredictable summoning abilities. When a bullywug Sorcerer uses a summon monsters spell they have a 50% chance that one or more monsters than the spell will normally summon will appear. In such cases there is a 25% chance that these monsters will not be under the bullywug's control, rampaging and attacking at random.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

BULLYWUG CLERIC **CR 12**

Male Bullywug Cleric 12
 CE Medium humanoid (aquatic)
Init +0; **Senses** Listen +3, Spot +3
Languages Common, Wastrian

AC 17, touch 11, flat-footed 17
 (+6 armor, +1 deflection)

hp 90 (12d8+24 HD);
Fort +10, **Ref** +4, **Will** +11

Speed 20 ft. (4 squares);

Melee +1 Short spear +13/+8 (1d6+3)

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

Base Atk +9; **Grp** +11

Special Actions Spontaneous Casting, Restricted Spells, Rebuke Undead (Su);

Cleric Spells Prepared (CL 12th):

- 6th— *summon monster VI* (x2), *blade barrier* (D)
- 5th— *summon monster V* (x3), *flame strike* (D)
- 4th— *summon monster IV* (x3), *divine power* (D)
- 3rd— *summon monster III* (x5), *magic vestment* (D)
- 2nd— *summon monster II* (x5), *spiritual weapon* (D)
- 1st— *summon monster I* (x6), *magic weapon* (D)
- 0— *inflict minor wounds* (x6)

D: Domain spell. **Deity:** Wastri. **Domains:** Animal, Law, Purification (Complete Divine), War

Abilities Str 14, Dex 11, Con 14, Int 6, Wis 17, Cha 4

Feats Combat Casting, Point Blank Shot, Precise Shot, Weapon Focus

Skills Concentration +12

Spontaneous Casting Can spontaneously cast Inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells Bullywug clerics can only cast Inflict, Summoning, or Domain Spells

Rebuke Undead (Su) Can rebuke undead 0 times per day. A rebuking check is made on 1d20-3; rebuking damage is equal to 2d6+4 on a successful check.

Summoning (Ex) Bullywug clerics are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a summon monsters spell they have a 50% chance that one or more monsters than the spell will normally summon will appear. In such cases there is a 25% chance that these monsters will not be under the bullywug's control, rampaging and attacking at random.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

APL 14**BULLYWUG FIGHTER** **CR 11**

Male Bullywug Fighter 11
 CE Medium Humanoid (Bullywug)
Init +0; **Senses** Listen -2, Spot -2
Languages Common

AC 16, touch 10, flat-footed 16
 (+5 armor)

hp 124 (11d10+55 HD)
Fort +12, **Ref** +3, **Will** +1

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

Melee +21/+16/+11 Two-handed (1d12+10; 15-20/x2, +1 adamantite great falchion);

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

Base Atk +11 **Grp** +14

Combat Gear +1 Adamantine Great Falchion, +2 Chain Shirt

Abilities Str 19, Dex 11, Con 20, Int 6, Wis 5, Cha 4

Feats Exotic Weapon Proficiency (Falchion, Great), Improved Critical (Falchion, Great), Power Attack,

Cleave, Improved Sunder, Weapon Focus (Falchion, Great), Weapon Specialization (Falchion, Great), Greater Weapon Focus (Falchion, Great), Melee Weapon Mastery (PH2 81) (Slashing), Improved Toughness (MM4 203).

Skills Jump¹ +15

Possessions combat gear plus Belt of Giant Strength +4, Amulet of Health +2

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior), Melee Weapon Mastery (Player's Handbook II)

BULLYWUG CLERIC CR 10

Male Bullywug Cleric 10
CE Medium humanoid (aquatic)
Init +0; **Senses** Listen +3, Spot +3
Languages Common, Wastrian

AC 17, touch 11, flat-footed 17
(+6 armor, +1 deflection)

hp 75 (10d8+20 HD);

Fort +9, **Ref** +3, **Will** +10

Speed 20 ft. (4 squares);

Melee +1 Short spear +10/+5 (1d6+3)

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

Base Atk +7; **Grp** +9

Special Actions Spontaneous Casting, Restricted Spells, Rebuke Undead (Su);

Cleric Spells Prepared (CL 8th):

5th— *summon monster V* (x2), *flame strike* (D)

4th— *summon monster IV* (x3), *divine power* (D)

3rd— *summon monster III* (x4), *magic vestment* (D)

2nd— *summon monster II* (x5), *spiritual weapon* (D)

1st— *summon monster I* (x5), *magic weapon* (D)

0— *inflict minor wounds* (x6)

D: Domain spell. Deity: Wastri. Domains: Animal, Law, Purification (Complete Divine), War

Abilities Str 14, Dex 11, Con 14, Int 6, Wis 17, Cha 4

Feats Combat Casting, Point Blank Shot, Precise Shot

Skills Concentration +12

Spontaneous Casting Can spontaneously cast *Inflict spells*, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells Bullywug clerics can only cast *Inflict*, *Summoning*, or *Domain Spells*

Rebuke Undead (Su) Can rebuke undead 0 times per day. A rebuking check is made on 1d20-3; rebuking damage is equal to 2d6+4 on a successful check.

Summoning (Ex) Bullywug clerics are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a *summon monsters* spell they have a 50% chance that one or more monsters than the spell will normally summon will appear. In such cases there is a 25% chance that these monsters will not be under the bullywug's control, rampaging and attacking at random.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

BULLYWUG SORCERER CR 9

Male Bullywug Sorcerer 9
CE Medium humanoid (aquatic)
Init +1; **Senses** Listen +0, Spot +0
Languages Common, Wastrian

AC 14, touch 11, flat-footed 14
(+1 dex, +3 Natural)

hp 48 (9d4+27 HD);

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

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

Melee Short spear +4 (1d6)

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

Base Atk +4; **Grp** +4

Sorcerer Spells Known (CL 9th):

4th (4/day)— *enervation*, *Evard's black tentacles*

3rd (7/day)— *fireball*, *haste*, *lightning bolt*

2nd (7/day)— *glitterdust*, *scorching ray*, *summon swarm*, *Tasha's hideous laughter*

1st (7/day)— *magic missile*, *burning hands*, *mage armor*, *charm person*, *color spray*

0 (6/day)— *acid splash*, *mage hand*, *daze*, *ray of frost*, *detect magic*, *disrupt undead*, *resistance*, *dancing lights*

Abilities Str 10, Dex 12, Con 16, Int 11, Wis 11, Cha 17

Feats Combat Casting, Maximize Spell, Empower Spell

Skills Concentration +15, Spellcraft +12

Summoning (Ex) Bullywug sorcerers are notorious for their powerful but unpredictable summoning abilities. When a bullywug Sorcerer uses a *summon monsters* spell they have a 50% chance that one or more monsters than the spell will normally summon will appear. In such cases there is a 25% chance that these monsters will not be under the bullywug's control, rampaging and attacking at random.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

GREATER CADAVER COLLECTOR CR 17

LN Huge construct
Init +3; **Senses** Listen +24, Spot +24

AC 30, touch 7, flat-footed 30
(-2 Size, -1 dex, +23 Natural)

hp 293 hp (35d10+40 HD);

Fort +13, **Ref** +12, **Will** +14

Speed 10 ft. (2 squares), Fly 60ft (average)

Melee Slam +39 (6d8+14)

Full Attack 2 Slam +39 (6d8+14)

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

Base Atk +26; Grp +48

Abilities Str 39, Dex 8, Con --, Int 5, Wis 16, Cha 14

Feats Alertness, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Attack (slam), Improved Overrun, Improved Sunder, Lightening Reflexes, Power Attack, Weapon Focus (slam)

Skills Listen +24, Spot +24

Breath Weapon (Su) 30-foot cone, once every 1d4 rounds, paralyzing gas, Reflex DC 27 negates. The save DC is Constitution-based.

Impale (Ex): If a cadaver collector has successfully grappled a Medium or smaller creature, it can attempt to impale the creature on its back spikes by making a successful grapple check. Doing so is a standard action that does not provoke attacks of opportunity. If the collector successfully impales a creature, the creature takes 4d8+15 points of damage and is considered pinned. Each round, the creature takes another 2d8 points of damage as the movement of the cadaver collector causes additional pain to the impaled creature. The creature cannot break free unless it makes a DC 28 Strength check. Success indicates the creature is free of the spike, but takes an additional 2d8 points of damage in the process. Failure means the creature takes 4d8 points of damage and remains pinned in place. An ally can try to free an impaled creature with a DC 20 Strength check. Once a cadaver collector has a creature or creatures impaled on its back spikes, it is no longer considered to be in a grapple and can attack other opponents without penalty. It cannot use its slam attacks against impaled opponents. Creatures that get free of a cadaver collector become its immediate and most urgent targets. It typically pursues such creatures exclusively if it has any chance of catching and impaling them again. A cadaver collector's back spikes can hold up to 4 Medium creatures, 16 Small creatures, or 64 Tiny creatures. Creatures smaller than Tiny are too miniscule to be impaled on the collector's back spikes, although the collector can still deal 4d8+15 points of damage to such opponents by grinding them into its back spikes with a successful grapple check once it has them grappled.

Improved Grab (Ex): To use this ability, a cadaver collector must hit with a slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to impale the following round.

Immunity to Magic (Ex): Like golems, cadaver collectors are especially resilient to magic. However, this resilience takes a slightly different form in the cadaver collector. A cadaver collector is immune to any spell or spell-like ability that allows spell resistance. In addition, spells of 3rd level or lower that target a cadaver collector automatically rebound back at their caster as if the collector were under the effects of an unbeatable spell turning effect. This effect cannot be dispelled or suppressed, except against spells that deal electricity damage (see below). Spells that deal rust damage or alter stone

penetrate the immunity to magic. Other spells and effects function differently against the creature, as noted below. A magical attack that deals sonic damage slows a cadaver collector (as the *slow* spell) for 3 rounds, with no saving throw. Sonic spells of 3rd level or lower are absorbed by the collector and not reflected. A magical attack that deals electricity damage is absorbed rather than reflected. Such an attack breaks any slow effect on the collector and heals 1d6 points of damage for every 6 points of damage the attack would otherwise deal. If the amount of healing would cause the collector to exceed its full normal hit points, it gains any excess as temporary hit points. A cadaver collector is affected normally by rust attacks. In addition, magical attacks that alter the nature of stone, such as *transmute rock to mud*, deal 1d6 points of damage per spell level to the cadaver collector.

Trample (Ex) Reflex half (DC 41) The save DC is Strength-based.

Sources Monster Manual III (p23)

WATER WEIRD

CR 12

N Large elemental (water)

Init +6; Senses Listen +8, Spot +8

AC 15, touch 11, flat-footed 13

(-1 Size, +2 dex, +4 Natural)

hp 124 (15d8+45 HD);

Regeneration 10

SR 25

DR 10/+2

Fort +14, Ref +9, Will +11

Speed 30 ft. (6 squares), swim 30ft

Melee +15/+10/+5 Slam 2d6+7

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

Base Atk +14; Grp +18

SQ elemental traits, prescience, water pool, water mastery

Special Options drench, elemental command, spells

Abilities Str 21, Dex 14, Con 17, Int 20, Wis 23, Cha 20

Feats Alertness, Dodge, Great Fortitude, Empower Spell, Improved Initiative, Lightening Reflexes, Maximize Spell

Skills Concentration +10, Diplomacy +17, Intimidate +18, Listen +8, Spot +8, Scry +14, Sense Motive +13, Swim +13

Drench (Ex) A water weird's touch puts out torches, campfires, and any open flame of its own size category or larger.

Spells: A water weird can cast arcane spells and divine spells from the domains of Water and Healing as a 18th level sorcerer. Spells known (9/5/5/4/4/4/3/3/2/1) spells/day (6/8/8/7/7/7/6/5/3) save DC 16 + spell level

Water Mastery (Ex) A water weird gains a +1 attack bonus when its opponent is touching water.

Water Pool: This pool is filled with bubbling, swirling water. Any creature within it that cannot breathe water immediately begins to drown. Any creature without the ability to swim cannot move through a water pool, except by falling. A water weird's pool

may only be affixed to a horizontal surface, and it may only appear in a right side up position.

Elemental Traits (Ex): A water weird is immune to poison, sleep, and paralysis. It is immune to critical hits and cannot be flanked. It also cannot be raised or resurrected. It has darkvision 60-ft.

Prescience (Su): At will and as a free action, a water weird can duplicate the effects of any of the following divination spells: *analyze dweomer*, *clairvoyance/clairaudience*, *contact other plane*, *detect thoughts*, *discern location*, *foresight*, *find the path*, *greater scrying*, *legend lore*, *locate creature*, *locate object*, *tongues*, *true seeing*, *visions*. Caster level 18th, Save DC 16 + spell level.

Elemental Pool (Su): Each weird dwells within a pool (20ft across and 40ft deep), filled with the purest form of its element. The pool is always secured to a flat surface (floor, wall, or ceiling) such that it depths forms a hollow within the surface. The surface must have sufficient depth to allow for the pool. An elemental pool can also exist as a separate area inside a larger volume of the same element.

The base of the pool contains a portal to the weird's native plane. Three times a day, a weird can summon forth (2d4 huge elementals, 1d2 greater elemental, or 1 elder elemental) through this portal. Any non-elemental creature entering the pool without the weird's permission must succeed on a DC 20 Fortitude save or be irrevocably transformed into the elemental form of the pool. Once the weird returns through the portal to its elemental plane, the portal is closed and the pool loses its special properties.

Sources Monster Manual II (p91)

BULLYWUG SORCERER CR 13

Male Bullywug Sorcerer 13
CE Medium humanoid (aquatic)
Init +1; **Senses** Listen +0, Spot +0
Languages Common, Wastrian

AC 14, touch 11, flat-footed 14
(+1 dex, +3 Natural)

hp 69 (13d4+39 HD);

Fort +7, **Ref** +5, **Will** +8

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

Melee Short spear +6 (1d6)

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

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

Sorcerer Spells Known (CL 13th):

6th (4/day)— *flesh to stone*, *disintegrate* (DC 20)

5th (6/day)— *magic jar*, *dominate person*, *nightmare* (DC 19)

4th (6/day)— *enervation*, *Evard's black tentacles*, *stoneskin* (DC 18)

3rd (7/day)— *fireball*, *haste*, *lightning bolt*, *hold person* (DC 17)

2nd (7/day)— *glitterdust*, *scorching ray*, *summon swarm*, *Tasha's hideous laughter*, *summon monster II* (DC 16)

1st (7/day)— *magic missile*, *burning hands*, *mage armor*, *charm person*, *color spray* (DC 15)

0 (6/day)— *acid splash*, *mage hand*, *daze*, *ray of frost*, *detect magic*, *disrupt undead*, *resistance*, *dancing lights*, *light* (DC 14)

Abilities Str 10, Dex 12, Con 16, Int 11, Wis 11, Cha 18

Feats Combat Casting, Maximize Spell, Empower Spell, Widen Spell

Skills Concentration +19, Spellcraft +16

Summoning (Ex) Bullywug sorcerers are notorious for their powerful but unpredictable summoning abilities. When a bullywug Sorcerer uses a summon monsters spell they have a 50% chance that one or more monsters than the spell will normally summon will appear. In such cases there is a 25% chance that these monsters will not be under the bullywug's control, rampaging and attacking at random.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain.

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

BULLYWUG CLERIC CR 14

Male Bullywug Cleric 14
CE Medium humanoid (aquatic)
Init +0; **Senses** Listen +3, Spot +3
Languages Common, Wastrian

AC 17, touch 11, flat-footed 17
(+6 armor, +1 deflection)

hp 105 (14d8+28 HD);

Fort +11, **Ref** +4, **Will** +12

Speed 20 ft. (4 squares);

Melee +1 Short spear +14/+9 (1d6+3)

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

Base Atk +10; **Grp** +12

Special Actions Spontaneous Casting, Restricted Spells, Rebuke Undead (Su);

Cleric Spells Prepared (CL 12th):

7th— *summon monster VII* (x2), *power word blind* (D)

6th— *summon monster VI* (x3), *blade barrier* (D)

5th— *summon monster V* (x3), *flame strike* (D)

4th— *summon monster IV* (x4), *divine power* (D)

3rd— *summon monster III* (x5), *magic vestment* (D)

2nd— *summon monster II* (x6), *spiritual weapon* (D)

1st— *summon monster I* (x6), *magic weapon* (D)

0— *inflict minor wounds* (x6)

D: Domain spell. Deity: Wastri. Domains: Animal, Law, Purification (Complete Divine), War

Abilities Str 14, Dex 11, Con 14, Int 6, Wis 17, Cha 4

Feats Combat Casting (PH 92), Point Blank Shot (PH98), Precise Shot (PH98), Weapon Focus (PH 102), Extend Spell (PH 94)

Skills Concentration +19

Spontaneous Casting Can spontaneously cast Inflict spells, by sacrificing a pre-prepared spell of equal or higher level.

Restricted Spells Bullywug clerics can only cast Inflict, Summoning, or Domain Spells

Rebuke Undead (Su) Can rebuke undead 0 times per day. A rebuking check is made on 1d20-3; rebuking damage is equal to 2d6+4 on a successful check.

Summoning (Ex) Bullywug clerics are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a summon monsters spell they have a 50% chance that one or more monsters than the spell will normally summon will appear. In such cases there is a 25% chance that these monsters will not be under the bullywug's control, rampaging and attacking at random.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving through marsh or swamp-like terrain

Sources Bullywug (Monster Compendium: Monsters of Faerûn), Material (Sandstorm), Material (Complete Warrior)

MISSION D: COMMAND GROUP

INTRODUCTION

Mission Summary: The command table must coordinate other PCs in their missions. Once they have set the PCs off on their missions, they are to monitor the other PCs. The can send individual table members to help other tables if necessary.

Once the PCs have sent the other tables on their respective missions, the bullywugs have been able to locate the command tent of the PCs. This will be followed by two encounters in which assassins try to take them out to prevent further missions from occurring.

ENCOUNTER D.1: GETTING ORDERS

The GM should double-check for any spells cast on the PCs during the interactive pre-battle portion of the adventure.

The PCs should have a roster of all the tables that have formed, with the adventurer composition. It will be important when they make decisions.

The day looks dim. In the distance, you see smoke from the campfires of the bullywug army. All around, you see men and women, young and old, getting ready to go into battle. At attention before you are a group of young Yeoman. They are your trusted runners. Each wears a purple tabard identifying him or her as a messenger from the commanders. Next to them are a smaller group of Wayfarer wizards who will send your groups on their way.

The Yeoman general approaches you. "We have before you a selected group of missions in which we think small groups can inflict significant damage on the bullywugs forces. We have expended a significant amount of resources to find the places where small groups of infiltrators can make their presence felt. We are fairly certain that our free forces can hold off the main group of bullywugs. There will be blood; of that we are sure, but we should be able to hold. We have neither the strength of arms nor the finesse to both hold the line and take care of these missions. This is where you come in. It may be these missions will be crucial to the coming battle. I honestly don't know. What I do know is that your group fighting on the frontline will not

significantly alter the outcome of the coming battle."

"Some of the missions, particularly the ones that may be of highest importance, will have significant intelligence as to what your troops will have to face. Please try to spread out the groups to cover as many of the missions as possible."

"Your group is to remain here. If other groups have to retreat, you may send your members to help, but to lose control of this command tent would be a significant loss for our army, as it is the communications center. Your job is to coordinate the other groups, help if necessary, but hold the tent at all costs. You can see why this would be an important place to control. It is atop a hill that dominates the land below, where the coming battle is likely to occur. Rows of yeoman archers stand below, guarding the hill from enemy troop incursion."

"In the coming battle, we may need to know what has been done successfully, another reason to keep this tent together."

Development: As each decision is made, hand a purple card with the table and the mission to the Senior GM who will deliver it to the table. That table will then commence playing. As the last group has been sent off, the wizards and the runners depart. Some time later, some of the runners return. The wizards have all gone to other duties.

ENCOUNTER D.2: SCARLET BROTHERHOOD STRIKE FORCE

You wait while you see the lines of Yeoman men and women form into units. On the other side of the field, you see movement of irregular, unorganized groups of bullywugs. There are many more bullywugs than there are Yeoman troops. You hope there are enough good archers to balance the advantage of numbers.

APL 12 (EL 15)

Scarlet Brotherhood Monk4/Fighter6 (4): hp 84 each; see *Mission D Appendix*.

Scarlet Brotherhood Rogue5/Assassin6: hp 60; see *Mission D Appendix*.

APL 14 (EL 17)

Scarlet Brotherhood Monk4/Fighter6 (4): hp 84 each; see *Mission D Appendix*.

Scarlet Brotherhood Rogue5/Assassin6 (3): hp 60 each; see *Mission D Appendix*.

Tactics: APL 12: The strike force tries to sneak to the PCs, choosing a target to assassinate. On the first round of combat, the fighters will throw their fireballs. Then they surround one PC to kill him. The PC chosen will be one with a low armor class.

APL 14: Same as APL 12, except the assassins all target different PCs.

ENCOUNTER D.3: IF THAT ONE DIDN'T WORK, MAYBE THIS ONE WILL

The area has been spied upon by a druid in rat form. If an *anticipate teleportation* extends out beyond 100 feet, the opponents will appear 200 feet away. Otherwise, they appear 100 feet away.

You fought off the assassins and held the tent. You notice several bullywug probes against the hill you are on. Each time, savage volleys of arrows have slain all who approached. The bullywugs realize the hill you are on must be important.

Suddenly, enemies appear. They charge from both sides. You hope the distance will give you time to stop them.

Creatures: The creatures have their EL decreased by one, since the party should be ready and waiting for another onslaught. The PCs are some distance from the giants, an advantage as they can do little to the party at that range. The giants will have to charge, limiting them to a single attack on their first turn. Allow all previously cast minute-per-level buffs to still be in effect. Of note, the craa'ghoran giant is using both its personal treasure and items owned by the grigol. The craa'ghoran giant has learned how to control the grigol, so the grigol doesn't have any choice in the matter. The grigol used a scroll of *greater heroism* and *haste* on the craa'ghoran giant just before they were teleported here.

APL 12 (EL 15)

Grigol: hp 165; see *Mission D Appendix*.

Spellwarped Craa'ghoran Giant: hp 180; see *Mission D Appendix*.

APL 14 (EL 17)

Grigol (2): hp 165 each; see *Mission D Appendix*.

Spellwarped Craa'ghoran Giant: hp 180; see *Mission D Appendix*.

Tactics: APL 12: The grigol casts *horrid wilting*, hitting as many PCs as possible. The giant charges the nearest PC he can reach, preferably one wounded by the *horrid wilting*, using a +16 Power Attack. The charge will be +33 to hit (using -11 to AC from the Shock Trooper feat) with 6d6+68 damage.

APL 14: Same as APL 12, except both grigols target as many PCs as possible with their dual *horrid wilting*. The giant goes after PCs wounded by the *horrid wilting*, to drop and kill them.

MISSION D APPENDIX

ALL APLS

SCARLET BROTHERHOOD WARRIOR CR 10

Male Human Monk 4 / Fighter 6
NE Medium humanoid (human)

Init +7; **Senses** Listen +11, Spot +11

Languages Common

AC 27, touch 16, flat-footed 24

(+7 armor, +3 dex, +4 natural, +3 deflection)

hp 84 (4d8+6d10+20 HD)

Fort +11, **Ref** +9, **Will** +7

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

Melee +13/+8 Two-Weapon (primary) (1d8+7; 19-20/x2, Unarmed Strike), +13/+8 Two-Weapon (secondary) (1d8+4; 19-20/x2, Unarmed Strike);

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

Base Atk +9; **Grp** +11

Abilities Str 20, Dex 17, Con 14, Int 12, Wis 12, Cha 10

Feats Dodge, Improved Critical (Unarmed Strike), Improved Initiative, Improved Unarmed Strike², Two-Weapon Fighting, Two-Weapon Defense, Improved Two-Weapon Fighting, Weapon Focus (Unarmed Strike), Weapon Specialization (Unarmed Strike), Improved Two-Weapon Defense (CW 101).

Skills Escape Artist¹ +10, Hide¹ +9, Listen¹ +11, Spot¹ +11, Swim¹ +16.

- Proficient in all armor, and all shields (including tower shields)
- Proficient with all simple and martial weapons, and with Kama, Nunchaku, Sai, Shuriken, Siangham.
- Armor Restriction: If wearing ANY armor or carrying a shield, you lose your Wisdom bonus to AC, fast movement and flurry of blows abilities.
- AC Bonus (Ex): Add +1 AC; this bonus is not lost unless you are immobilized or helpless, wearing armor, carrying a shield or carrying a medium/heavy load.
- Flurry of Blows (Ex): As a full attack, you may make one extra attack(s). All attacks made in the round suffer a -2 penalty.
- Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.
- Fast Movement (Ex): Your speed increases (limited by armor and encumbrance)
- Still Mind (Ex): +2 to save against Enchantment spells and effects.
- Ki Strike (Su): Your unarmed attacks are treated as magic weapons.
- Slow Fall (Ex): As long as a wall is within arm's reach, you take damage from a fall as if it were 20 feet shorter.

Sources Improved Two-Weapon Defense (Complete Warrior)

SCARLET BROTHERHOOD ASSASSIN CR 11

Male Human (Suel) Rogue 5 / Assassin 6

NE Medium humanoid (human)

Init +9; **Senses** Listen +14, Spot +14

Languages Common

AC 30, touch 16, flat-footed 30

(+8 armor, +4 shield, +4 dex, +2 natural, +2 deflection)

hp 60 (11d6+13 HD)

Fort +4 **Ref** +14, **Will** +3

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

Melee +15/+10 One-handed (1d4+5; 18-20/x2, +2 Kukri);

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

Base Atk +7; **Grp** +10

Abilities Str 16, Dex 20, Con 13, Int 13, Wis 10, Cha 11

Feats Combat Expertise, Improved Initiative, Martial Weapon Proficiency (Kukri), Weapon Finesse, Weapon Focus (Kukri).

Skills Balance¹ +20, Hide¹ +18, Knowledge (local) +9, Listen¹ +14, Move Silently¹ +18, Search¹ +9, Sleight of Hand +12, Spot¹ +14, Swim¹ +9, Tumble +18.

- Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.
- Improved Uncanny Dodge (Ex): You can no longer be flanked, except by a level 15 rogue.
- Trap Sense (Ex): +1 to Reflex saves and AC against traps.
- Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.
- Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 6d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment.
- Trapfinding (Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.
- Death Attack: If you study your victim for 3 rounds, attack that target within another 3 rounds, then make a sneak attack with a melee weapon that successfully deals damage, you can paralyze or kill the target if they fail a Fortitude save (DC 17).
- Poison Use: You do not risk accidentally poisoning yourself when applying poison to a blade.
- Poison Resistance: You have a +3 to all saving throws against poison.

GRISGOL

CR 15

N Large construct

Init +0; **Senses** Listen +0, Spot +0

AC 28, touch 9, flat-footed 28

(-1 Size, +19 Natural)

hp 165 hp (19d10+30 HD);

Fort +6, **Ref** +6, **Will** +6

SQ Construct traits, damage reduction 10/piercing and magic, darkvision 60ft, immunity to magic, incite madness, low-light vision.

Speed 30ft (6 squares)

Melee 2 Slams +17 melee (1d6+4 plus 1d8+5 negative energy plus paralysis)

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

Base Atk +14; **Grp** +22

Atk Options Choking dust, damaging touch, paralyzing touch, spell-like abilities

Abilities Str 18, Dex 10, Con --, Int --, Wis 11, Cha 11

Choking Dust (Ex): Striking the golem with any kind of implement other than a piercing weapon invites a disease-causing, choking cloud of dust and mold to explode from the creature. All within a 10-foot radius must make a DC 23 Fortitude save or take 1d4 points of Constitution damage. Those who fail the first Fortitude save must make another DC 23 Fortitude save (adjusted by their new Constitution score) or contract the slimy doom disease (see page 292 of the *Dungeon Master's Guide*) in 24 hours. The save DC is Strength-based.

Damaging Touch (Ex): As with the lich that animates it, the touch of a grisgol deals 1d8+5 points of negative energy damage to living creatures (Will DC 19 half). The save DC is Charisma-based.

Paralyzing Touch (Su): The slam attack of a grisgol causes permanent paralysis unless the subject succeeds on a DC 19 Fortitude save. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, page 203 of the *Player's Handbook*). The effect cannot be dispelled. Anyone paralyzed by a grisgol seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals the victim to be alive. The save DC is Charisma-based.

Spell-Like Abilities: A grisgol is created with the ability to use ten different spells as spell-like abilities (one each of levels 0 through 9th), each one once per day. These spells can vary based on the creator's whim, and are either cleric spells (if the animating lich was a cleric) or sorcerer/wizard grisgol spells (if the animating lich was a sorcerer or wizard). Most creators choose simple spells, reasoning that the grisgol's lack of intelligence prevents it from using strategy. The save DCs are 10 + 1-1/2 the spell's level (much like a magic item). Caster level 20th.

Typical Spell-Like Abilities:

1/day—*chain lightning* (DC 19), *feeblemind* (DC 17), *hold person* (DC 14), *horrid wilting* (DC 22), *ice storm*, *meteor swarm* (DC 23), *power word blind*, *scorching ray* (+17 melee touch), *shield*, *touch of fatigue* (+17 melee touch, DC 10). Caster level 20th.

Immunity to Magic (Ex): A grisgol is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a grisgol, as noted below. *Erase* delivered as a touch attack on a grisgol deals 2d6 points of damage to the creature (no save). Casting *secret page* on a grisgol renders it invisible as the *invisibility* spell.

Incite Madness (Sp): After a grisgol is killed, anyone examining the strips of scroll parchment or tome pages that comprise the creature's wrappings invokes a curse that renders the reader insane (Will

DC 19 negates). The victim of this insanity becomes convinced that the thousands of scraps of parchment contain great and lost arcane secrets, and that he must discover these secrets by painstakingly fitting every last piece of ripped parchment and torn page back together in the right order. He dedicates every waking hour to this massive undertaking, barely pausing to eat or rest, in order to finish this task as fast as possible. The victim always thinks, and tries to convince others, that he is on the brink of a revelation. His personal study becomes cluttered with diagrams, charts, and plans extrapolating how the pieces might fit together, constantly rearranging them to fit current theories or hunches. The subject takes 1 point of Intelligence drain when the curse is first activated, and takes another point of Intelligence drain every week the curse continues uncured. The subject dies when he or she reaches 0 Intelligence. The Intelligence drain can't be restored while the curse is active. Only a limited wish or similarly powerful magic can relieve a victim of this curse.

Sources *Monster Manual III* (p76)

SPELLWARPED CRAA'GHORAN GIANT CR 13

NE Gargantuan giant (earth)

Init +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Listen** +11, **Spot** +11

Languages Giant, Terran

AC 35, touch 11, flat-footed 35

(-4 size, +8 armor, +4 deflection, +1 dodge, +16 natural)

hp 180 (15d8+120 HD); **DR** 5/--

SR 26

Fort +25, **Ref** +13, **Will** +14

Speed 40 ft.; earth glide; hasted

Melee 3 claws +31 each (3d8+16) (third attack is hasted attack) or gargantuan greatsword +36/+36/+31/+26 (6d6 + 36)

Ranged rock +15 (3d8+12)

Space 20 ft.; **Reach** 20 ft.

Base Atk +11; **Grp** +33

Atk Options Awesome Blow; Power Attack, Rend 6d8+17

Spell-Like Abilities (CL 15th):

3/day—*spike stones* (DC 13), *wall of stone*

Abilities Str 43, Dex 10, Con 27, Int 16, Wis 13, Cha 8

Feats Awesome Blow, Martial Weapon Proficiency, Power Attack, Improved Bull Rush, Shock Trooper, Weapon Focus (Greatsword)

Skills Craft (stoneworking) +15, Jump +14, Knowledge (nature) +13, Listen +11, Spot +11, Survival +11 (+13 in aboveground natural environments)

Possessions *Cloak of Resistance* +4, *Belt of Giant Strength* +6, *Chain Shirt* +4, *Ring of Protection* +4, *Gargantuan Greatsword* +4

Earth Glide (Ex) A craa'ghoran giant can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence.

Rend (Ex) If a craa'ghoran giant hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 6d8+17 points of damage.

Spell Absorption (Su) Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: +4 enhancement bonus to Strength for 1 minute.

Agility: +4 enhancement bonus to Dexterity for 1 minute.

Endurance: +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5x the level of the failed spell.

Speed: The spellwarped creature's speed increases by a number of feet equal to 5x the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic)

Description Twisted and deformed, this massive giant appears to have jagged stone formation growing from its body at odd angles. Its expression is wild and frenetic as it shambles forward.

Sources MM4 (p60), MM3 (p162), Complete Warrior

CONCLUSION

Which conclusion the PCs get depends upon the results of the missions. If the Commander was successfully protected, enemy forces were driven out of Bogspur, one of the groups (either the orcs or the halflings) came to help, and the secret Wastri temple was destroyed, the PCs achieved Success. If 50%-60% of the missions fail, the overall outcome is Partial Success. If more than 60% of the missions fail, the overall outcome is Failure.

SUCCESS

The day has been long and blood has flowed. With a weary stance, Commander Marduke once again steps on the platform to address everyone. "Today has been a long and hard-fought battle. Many Yeomen have lost their lives to hold the forces of evil at bay. We have driven the bullywugs and their Wastrian allies back into the marsh. The day is ours and Bogspur stands once again!"

PARTIAL SUCCESS

The day has been long and blood has flowed. With a weary stance, the Commander (If the commander is dead, replace this with a random captain) steps on the platform to address everyone still left. "Today has been a hard blow to the town of Bogspur and the Yeomanry. We have defeated much of the bullywug forces. However, much of them still remain. For the moment, their march seems to have stopped. Only the gods know what the future holds for us."

FAILURE

The Command Tent lays in tatters. All around, you see the bodies of Yeomen and allies who came to join the fight. However, the counteroffensive has failed. All that remains is to pick up what is left of yourself and hope to fight another day."

The End

EXPERIENCE POINT SUMMARY

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

Encounter A1

Scout enemy forces.

APL 2: 180 xp.

APL 4: 270 xp.

APL 6: 360 xp.

Encounter A2

Deliver medical supplies to the Hool halflings.

APL 2: 180 xp.

APL 4: 270 xp.

APL 6: 360 xp.

Encounter A3

Lay traps to deter the enemy.

APL 2: 180 xp.

APL 4: 270 xp.

APL 6: 360 xp.

Encounter A4

Drive the bullywugs out of Bogspur.

APL 2: 180 xp.

APL 4: 270 xp.

APL 6: 360 xp.

Encounter B1

Destroy the siege engines.

APL 8: 450 xp.

APL 10: 540 xp.

Encounter B2

Backup the frontline troops.

APL 8: 450 xp.

APL 10: 540 xp.

Encounter B3

Rescue Keats.

APL 8: 450 xp.

APL 10: 540 xp.

Encounter C1

Break the vanguard.

APL 12: 630 xp.

APL 14: 720 xp.

Encounter C2

Drive the bullywugs out of Bogspur.

APL 12: 630 xp.

APL 14: 720 xp.

Encounter C3

Ask the Hool orcs for help.

APL 12: 630 xp.

APL 14: 720 xp.

Encounter CX1

Protect the Commander.

APL 12: 630 xp.

APL 14: 720 xp.

Encounter CX2

Destroy the temple of Wastri.

APL 12: 630 xp.

APL 14: 720 xp.

Encounter D

Operate the Command Group.

APL 12: 630 xp.

APL 14: 720 xp.

Story Award

Defeated the bullywug invasion.

APL 2: 30 xp.

APL 4: 45 xp.

APL 6: 60 xp.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

APL 14: 120 xp.

Discretionary Roleplaying Award

- APL 2: 15 xp.
- APL 4: 22 xp.
- APL 6: 30 xp.
- APL 8: 37 xp.
- APL 10: 45 xp.
- APL 12: 52 xp.
- APL 14: 60 xp.

Total possible experience

- APL 2: 225 xp.
- APL 4: 337 xp.
- APL 6: 450 xp.
- APL 8: 562 xp.
- APL 10: 675 xp.
- APL 12: 787 xp.
- APL 14: 900 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 adventure, 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.

Encounter X:

- APL X: L: X gp, C: X gp, M: *item* (X gp).

Total Possible Treasure (Maximum Reward Allowed)

- APL 2: L: X gp, C: X gp, M: X gp – Total: 225 gp (225 gp).
- APL 4: L: X gp, C: X gp, M: X gp – Total: 325 gp (325 gp).
- APL 6: L: X gp, C: X gp, M: X gp – Total: 450 gp (450 gp).
- APL 8: L: X gp, C: X gp, M: X gp – Total: 650 gp (650 gp).
- APL 10: L: X gp, C: X gp, M: X gp – Total: 1,150 gp (1,150 gp).
- APL 12: L: X gp, C: X gp, M: X gp – Total: 1,650 gp (1,650 gp).
- APL 14: L: X gp, C: X gp, M: X gp – Total: 3,300 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

None

Item Access

- *None*

PLAYER HANDOUT #1 – COMMAND TABLE MISSION LIST

APLS 2 – 6

Mission Name	Table Sent
Scout Enemy Forces	
Deliver Medical Supplies to the Hool Halflings	
Lay Traps To Deter the Forces	
Drive The Bullywugs Out of Bogspur	

APLS 8 – 10

Mission Name	Table sent
Destroy the Siege Engines	
Backup the Frontline troops	
Rescue Keats	

APLs 12 -14

Mission Name	Table sent
Break the Vanguard	
Drive the Bullywugs out of Bogspur	
Ask the Hool orcs for help	