

TSS4-01

The Verdant Trail

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

Version 1.0

Round 1

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A dangerous criminal is on the run, and you have just been hired to bring him in. Can you prevent his escape into the wilds, and find him before others do?

APL 2-10.

Sequel to TSS3-01 Stonecunning

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

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Introduction

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Website, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

LIVING GREYHAWK Levels of Play

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

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

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

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

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs

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

to attack must succeed at a DC 10 Handle Animal or

Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Meta-regional adventure, set in the Splintered Sun. Characters native to the Splintered Sun 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.

Travel In The United Kingdom of Ahlissa

In 593 CY, PCs adventuring in the Splintered Sun had several opportunities to receive AR entries that could help or hinder their movement through the United Kingdom of Ahlissa.

The effects of these entries will be dealt with in this scenario, and as such are not effective.

For the DM's convenience the AR entries are replicated below.

Free Travel throughout the Kingdom of Ahlissa: The bearer of this document is entitled to travel freely throughout the Kingdom of Ahlissa without molestation. Garlann of Naelax has signed it.

Wanted! The PCs are known to have slain one or more nobles of The Kingdom of Ahlissa. As such the authorities are actively searching for them.

Wanted In Ahlissa: This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any travel privileges within Ahlissa including the Free Travel throughout the Kingdom of Ahlissa. At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favour with a high ranked Ahlissan NPC or powerful organization might be spent instead of the bribes.

Once this bribe is paid, score through this entry. The PC is free to continue the adventure in which he was caught.

Adventuring in the Principality of Naerie

In general, in urban settings, as long as the PCs are defending themselves, do not bring in the Watch. If, however, the PCs are reckless with their fights, give them a reminder if an action is going to harm or kill innocent bystanders (e.g. casting *fireball* into a crowd of people). If the PC insists on taking that action, the Watch will show up in 5 rounds and arrest that PC.

Any PC who is arrested is finished with the module, and in addition must pay additional TUs: 26 TUs for harming a civilian, or 52 TUs for killing one. A PC who kills a guard is arrested and executed, and all that character's possessions are confiscated; no *raise dead* is possible.

A PC who hides from the guards may continue playing until spotted. If the PC finishes the adventure without being spotted, that character is considered hunted within the city and for the next 52 TUs, may not play any adventure set in the city of Naerie.

A PC who recklessly or deliberately destroys property is imprisoned for 10 additional TUs after the adventure is over.

People in Naerie are wary of those who remind them of the Scarlet Brotherhood. A PC of pure Suel blood receives a -4 circumstance penalty to the following skills when used with human or humanoid NPCs: Bluff, Diplomacy, Disguise, Gather Information, Intimidate and Sense Motive.

The Cthaan

In 593 CY, PCs adventuring in Sunndi had the opportunity to receive an AR entry that made them member of the Cthaan, the tribe of lizard folk that live in the vast swamp. Membership of the Cthaan may have effects in this scenario.

For the DM's convenience the AR entries are replicated below.

Membership of Ashgirloch Clan of the Cthaan Tribe: The PC has spent 1 TU (and will spend 1 TU at the start of each year) to become a member of the Cthaan. A tattoo will make sure the PC is easily recognizable as a member of the tribe. While a member, the PC gains a +2 competence bonus on Diplomacy checks involving lizardfolk and on Survival checks in the Vast Swamp. Other Cthaan will treat the PCs favorably.

A true neutral aligned half-orc member may take levels in the prestige class Tribal Protector from Sword and Fist (tribal enemy: either bullywugs of the Vast Swamp OR undead of the Vast Swamp; homeland: the Vast Swamp). A

member is expected always to come to the aid of the Cthaan.

Adventure Background

A year ago, the Iron League came into the possession of the diary of a Scarlet Brotherhood soldier (see the meta-regional: TSS3-01 Stonecunning). According to this diary, the soldier served with the Brotherhood during their occupation of Idee, and had belonged to a military unit led by a man named Spannek. His group had been stationed in the north and had been forced to retreat when Ahlissa invaded Idee.

More interesting, the diary mentioned that Spannek had intercepted a messenger at the raided thorp of Alymport in Idee. During his interrogations, he came to know the name of a Scarlet Brotherhood member that had turned against the Brotherhood.

According to the diary, the agent is known as Keskyra, but the League suspects this to be a nickname. She (the league suspects a woman) seems to have sold vital information prior to the war, though the League is unsure who was the benefactor. There are suggestions the agent sold – and may still sell - secrets to people in Onnwal (maybe the Wreckers), or even to Cobb Darg. If true, this means knowing the agent is of significant value. According to the diary, Spannek hoped to gain advantage of this knowledge, but the bad turn-out of the war and the rebellion in Onnwal delayed his progress, and when most of his band was killed, he deserted, leaving him in bad standing with the Brotherhood. He turned to banditry, joining a small group of thugs that plagued Sunndi, financed by a mysterious group, known as the Blood of Aerdy. The Blood are a group who desires the reunion of Sunndi and other states of the former Great Kingdom, and have need for disruptive forces in the area so as to strengthen their own hold on the region.

Adventurers defeated Spannek's band (see the Sunndi regional: SND2-01 United We Stand), but he managed to escape. He did not expect support of the group he failed, and has turned desperate, as more than one group now wants him.

He has set his faith on using his old information to get himself in favor again with the Brotherhood. Traveling to Scant in Onnwal is not an option, and no agents are known that he would dare approach. He has taken up the idea to instead travel back to the Tilvanot Peninsula, a reckless journey. Using his contacts among the humanoids and pulling some favors he has with a priest of Wastri whose neck he once saved, he attempts to travel south through the Vast Swamp. With help of his contacts and his own skills he is confident that such a trek, though difficult and

lengthy, will succeed, and that the info he has will get him re-instated, if not rewarded, by the Brotherhood.

Ever since they knew of Spannek's knowledge the League has attempted in tracking him down. His plans have become known to them by means of a field agent that has infiltrated in the humanoid thugs of the southern Hollow Highlands. The League needs Spannek stopped, and have decided to hire an adventurer band, preferably led by someone they can trust, to track him down and bring him back, alive if possible. The party is to contact the agent, who may give them a more accurate description and could lead them to Spannek's location.

In the mean time, information of Spannek's survival and his plans has also leaked to the Blood of Aerdy. They are not eager to have Spannek reveal their plans to the Scarlet Brotherhood, who they suspect, would desire to disrupt their attempts at destabilizing the region. They have sent out a number of Hextorite guard troops to find him. One troop is from Naerie, another from Eyedrin, the only place in Sunndi that still has a Hextorite presence. Neither troop actually knows why Spannek is to be brought back alive – they see him mostly as a wanted criminal. They are determined to capture the bandit, and no group of adventurers is going to stop them without a fight.

Adventure Summary

Introduction. Renath Borga of Irongate who hires the PCs to track down the bandit Spannek meets them in Newkeep. Spannek is wanted in Sunndi for his crimes, but PCs with good ties to the Iron league may learn that Borga really wants to track down Spannek because he has sensitive information.

Encounter 1: Checkpoint. The party is traveling the Hollow Highlands western edge, arriving in a small village, when they encounter a patrol of guards, led by a Hextorite. The patrol enquires the PCs for their business, making it apparent they are looking for somebody. If people do not have the right papers, the PCs are delayed considerably for their intended meeting.

Encounter 2: Trust. The PCs arrive to meet with their agent, who has infiltrated the Hollow Highland humanoid clans that are still loyal to the Scarlet Brotherhood. The agent may be suspicious if the party got delayed. If the agent trust is gained, he tells them what Spannek looks like, and that he came here to meet people who could transport him to the south. He left a week ago, when he got confirmation that a transport was arranged.

If the party was delayed too long, the PCs will miss him, and have to continue on based on information from a note that was left behind.

Encounter 3: Following the Trail. The PCs follow the trail Spannek must have taken towards the swamp.

Near the swamp they find a small house, inhabited by an old woman and her grandson. The old woman's son was a member of the Royal Warders of the Vast Swamp (a Sunndi Meta-org that protects Sunndi against swamp raiders). He died several months ago. After recent visits, she is distrustful of strangers. The PCs are initially threatened by the woman with a crossbow and ordered to leave. When calmed down, she can tell the PCs that some kind of ranger (Spannek) passed by a week ago. He was obviously a thug – his mannerisms and elusive behavior were those of a man on the run. He paid to stay for a night and then moved on, not stating his purpose. Her grandson, curious after this stranger and eager to follow in his father's footsteps, followed Spannek for a few hours, and saw him meet with another person (the Wastri cleric). He can guide the party to that spot in the swamp for a few silver.

Encounter 4: Beauty is Truth. The party follows their guide into the swamp, to a small shack and a campfire where Spannek met his guide. From there, they find only one reasonably navigable path that leads into the wilderness to the south.

Once the group has traveled for a few hours, they come into a clearing, where they meet the nymph Aurelia, a member of an evil band of fey that live in the bogs. She acts as a guardian, and watches people who enter this area of the swamp, waiting for them to be far enough to entrap them and then demand a 'gift'. Spannek arranged passage, bribing her with a magic ring. Aurelia summons minions (plant creatures) to trap the PCs, and expects some token of honor to let the PCs pass. The PCs can either attack her, bribe her (with a magic item), or she may accept one PC to bestow a 'kiss' upon.

If bribed or given a kiss, she retreats, letting her plant creatures attack without her.

If the PCs talk to Aurelia, she can tell them Spannek moved to a outpost of bullywugs that is several miles to the east, and about the lizardfolk that live to the west.

Encounter 5: The Cthaan. This is an optional encounter, in which the PCs meet the Kirnochhan clan of the Cthaan tribe of lizard folk that live in the swamp. The party may be able to reason with the Kirnochhan and learn of the bullywug camp. PC members of the Cthaan will have an easier time than others, though this particular clan is not as forthcoming as other lizard folk. The lizard folk do not want to be directly involved, but can guide the characters to the bullywug camp where Spannek is residing.

Encounter 6: The Bandit and the Priest. Eventually PCs find a small bullywug outpost. Spannek has to wait for bullywug troops to pass through the area so he will not get accidentally attacked when moving on. This allows the PCs

to catch up with him. Once they find him they can fight him, the Wastri priest and the few bullywug guards, and capture (or kill) him.

Encounter 7: Stand and Deliver: Finally when returning back home, they encounter a troop of guards and Hextorites from Eyedrin when they make it out of the swamp. The Hextorites demand the surrender of the prisoner (or corpse, or any evidence found). If the party has no obvious evidence, Bluff or Diplomacy may get the PCs out of this encounter. Otherwise the guards attack. Once this threat is dealt with, the PCs can return to the League.

Introduction

This scenario jump-starts the PCs in Naerie, on their way to a meeting point with a League agent. They have been hired to track down the bandit Spannek. If you have enough time, you can run the hiring as a roleplaying encounter at your discretion. In that case, Renath Borga has invited the PCs to Adder's Inn in Newkeep, in the county of Pelsand in the Kingdom of Sunndi. There she briefs them for the mission, though be sure to not reveal more than what is written in the summary below unless the PCs use magic of some kind.

Borga works for the Iron League. She has selected the PCs for their skills, but she does not necessarily trust them. In general, she is loath to explain to them why she wants Spannek arrested so badly. The secrecy of the mission makes her careful and has delayed her in hiring a suitable band of adventurers.

On a typical game-day you will likely have less time. In that case use the summary below:

About a week ago Renath Borga, a female dwur from Irongate, approached you in the city of Newkeep, Sunndi. She had need for aid in the apprehension of a bandit leader, a thug named Spannek who is wanted not only for banditry, but also murder and war crimes committed in the Iron Hills and the lands formerly known as Idee.

Spannek has thus far managed to evade capture by the local authorities. Only recently has there been a trace – a source in the southern hills in the Hollow Highlands has spotted him. You have been asked by Borga to contact this source at a rendezvous point just at the border of the Highlands and the Principality of Naerie, and follow any instructions so as to capture the villain. The password for the PCs is 'the night is dark', which will be answered by the agent with 'darkness is our friend'.

Spannek is considered extremely dangerous, but Borga has asked to try capturing him alive. No doubt he has much information to share regarding the increase of banditry in the area. At the least his head should be

returned to obtain the reward for his capture, a small sum of money and the favor of the Iron League.

Borga has informed you that travel in Naerie requires certain papers, and has instructed you to see to it that you have these.

The monetary reward is 50 gp x APL per PC – and any treasure found on the bandit.

For each PC check if he or she has favourable standing with the Iron League. Favourable are those PCs that are a member of the Jade Mask, or that have the status noted on an AR, such as that of the meta-regional scenario TSS3-01 Stonecunning.

Take any PC that has a favorable standing aside, and explain to him the following (if all PCs are either a member or otherwise have favorable standing, Borga will tell the group):

After the briefing, Renath Borga has taken you aside. "I know I can trust you", she said. "You have done good work for us in the past. As such I dare tell you that this man Spannek is important – he is not a mere bandit. We have reason to believe he has sensitive information, knowledge that could very well jeopardize our agents in the field. It is better you do not know the full details, but suffice it to say Spannek was a former soldier in the Scarlet Sign's army."

She then passed you a small, iron ring.

"Here, you can take this for the duration of the mission. It will shield your thoughts, so others cannot pry on it. Wear it at all times, until at least Spannek is in our hands, and any secrets he keeps are safe."

The ring is a *ring of mind shielding*. Note that only those PCs who are in good standing obtain one. The ring is to be returned after the mission (though PCs may cheat and try to keep it for themselves).

As Borga explained, travel in Naerie requires the appropriate papers, signed by Naerie's border guards. Borga had no time to arrange the papers, having only recently arrived to hire the PCs.

If PCs wish to buy the appropriate papers, it takes a day to have these arranged and cost 25 gp per person. The papers grant passage through Naerie for three weeks. People from Naerie have these papers already and need not buy them. PCs can decide to not buy papers, but this can cause problems later on.

Encounter 1: Checkpoint

And so you set out through the rocky foothills southwest of the Hollow Highlands. The weather is dry, for a change, and the dirt road hard to travel. After almost a week of

struggling with flies, heat, and dust, you approach a small village at the edge of the hills. From here, it will be four more hours until you are at the meeting point.

The thorp is called Thurbush, and has a little over 200 inhabitants. There is little to be found here except a small roadside tavern which doubles as a grocery store. Most people are farmers who keep cattle and sheep. The tavern owner, a man with a large moustache and a potbelly, is called Doghan. He is the leader of the village and the only merchant.

It is most likely that the PCs stop and take in supplies, but it is possible they decide to give the thorp a berth. Going around lengthens the journey by about an hour. If they do, continue on to the next encounter.

If the PCs instead approach the settlement, read the following:

You see that you are not the only strangers in this village. A small group of guards stand outside the tavern. They look quite out of place in their shiny armour. One of them is nailing a bit of paper to the tavern's wall, while a few of the locals look on.

An armed man with a billowing black cloak turns to look at you. At his signal, two of his men take up their glaives and stride towards you.

If the PCs care to read the poster, they find the guards are looking for Spannek too, offering a reward of 100 gp for those who can lead them to him. This may explain their prying into the PC's business, and their insistence to see proper travel documents.

Captain Huessel, a follower of Hextor, but not a fanatic, leads the Naerie guards. He has been fighting the bandits that come from this side of the Hollow Highlands for some time now, though he has recently been given the order to look out for Spannek. He only has a vague description, and as such is eager to investigate the business of all strangers to the area. The guards are curt and wary but not hostile. After they approach, they demand to see the PC's traveling papers.

If the PCs hand over any papers, one of the guards goes through them, taking elaborate care to check them, while the other watches the PCs.

If a PC bought papers granting passage though Ahlissa, or if he has Naerie as a home region, that PC is eventually handed back his papers, after which they are questioned on their reasons for travel in the area.

A PC that has a AR that grants him free passage by virtue of by Garlann of Naelax is quickly given back his papers and excused. The guards do not question him unless they find out that he is wanted.

Any PC that does not have proper papers is reprimanded and led to a guardhouse, a small wooden tower with a cellar prison, where he is to wait for the Watch to make proper papers for him. The new papers cost 50 gp (25 gp if a DC 15 Diplomacy check is made) and grants passage through Naerie for one week. Unfortunately, drawing up the papers takes quite some time, and when the PCs are finally provided with the paperwork, evening has already fallen.

If a PC is wanted in Ahlissa, there is a base 20% chance that one of the guards recognizes him. PCs that have a AR of free passage only have a 10% chance of being discovered, as they are under less scrutiny.

The guard immediately voices his suspicions to his captain, implicating the rest of the party as possible fellow brigands even if they have the right papers. Note that if a PC wears a disguise, the soldier needs to make a Spot check opposed by a Disguise check to recognize the PC.

When recognized, the PCs can avoid being found out by rolling a Bluff check opposed by Captain Huessel's Sense Motive check. Huessel has a +2 circumstance bonus, as he is inclined to believe his soldiers. For each additional wanted PC that has been recognized, add a +2 to Huessel's check.

If the PC makes his check, Huessel is prepared to believe his guards to be mistaken. Still, he insists on checking all their paperwork, taking at least to the evening (and 50 gp per PC) before everything is handled.

If the bluff fails, the guards attempt to arrest the PC and his companions. If the PCs surrender, they are locked in the guardhouse's prison cell, to be awaited trial. The guards themselves will not await the trial – they leave early next day, leaving the case to the local magistrate, which will take another two days to arrive from the nearest village.

The magistrate is easier to sway. If the PC pays a 'fine' (actually a bribe) of 100 gp x APL, he is willing to take care of the charges against the PC. The PC may also use a favor of an Ahlissan noble to have the charges undone. Cross off the 'wanted' entry on the relevant AR. If the PC is wanted for more than one crime, cross off only one entry (the PC is still released from custody).

Talking to the guards may help the PCs to get an impression of Spannek. The poster is not entirely accurate, but close enough that it will help the PCs recognizing Spannek. Further, the guards can tell that Spannek is a fighter who uses a bastard sword, and who has dealings with all kinds of unsavory creatures, specifically the humanoids of the southern Hollow Highlands. He is known to have been a soldier in the army of Idee during the rule of the Scarlet Brotherhood, and the guards suspect he is wanted for war crimes. Huessel can confirm – if the PCs ask him – that Spannek was behind the slaughter of

Alymport, in the north of the Principality of Naerie, during the wars.

If the PCs somehow let slip that they are after Spannek, they are taken into the guardhouse for questioning. The guards are keen to know what the PCs know about Spannek and why they are hunting him. Unless the PCs somehow imply that they are in league with the bandit, the guards eventually let them go. However, the questioning takes quite some time and evening has fallen by the time the guards are satisfied.

Creatures: The guards are alert and dutiful men, but keep in mind that for them the PCs are of interest only if they can tie them to the brigand they are looking for. While they are stern they are not as overpowering as Ahlissan guards would normally be.

Still, if the PCs show hostile behavior (casting spells, drawing weapons or refusing to give them up if commanded to when arrested), the guards immediately attack, assuming them to be bandits.

Fighting the guards does not give additional XP for this encounter.

All APLs (EL 2)

♣ **Captain Huessel:** Male human Ftr1; hp 12; see Appendix I-V

♣ **Guards (5):** Male human War1; hp 9 each; see Appendix I-V

Treasure:

ALL APLs: Loot (101 gp); Coin (6 gp).

Not all PCs may be willing to wait for the magistrate if they got captured. If they desire to, it is fairly easy to escape once the guards have continued on and left them in the custody of the town. They can break the bars of their prison and escape in the dark, although it takes most of the night to break out unless the PCs have magic that is helpful (such as *dimension door*). It is advised to not play out the breakout unless you are certain to have enough game time.

Note that the main focus of this encounter is to delay the PCs, but by preference the encounter itself should not last too long.

Encounter 2: Trust

How this encounter works is dependent on how well the PCs did in Thurbush.

You finally make it to the location Renath told you about. A large spire juts out of the side of a hill, its dark stone

color contrasting with the lighter gravel around it. Most of the area is rocky, and thorn bushes seem to thrive here.

The branches of a dead tree, apparently hit by lightning, looms over the top of the spire.

The area is deadly quiet.

Creatures: The only person to possibly be encountered in this area is the agent of the Veil, a half-orc named Bousse who has infiltrated the humanoid tribes in the southern highlands.

If the PCs managed to pass through easily (or circumvented the village all together) they may arrive at the meeting spot early in the evening.

The agent hasn't arrived yet, and the party will be able to set out guards while they wait for him. When darkness falls, Bousse approaches the camp, hiding in the dark. He checks out the encampment while staying out of sight. He is impossible to spot (he is too far away and in the dark) unless PCs left out a campfire and so force him to come nearer. In that case, let PCs make a Spot check opposed by Bousse's Hide Check. If the PCs discover him and act aggressively or confrontational, he goes into a defensive stance.

The man spying on you draws two blades as he retreats a few steps until his back is to the hill's rocky side. He eyes you with suspicion.

"Who are you?" he growls. "What are you doing here?"

Not having been able to ascertain the PC's motivations, Bousse demands to see some proof of the PCs alliances. He does not himself reveal what his are – if the PCs press him he simply states he is an innocent hunter, at least until he is informed to his satisfaction.

PCs may remember the password ('the night is dark'), at which time Bousse relaxes, and answers with the counter word ('darkness is our friend').

If the PCs forgot the password, simply spilling the beans on their mission will convince him, sure enough, though he will mutter something about "beginners, still wet behind the ears, get themselves killed next". While he will provide the information they seek (see below), he is obviously not impressed.

The PCs may also attempt to make their intentions clear by using a DC 15 Bluff check to deliver a secret message. If the PCs manage this, Bousse is impressed and quickly warms up to the party (especially the person that made the Bluff check).

If the PCs do not discover him (or pretend not to), he moves forward and has himself 'discovered' once he has assured that the PCs are who he expects them to be.

A movement in the bushes draws your attention. What seemed at first a shadow proves to be a man. He seems to notice that he has been caught, and steps forward, his hands empty up in the air.

It's a small man. His face shows signs of orcish blood though they are faint. "Easy to sneak up upon you people", he comments. "Could get yourself killed that way. Could be a bandit, me. Now... you check out ok. I don't have much time... so let's get you informed, shall we?"

PCs may want to check out Bousse by using the password, which he answers politely, silently giving the PCs credit for their vigilance.

PCs who were forced to go through the paperwork arrive much later. They get a less than warm welcome. Bousse has settled himself up in the tree, and confronts the PCs when they arrive.

PCs can make a Spot check opposed by Bousse's Hide Check to see him. If they don't confront him, he makes himself known after watching them for a few minutes.

A rustling sound from the tree makes you suddenly aware that there is someone else here too – someone who has been here for some time. A shadowy shape takes form at the top of the tree. You are uncertain but it seems he has an arrow cocked and pointed at you.

"Who are you?" a voice calls out. "What are you doing here?"

Bousse is suspicious due to the PC's late arrival. He fears his identity is jeopardized and expects the PCs to provide some proof as to who they are (see above). Once satisfied he comes down and will answer their questions, though he remains gruff since he had to wait.

While it is not likely the PCs will fight Bousse, his stats are given in case they do. If attacked, Bousse attempts to paralyze his opponents with the poison he harvested from a carrion crawler corpse. He then attempts to flee. If captured he refuses to talk (torture nor intimidate work, he is too hardened) unless he can be convinced that the PCs are the people he expected.

All APLs (EL 4)

◆ **Bousse:** Male half-orc Brb1/Rng3; hp 31; see Appendix I-V

Treasure:

ALL APLs: Loot (11 gp); Coin-(0 gp).

Bousse expects the PCs to ask the questions. He'll try to answer as best as he can, but he is in a hurry and will not

linger if the PCs have to actually think about what to ask him. The following are likely questions the PCs may ask:

Who are you? "My name is not important. The less you know about me, the better. I have a cover to keep. See me as the man that helps you find your target."

Where is Spannek? "Spannek left about a week ago. Tried to tail him but well, couldn't risk discovery and besides I was waiting you. You should have come sooner."

Where did he go? "I learned he is planning to travel south, through the swamp to the Tilvanot Peninsula. Thought he'd gone nuts, but he seems to have struck a deal with some priest. Spannek is supposed to meet him at the edge of the Vast Swamp, supposedly the priest can get him safely to the Swamp and over the Spine Ridge."

Who is the priest? "Don't know the fella personally but his name is Renlyn. He is a worshipper of Wastri. Is all I know, didn't dare ask too many questions about him."

Why use the Swamp? "Are you're blind? He can't travel safely through Naerie. He's wanted. You must have seen posters of him? For some reason the Hextorites are after him."

Why do the Hextorites want him? "He was a pretty nasty opponent in the war, killed off quite some Ahlissans. Don't know why he is such an obsession all of a sudden though. He was never interesting enough before."

What way did he go? "He went east. I figure he'll follow the edge of Menowood. Would keep him away from civilized lands. He wouldn't travel the woods themselves – can't trust it there. Full of strange beasts.

I figure if you follow him it would not be too hard to find his trail. He's not a trapper and doesn't know the area very well either."

Why is Spannek going there? "Well... Spannek, he's in bit of a tight spot. Not very popular with a lot of people, including the Sign. He seems to think though that he has something that he can bargain with. Hopes to get back in favor with the Brotherhood. Must be something valuable if he doesn't trust others with it. Didn't tell us what it was though."

What does he look like? "Tall, blond, blue eyes. Your typical Suel. He fights with a bastard sword, haven't seen that many Suel do that."

If the PCs take too long asking questions, Bousse comments that he has to return to avoid suspicion. Provided they know where Spannek went, he greets them curtly and leaves in the shadows.

Bousse has to return to the group he spies on, or he may well arouse suspicion. He will not accompany the PCs under any circumstances.

Following Bousse is unwise, and he will try to rid himself of any followers by using natural terrain as cover and covering his tracks.

Finally, if the PCs were imprisoned or had to wait for the magistrate, they arrive too late. Bousse has already left. He left a note, hoping the PCs might find it. It is not in plain sight, but if the PCs search the site, they will find it wedged under a rock.

A small tattered note is wedged in a crack between the tree and the spire. You would likely not have found it hadn't you looked for it. The message seems equally obscure.

Hand the PCs Player Handout 1.

Regardless of how the scene runs out, you should make sure that the PCs understand that Spannek left for the Vast Swamp, following the eastern border of the Menowood.

Encounter 3: On The Trail

The route from the meeting place to the Vast Swamp is roughly 125 miles long and goes through low hills for a third of the trip and lightly forested area for the remainder. There is no road, and the PCs will have to follow trails. As such the route will take three and a half days through the hills and 5 days through the forest for PCs with a movement of 20 ft. If the base movement is 30 ft. then the PCs can cover the distance 1.5x faster (2.5 days and 3.5 days respectively). On a light riding horse the PCs can cover that distance twice as fast. For more information see *Players Handbook*, page 162, Movement.

While the highlands are relatively dry and have sparse vegetation, the valleys are much greener and contain various wetlands, results of the drainage of the mountains and the occasional flooding by the Pawluck River. The weather is humid and warm, uncomfortable but not actually hot, though as the group travels south the humidity rises.

Traveling to the swamp is uneventful, assuming the party takes the advice and does not cross Menowood.

While no encounters are spelled out in this scenario, the unseelie fey and other inhabitants of Menowood will target any PCs that try to pass through Menowood without a proper guide. Their meddling causes the party to lose track and valuable time as they are sidetracked, hampered by impassable walls of thorny plants, or assaulted by mysterious beings from the foliage. In the end, they are ousted out of the Menowood at the point they entered it, having lost one week of valuable time. Time lost costs the

PCs one TU, in addition to TUs normally paid for the scenario.

Some parties may attempt to use magic to discern Spannek's location, or use magic such as *teleport* to reach his location. This may not work as well as they hope as Spannek has already reached the Swamp – see Appendix 6 for details on the Vast Swamp, particularly the Aestophatan Bogs. Divination may reveal information elsewhere presented in the scenario, but cannot be used to locate Spannek or spy on him.

Unless the party applies magic to travel faster, it takes a week of travel before they near the swamp. The area they travel to is composed of wetlands and sparsely forested area. There are few settlements along the way, often no more than a few farms. Most people do not reside too close to the woods. The farmers that live here are hospitable, though suspicious of such sudden traffic in the area. Several have seen Spannek and given him shelter (as they can give the PCs).

Eventually the party happens on a small farmstead, oddly isolated in the wilds. If the PCs are flying or using *teleport*, you could have them land here or notice the farm in passing.

A thin line of smoke rises from the chimney of a small wooden house not much larger than a hut. It looks like you happened upon a small farm, though not one that seems to do well. You notice a vegetable garden and a chicken run, and the wooden barn might once have held a horse, but other than that there seems to be little that this farm would produce.

As you approach, the door opens, and an old woman in peasant garb appears at the corner of the doorway. She wields a crossbow, aimed at you with a non-too steady hand.

"Go away!" a hoarse voice shouts. "We have nothing to take, and no more to say. Leave us be or, by Ehlonna, I will fire!"

Creatures: The old woman in Jayna, the mother of a ranger called Ewedris who was a member of the Royal Warders of the Vast Swamp, an organization that watches the swamp's wildlife and guards Sunndi from attacks from the swamp's inhabitants. Ewedris lived here for many years, together with his wife Ulyse, a fellow Warder, and their son Tobas. Life was hard, but the two felt a strong responsibility and persevered. When Ewedris wife died of pneumonia, his mother moved in to care for the boy, pleading the man to leave the swamp behind. Ewedris refused, but only two months ago, he himself fell – on a patrol in the swamp, he ran unexpectedly into a group of ravenous bullywugs and was killed. He never returned, and Jayna, now certain her

son has fallen, has been contemplating leaving the farmstead and move to Eyedrinn. Her grandson Tobas is less inclined to leave. He is only eleven, but having grown up near the swamp has made him quite tough. No doubt he will make a fine ranger someday.

◆ **Jayna:** Female human (Oeridian) Com1.

◆ **Tobas:** Male human (Oeridian) Com1.

Development: After the recent visits of Spannek and the Hextorites that hunt him, Jayna has become a bit distrustful of strangers. Her threat to fire is real, but her aim is so poor that, should the PCs give her any reason to do so (i.e. threaten her in any way), she automatically misfires, firing the bolt high over the PCs heads.

Calming Jayna down should not be so hard if the PCs are tactful. Vast Swamp Warders and clerics of Ehlonna will have an easier time if they reveal their allegiance. If the PCs' roleplay this out, simply decide whether their behavior is proper to calm down the woman, otherwise you can use a DC 10 Diplomacy check (Warders and clerics of Ehlonna get a +2 circumstance bonus to the check)

Once calmed down Jayna can tell the PCs that some stranger (Spannek) passed by some time ago. The amount of time is dependent on how fast PCs traveled, and it affects the outcome of this scenario (see next encounter). Use the following guidelines:

Condition	Modifier
Base	1 day
If the PCs bought papers	+ 1 day
If the PCs were held or arrested at Encounter 1	+ 1 day
If the PCs needed to wait on the magistrate at Encounter 1	+ 2 days
Traveling to the swamp	+ time traveled
If the PCs attempted to enter Menowood	+1 week

Spannek appeared to Jayna as an obvious thug – his mannerisms and elusive behavior were those of a man on the run. He paid to stay for a night and then moved on, not stating his purpose.

Then, the next day, a number of Hextorites from nearby Eyedrinn passed through and interrogated Jayna about Spannek. They followed him into the swamp, but Tobas is quite certain they went the wrong direction. If PCs wonder about this, Jayna explains to them that the nearby city of Eyedrinn is run by the Hextorites. She doesn't like them, but they are the law and go were they please.

Once inside, Jayna offers the PCs some soup. As she turns away to get the PCs (or herself) some, Tobas reveals

how he, curious after this stranger and eager to follow in his father's footsteps, followed Spannek for a few hours, and saw him meet with another person (the Wastri cleric). He can guide the party to the spot where they met in the swamp for a few silver.

Jayna, of course, does not like this idea at all, and protests against it. But the boy's mind is set. Even if the PCs can't calm Jayna down or convince her that the boy is safe with them, he plans to go with them. Come next morning, when Jayna is still asleep, he wakes the PCs to guide them to the spot. It is up to the PCs if they take his offer.

Encounter 4: Beauty Is Truth

If the PCs insist on going into the swamps by themselves they are unlikely to find Spannek. To follow his trail, they need to make a Survival check for every hour traveled. The base DC of the check is 15, modified by +1 for each day that Spannek is ahead of the PCs.

If they succeed in five consecutive checks (five hours travel), they arrive at the shack. Otherwise, they loose the trail. In that case, you can have them go back, or, should they continue, wander the swamp for a night, until, in the morning, they meet Aurelia.

Should they take Tobas up on his offer, he leads them, and they reach the shack after three hours.

It seems like you have been ploughing through mud for hours. The small trail that led you into the swamp is almost entirely gone. Everything around you looks the same. Still pools of water, dark reeds and twisted trees, and the yellow blossoms that seem to grow everywhere, it all looks the same to you. As far as you can tell, you may as well be walking in circles. Still, Tobas leads on, and finally he points ahead.

"We're almost there."

And sure enough, the vegetation parts to make room for a small stream that twists through the swamp. On the other side of the shore is a small shack.

"Here is where the stranger met the priest. I could tell he was a priest, as he was wearing a beaded necklace with the symbol of a toad and he rubbed it all the time. I was hiding over there." Tobas points out a spot to the right side of the stream. "They talked for some time, but I couldn't overhear. When they left, I decided not too follow anymore. They went into the bogs. That's dangerous area. You don't want to go their alone, or the swamp spirits take you."

A successful DC 15 Religion check indicates that the symbol described above is that of Wastri, the Hopping Prophet.

PCs can continue to track Spannek. If tracking is impossible, a DC 15 Spot check points out a trail that seems the easiest to follow for at least the first few hours. Tobas will point it out if the PCs don't notice it themselves. He is eager to go with them, hoping to prove himself, but if the party puts their foot down he returns home.

As the party continues through the swamp, the trail becomes less obvious, and even tracking will fail at some point, so that all that is left to continue on is a sense of direction.

PCs may be able to travel more quickly, for instance by using flight or other magic travel. Refer to the rules in the Appendix if they try to *teleport*, which may give unexpected results.

When the party has traveled for several hours, and is likely getting lost and tired of the buzzing insects and leeches, Aurelia makes her appearance.

As soon as Aurelia appears, anyone traveling through other dimensions (ethereal, shadow walking, etc) is drawn back to the glade. People flying are drawn to the ground. After notifying the players of this unnatural phenomena, continue with the boxed text.

The swamp seems more threatening than ever before. Shadows lurk at you from the foliage. It almost seems like the plants themselves move... and then you realize... they do!

All around you, the plant life seems to knit together, forming a kind of hedge, a wall of vines, thorns, barbed leaves and yellow flowers. You cannot help but be forced back into a clearing, where a six-foot wall of plants hems you in.

As you evaluate your situation, the earth itself seems to move, a light tremble that causes stirrings in the brackish water. From its surface, forty feet away from you, rises three forms. Two seem to be made of wood and plants, twisted in the shape of two menacing wolves. The third form, initially a pillar of brackish water, solidifies in to a stunningly beautiful woman. She has flawless pearl like skin, long blond hair that flows in the breeze, and large eyes that suggest the innocence of a child. But the wicked smile she tosses you convinces you that the lady is not all she looks.

"Intruders", she whispers, "On our land. And no permission. Well, my loves", she says as she caresses one of the wolf plants, "So many people. Why are they here? Do they seek our wisdom? Shall we help them? Hmm. Maybe if we hear what they can offer us? Let's hear then, my loves, what they have to say."

The woman is Aurelia, a nymph and the bog's guardian, and she expects to be paid for safe passage. She does not need money or goods, but enjoys the praise and almost deific status some of the swamp's inhabitants – even some other fey - give her. She desires beauty above all else, and regularly requests – though is it more a demand – expensive trinkets for safe passage from those that pass. For this reason, the Royal Warders and the Wastri priests normally avoid this area of the swamp.

Recently Aurelia has been ordered to leave the Wastri priests and the bullywugs alone. She dislikes the order, and while she is bound to it, she seeks ways to pervert it, stopping anyone that is not a priest of Wastri or a bullywug and setting those strangers against them.

Spannek was forewarned, and he pre-arranged passage, bribing her with a magic ring he claims was made especially for her. A lie (the ring was stolen from the body of a Royal Warder who was killed by the bullywugs), but Aurelia enjoyed the flattery and let him through. She is less likely to be so easy-going with the PCs.

Aurelia and her kin have enchanted the clearing to hold the PCs until they pay her toll (or defeat her). The area touches the faerie realm here, giving Aurelia far more command. A DC 20 Knowledge (the planes) check may alert a PC that they are at some kind of planar border.

A wall of animated plants under Aurelia's control encloses the area. Anyone who enters the wall is entangled. PCs that can command or rebuke plants can force passage for themselves, but not for others, as the plant wall closes directly behind the PC. A druid's *woodland stride* is not effective against the wall. Any magic that attempts to leave the clearing by inter-dimensional or inter-planar travel fails. Spells such as *dimension door* or *teleport* work fine as long as they are used within the clearing. If used to leave, they simply transport the PC to a random location within the clearing. Planar travel to existing planes fails, but *summoning* spells work normally, a *bag of holding* can still be accessed, and magic that creates temporary extra-dimensional pockets (such as *rope trick*) still work. Flying (magic or otherwise) is possible, but for the duration of this encounter, a PC can only get as high as 60 feet, and any PC approaching the edge of the clearing is drawn back to the earth, into the wall of plants.

Creatures: Aurelia is a powerful fey in the unseelie court that rules the bogs. She is manipulative and evil, but also lonely. She and several of her kin were banned from the faerie realms and are now trapped in the Vast Swamp. While respected by her peers and almost deified by the lizard folk, she hungers for affection that the heartless fey of the swamp can't give her.

Aurelia is also the fey's ambassador to, and servant of, the bog's enigmatic master, Aestophatus. She acts as a guardian, and watches people who enter this area of the swamp, waiting for them to be far enough to entrap and then exact a toll from them. Due to her high status, she has almost mythical status, and as a fey she is almost impossible to destroy. While her physical form can be defeated, her mind is tied with the swamp and its mysteries, giving her some strange powers, which fluctuate depending on the seasons. If defeated, her body merges with the swamp, where she rejuvenates, until she rises again in a new body.

The plant creatures Aurelia has summoned to guard her area are eager to attack, but her force of personality holds them back. She appears at 40 ft. distance from the PCs, so they are not immediately affected by her blinding beauty, which she has active at all times. The wood-elemental wolves are in front of her, intending to keep PCs from engaging Aurelia in melee should they attack. At higher APLs, the shambling mounds rise from the swamp's waters at the other side of the party when Aurelia wills it (she does not reveal the shambler's presence until she is attacked).

APL 2 (EL 5)

➤ **Aurelia:** Nymph; hp 19; see Appendix I

➤ **Wood Element Wolves (2),** Medium plant; hp 17 each; see Appendix I

APL 4 (EL 7)

➤ **Aurelia:** Nymph, hp 35; see Appendix II

➤ **Wood Element Wolves (2):** Medium plant; hp 31 each; see Appendix II

APL 6 (EL 9)

➤ **Aurelia:** Nymph; hp 49; see Appendix III

➤ **Wood Element Wolves (2):** Medium plant; hp 31 each; see Appendix III

➤ **Shambling Mound,** Large plant; hp 60; see Appendix III

APL 8 (EL 11)

➤ **Aurelia:** Nymph/Drd2; hp 57; see Appendix IV

➤ **Wood Element Wolves (2):** Medium plant; hp 31 each; see Appendix IV

➤ **Shambling Mounds, Advanced (2):** Large plant; hp 92 each; see Appendix IV

APL 10 (EL 13)

➤ **Aurelia:** Nymph/Drd4; hp 69; see Appendix V

➤ **Wood Element Wolves (2):** Medium plant; hp 31 each; see Appendix V

➤ **Shambling Mounds, Advanced (2):** Huge plant; hp 172 each; see Appendix V

Treasure:

All APLs: Loot (0 gp); Coin: (0 gp); Magic: *Ring of swimming (167gp)*.

APL 10: At this APL the PCs also come across a small cache of gems that has been used to bribe Aurelia in the past. The gems are guarded by the shambling mounds and are found when they are slain and searched.

Coin: 500 gp.

Detect Magic Results: *Ring of swimming* (Faint Transmutation);

Development: The party, a few individual's excepted, is trapped until they deal with the guardian. They can either negotiate with Aurelia, or attack her. Aurelia has her defenses ready, but she is surprisingly eager to talk. While she may not directly meddle with the Wastrians, that does not mean she won't set others on their trail, and she will gladly tell the PCs what she knows, though, of course, she does expect a suitable bribe.

Information Aurelia may give (if approached diplomatically):

About herself: "They call me swamp maiden. I guess that is true enough. We have lived here for... oh... a very long time. Far too long to remember. It has not been easy for us. We hardly ever see people... and I know the land and survey all that enter. Do you not like our works? Now, to pass, you should give us tribute, like the others."

About 'We': "We are the Court of Fey, the Wonderers of Nature, The Gentry. We were chased here, long ago, from the woods that rightfully belong to us. We will claim it back one day. But we can wait. We have time. Your's, however, is running out. Give us tribute. Now!"

About the toll: "Surely you have something to offer to the fey? A nice trinket, something to make us beautiful? Something enchanting? The other one did. He gave me this ring."

She flicks her hand, showing a small green-golden ring on her left hand.

(If Tobas is present, he suddenly gasps: "That's my father's ring!")

Aurelia ignores that and continues "We are as gods in this place. Grant me an offering and I will grant passage!"

About the ring: "It was given to me by a man who sought passage not long ago. Though he consorted with the Frog priests" – the sword is spat out in utter loathing - "he gave a fitting offer. Created for me especially, he said. I let him pass."

About "the others" or Spannek: "Names hold less meaning for me now, but Spannek is the name of the man

that gave me the ring and followed the frog priests southeast. He is still close, at a bullywug encampment nearby. If you seek him you can find him there.”

About Wastri: “What creature would pretend to be a man when he is in fact a frog? And does he not oppose our Master? Yet I cannot stop his priests, I am forbidden to. Our Master is mistaken to let them pass, but he does not listen to my advice.”

About the Bullywugs: “Vile beasts! There are far too many of them now passing. If I was free I would set the swamp against them, but I can’t. They camp to the southeast, a small number of them, as most pass through to the north. Why they came here I don’t know. The Cthaan worry, but they dare not interfere and I cannot aid them, though they pay me tribute well enough.”

About the Cthaan: “They are the lizard folk that live due west from here. I know they hate the bullywugs and that they desire to fight, but the folk’s numbers are small and they venerate our Master, ill advice though he may give them.”

About Undead: “We know of the dead walking the waters, but they bother us not, we do not care. They have nothing worth to take.”

About the Swamp: “The swamp is our home. It listens to us. It answers our call. If you desire to pass, you pay our toll.”

About her Master: “I cannot say any more. Do not meddle in his business, or I will kill you and offer your carcasses to him to feed on.”

Development: Aurelia accepts anything that is both pretty and magical. The exact type of magic is immaterial – a *ring of protection +1* will satisfy her, but a gem with a *continual flame* spell cast on it may also suffice. A non-magical item that is unique (or can be believed to be so) is also acceptable. A common necklace might not be interesting, but one that was a gift from the olven queen of Celene is. Mere gold is not of interest to her. It is up to the party to convince Aurelia that a particular item is special (whether that is actually true or not).

At the least though, she expects an item to be worth at least 10 gp x APL (as her power fluctuates, so does her demand for precious objects worthy of her stature).

If the PCs gift two items, she is willing to trade them for the ring that belonged to Tobas’ father, especially if the PCs flatter her.

PCs can gift a *ring of mind shielding*, if they have one. While Renath Borga will not be pleased, she will accept the loss.

If the PCs pay a toll to Aurelia’s liking, she sends one of her wolves to fetch it for her.

Aurelia examines the gift carefully, then smiles, seemingly satisfied. “A fitting offer. You may continue on. Though of course, the swamp may rule otherwise. Nature runs its course.” She smiles evilly, then her body seems to turn into water and collapses, disappearing into the pool, taking your gift with it.

Instantly, the wall of plants gives way. At the same moment, the wooden wolves turn at you, hunger in their eyes.

[APL 6 and up]: a rumbling makes you look around, and there the bog itself seems to rise, sprouting tentacles as it does, and converging upon you.

After Aurelia disappears the plant wall drops, granting the PCs passage. The plant creatures, however, are no longer constrained. The shamblers (at APL 6 and higher) make their presence known and they and the elemental wolves attack. Without Aurelia’s presence, this should be a far easier battle.

Negotiating with Aurelia over the size of the toll is futile. If Tobas is present, and the PCs make a DC 15 Diplomacy check (shifting her attitude momentarily from unfriendly to indifferent), she considers an alternative:

“Are you to leave me without a gift? Well, you would not leave me alone, no?”

Her eyes travel over your group until they rest on Tobas. There is a hunger in her eyes that unsettles you.

“The boy. Almost a young man. He will still my hunger. Leave him here and I will let you through.”

PCs should immediately realize that this is a bad idea. In fact, turning Tobas over is an evil act (make sure the party comprehends this!). A party should not normally contemplate turning the boy over – this exchange is to make clear to the party that Aurelia is evil.

Should a party still turn Tobas over, she accepts him as if he was a gift, and disappears, taking the boy with her. Note the act on the AR. Paladins and clerics of Good aligned gods immediately lose their powers until they atone.

If one of the PCs makes a DC 25 Diplomacy check (shifting her attitude momentarily from unfriendly to friendly), or if she is *charmed*, Aurelia may instead take interest in the PC.

“You ask me to let you pass, but yet when you are gone, who cares for me?”

The nymph sighs, looking downcast. Then she turns to [PC name].

“We should not part like this. Grant me a parting kiss, and I will give you passage.”

She beckons, smiling at you seductively.

The PC can approach (note that he still has to save to prevent blindness unless he closes his eyes).

As [PC name] steps closer, Aurelia reaches out and wraps her arms around [him/her], pulling [him/her] close to deliver her kiss. As their lips touch, her body seems to turn into water and collapses, disappearing into the pool, taking [PC name] with it.

Instantly, the wall of plants gives way. At the same moment, the wooden wolves turn at you, hunger in their eyes.

[APL 6 and up]: A rumbling makes you look around, and there the bog itself seems to rise, sprouting tentacles as it does, and converging upon you.

The PC that was taken is returned to the clearing (erupting from one of the water pools), in 1d4 rounds. He receives the special condition 'Kiss of Aurelia' (see the AR). He is cured of any blindness caused by the nymph.

If the PCs refuse to pay the toll, Aurelia eventually tires of them, and commands her creatures to attack.

Tactics: The fey have watched the PCs for some time, and through them, Aurelia is aware which of them are spellcasters or using magic weaponry. She has some time to cast in advance any number of spells she deems will last long enough for the encounter (such as *anti-life shell*), though she is rather overconfident and will cast these spells only if she thinks the PCs are a threat. Use her judgment on the PC's capabilities on how careful she needs to be. (as a DM, you may decide to precast spells depending on how the party's power level compares to hers, but do not overdo it, or you will put the PCs at an unfair disadvantage, especially at lower levels. In general you should not use buff spells if the party is below the scenario's APL).

Aurelia is wary and expects the PCs to attack – if they decide to rush her she is ready. However, any PC with a *ring of mind shielding* gets to act as if he had surprise.

Aurelia uses her blinding beauty and stunning glance to any who come close, while mentally directing her plant creatures to engage anyone threatening her.

At lower APLs (2-4) she uses her spells to create *obscuring mist*, then *faerie fire* to outline her opponents and ruin their concealment (this gives PCs a chance to avoid being blinded for the remainder of the scenario). Note that while she herself may not be able to see PCs when using spells such as *fog cloud*, her wolves can help her pinpoint the PCs so she can more accurately target area spells.

At higher APLs, Aurelia commands the shambling mounds to sunder any cold iron weapon wielded (which

are harmful to her), though she directs this command only if she expects the PC to be a threat to herself. Note that the shambling mounds cannot sunder magical weapons, so Aurelia does not direct them to do so.

If needed, she *dimension doors* away from fighters to avoid melee, but, knowing that she is immortal and will rejuvenate, she does not flee.

If the PCs defeat her, her body collapses, leaving behind the ring but no other signs of her presence. Adjust this if the PCs defeat her in other ways, i.e. if they petrify her, the statue crumbles to stone within a round (leaving only the ring), etc.

Note that, while Aurelia wants to defeat the PCs, she does not want to kill them – she hopes they will kill the bullywugs for her. As such, the plant creatures will not attack PCs that are unconscious, nor will they coup-de-grace incapacitated foes. In addition, any PC that goes unconscious is automatically stabilized (provided he is still alive) by fey magic. Do not mention this to the party until the fight is over.

Troubleshooting: If Aurelia and her plants defeat the PCs, not all is lost. Aurelia would like the PCs to continue on and take on the hatred bullywugs.

If any PCs are still alive, she revives the most charismatic male (or, failing that, female) PC by administering a kiss. She whispers "Now you're mine", and then leaves.

The PC is cured of any blindness caused by the nymph, brought to 1 hp, and receives the special condition 'Kiss of Aurelia' (see the AR).

It is also possible most or all PCs are blinded after this encounter. If the PCs do not have their own means to cure the condition, let them encounter the Cthaan, who might help them.

Encounter 5: The Cthaan

It is possible that the party will desire to contact the Cthaan, the lizard folk that live in the Vast Swamp. They may hope for support for their quest, as the lizard folk are constantly at war with the bullywugs.

Some PCs may even be certified member of the tribe, and desire to contact them even before Aurelia informs them of the Cthaan. If they do let them attempt to (but let them meet Aurelia first).

Contacting the Cthaan is easy enough if the PCs know where to look. Aurelia can tell the party where to find them, and either a DC 18 Survival check or a DC 20 Knowledge (nature) check will point the PCs in the direction of the best environment for lizard folks to settle.

If the party isn't looking to contact the lizard folk, but do not know where to turn, wandering around in this part of the swamp may draw the Cthaan (the DM might decide on this depending on play time available or actions performed by the PCs).

The lizard folk clan that lives in the west of the swamp, the Kirnochhan, are a strange lot. They do not worship Semuanya as most other clans do, but instead pay homage to a deity known as Aestophatus. They are xenophobic, and have little contact with the other clans. Still, their hatred of the bullywugs may prompt them to aid the PCs, even if their shaman has forbidden them to engage the bullywugs marching through the area – in order to not displease their fickle god.

If the PCs travel in the direction of the Cthaan's settlement, by design or by chance, they will eventually encounter them.

You know you have trod on new territory when you notice a long row of javelins jutting out of the ground, stretching to both sides into the swamp. The javelins are set six feet apart, and many have been decorated with the skulls of animals and humanoid creatures. Bloody symbols have been painted on them, and feathers and leather ribbons are attached to the javelins tips, turning them into eerie border markings.

The javelins mark the territory of the Kirnochhan tribe. A DC 20 Knowledge (arcane) check identifies the symbols as religious markings used in the various *symbol* spells. None of these markings are actual symbols though – they are merely meant to frighten away unwelcome visitors.

Once the PCs continue on, the lizard folk notice them and follow them on a distance. The folk stay out of sight. A DC 25 Spot check lets the PCs notice that they are being followed, but not who or what it is. If PCs try to confront whoever follows them, the lizard folk appear (skip the trap encounters).

Trap: The area around the camp is riddled with traps, mostly pits half filled with muddy water. They are very well hidden. Only by actively searching for them (which halves movement, on top of terrain conditions) can they be noticed.

🦋**Camouflaged Pit Trap:** CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20.

Once someone fell in, or the PCs notice the trap or attempt to find out who is watching them, the lizard folk appear.

One moment you were alone, the next they seem to appear everywhere: lizard men, almost a dozen, each wielding a javelin aimed at your group. They regard you with suspicion as they encircle you, stepping from the bushes around you.

One of the lizard folk, whose chest bears bloody markings, snarls at you: "Ghrath Kirnochhan berdethii?"

Creatures: The leader of this group is Haszerr. He only speaks draconic, and has just asked "Why are you at the Kirnochhan's grounds?"

The lizard folk are not initially hostile. They are familiar with the humans that aid the bullywugs, and have already determined that the PCs do not belong to that group. This does not necessarily make them friendly, but it does mean they do not immediately attack.

Assume the Lizard folk start this encounter as 'unfriendly'. If any PCs show tattoos identifying them as members of the Cthaan, the lizard folk start out as 'indifferent'. Cthaan members are immediately considered spokesperson for the party.

All APLs (EL N.A.)

🦎**Lizard Folk (10):** Male humanoid War1; hp 11 each; see *Monster Manual* page 169.

Each lizard man is equipped with 3 javelins, a club, and a heavy wooden shield.

Treasure:

All APLs: Loot (8 gp).

Development: Once he has the PCs attention, Haszerr demands they state why they are on the Kirnochhan's grounds. He addresses what he perceives to be the spokesperson: a Cthaan tribe member, a male of medium size, a male of small size, a female of medium size, or female of small size, in that order. The Cthaan have a patriarchy, and consider small beings to be slaves (they themselves employ kobolds as a slave race). They ignore females and small PCs unless it is the only person that speaks their language. If nobody speaks Draconic, the PCs may have to resort to crude sign language and pantomime.

The Cthaan won't negotiate until their attitude has shifted to at least indifferent. Parties may need to resort to Diplomacy to better the Cthaan's attitude. If they stay unfriendly, the lizard folk send them away.

If the PCs improve their attitude to indifferent, Haszerr is willing to answer some questions, but under no circumstances are the PCs allowed to enter the Cthaan village. The Cthaan are willing to point the PCs in the right direction, but they are not so eager to accompany the PCs. They are willing to heal PCs, and can even remove

blindness for any PC affected by Aurelia's aura, though they demand payment in the form of goods, i.e. they cast one *remove blindness* spell in exchange for approximately 150 gp worth in weapons or other goods. They do not value gold.

If the PCs' Diplomacy check makes the Cthaan friendly, they offer healing for free to anyone who is hurt, and *remove blindness* for any PC affected by Aurelia's aura.

If their attitude improves to helpful, they are willing to offer a guide (named Chree), who leads the PCs to the bullywug encampment. Chree does not aid in a fight, but he knows a safe route to a spot from which the encampment can be checked out without the bullywugs noticing.

Things the PCs may learn from the Cthaan if they inquire (someone needs to be able to talk Draconic for this):

About the Cthaan: "We are clan Kirnochhan of the Cthaan. We have lived in this swamp for many summers. The bogs are ours. You should do your business and leave. We have no quarrels with you, but if you do not leave we will make you our enemy. Nobody enters our village but the Cthaan."

About their clan: "We are the strongest of clans. While other clans fled, we stayed in the bogs and survived where they did not."

Against Cthaan members in the party: "We recognize you as Cthaan, but you have not proven yourself to us. You are from a weak clan, and we do not deal with smoothskins as they do."

About other clans: "The other clans are weak. They follow gods that teach them to trade with humans! Pth! No lizard man should listen to what a smoothskin says! It turns you from the swamp, against it! Like the bullywugs!"

About Wastri: "The Wastri priests, we hate them even more than the bullywugs. They seek our end, and we seek theirs. Except for these days, we stay hidden and out of the way. The Spirit commands us so, and we do not wish to anger it. But other times will come, and then we strike out against them."

About the Bullywugs: "We hate them. They should be hunted and killed. But we are small in number, and the Spirit of the Bogs has commanded us let them pass. They come, they go. That is fine. Should they stay, the Spirit will fill us with rage, and we take up arms. But that is not now."

About Aurelia: "She is the Spirit's woman. We give her offers so she and her kin leave us be. Sometimes, foolish warriors go to fight her, try to prove their strength. Most do not return. Some slay her, but she always comes back, and takes the fool from our village to never return. We let her. She is darkness, and you do not fight darkness."

If anyone comments that they killed Aurelia:

"Then you are not safe. Leave the swamp within seven moons, or she will return with her kin and find you."

About the Spirit of the Bogs: "The Spirit guides us and protects us from harm, if it is kept satisfied. Our shaman speaks to it in dreams. It easily angers. So we listen to what it says, lest it takes its own offers but the ones we give it."

Troubleshooting: If the PCs act openly hostile, the lizard men attack. All negotiations are out of the window. PCs who are members of the Cthaan who attack Lizard Folk are ousted from the tribe. Any benefits for being a member are immediately revoked.

PCs do not get extra XP for fighting the lizard men (they are meant to deal with them diplomatically).

Encounter 6: The Bandit and the Priest

Spannek is some time ahead of the PCs, but quick travel can make up for the time. It is possible that the party is able to catch up on Spannek. If the number of days that Spannek entered the swamp before the PCs did is less than 4 days, and if the PCs travel quickly and do not delay (i.e. they do not choose to visit the Cthaan), they can surprise him before he reaches the bullywug encampment. If the conditions are met, a DC 16 Search check may allow the PCs to spot a newly made track, made by two people in armour. Following this track puts the PCs on Spannek's trail. They then have a few hours to catch up and ambush Spannek before he reaches the bullywug encampment. In that case, run the battle using the Encounter 6 stat blocks, but without the bullywug guards. There are no sinkholes, but since this ambush can only be made in the swamp, the terrain is too difficult to make charging possible. Clever PCs may of course be able to take their advantage here.

In most cases, Spannek and the Wastri cleric, a devious man named Renlyn, will already have reached the encampment. There, they are waiting an appropriate time to travel on. Renlyn hopes to be able to travel with a group of bullywugs that will return south after a raid, making travel safer.

If the time between the PCs and Spannek is over 3 weeks, and the PCs have no fast means of travel, Spannek and the Wastri cleric have already left. In that case, Spannek has gotten away, and the PCs only encounter bullywugs in the encampment.

There are several ways the PCs can locate the bullywug encampment. PCs may follow directions of Aurelia, or they can have Chree, a guide from the Cthaan lizard folk to lead them there. They can also use Track (as outlined in Encounter 5) to keep tracking Spannek.

Even if the trail is lost, finding the bullywug encampment without guidance is easy enough if the PCs know where to look. A DC 20 Knowledge (nature) check will point the PCs in the direction of the best environment for bullywugs to settle.

If this fails, random wandering will eventually draw the attention of the Cthaan, and they will approach the party (see Encounter 6). In that case add 1 additional day to Spannek's head start.

If the PCs came with the help of Chree, the lizard folk guide, he shows them the fastest and safest route to the bullywug camp. He points out a reasonable safe place from where the camp can be viewed without being seen, and also warns for the presence of sinkholes.

Trap: The area around the camp is rife with sinkholes – small areas filled with water covered by vegetation, making them very hard to notice. These areas are treacherous and a creature that wanders into one sinks up to its waste in the muddy water.

✧**Sinkhole:** CR ½; natural; location trigger; auto reset; DC 20 Reflex save avoids; 3 ft. deep, impedes movement; Search DC 24; Disable Device DC 20.

It takes a full round action, which provokes attacks of opportunity, to crawl out of the pit unless the creature is aided with magic (such as *water walk*, *fly*, or *free movement*), or is aquatic. In those cases, the creature can enter, leave, and move in the sinkholes using its normal movement. A creature that makes a DC 20 Swim check can also leave the pit, but at half his movement.

A creature can fight and cast spells from a sinkhole, but is treated as if it is entangled for purposes of melee combat as long as it stays in the sinkhole. This gives it a –2 penalty on attack rolls and a –4 penalty to Dexterity. Movement in the sinkhole itself is halved, and the creature cannot make a 5-foot step. A creature in a sinkhole cannot be tripped. It gains a +4 bonus to AC from ranged attacks, and a +2 bonus on saves against area effect spells.

Creatures: Aside from Spannek and Renlyn (if they are still there), the encampment holds only a handful of bullywugs, most of them non-combatants. There are 4 females and 6 children. The only threat comes from a few bullywugs and a bullywug cleric, which are surprisingly well armed. With a DC 16 Knowledge (Splintered Sun) check PCs may realize that bullywugs normally wear leather or hide armours. Humans must have supplied the metal armour of the guards.

PCs who received a description of Spannek (or who met him before) can point him out easily. Renlyn can be recognized as a cleric from Wastri on a DC 15 Knowledge

(Religion) check. Both men are continuously armed and alert.

APL 2 (EL 4)

✧**Spannek:** human (Suel) Ftr2; hp 16; see Appendix I
✧**Renlyn:** human (Suel) Clr1; hp 10; see Appendix I
✧**Bullywugs (2):** Medium humanoid War1; hp 7 each; see Appendix I

APL 4 (EL 6)

✧**Spannek:** human (Suel) Ftr4; hp 28; see Appendix II
✧**Renlyn:** human (Suel) Clr2; hp 17; see Appendix II
✧**Bullywug barbarians (2):** Medium humanoid War1, hp 15 each; see Appendix II

APL 6 (EL 8)

✧**Spannek:** human (Suel) Ftr6; hp 40; see Appendix III
✧**Renlyn:** human (Suel) Clr5; hp 38; see Appendix III
✧**Bullywug barbarians (2):** Medium humanoid Brb3; hp 35 each; see Appendix III
✧**Bullywug cleric:** Medium humanoid Clr2; hp 17; see Appendix III

APL 8 (EL 10)

✧**Spannek:** human (Suel) Ftr8; hp 52; see Appendix IV
✧**Renlyn:** human (Suel) Clr7; hp 52; see Appendix IV
✧**Bullywug barbarians (3):** Medium humanoid Brb4; hp 45 each; see Appendix IV
✧**Bullywug cleric:** Medium humanoid Clr3; hp 24; see Appendix IV

APL 10 (EL 12)

✧**Spannek:** human (Suel) Ftr10; hp 64; see Appendix V
✧**Renlyn:** human (Suel) Clr9; hp 66; see Appendix V
✧**Bullywug barbarians (3):** Medium humanoid Brb6; hp 65 each; see Appendix V
✧**Bullywug cleric:** Medium humanoid Clr5; hp 38; see Appendix V

Treasure:

APL 2: Loot: (74 gp); Coin: (4 gp); Magic: +1 *chainmail* (108 gp), *potion of cure light wounds* (8 gp), *scroll of cure light wounds* (4 gp)

Detect Magic Results: *potion of cure light wounds* (Faint Conjuraton)

APL 4: Loot: (104 gp); Coin: (4 gp); Magic: +1 *chainmail* (108 gp), *potion of cure light wounds* (8 gp), *wand of cure light wounds* (63 gp)

Detect Magic Results: *potion of cure light wounds* (Faint Conjunction), *scroll of cure light wounds* (Faint Conjunction)

APL 6: Loot: (101 gp); Coin: (4 gp); Magic: *+2 chainmail* (358 gp), *+1 bastard sword* (195 gp), *potion of bear's endurance* (25 gp), *wand of cure light wounds* (63 gp)

Detect Magic Results: *+2 chainmail* (Moderate Transmutation), *+1 bastard sword* (Faint Transmutation), *potion of bear's endurance* (Faint Transmutation), *wand of cure light wounds* (Faint Conjunction)

APL 8: Loot: (138 gp); Coin: (4 gp); Magic: *breastplate +2* (363 gp), *chainmail +2* (358 gp), *bastard sword +1* (195 gp), *potion of bear's endurance* (25 gp), *wand of cure light wounds* (63 gp)

Detect Magic Results: *+2 breastplate* (Moderate Transmutation), *+2 chainmail* (Moderate Transmutation), *+2 bastard sword* (Faint Transmutation), *potion of bear's endurance* (Faint Transmutation), *wand of cure light wounds* (Faint Conjunction)

APL 10: Loot: (138 gp); Coin: (4 gp); Magic: *+2 breastplate* (363 gp), *chainmail +2* (358 gp), *+1 bastard sword* (195 gp), *potion of bear's endurance* (25 gp), *wand of cure light wounds* (63 gp), *cloak of resistance +1* (83 gp)

Detect Magic Results: *+2 breastplate* (Moderate Transmutation), *+2 chainmail* (Moderate Transmutation), *+1 bastard sword* (Faint Transmutation), *potion of bear's endurance* (Faint Transmutation), *wand of cure light wounds* (Faint Conjunction), *cloak of resistance +1* (Faint Abjuration);

Development: How this scene develops is dependent on how the PCs approach it. PCs that prepare well ahead and are aware of the sinkholes can easily gain surprise. Such tactics may make this a fairly easy fight, but those are the benefits for planning an assault ahead.

PCs who happen on the encampment by luck or who do not heed any advice may blunder into a sinkhole. The bullywugs, Spannek, and Renlyn are aware of the sinkholes and know how to avoid them or (in the case of bullywugs, who can move through them without difficulty), make use of them if they need to avoid missile fire.

While both Spannek and Renlyn would rather run than fight, they have little chance to survive the journey south without the bullywugs aid. Spannek may be willing to surrender rather than fight, especially if the PCs make short work of the bullywugs. Convincing him to surrender requires a decent argument (i.e. the PCs may convince him that what he knows is valuable to their employer) and a DC 20 Diplomacy check to switch his attitude from hostile to

unfriendly (though Spannek's attitude cannot be improved better than unfriendly unless magic is employed). If combat has started, this is a full round action, and the DC is 30 (see pg71-72 of the *Player's Handbook*).

Renlyn knows that certain death awaits them should he surrender, so he fights to the death if he cannot find a means of escape. The bullywugs are in a blind rage and cannot be reasoned with at all.

Troubleshooting: the biggest problem here is if the PCs stick around too long after the fight. For each six hours that the PCs stay, a group of 3d4 bullywugs arrive on the scenes, which will attack on sight. Fighting these bullywugs does not earn the PCs extra XP.

If Spannek manages to flee, either before the PCs arrive or during the fight, he is almost impossible to track down, due to the bog's condition. In this case, the PCs better give up and head back home.

Encounter 7: Stand and Deliver

After the fight, PCs need to be quick to move. If they spend too much time near the bullywugs' camp, more of the creatures turn up. Leaving may mean finding ways to take Spannek, dead or alive, with them. If Spannek is still alive, he meekly follows, but unless the PCs bind him he makes an attempt to escape as soon as possible.

When the PCs make it out of the swamp, they arrive at the small farmstead of Jayna. The text below assumes they arrive on foot and without a scout. If the PCs are paranoid enough to have made precautions, you might need to make a few changes.

Following the trail, you break from the undergrowth to the wetlands that surround the small Warder's farm. A grizzly sight greets you. The farm is a battlefield. Dead bullywugs – a dozen of them - lie everywhere. Three people in armour, mounted on sturdy warhorses, are surveying what must be their handiwork. A fourth man has dismounted his horse, and is kneeling near the still body of the old woman that lived here. She lies outside the doorway, which hangs loose on its hinges. The crossbow she wielded previously now lies in the mud, its string broken.

The riders have not yet spotted the PCs (make sure the PCs realize this), but will soon. PCs may make a DC 15 Spot check to notice that one of the people wears a holy symbol of Hextor.

The PCs have one round to step back and hide Spannek, before they proceed. They may also desire to try to avoid the Hextorites, but this may be difficult if Tobas is with them.

If the PCs wait too long or once they proceed, the riders notice them.

One of the riders, a woman in dark armour, turns to look at your approach. She wields a shield bearing a fist clenching three thunderbolts – the sign of Hextor. She says something to the man on the ground, who rises, and starts to walk towards you.

If Tobas is with the PCs:

Tobas yells “Grandmaaa!” and starts running forward, past the approaching man and the riders, who give him no heed. He sinks down at his grandmother’s side and begins to weep.

If the PCs send Tobas home or did not take him:

From the farmhouse, the woman’s grandson appears. He looks shaken, but the riders give him no heed. He sinks down at his grandmother’s side and begins to weep.

A DC 10 Knowledge (Splintered Sun) or DC 10 Bardic Lore check is enough to realize that these Hextorites are from Eyedrinn, the capital of the county of Stalward and the only town in Sunndi where they are present in significant numbers. They represent the law here. Even though most Sunndians dislike Hextor, the religion is not illegal, and the people of Eyedrinn are dependent on the god’s followers to protect their lands from the swamp’s menaces. The Hextorites are not popular and while they are part of the guard, angering them is unlikely to have repercussions outside Stalward.

A DC 15 Knowledge (religion) check allows a PC to single out one of the men as a Hextor cleric. The woman, who definitely looks a devote follower, seems to be the one in charge.

The dead are all that remains of a bullywug raiding party that had happened on Jayna’s farm. Their attempt to pillage it was interrupted with the arrival of the Hextorites, who slaughtered all of them. Unfortunately, they were not in time to save Jayna.

The Hextorites are the ones that are searching for Spannek. The arrival of the PCs peeks their interest. The man approaching is Lugrand, their negotiator. He has no authority but has a glib tongue and as such in almost all cases is sent forth to speak on behalf of his commander.

The woman is Alesco, an officer from the Eyedrinn standing army, and a devout follower of Hextor, though she values him more for his discipline and combat excellence than for his tyrannical aspects. She is impatient and easily manipulated by Rudann.

Rudann is a stern and unforgiving Hextorite priest, with a barely concealed hatred for followers of both Heironeous and Trithereon. Rudann pushes for combat at the first opportunity if any of the PCs give him any excuse.

Summa is a low ranking follower, who made it down to Eyedrinn with a small group of soldiers that fled the city of Newkeep when it was retaken by Sunndi from Ahlissan oppressors. He is quite old for a half-orc but still a hardened fighter.

APL 2 (EL 3)

☞ **Alesco:** Female human (Suel) Ftr1; hp 11; see Appendix I

☞ **Rudann:** Male human (Oeridian) Clr1; hp 10; see Appendix I

☞ **Summa:** Male half-orc War1; hp 9; see Appendix I

☞ **Lugrand:** Male human (Oeridian) Sor1; hp 5; see Appendix I

APL 4 (EL 5)

☞ **Alesco:** Female human (Suel) Ftr2; hp 18; see Appendix II

☞ **Rudann:** Male human (Oeridian) Clr3; hp 23; see Appendix II

☞ **Summa:** Male half-orc Ftr1; hp 11; see Appendix II

☞ **Lugrand:** Male human (Oeridian) Sor2; hp 10; see Appendix II

APL 6 (EL 7)

☞ **Alesco:** Female human (Suel) Ftr4; hp 32; see Appendix III

☞ **Rudann:** Male human (Oeridian) Clr5; hp 37; see Appendix III

☞ **Summa:** Male half-orc Ftr2; hp 19; see Appendix III

☞ **Lugrand:** Male human (Oeridian) Sor3; hp 14; see Appendix III

☞ **Warhorse, light (3):** Large animal; hp 22; see Monster Manual, pg 274

APL 8 (EL 9)

☞ **Alesco:** Female human (Suel) Ftr5/Fist1; hp 45; see Appendix IV

☞ **Rudann:** Male human (Oeridian) Clr7; hp 51; see Appendix IV

☞ **Summa:** Male half-orc Ftr4; hp 34; see Appendix IV

☞ **Lugrand:** Male human (Oeridian) Sor5; hp 29; see Appendix IV

☞ **Warhorse, heavy (3):** Large animal; hp 30; see Monster Manual, pg 273

APL 10 (EL 11)

☛ **Alesco:** Female human (Suel) Ftr5/Fist3; hp 65; see Appendix V

☛ **Rudann:** Male human (Oeridian) Clr9; hp 63; see Appendix V

☛ **Summa:** Male half-orc Ftr6; hp 44; see Appendix V

☛ **Lugrand:** Male human (Oeridian) Sor7; hp 39; see Appendix V

☛ **Warhorse, heavy (3):** Large animal; hp 30; see Monster Manual, pg 273

Treasure:

APL 2: Loot: (118 gp); Coin: (0 gp); Magic: *scroll of sleep* (2 gp)

APL 4: Loot: (168 gp); Coin: (0 gp); Magic: *scroll of sleep* (2 gp), *scroll of web* (13 gp), *potion of cure light wounds* (4 gp)

Detect Magic Results: *potion of cure light wounds* (Faint Conjunction)

APL 6: Loot: (493 gp); Coin: (0 gp); Magic: *scroll of silence* (16 gp), *scroll of web* (13 gp), *potion of cure moderate wounds* (25 gp)

Detect Magic Results: *potion of cure moderate wounds* (Faint Conjunction)

APL 8: Loot: (556 gp); Coin: (0 gp); Magic: *scroll of silence* (16 gp), *scroll of web* (13 gp), *potion of cure moderate wounds* (25 gp), *pearl of power 1st level* (83 gp)

Detect Magic Results: *potion of cure moderate wounds* (Faint Conjunction), *pearl of power 1st level* (Strong Transmutation)

APL 10: Loot: (556 gp); Coin: (0 gp); Magic: *scroll of silence* (16 gp), *scroll of web* (13 gp), *potion of cure moderate wounds* (25 gp), *pearl of power 1st level* (83 gp), *peripart of wisdom +2* (333 gp), *scroll of greater command* (94 gp), *amulet of natural armour +1* (167 gp)

Detect Magic Results: *potion of cure moderate wounds* (Faint Conjunction), *pearl of power 1st level* (Strong Transmutation), *peripart of wisdom +2* (Moderate Transmutation), *amulet of natural armour +1* (Faint Transmutation)

Development: Lugrand is the group's negotiator, and his aim is to determine whether the party is willing to cooperate peacefully or not. "Cooperating" in this regard would mean almost blind obedience, something few parties will desire to do. At APL 8 and higher, as Lugrand approaches the party, Rudann casts *discern lie*. Anyone caught lying will prompt her to call back Lugrand, after which the mounted Hextorites attack.

If the PCs have Spannek with them, Lugrand forgoes any introductions and immediately demands the PCs surrender 'the criminal' to the authorities – in this area, the Hextorites. If the PCs refuse, he walks back and talks to Alesco, the leader. Alesco immediately orders to attack, spurring her horse into a charge as she does so.

If the PCs have Spannek hidden, or if he got away, Lugrand questions the PCs on why they are there, and what they know of a dangerous criminal that is loose in the area. He does not answer questions. In the end, he demands they hand in their weapons and follow him to Eyedrinn. With a DC 15 Diplomacy check the PCs are allowed to peace-knot their weapons instead.

A DC 25 Diplomacy (if the PCs tell the truth) or Bluff check (if they are lying) is needed to actually avoid being taken away. Any attempt to Intimidate immediately causes the Hextorites to attack. Note that at APL 8, if the PCs attempt to lie, they need to make a Will save vs. Rudann's *discern lies* spell, unless they wear a *ring of mind shielding*.

If they do not comply, Lugrand walks back, at which point Alesco signals for the Hextorites to attack.

This encounter should be tense. The Hextorites are keen on capturing *somebody* and if they can't have Spannek himself, then anyone that is potentially in league with him will do.

If PCs hand over Spannek, or if they convince the Hextorites of their innocence, they are let go and sent away. The Hextorites allow them to take Tobas with them, as they have no interest in the boy.

Tactics: The initial tactic of the Hextorites is to charge and close for melee. At higher levels, they use ride-by attack to avoid being the target of full attacks. Lugrand stays behind, using ranged spells to aid his fellows. If any PC closes for melee or if the PCs seem victorious over any of his fellows, he flees.

All Hextorites except Lugrand have warhorses. At APL 2 and 4, do not let the horses attack, as that would make the combat too hard.

Alesco enjoys using her frightful presence ability, but she also has a twisted sense of honor and dismounts to engage in melee if it seems the PCs are having a hard time.

Summa and Rudann try to fight from horseback as long as possible.

Conclusion

If the PCs are defeated or follow the Hextorites to Eyedrinn, they are taken to the town. Once there resistance is rather futile, as the town is teeming with clerics and fighters. They are held for some days and interrogated on their mission. If they somehow have hidden Spannek among them (invisible or polymorphed), he will certainly be discovered.

In the end, unless PCs have resisted arrest, they are let go. Hunting a criminal is, after all, not an offense. If the PCs actually delivered Spannek, the Hextorites recognize their work and are willing to reward their effort in the future (they gain the Favor of Hextor). They also give them a monetary reward equal to 50 gp x APL (similar to the reward promised by Renath Borga).

PCs that were defeated after resisting arrest are sentenced to work camp, facing 26 TU of imprisonment in a slave camp, working on the roads or the defenses of Eyedrin. If they have a favor with a Sunndian noble or with the Veil of the Sun meta-organization, they can spend this favor to escape their sentence (one favor per PC). In addition if any of the Hextorites are slain the survivors will call for the execution of the implicated PCs. Powerful forces however are working behind the scenes on behalf of the PCs. Instead of execution they are instead forced to pay a 100 gp x APL fine. If a PC does not possess enough ready cash to pay off this fine they may instead gift the authorities' items of a like value. If the items is worth more than the fine they do not get change.

If the PCs defeat the Hextorites but let some get away, they will be disfavored in the county of Stalward (they gain the Disfavor of Hextor). This does not affect their status outside the county. If all Hextorites are killed they will not be found out and thus do not gain this disfavor.

Traveling back to Newkeep takes some time, but the travel is uneventful. If the PCs bring a living Spannek along, he is surprisingly docile. Having seen his final chance to escape gone up in smoke, he hopes he can bargain his life for the information he has.

If the PCs do not bring Spannek to Borga (dead or alive), she is severely disappointed. If the PCs killed Spannek but do not bring his body back, she is still satisfied with their efforts, but if they actually turned him in to the Hextorites, or let him escape, she is appalled and dismisses them, refusing them their rewards. If the PCs try to make Borga believe they killed Spannek when they didn't, a Bluff check opposed by Borga's Sense Motive (+11) lets the PCs get away with it.

PCs that actually did bring Spannek back (dead or alive) rise in the standing of the Iron league. In addition to the monetary reward, Borga puts in a good word for them with local authorities (they gain the Favor of the Iron League).

Any PCs that received a *ring of mind shielding* are expected to return it to her. If the PCs gave a ring to Aurelia, she is a bit miffed but accepts the loss. PCs may also attempt to keep the ring – they can either not return to Newkeep (for instance if they turned Spannek over to the Hextorites), or lie and claim it gets lost. A successful Bluff check opposed by Borga's Sense Motive (+11) means Borga

accepts the loss. PCs that manage to keep the *ring of mind shielding* get access to the ring according to the AR.

PCs that turned in Spannek to the Hextorites and then never returned from the mission or were found out lying loose favor with the Iron League (they gain the Disfavor of the Iron League).

What happens to Spannek once he is delivered is not revealed at this time.

The End

Campaign Consequences

This module has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to the Meta-regional Team at creighton@greyworks.fsworld.co.uk as soon as possible. General comments about the module are also welcomed at this address.

1. Was Spannek killed or captured?
2. Was the Wastri cleric killed or captured?
3. Was Spannek turned over to the Hextorites?
4. Was Spannek delivered at Newkeep?
5. Was Aurelia 'killed'?
6. Did the Cthaan aid the party in any way?

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 1: Checkpoint

Encounter the guards and face the enquiries.

All APLs 30 XP

Encounter 4: Beauty is Truth

Survive Aurelia and her plant minions

APL2 150 XP

APL4 210 XP

APL6 270 XP

APL8 330 XP

APL10 390 XP

Encounter 6: The Bandit and the Priest

Capture Spannek

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP

Fight the bullywugs (only if Spannek fled)

APL2	60 XP
APL4	90 XP
APL6	120 XP
APL8	150 XP
APL10	180 XP

Encounter 7: Stand and Deliver

Convincing the Hextorites to let them pass

APL2	30 XP
APL4	60 XP
APL6	90 XP
APL8	120 XP
APL10	150 XP

Confronting the Hextorites in combat

APL2	90 XP
APL4	150 XP
APL6	210 XP
APL8	270 XP
APL10	330 XP

Conclusion

For delivering Spannek *alive* to the Iron League, award the following additional XP:

APL2	30 XP
APL4	45 XP
APL6	60 XP
APL8	75 XP
APL10	90 XP

Discretionary Role-playing Award

APL2	30 XP
APL4	60 XP
APL6	90 XP
APL8	120 XP
APL10	150 XP

Total Possible Experience:

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1,125 XP
APL10	1,350 XP

Treasure Summary

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

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

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

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

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

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

Encounter 1: Checkpoint

ALL APLs: Loot: 101 gp; Coin: 6 gp; Magic: 0 gp

Encounter 2: Trust

All APLs: Loot: 11 gp; Coin: 0 gp; Magic: 0 gp

Encounter 4: Beauty is Truth

All APLs: Loot: 0 gp; Coin: 0 gp; Magic: 167 gp
APL 10: Coin 500 gp. (This treasure is in addition to that detailed above).

Encounter 5: The Cthaan

All APLs: Loot: 8 gp; Coin: 0 gp; Magic: 0 gp

Encounter 6: The Bandit and the Priest

APL 2: Loot: 74 gp; Coin: 4 gp; Magic: 120 gp
APL 4: Loot: 104 gp; Coin: 4 gp; Magic: 179 gp
APL 6: Loot: 101 gp; Coin: 4 gp; Magic: 634 gp
APL 8: Loot: 138 gp; Coin: 4 gp; Magic: 997 gp
APL 10: Loot: 138 gp; Coin: 4 gp; Magic: 997 gp

Encounter 7: Stand and Deliver

APL 2: Loot: 118 gp; Coin: 16 gp; Magic: 2 gp
APL 4: Loot: 168 gp; Coin: 16 gp; Magic: 19 gp
APL 6: Loot: 493 gp; Coin: 16 gp; Magic: 53 gp
APL 8: Loot: 556 gp; Coin: 16 gp; Magic: 136 gp
APL 10: Loot: 556 gp; Coin: 16 gp; Magic: 813 gp

Conclusion

APL 2: Loot: 0 gp; Coin: 100 gp; Magic: 0 gp
APL 4: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp
APL 6: Loot: 0 gp; Coin: 300 gp; Magic: 0 gp
APL 8: Loot: 0 gp; Coin: 400 gp; Magic: 0 gp
APL 10: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp

Total Possible Treasure

APL 2: Loot: 313 gp; Coin: 126 gp; Magic: 289 gp -
Total: 728 gp
APL 4: Loot: 392 gp; Coin: 226 gp; Magic: 365 gp -
Total: 983 gp
APL 6: Loot: 714 gp; Coin: 326 gp; Magic: 854 gp -
Total: 1894 gp
APL 8: Loot: 814 gp; Coin: 426 gp; Magic: 1301 gp -
Total: 2540 gp
APL 10: Loot: 814 gp; Coin: 1,026 gp; Magic: 1978 gp -
Total: 3317 gp

Items for the Adventure Record

Favor of the Iron League: For delivering Spannek, the Iron League is grateful to the PC and will remember his efforts in the future.

This favor can be spent for one of the following:

- As one influence point in the Jaded Mask meta organization.
- Have one weapon or armour enhanced to +2

- To gain one-time access to one of the following items: *banded mail of luck, ring of mind shielding, rod of splendor*

- To gain one-time access to one of the following armour enhancements: *shadow, silent moves, slick*

Members of the Jaded Mask meta organization gain meta-regional access to the items mentioned above and need not spend the favor for this. They may use this favor once to gain access to one of these items (or any from the Jaded Mask) from a core scenario.

Disfavor of the Iron League: The PC cheated on the Iron League and was found out. Any favored status with the league is revoked. Having unfavored status may affect future scenarios.

Favor of Hextor: For delivering Spannek, the Hextorites of Eyedrinn see it fit to reward the PC. This favor can be spent for one of the following:

- Have one weapon or armour enhanced to +2
- To gain one-time access to one of the following items: *mace of terror, shatterspike, drums of panic*
- To gain one-time access to one of the following weapon enhancements: *axiomatic, shock, keen*

Disfavor of Hextor: The PC wounded or killed some Hextorites. They are now disfavored by the Hextorites in the county of Stalward. This may affect future scenarios.

Disgrace of The Unseelie Court: For defeating her and refusing her toll, the PCs are considered disgraced in the eyes of the Unseelie Court of fey. This may have consequences in future scenarios set in the Vast Swamp.

Kiss of Aurelia: The PC has been kissed by Aurelia and is now beholden to her. The Kiss works as a permanent charm, causing the PC to see Aurelia as his or her friend (the amorous content of which is left to the player to decide). The PC is beholden to defend her. He also receives a -4 penalty to all charm and compulsion spells cast by fey.

Animals (excepting bonded animals such as familiars) react poorly on the PC due to the nymphs lingering aura. All Charisma checks relating animals have a -4 competence penalty.

Aurelia can remove the condition at will, or by a remove curse cast at 12th level. The PC will generally not seek to remove the condition on his own volition.

Wanted in Ahlissa: The PC wounded or killed some Hextorites in the Principality of Naerie. They are considered hunted within the region and for the next 52

TUs, may not play any adventure set in the city of Naerie without the possibility of capture.

Item Access

APL 2

ring of swimming (Adventure, DMG)

ring of mind shielding (Adventure, DMG)

APL 4 (All of APL 2 plus the following)

wand of cure light wounds (Adventure, DMG)

APL 6 (All of APL 4 plus the following)

chainmail +2 (Adventure, DMG)

APL 8 (All of APL 2-6 plus the following)

breast plate +2 (Adventure, DMG)

pearl of power 1st level (Adventure, DMG)

APL 10 (All of APL 2-8 plus the following)

scroll of greater command (Adventure, DMG)

Appendix 1: APL 2

Encounter 1 (EL 2)

☛ **Captain Huessel**, male human Ftr1: CR 1; Medium humanoid (human); HD 1d10+1; hp 11; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/19-20/x2, longsword); Full Atk +4 melee (1d8+2/19-20/x2, longsword); AL LN; SV Fort +4, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 11, Wis 12, Cha 10.

Skills and Feats. Intimidate +4, Knowledge (history) +1; Knowledge (local) +1; Listen +2, Spot +2, Sense Motive +3; Weapon Focus (longsword), Combat Reflexes, Dodge.

Possessions: breast plate, light steel shield, masterwork longsword, short sword, dagger, 12 gp

☛ **Guards (7):** male and female human War1: CR 1/2; medium humanoid (human); HD 1d8+1; hp 9 each; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20/x2, longsword); Full Atk +2 melee (1d8+1/19-20/x2, longsword); AL LN; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 13, Int 9, Wis 10, Cha 8.

Skills and Feats. Intimidate +1, Listen +4, Spot +4, Sense Motive +1; Alertness, Weapon Focus (longsword).

Possessions: chain shirt, light steel shield, longsword, glaive, dagger, 5 gp

Encounter 2 (EL N.A.)

☛ **Bousse**, male half-orc Barb1/Rng3: CR 4; Medium humanoid (half-orc); HD 1d12+3d8+4; hp 31; Init +2; Spd 40 ft.; AC 15, touch 12, flat-footed 13; Base Atk +4; Grp +7; Atk +7 melee (1d8+3/19-20/x2, longsword) or +6 ranged (1d8 + poison, longbow); Full Atk +5 melee (1d8+3/19-20/x2, longsword) and +5 melee (1d6+3/19-20/x2, shortsword); AL CN; SV Fort +5, Ref +6, Will +2; Str 16, Dex 15, Con 13, Int 11, Wis 12, Cha 8.

Skills and Feats. Bluff +0, Intimidate +3, Handle Animal +1, Hide +8, Knowledge (local) +1, Knowledge (nature) +2, Listen +5, Move Silently +4, Spot +5, Survival +5; Combat Reflexes, Endurance, Stealthy, Track, Two Weapon Fighting.

Possessions: studded leather, longbow, 20 arrows, longsword, short sword, carrion crawler brain juice (3 doses on 2 arrows and the longsword).

Encounter 4 (EL5)

☛ **Aurelia:** Nymph: CR 3; medium fey; HD 1d6+1; hp 7; Init +3; Spd 30 ft., swim 20ft; AC 17, touch 17, flat-footed 14; Base Atk +0; Grp +0; Atk +3 melee (1d4, claws); Full

Atk +3 melee (1d4, claws); AL NE; SA Blinding beauty, spells, spell-like abilities, stunning glance; SQ DR 5/cold iron, low-light vision, unseelie fey, undying, unearthly grace, wild empathy; SV Fort +5, Ref +8, Will +8; Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 18.

Skills and Feats. Concentration +7, Diplomacy +6; Escape Artist +7; Handle Animal +7, Heal +6; Hide +8, Listen +8, Move Silently +8; Sense Motive +7; Spellcraft +6; Spot +8; Swim +8; Dodge, Weapon Finesse.

Dazzling Beauty (Su): This ability affects all humanoids within 30 feet of Aurelia. Those who look directly at her must succeed at a DC 15 Fortitude save or be dazzled permanently as if by the *flare* spell. Aurelia can suppress or resume this ability as a free action. The save is Charisma based.

A dazzled creature takes a –1 penalty on attack rolls, Search checks, and Spot checks. This condition is permanent. Any spell that removes blindness also removes the dazzled condition.

Unseelie Fey (Ex): Aurelia is tied to the area, and cannot leave the Vast Swamp. If slain, the swamp absorbs Aurelia's form, where her spirit rejuvenates and forms a new body within a week.

Spell-like abilities: at will – command plants, commune with nature, dimension door, Caster level 3th;

Aurelia can travel at unnatural speed by using her ability to Dimension Door. Her ability to command plants is not restricted by her level.

Aurelia's spell-like abilities work normally within the Bogs of Aestophatus. She cannot use her power outside of the bogs.

Spells: Aurelia casts divine spells as a 3rd level druid (see below).

Stunning Glance (Su): As a standard action, Aurelia can stun a creature within 30 feet with a look. The target creature must succeed at a DC 15 Fortitude save or be stunned for 2d4 rounds. The save is Charisma based.

Unearthly Grace (Su): Aurelia adds her Charisma modifier as a bonus to all her saving throws and as a reflection bonus to her Armour Class (The statistics block already reflects these bonuses).

Wild Empathy (Ex): This power works like the druids wild empathy class feature, except that Aurelia has a +6 racial bonus on the check.

Spells Prepared (4/3/2; base DC = # + spell level):
0—*cure minor wounds, flare, guidance, resistance*, 1st—*obscuring mist, entangle, produce flame*, 2nd—*flame blade, heat metal*;

Possessions: ring of swimming,

🐾 **Wood element wolves (2):** CR 1; medium plant; HD 2d8+4; hp 17 each; Init +2; Spd 25 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, Bite) or +3 ranged (1d6+2, spikes); Full Atk +3 melee (1d6+1, Bite) or +3 ranged (1d6+2, spikes); SA Spikes, Trip; SQ darkvision 60 ft., elemental traits, low light vision, plant traits, scent, woodsense; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Listen +1; Track, Weapon Focus (Bite).

Elemental and Plant traits (Ex): Immunity to poison, sleep effects, paralysis, polymorph and stunning. Not subject to mind-influencing effects. Not subject to critical hits.

Trip (Ex): A wood element wolf that hits with his bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wood element wolf.

Spikes (Ex): A wood element wolf can release a volley of bark, splinters, or wood shards, up to two such spikes per round as a standard action. This attack has a range of 120 ft. with no range increment. Damage is 1d6+1 per spike. The wood element wolf can launch up to two spikes per day.

Wood sense (Ex): A wood element wolf can automatically sense the location of anything within 60 feet that is in contact with vegetation.

Encounter 6 (EL 4)

🗡️ **Spannek:** male human (Suel) Ftr2: CR 2; medium humanoid (human); HD 2d10; hp 16; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +2; Grp +3; Atk +6 melee (1d10+3/19-20/x2 bastard sword) or +4 ranged (1d8/20/x3 longbow); Full Atk +6 melee (1d10+3/19-20/x2 bastard sword) or +4 ranged (1d8/20/x3 longbow); AL NE; SV Fort +3, Ref +2, Will +1; Str 14, Dex 15, Con 10, Int 12, Wis 13, Cha 14.

Skills and Feats: Climb +5, Jump +5; Knowledge(nobility & royalty) +3; Spot +3; Combat Reflexes, Dodge, Mobility, Weapon Focus(bastard sword).

Possessions: masterwork bastard sword, longbow, 20 arrows, cold iron short sword, dagger, *chainmail +1*, *potion of cure light wounds*, 25 gp.

🗡️ **Renlyn:** male human (Suel) Clr1: CR 1; medium humanoid (human); HD 1d8+2; hp 10; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +0; Grp +1; Atk

+3 melee (2d4+1/x3 guisarme) or +1 melee (1d8+1 morningstar) or +1 ranged (1d8/19-20/x2 light crossbow); Full Atk +3 melee (2d4+1/x3 guisarme) or +1 melee (1d8+1 morningstar) or +1 ranged (1d8/19-20/x2 light crossbow); AL LE; SV Fort +4, Ref +1, Will +4; Str 12, Dex 13, Con 14, Int 13, Wis 15, Cha 8.

Skills and Feats: Concentration +6, Heal +3; Knowledge(arcana) +4; Knowledge(religion) +3; Listen +2; Spellcraft +5; Spot +2; Combat Expertise, Improved Trip, Weapon Focus (guisarme), Weapon Proficiency (guisarme)

Spells Prepared (3/3; Base DC 12 + spell level) 0—*flare, guidance, resistance*; 1st—*bless, cause fear, magic weapon**

*Domain spell; Deity: Wastri; *Domains:* Law (Cast law spells at +1 caster level), War (Free Martial Weapon Proficiency and Weapon Focus with guisarme).

Possessions: masterwork guisarme, morningstar, chain shirt, wooden holy symbol of Wastri, light crossbow, 10 bolts, *scroll of cure light wounds*

🐸 **Bullywugs (2):** CR 1; medium-size humanoid; HD 1d8+3; hp 7; Init +0; Spd 20 ft., swim 30ft; AC 15, touch 10, flat-footed 13; Base Atk +1; Grp +1; Atk +1 melee (1d6 shortspear) or +1 ranged (1d6 shortspear); Full Atk +1 melee (1d6 shortspear) or +1 ranged (1d6 shortspear); AL CE; SV Fort +5, Ref +0, Will -2; Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7.

Skills and Feats: Hide +0*, Listen -2, Spot -2;

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

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

Possessions: shortspear, leather armour, short sword, tanglefoot bag

Encounter 7 (EL 3)

🗡️ **Alesco:** female human (Suel) Ftr1: CR 1; medium humanoid (human); HD 1d10+1; hp 11; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +1; Grp +3; Atk +5 melee (1d8+2 flail) or +3 ranged (1d8/x3 longbow); Full Atk +5 melee (1d8+2 flail) or +3 ranged (19-20/x2 light crossbow); AL LN; SV Fort +3, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +3, Jump +4; Knowledge(religion) +2; Ride +6; Spot +4; Mounted Combat, Power Attack, Weapon Focus (flail).

Possessions: masterwork flail, spiked gauntlet, spiked scale mail, heavy steel shield, light crossbow, 10 bolts, short sword, light warhorse, 7gp.

☞ **Rudann:** male human (Oeridian) Clr1; CR 1; medium humanoid (human); HD 1d8+2; hp 10; Init +1; Spd 20 ft; AC 16, touch 11, flat-footed 15; Base Atk +0; Grp +1; Atk +2 melee (1d8+1 flail) or +1 ranged (1d8/19-20/x2 light crossbow); Full Atk +2 melee (1d8+1 flail) or +1 ranged (1d8/19-20/x2 light crossbow); AL LN; SV Fort +4, Ref +1, Will +4; Str 12, Dex 13, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats: Concentration +6 (or +10 when casting defensively), Knowledge(religion) +1; Listen +2; Ride +2; Spellcraft +3; Spot +2; Combat Casting, Mounted Combat, Weapon Focus (flail), Weapon Proficiency (flail)

Spells Prepared (3/3; Base DC 12 + spell level) 0—*flare, guidance, resistance*; 1st—*bless, cause fear, magic weapon*.*

*Domain spell; *Deity:* Hextor; *Domains:* Law (Cast law spells at +1 caster level), War (Free Martial Weapon Proficiency and Weapon Focus with flail).

Possessions: flail, spiked gauntlet, spiked scale mail, light steel shield, light mace, silver holy symbol of Hextor, light crossbow, 10 bolts, light warhorse, 4gp

☞ **Summa:** male half-orc War1; CR ½; HD 1d8+1; hp 9; Init +2; Spd 20 ft.; AC 18, touch 10, flat-footed 16; Base Atk +1; Grp +4; Atk +4 melee (1d8+3 flail); Full Atk +4 melee (1d8+3 flail); AL LN; SV Fort +3, Ref +2, Will +1; Str 17, Dex 14, Con 13, Int 8, Wis 12, Cha 6.

Skills and Feats: Ride +6; Mounted Combat, Ride-by Attack

Possessions: flail, spiked gauntlet, spiked scale mail, heavy steel shield, heavy flail, light warhorse, 2gp.

☞ **Lugrand:** male human (Oeridian) Sor1; CR 1; HD 1d4+1; hp 5; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d8 heavy mace) or +2 ranged (1d8/19-20/x2 light crossbow); Full Atk +0 melee (1d8 heavy mace) or +2 ranged (1d8/19-20/x2 light crossbow); AL LN; SV Fort +1, Ref +2, Will +2; Str 10, Dex 14, Con 13, Int 11, Wis 10, Cha 16.

Skills and Feats: Concentration +5 (or +9 when casting defensively), Knowledge(Arcana) +5, Ride +4, Spellcraft +5, Tumble +4; Combat Casting, Dodge.

Spells Known (5/4; Base DC 13 + spell level, 14+spell level when evocation) 0—*detect magic, disrupt undead, flare, ray of frost*, 1st—*mage armour, ray of enfeeblement*.

Possessions: heavy mace, light crossbow, 10 bolts, long spear, light horse, thunderstone, *scroll of sleep*, 3gp.

Appendix 2: APL 4

Encounter 1 (EL 2)

☛ **Captain Huessel**, male human Ftr1: CR 1; Medium humanoid (human); HD 1d10+1; hp 11; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/19-20/x2, longsword); Full Atk +4 melee (1d8+2/19-20/x2, longsword); AL LN; SV Fort +4, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 11, Wis 12, Cha 10.

Skills and Feats. Intimidate +4, Knowledge (history) +1; Knowledge (local) +1; Listen +2, Spot +2, Sense Motive +3; Weapon Focus (longsword), Combat Reflexes, Dodge.

Possessions: breast plate, light steel shield, masterwork longsword, short sword

☛ **Guards (7):** male and female human War1: CR 1/2; medium humanoid (human); HD 1d8+1; hp 9 each; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20/x2, longsword); Full Atk +2 melee (1d8+1/19-20/x2, longsword); AL LN; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 13, Int 9, Wis 10, Cha 8.

Skills and Feats. Intimidate +1, Listen +4, Spot +4, Sense Motive +1; Alertness, Weapon Focus (longsword).

Possessions: chain shirt, light steel shield, longsword, glaive

Encounter 2 (EL N.A.)

☛ **Bousse**, male half-orc Barb1/Rng3: CR 4; Medium humanoid (half-orc); HD 1d12+3d8+4; hp 31; Init +2; Spd 40 ft.; AC 15, touch 12, flat-footed 13; Base Atk +4; Grp +7; Atk +7 melee (1d8+3/19-20/x2, longsword) or +6 ranged (1d8 + poison, longbow); Full Atk +5 melee (1d8+3/19-20/x2, longsword) and +5 melee (1d6+3/19-20/x2, shortsword); AL CN; SV Fort +5, Ref +6, Will +2; Str 16, Dex 15, Con 13, Int 11, Wis 12, Cha 8.

Skills and Feats. Bluff +0, Intimidate +3, Handle Animal +1, Hide +8, Knowledge (local) +1, Knowledge (nature) +2, Listen +5, Move Silently +4, Spot +5, Survival +5; Combat Reflexes, Endurance, Stealthy, Track, Two Weapon Fighting.

Possessions: studded leather, longbow, 20 arrows, longsword, short sword, carrion crawler brain juice (3 doses on 2 arrows and the longsword).

Encounter 4 (EL 7)

☛ **Aurelia:** Nymph: CR 5; medium fey; HD 4d6+4; hp 20; Init +3; Spd 30 ft., swim 20ft; AC 17, touch 17, flat-footed 14; Base Atk +2; Grp +2; Atk +5 melee (1d4, claws); Full

Atk +5 melee (1d4, claws); AL NE; SA Blinding beauty, spells, spell-like abilities, stunning glance; SQ DR 10/cold iron, low-light vision, unseelie fey, undying, unearthly grace, wild empathy; SV Fort +6, Ref +10, Will +10; Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 19.

Skills and Feats. Concentration +10, Diplomacy +6; Escape Artist +10; Handle Animal +13, Heal +6; Hide +10, Listen +10, Move Silently +10; Sense Motive +10; Spellcraft +6; Spot +10; Swim +13; Dodge, Weapon Finesse.

Dazzling Beauty (Su): This ability affects all humanoids within 30 feet of Aurelia. Those who look directly at her must succeed at a DC 16 Fortitude save or be blinded for 1 minute, and thereafter dazzled permanently (as if by the *flare* spell). Aurelia can suppress or resume this ability as a free action. The save is Charisma based.

A dazzled creature takes a –1 penalty on attack rolls, Search checks, and Spot checks. This condition is permanent. Any spell that removes blindness also removes the dazzled condition.

Unseelie Fey (Ex): Aurelia is tied to the area, and cannot leave the Vast Swamp. If slain, the swamp absorbs Aurelia's form, where her spirit rejuvenates and forms a new body within a week.

Spell-like abilities: at will – command plants, commune with nature, dimension door, Caster level 5th;

Aurelia can travel at unnatural speed by using her ability to Dimension Door. Her ability to command plants is not restricted by her level.

Aurelia's spell-like abilities work normally within the Bogs of Aestophatus. She cannot use her power outside of the bogs.

Spells: Aurelia casts divine spells as a 5th level druid (see below).

Stunning Glance (Su): As a standard action, Aurelia can stun a creature within 30 feet with a look. The target creature must succeed at a DC 16 Fortitude save or be stunned for 2d4 rounds. The save is Charisma based.

Unearthly Grace (Su): Aurelia adds her Charisma modifier as a bonus to all her saving throws and as a reflection bonus to her Armour Class (The statistics block already reflects these bonuses).

Wild Empathy (Ex): This power works like the druids wild empathy class feature, except that Aurelia has a +6 racial bonus on the check.

Spells Prepared (5/4/3/2; Base DC 13 + spell level)
0—*cure minor wounds, detect magic, flare, guidance, resistance*, 1st—*cure light wounds, entangle, faerie fire*,

produce flame, 2nd—flame blade, fog cloud, heat metal, 3rd—call lightning, protection from energy.

Possessions: ring of swimming.

🔥 **Wood element wolves (2):** CR 2; medium plant; HD 4d8+8; hp 31 each; Init +2; Spd 25 ft.; AC 16, touch 12, flat-footed 14; Base Atk +2; Grp +3; Atk +5 melee (1d6+2, Bite) or +4 ranged (1d6+2, spikes); Full Atk +5 melee (1d6+2, Bite) or +4 ranged (1d6+2, spikes); SA Spikes, Trip; SQ darkvision 60 ft., elemental traits, low light vision, plant traits, scent, woodsense; AL N; SV Fort +6, Ref +6, Will +2; Str 14, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Listen +1; Track, Weapon Focus (Bite).

Elemental and Plant traits (Ex): Immunity to poison, sleep effects, paralysis, polymorph and stunning. Not subject to mind-influencing effects. Not subject to critical hits.

Trip (Ex): A wood element wolf that hits with his bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wood element wolf.

Spikes (Ex): A wood element wolf can release a volley of bark, splinters, or wood shards, up to four such spikes per round as a standard action. This attack has a range of 120 ft. with no range increment. Damage is 1d6+2 per spike. The wood element wolf can launch up to four spikes per day.

Wood sense (Ex): A wood element wolf can automatically sense the location of anything within 60 feet that is in contact with vegetation.

Encounter 6 (EL 6)

🔥 **Spannek:** male human (Suel) Ftr4: CR 4; medium humanoid (human); HD 4d10; hp 28; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +4; Grp +6; Atk +8 melee (1d10+5/19-20/x2 bastard sword) or +6 ranged (1d8/20/x3 longbow); Full Atk +8 melee (1d10+5/19-20/x2 bastard sword) or +6 ranged (1d8/20/x3 longbow); AL NE; SV Fort +5, Ref +5, Will +2; Str 14, Dex 15, Con 10, Int 13, Wis 13, Cha 14.

Skills and Feats: Climb +5, Jump +5; Knowledge(nobility & royalty) +4; Spot +5; Combat Expertise, Combat Reflexes, Dodge, Mobility, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: masterwork bastard sword, longbow, 20 arrows, cold iron short sword, dagger, *chainmail +1*, *potion of cure light wounds*, 25 gp.

🔥 **Renlyn:** male human (Suel) Clr2: CR 2; medium humanoid (human); HD 2d8+4; hp 17; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15; Base Atk +1; Grp +2; Atk +4 melee (2d4+1/x3 guisarme) or +2 melee (1d8+1 morningstar) or +2 ranged (1d8/19-20/x2 light crossbow); Full Atk +4 melee (2d4+1/x3 guisarme) or +2 melee (1d8+1 morningstar) or +2 ranged (1d8/19-20/x2 light crossbow); AL LE; SV Fort +5, Ref +1, Will +5; Str 12, Dex 13, Con 14, Int 13, Wis 15, Cha 8.

Skills and Feats: Concentration +8, Heal +4; Knowledge(arcana) +6; Knowledge(religion) +4; Listen +2; Spellcraft +7; Spot +3; Combat Expertise, Improved Trip, Weapon Focus (guisarme), Weapon Proficiency (guisarme)

Possessions: masterwork guisarme, morningstar, breastplate, wooden holy symbol of Wastri, light crossbow, 10 bolts, *wand of cure light wounds*

Spells Prepared (4/4; Base DC 12 + spell level) 0—*flare, guidance, resistance, virtue*, 1st—*bless, cause fear, divine favor, protection from chaos*.*

*Domain spell; Deity: Wastri; *Domains:* Law (Cast law spells at +1 caster level), War (Free Martial Weapon Proficiency and Weapon Focus with guisarme).

🔥 **Bullywug barbarians (2):** CR 1; medium-size humanoid Brb1; HD 1d12+3; hp 15; Init +2; Spd 30 ft., swim 40ft; AC 19, touch 12, flat-footed 17; Base Atk +1; Grp +3; Atk +4 melee (2d6+3/19-20/x2 greatsword) or +3 ranged (1d6+2 shortspear); Full Atk +4 melee (2d6+3/19-20/x2 greatsword) or +3 ranged (1d6+2 shortspear); SQ Fast Movement, Marsh Move, Rage 1/day; AL CE; SV Fort +5, Ref +2, Will +0; Str 15, Dex 14, Con 17, Int 8, Wis 10, Cha 6.

Skills and Feats: Hide +2*, Intimidate +2; Listen +2, Spot +0, Swim +2; Endurance

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

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

Possessions: greatsword, chain shirt, 2 shortspears, tanglefoot bag

Encounter 7 (EL 5)

🔥 **Alesco:** female human (Suel) Ftr2: CR 2; medium humanoid (human); HD 2d10+2; hp 18; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +2; Grp +4; Atk +6 melee (1d8+2 flail) or +4 ranged (1d8/19-20/x2 light crossbow); Full Atk +6 melee (1d8+2 flail) or +4 ranged (1d8/19-20/x2 light crossbow); AL LN; SV Fort +4, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 12, Wis 12, Cha 10.

Skills and Feats. Climb +3, Intimidate +2; Jump +4, Knowledge(religion) +2, Ride +7, Spot +4, Cleave, Mounted Combat, Power Attack, Weapon Focus (flail).

Possessions. masterwork flail, spiked breastplate, heavy steel shield, light crossbow, 10 bolts, short sword, light warhorse, *potion of cure light wounds*, 7gp

☞**Rudann:** male human (Oeridian) Clr3; CR 3; medium humanoid (human); HD 3d8+6; hp 23; Init +1; Spd 20 ft; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +3; Atk +5 melee (1d8+1 flail) or +3 ranged (1d8/19-20/x2 light crossbow); Full Atk +5 melee (1d8+1 flail) or +3 ranged (1d8/19-20/x2 light crossbow); AL LN; SV Fort +5, Ref +2, Will +5; Str 12, Dex 13, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats. Concentration +8 (or +12 when casting defensively), Knowledge(religion) +2; Listen +2; Ride +2; Spellcraft +4; Spot +2; Combat Casting, Mounted Combat, Weapon Focus (flail), Weapon Proficiency (flail)

Possessions. masterwork flail, spiked breastplate, light steel shield, light mace, silver holy symbol of Hextor, light crossbow, 10 bolts, light warhorse, 4gp

Spells Prepared (4/4/3; Base DC 12 + spell level) 0—*flare, guidance, resistance, virtue*; 1st—*bles, cause fear, magic weapon*, shield of faith*, 2nd—*bull's strength, sound burst, spiritual weapon**.

**Domain spell; Deity:* Hextor; *Domains:* Law (Cast law spells at +1 caster level), War (Free Martial Weapon Proficiency and Weapon Focus with flail).

☞**Summa:** male half-orc Ftr1; CR1; HD 1d10+1; hp 11; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +1; Grp +4; Atk +5 melee (1d8+3 flail); Full Atk +5 melee (1d8+3 flail); AL LN; SV Fort +3, Ref +2, Will +1; Str 17, Dex 14, Con 13, Int 8, Wis 12, Cha 6.

Skills and Feats. Ride +6; Mounted Combat, Ride-by Attack

Possessions. masterwork flail, spiked gauntlet, spiked breastplate, heavy steel shield, heavy flail, light warhorse, light crossbow, 10 bolts, 2gp.

☞**Lugrand:** male human (Oeridian) Sor2; CR 2; HD 2d4+2; hp 10; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d8 heavy mace) or +3 ranged (1d8/19-20/x2 light crossbow); Full Atk +1 melee (1d8 heavy mace) or +3 ranged (1d8/19-20/x2 light crossbow); AL LN; SV Fort +1, Ref +2, Will +3; Str 10, Dex 14, Con 13, Int 11, Wis 10, Cha 16.

Skills and Feats. Concentration +6 (or +10 when casting defensively), Knowledge(Arcana) +6, Ride +4, Spellcraft +8, Tumble +4; Combat Casting, Dodge.

Spells Known (6/5; Base DC 13 + spell level, 14+spell level when evocation) 0—*acid splash, detect magic, disrupt undead, flare, ray of frost*; 1st—*mage armour, ray of enfeeblement*.

Possessions. heavy mace, light crossbow, 10 bolts, long spear, light horse, thunderstone, *scroll of sleep, scroll of web*, 3 gp

Appendix 3: APL 6

Encounter 1 (EL 2)

☛ **Captain Huessel**, male human Ftr1: CR 1; Medium humanoid (human); HD 1d10+1; hp 11; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/19-20/x2, longsword); Full Atk +4 melee (1d8+2/19-20/x2, longsword); AL LN; SV Fort +4, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 11, Wis 12, Cha 10.

Skills and Feats. Intimidate +4, Knowledge (history) +1; Knowledge (local) +1; Listen +2, Spot +2, Sense Motive +3; Weapon Focus (longsword), Combat Reflexes, Dodge.

Possessions: breast plate, light steel shield, masterwork longsword, short sword, dagger, 12 gp

☛ **Guards (7):** male and female human War1: CR 1/2; medium humanoid (human); HD 1d8+1; hp 9 each; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20/x2, longsword); Full Atk +2 melee (1d8+1/19-20/x2, longsword); AL LN; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 13, Int 9, Wis 10, Cha 8.

Skills and Feats. Intimidate +1, Listen +4, Spot +4, Sense Motive +1; Alertness, Weapon Focus (longsword).

Possessions: chain shirt, light steel shield, longsword, glaive, dagger, 5 gp

Encounter 2 (EL N.A.)

☛ **Bousse**, male half-orc Barb1/Rng3: CR 4; Medium humanoid (half-orc); HD 1d12+3d8+4; hp 31; Init +2; Spd 40 ft.; AC 15, touch 12, flat-footed 13; Base Atk +4; Grp +7; Atk +7 melee (1d8+3/19-20/x2, longsword) or +6 ranged (1d8 + poison, longbow); Full Atk +5 melee (1d8+3/19-20/x2, longsword) and +5 melee (1d6+3/19-20/x2, shortsword); AL CN; SV Fort +5, Ref +6, Will +2; Str 16, Dex 15, Con 13, Int 11, Wis 12, Cha 8.

Skills and Feats. Bluff +0, Intimidate +3, Handle Animal +1, Hide +8, Knowledge (local) +1, Knowledge (nature) +2, Listen +5, Move Silently +4, Spot +5, Survival +5; Combat Reflexes, Endurance, Stealthy, Track, Two Weapon Fighting.

Possessions: studded leather, longbow, 20 arrows, longsword, short sword, carrion crawler brain juice (3 doses on 2 arrows and the longsword).

Encounter 4 (EL9)

☛ **Aurelia:** Nymph: CR 7; medium fey; HD 6d6+6; hp 27; Init +3; Spd 30 ft., swim 20ft; AC 17, touch 17, flat-footed 14; Base Atk +3; Grp +3; Atk +6 melee (1d4, claws); Full

Atk +6 melee (1d4, claws); AL NE; SA Blinding beauty, spells, spell-like abilities, stunning glance; SQ DR 10/cold iron, low-light vision, unseelie fey, unearthly grace, wild empathy; SV Fort +7, Ref +12, Will +12; Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 19.

Skills and Feats. Concentration +10 (or +14 when casting defensively), Diplomacy +6; Escape Artist +12; Handle Animal +10, Heal +12; Hide +12, Listen +12, Move Silently +12, Sense Motive +12; Spellcraft +6; Spot +12; Swim +13; Combat Casting, Dodge, Weapon Finesse.

Blinding Beauty (Su): This ability affects all humanoids within 30 feet of Aurelia. Those who look directly at her must succeed at a DC 17 Fortitude save or be blinded permanently as if by the blindness spell. Aurelia can suppress or resume this ability as a free action. The save is Charisma based.

Unseelie Fey (Ex): Aurelia is tied to the area, and cannot leave the Vast Swamp. If slain, the swamp absorbs Aurelia's form, where her spirit rejuvenates and forms a new body within a week.

Spell-like abilities: at will – command plants, commune with nature, dimension door, Caster level 7th;

Aurelia can travel at unnatural speed by using her ability to Dimension Door. Her ability to command plants is not restricted by her level.

Aurelia's spell-like abilities work normally within the Bogs of Aestophatus. She cannot use her power outside of the bogs.

Spells: Aurelia casts divine spells as a 7th level druid (see below).

Stunning Glance (Su): As a standard action, Aurelia can stun a creature within 30 feet with a look. The target creature must succeed at a DC 17 Fortitude save or be stunned for 2d4 rounds. The save is Charisma based.

Unearthly Grace (Su): Aurelia adds her Charisma modifier as a bonus to all her saving throws and as a reflection bonus to her Armour Class (The statistics block already reflects these bonuses).

Wild Empathy (Ex): This power works like the druids wild empathy class feature, except that Aurelia has a +6 racial bonus on the check, for a total of +10.

Possessions: ring of swimming,

Spells Prepared (6/5/4/3/1; Base DC 13 + spell level) 0—*cure minor wounds, detect magic, flare, guidance, light, resistance*, 1st—*charm animal, cure light wounds, entangle, faerie fire, produce flame*, 2nd—*barkskin, flame blade, fog cloud, heat metal*, 3rd—*call lightning, protection from energy, sleet storm*, 4th—*flame strike*

➤ **Wood element wolves (2):** CR 2; medium plant; HD 4d8+8; hp 31 each; Init +2; Spd 25 ft.; AC 16, touch 12, flat-footed 14; Base Atk +2; Grp +3; Atk +5 melee (1d6+2, Bite) or +4 ranged (1d6+2, spikes); Full Atk +5 melee (1d6+2, Bite) or +4 ranged (1d6+2, spikes); SA Spikes, Trip; SQ darkvision 60 ft., elemental traits, low light vision, plant traits, scent, woodsense; AL N; SV Fort +6, Ref +6, Will +2; Str 14, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Listen +1; Track, Weapon Focus (Bite).

Elemental and Plant traits (Ex): Immunity to poison, sleep effects, paralysis, polymorph and stunning. Not subject to mind-influencing effects. Not subject to critical hits.

Trip (Ex): A wood element wolf that hits with his bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wood element wolf.

Spikes (Ex): A wood element wolf can release a volley of bark, splinters, or wood shards, up to four such spikes per round as a standard action. This attack has a range of 120 ft. with no range increment. Damage is 1d6+2 per spike. The wood element wolf can launch up to four spikes per day.

Wood sense (Ex): A wood element wolf can automatically sense the location of anything within 60 feet that is in contact with vegetation.

➤ **Shambling Mound:** CR 6; large plant; HD 8d8+24; hp 60; Init +0; Spd 20 ft., swim 20ft.; AC 20, touch 9, flat-footed 20; Base Atk +6; Grp +15; Atk +11 melee (2d6+5, slam); Full Atk +11 melee (2d6+5, 2 slams); SA improved grab, constrict (2d6+7) SQ darkvision 40 ft, immunity to electricity, low-light vision, plant traits, resistance to fire 10; AL N; SV Fort +9, Ref +2, Will +4; Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9.

Skills and Feats: Hide +3*, Listen +8, Move Silently +8; Iron Will, Power Attack, Weapon Focus(slam)

*Shambling Mounds have a +12 racial bonus on Hide checks when in a swampy or forested area.

Improved Grab (Ex): To use this ability, a shambler must hit with both slam attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex): A shambler deals 2d6+7 points of damage with a successful grapple check.

Immunity to Electricity (Ex): Shamblers take no damage from electricity. Instead, any electricity attack (such as *shocking grasp* or *lightning bolt*) used against a shambler temporarily grants it 1d4 points of Constitution. The shambler loses these points at the rate of 1 per hour.

Plant traits (Ex): Immunity to poison, sleep effects, paralysis, polymorph and stunning. Not subject to mind-influencing effects. Not subject to critical hits.

Encounter 6 (EL 8)

☞ **Spannek:** male human (Suel) Ftr6: CR 6; medium humanoid (human); HD 6d10; hp 40; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +6/+1; Grp +8; Atk +10 melee (1d10+6/19-20/x2 bastard sword +1) or +8 ranged (1d8/20/x3 longbow); Full Atk +10/+5 melee (1d10+6/19-20/x2 bastard sword+1) or +8/+3 ranged (1d8/20/x3 longbow); AL NE; SV Fort +5, Ref +4, Will +3; Str 14, Dex 15, Con 10, Int 13, Wis 13, Cha 14.

Skills and Feats: Climb +5, Jump +5; Listen +3; Knowledge(nobility & royalty) +4; Spot +6; Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword);

Possessions: longbow, 20 arrows, cold iron short sword, dagger, *chainmail +2*, *bastard sword +1*, *potion of bear's endurance*, 25 gp.

☞ **Renlyn:** male human (Suel) Clr5: CR 5; medium humanoid (human); HD 5d8+10; hp 38; Init +1; Spd 30 ft; AC 16, touch 11, flat-footed 15; Base Atk +3; Grp +4; Atk +6 melee (2d4+1/x3 guisarme) or +4 melee (1d8+1 morningstar) or +4 ranged (1d8/19-20/x2 light crossbow); Full Atk +6 melee (2d4+1/x3 guisarme) or +4 melee (1d8+1 morningstar) or +4 ranged (1d8/19-20/x2 light crossbow); AL LE; SV Fort +6, Ref +2, Will +7; Str 12, Dex 13, Con 14, Int 13, Wis 16, Cha 8.

Skills and Feats: Concentration +10, Heal +6; Knowledge(arcana) +6; Knowledge(religion) +4; Listen +3; Spellcraft +9; Spot +3; Combat Expertise, Combat Reflexes, Improved Trip, Weapon Focus (guisarme), Weapon Proficiency (guisarme)

Spells Prepared (5/5/4/3; Base DC 13 + spell level)
0—*flare, inflict minor wounds, guidance, resistance, virtue*, 1st—*bles, divine favor, entropic shield, magic weapon*, shield of faith*, 2nd—*bull's strength, cat's grace, shatter, spiritual weapon**, 3rd—*magic circle against chaos*, prayer, summon monster III*.

*Domain spell; Deity: Wastri; *Domains:* Law (Cast law spells at +1 caster level), War (Free Martial Weapon Proficiency and Weapon Focus with guisarme).

Possessions: masterwork guisarme, morningstar, masterwork breastplate, wooden holy symbol of Wastri, light crossbow, 10 bolts, *wand of cure light wounds*

➤ **Bullywug barbarians (2):** CR 3; medium-size humanoid Brb3; HD 3d12+9; hp 35; Init +2; Spd 30 ft., swim 40ft; AC 19, touch 12, flat-footed 17; Base Atk +3; Grp +5; Atk +7 melee (2d6+3/19-20/x2 greatsword) or +5 ranged (1d6+2 shortspear); Full Atk +7 melee (2d6+3/19-20/x2 greatsword) or +5 ranged (1d6+2 shortspear); SQ Fast Movement, Marsh Move, Rage 1/day, Trap Sense +1, Uncanny dodge; AL CE; SV Fort +6, Ref +3, Will +1; Str 15, Dex 14, Con 17, Int 8, Wis 10, Cha 6.

Skills and Feats: Hide +4*, Intimidate +4; Listen +4, Spot +1, Swim +2; Die Hard, Endurance.

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

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

Possessions: masterwork greatsword, chain shirt, 2 shortspears, tanglefoot bag

➤ **Bullywug Cleric:** CR 2; medium-size humanoid Clr2; HD 2d8+4; hp 17; Init +2; Spd 20 ft., swim 30ft; AC 18, touch 13, flat-footed 15; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/x4 longspear) or +3 ranged (1d6+1 longspear); Full Atk +2 melee (1d8+1/x4 longspear) or +3 ranged (1d6+1 longspear); SQ Fast Movement, Marsh Move; AL CE; SV Fort +5, Ref +2, Will +5; Str 12, Dex 15, Con 15, Int 8, Wis 14, Cha 8.

Skills and Feats: Hide +3*, Listen +2, Spellcraft +2; Spot +2, Swim +3; Endurance

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

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

Possessions: longspear, shortspear, dagger, leather armour, wooden holy symbol of Wastri, tanglefoot bag

Encounter 7 (EL 7)

⚔ **Alesco:** female human (Suel) Ftr4; CR 4; medium humanoid (human); HD 4d10+4; hp 32; Init +2; Spd 30 ft.; AC 21, touch 11, flat-footed 20; Base Atk +4; Grp +7; Atk +9 melee (1d8+5 flail) or +6 ranged (1d8/19-20/x2 light crossbow); Full Atk +9 melee (1d8+5 flail) or +6 ranged (1d8/19-20/x2 light crossbow); AL LN; SV Fort +5, Ref +3, Will +2; Str 16, Dex 14, Con 13, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +3, Intimidate +4; Jump +4, Knowledge(religion) +4, Ride +9, Spot +5; Cleave, Mounted Combat, Power Attack, Ride-by Attack, Weapon Focus (flail), Weapon Specialization (flail).

Possessions: masterwork flail, spiked full plate, heavy steel shield, light crossbow, 10 bolts, short sword, light warhorse, *potion of cure moderate wounds*, 7gp

⚔ **Rudann:** male human (Oeridian) Clr5; CR 5; medium humanoid (human); HD 5d8+10; hp 37; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +3; Grp +4; Atk +6 melee (1d8+1 flail) or +4 ranged (1d8/19-20/x2 light crossbow); Full Atk +6 melee (1d8+1 flail) or +4 ranged (1d8/19-20/x2 light crossbow); AL LN; SV Fort +6, Ref +2, Will +7; Str 12, Dex 13, Con 14, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +10 (or +14 when casting defensively), Knowledge(religion) +3; Listen +3; Ride +3; Spellcraft +5; Spot +3; Combat Casting, Mounted Combat, Weapon Focus (flail), Weapon Proficiency (flail)

Spells Prepared (5/5/4/3; Base DC 13 + spell level)
0—*detect magic, flare, guidance, resistance, virtue*, 1st—*bane, bless, magic weapon*, remove fear, shield of faith*, 2nd—*bull's strength, silence, sound burst, spiritual weapon**, 3rd—*dispel magic, magic circle against chaos*, prayer*.

*Domain spell; *Deity:* Hextor; *Domains:* Law (Cast law spells at +1 caster level), War (Free Martial Weapon Proficiency and Weapon Focus with flail).

Possessions: masterwork flail, spiked full plate, light steel shield, light mace, silver holy symbol of Hextor, light crossbow, 10 bolts, light warhorse, 4gp

⚔ **Summa:** male half-orc (Oeridian) Ftr2; CR2; HD 2d10+2; hp 19; Init +2; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +2; Grp +4; Atk +7 melee (1d8+3 flail); Full Atk +7 melee (1d8+3 flail); AL LN; SV Fort +4, Ref +2, Will +1; Str 17, Dex 14, Con 13, Int 8, Wis 12, Cha 6.

Skills and Feats: Ride +7; Mounted Combat, Ride-by Attack, Spirited Charge, Weapon Focus (flail)

Possessions: masterwork flail, spiked gauntlet, spiked full plate, heavy steel shield, light warhorse, light crossbow, 10 bolts, 2gp

⚔ **Lugrand:** male human (Oeridian) Sor3; CR 3; HD 3d4+3; hp 14; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d8 heavy mace) or +3 ranged (1d8/19-20/x2 light crossbow); Full Atk +1 melee (1d8 heavy mace) or +3 ranged (1d8/19-20/x2 light crossbow); AL LN; SV Fort +2, Ref +3, Will +3; Str 10, Dex 14, Con 13, Int 11, Wis 10, Cha 16.

Skills and Feats: Concentration +7 (or +11 when casting defensively), Knowledge(Arcana) +6, Ride +4,

Spellcraft +9, Tumble +4; Combat Casting, Dodge, Point Blank Shot.

Spells Known (6/6; Base DC 13 + spell level, 14+spell level when evocation) 0—*acid splash*, *detect magic*, *disrupt undead*, *flare*, *ray of frost*, 1st—*mage armour*, *magic missile*, *ray of enfeeblement*.

Possessions heavy mace, light crossbow, 10 bolts, long spear, light horse, thunderstone, *scroll of silence*, *scroll of web*, 3gp

Appendix 4: APL 8

Encounter 1 (EL 2)

☛ **Captain Huessel**, male human Ftr1: CR 1; Medium humanoid (human); HD 1d10+1; hp 11; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/19-20/x2, longsword); Full Atk +4 melee (1d8+2/19-20/x2, longsword); AL LN; SV Fort +4, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 11, Wis 12, Cha 10.

Skills and Feats. Intimidate +4, Knowledge (history) +1; Knowledge (local) +1; Listen +2, Spot +2, Sense Motive +3; Weapon Focus (longsword), Combat Reflexes, Dodge.

Possessions: breast plate, light steel shield, masterwork longsword, short sword, dagger, 12 gp

☛ **Guards (7):** male and female human War1: CR 1/2; medium humanoid (human); HD 1d8+1; hp 9 each; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20/x2, longsword); Full Atk +2 melee (1d8+1/19-20/x2, longsword); AL LN; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 13, Int 9, Wis 10, Cha 8.

Skills and Feats. Intimidate +1, Listen +4, Spot +4, Sense Motive +1; Alertness, Weapon Focus (longsword).

Possessions: chain shirt, light steel shield, longsword, glaive, dagger, 5 gp

Encounter 2 (EL N.A.)

☛ **Bousse**, male half-orc Barb1/Rng3: CR 4; Medium humanoid (half-orc); HD 1d12+3d8+4; hp 31; Init +2; Spd 40 ft.; AC 15, touch 12, flat-footed 13; Base Atk +4; Grp +7; Atk +7 melee (1d8+3/19-20/x2, longsword) or +6 ranged(1d8 + poison, longbow); Full Atk +5 melee (1d8+3/19-20/x2, longsword) and +5 melee (1d6+3/19-20/x2, shortsword); AL CN; SV Fort +5, Ref +6, Will +2; Str 16, Dex 15, Con 13, Int 11, Wis 12, Cha 8.

Skills and Feats. Bluff +0, Intimidate +3, Handle Animal +1, Hide +8, Knowledge (local) +1, Knowledge (nature) +2, Listen +5, Move Silently +4, Spot +5, Survival +5; Combat Reflexes, Endurance, Stealthy, Track, Two Weapon Fighting.

Possessions: studded leather, longbow, 20 arrows, longsword, short sword, carrion crawler brain juice (3 doses on 2 arrows and the longsword).

Encounter 4 (EL11)

☛ **Aurelia:** Nymph/Drd2: CR 9; medium fey; HD 6d6+2d8+8; hp 39; Init +3; Spd 30 ft., swim 20ft; AC 19, touch 19, flat-footed 14; Base Atk +4; Grp +3; Atk +6

melee (1d4-1, claws); Full Atk +6 melee (1d4-1, claws); AL NE; SA Blinding beauty, spells, spell-like abilities, stunning glance; SQ animal companion, DR 10/cold iron, low-light vision, nature sense, unseelie fey, unearthly grace, wild empathy, woodland stride; SV Fort +14, Ref +16, Will +19; Str 8, Dex 21, Con 14, Int 16, Wis 19, Cha 24.

Skills and Feats. Concentration +11 (or +15 when casting defensively), Diplomacy +9; Escape Artist +14; Handle Animal +13, Heal +13; Hide +14, Knowledge(nature) +8, Listen +13, Move Silently +14, Sense Motive +13, Spellcraft +6; Spot +13; Survival +11, Swim +12; Combat Casting, Dodge, Weapon Finesse.

Blinding Beauty (Su): This ability affects all humanoids within 30 feet of Aurelia. Those who look directly at her must succeed at a DC 21 Fortitude save or be blinded permanently as if by the blindness spell. Aurelia can suppress or resume this ability as a free action. The save is Charisma based.

Unseelie Fey (Ex): Aurelia is tied to the area, and cannot leave the Vast Swamp. If slain, Aurelia's form is absorbed by the swamp, where her spirit rejuvenates and forms a new body within a week.

Spell-like abilities: at will – command plants, commune with nature, dimension door, Caster level 9th;

Aurelia can travel at unnatural speed by using her ability to Dimension Door. Her ability to command plants is not restricted by her level.

Aurelia's spell-like abilities work normally within the Bogs of Aestophatus. She cannot use her power outside of the bogs.

Spells: Aurelia casts divine spells as a 9th level druid (see below).

Stunning Glance (Su): As a standard action, Aurelia can stun a creature within 30 feet with a look. The target creature must succeed at a DC 21 Fortitude save or be stunned for 2d4 rounds. The save is Charisma based.

Unearthly Grace (Su): Aurelia adds her Charisma modifier as a bonus to all her saving throws and as a reflection bonus to her Armour Class (The statistics block already reflects these bonuses).

Wild Empathy (Ex): This power works like the druids wild empathy class feature, except that Aurelia has a +6 racial bonus on the check, for a total of +15.

Spells Prepared (6/5/5/4/3/1; Base DC 14 + spell level) 0—*cure minor wounds, detect magic, flare, guidance, light, resistance*, 1st – *charm animal, cure light wounds, entangle, faerie fire, produce flame*, 2nd—*barkskin, flame blade, flaming sphere, fog cloud, heat*

metal; 3rd—call lightning, cure moderate wounds, protection from energy, sleet storm, 4th—dispel magic, ice storm, flame strike, 5th— wall of thorns

Possessions: ring of swimming,

🐾 **Wood element wolves (2):** CR 2; medium plant; HD 4d8+8; hp 31 each; Init +2; Spd 25 ft.; AC 16, touch 12, flat-footed 14; Base Atk +2; Grp +3; Atk +5 melee (1d6+2, Bite) or +4 ranged (1d6+2, spikes); Full Atk +5 melee (1d6+2, Bite) or +4 ranged (1d6+2, spikes); SA Spikes, Trip; SQ darkvision 60 ft., elemental traits, low light vision, plant traits, scent, woodsense; AL N; SV Fort +6, Ref +6, Will +2; Str 14, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Listen +1; Track, Weapon Focus (Bite).

Elemental and Plant traits (Ex): Immunity to poison, sleep effects, paralysis, polymorph and stunning. Not subject to mind-influencing effects. Not subject to critical hits.

Trip (Ex): A wood element wolf that hits with his bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wood element wolf.

Spikes (Ex): A wood element wolf can release a volley of bark, splinters, or wood shards, up to four such spikes per round as a standard action. This attack has a range of 120 ft. with no range increment. Damage is 1d6+2 per spike. The wood element wolf can launch up to four spikes per day.

Wood sense (Ex): A wood element wolf can automatically sense the location of anything within 60 feet that is in contact with vegetation.

🐾 **Shambling Mounds, advanced (2):** CR 7; large plant; HD 12d8+36; hp 92; Init +0; Spd 20 ft., swim 20ft.; AC 21, touch 9, flat-footed 21; Base Atk +9; Grp +19; Atk +15 melee (3d6+6, slam); Full Atk +15 melee (3d6+6, 2 slams); SA improved grab, constrict (3d6+8) SQ darkvision 40 ft, immunity to electricity, low-light vision, plant traits, resistance to fire 10; AL N; SV Fort +11, Ref +4, Will +6; Str 22, Dex 10, Con 17, Int 7, Wis 10, Cha 9.

Skills and Feats: Hide +3*, Listen +9, Move Silently +9; Iron Will, Power Attack, Weapon Focus(slam), Improved Natural Armour, Improved Natural Attack

*Shambling Mounds have a +12 racial bonus on Hide checks when in a swampy or forested area.

Improved Grab (Ex): To use this ability, a shambler must hit with both slam attacks. It can then attempt to start a grapple as a free action without provoking an

attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex): A shambler deals 2d6+7 points of damage with a successful grapple check.

Immunity to Electricity (Ex): Shamblers take no damage from electricity. Instead, any electricity attack (such as *shocking grasp* or *lightning bolt*) used against a shambler temporarily grants it 1d4 points of Constitution. The shambler loses these hitpoints at the rate of 1 per hour.

Encounter 6 (EL 10)

🔪 **Spannek:** male human (Suel) Ftr8: CR 8; medium humanoid (human); HD 8d10; hp 52; Init +3; Spd 20 ft.; AC 20, touch 13, flat-footed 17; Base Atk +8/+3; Grp +10; Atk +12 melee (1d10+6/19-20/x2 bastard sword +1) or +11 ranged (1d8/20/x3 longbow); Full Atk +12/+7 melee (1d10+6/19-20/x2 bastard sword+1) or +11/+6 ranged (1d8/20/x3 longbow); AL NE; SV Fort +6, Ref +5, Will +3; Str 14, Dex 16, Con 10, Int 13, Wis 13, Cha 14.

Skills and Feats: Climb +5, Jump +5; Listen +3; Knowledge(nobility & royalty) +4; Spot +6; Swim +1; Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Whirlwind Attack.

Possessions: longbow, 20 arrows, cold iron short sword, dagger, *chainmail +2, bastard sword +1, potion of bear's endurance, 25 gp.*

🔪 **Renlyn:** male human (Suel) Clr7: CR 7; medium humanoid (human); HD 7d8+14; hp 52; Init +1; Spd 30 ft; AC 17, touch 11, flat-footed 16; Base Atk +5; Grp +6; Atk +8 melee (2d4+1/x3 guisarme) or +6 melee (1d8+1 morningstar) or +6 ranged (1d8/19-20/x2 light crossbow); Full Atk +8 melee (2d4+1/x3 guisarme) or +6 melee (1d8+1 morningstar) or +6 ranged (1d8/19-20/x2 light crossbow); AL LE; SV Fort +7, Ref +3, Will +8; Str 12, Dex 13, Con 14, Int 13, Wis 16, Cha 8.

Skills and Feats: Concentration +12, Heal +6; Knowledge(arcana) +6; Knowledge(religion) +4; Listen +4; Spellcraft +11; Spot +4; Combat Expertise, Combat Reflexes, Dodge, Improved Trip, Weapon Focus (guisarme), Weapon Proficiency (guisarme)

Spells Prepared (6/6/5/4/2; Base DC 13 + spell level) 0—*detect magic, flare, inflict minor wounds, guidance, resistance, virtue*, 1st—*bles, divine favor, detect chaos, entropic shield, magic weapon*, shield of faith*, 2nd—*bear's endurance, bull's strength, cat's grace, shatter, spiritual weapon**, 3rd—*dispel magic, magic circle against chaos*, prayer, summon monster III*, 4th—*cure critical wounds, divine power**.

*Domain spell; Deity: Wastri; Domains: Law (Cast law spells at +1 caster level), War (Free Martial Weapon Proficiency and Weapon Focus with guisarme).

Possessions: masterwork guisarme, morningstar, wooden holy symbol of Wastri, light crossbow, 10 bolts, *wand of cure light wounds, breastplate +1*

➤ **Bullywug barbarians (3):** CR 4; medium-size humanoid Brb4; HD 4d12+12; hp 45; Init +2; Spd 30 ft., swim 40ft; AC 19, touch 12, flat-footed 17; Base Atk +4; Grp +7; Atk +9 melee (2d6+4/19-20/x2 greatsword) or +6 ranged (1d6+3 shortspear); Full Atk +9 melee (2d6+3/19-20/x2 greatsword) or +6 ranged (1d6+3 shortspear); SQ Fast Movement, Marsh Move, Rage 2/day, Trap sense +1, Uncanny dodge; AL CE; SV Fort +7, Ref +3, Will +1; Str 16, Dex 14, Con 17, Int 8, Wis 10, Cha 6.

Skills and Feats: Hide +4*, Intimidate +4; Listen +5, Spot +2, Swim +2; Die Hard, Endurance.

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

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

Possessions: masterwork greatsword, chain shirt, 2 shortspears, tanglefoot bag

➤ **Bullywug Cleric:** CR 3; medium-size humanoid Clr3; HD 3d8+6; hp 24; Init +2; Spd 20 ft., swim 30ft; AC 18, touch 13, flat-footed 15; Base Atk +2; Grp +3; Atk +3 melee (1d8+1/x4 longspear) or +4 ranged (1d6+1 longspear); Full Atk +3 melee (1d8+1/x4 longspear) or +4 ranged (1d6+1 longspear); SQ Fast Movement, Marsh Move; AL LE; SV Fort +5, Ref +3, Will +5; Str 12, Dex 15, Con 15, Int 8, Wis 14, Cha 8.

Skills and Feats: Hide +3*, Listen +2, Spellcraft +3; Spot +2, Swim +3; Endurance, Dodge

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

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

Spells Prepared (4/4/3; Base DC 12 + spell level) 0—*flare, inflict minor wounds, guidance, resistance*, 1st—*divine favor, entropic shield, protection from chaos*, shield of faith*, 2nd—*bull's strength, cat's grace, hold animal**.

*Domain spell; Deity: Wastri; *Domains:* Law (Cast law spells at +1 caster level), Animal (*Speak with Animal* once per day, Knowledge[nature] as a class skill).

Possessions: longspear, shortspear, dagger, leather armour, wooden holy symbol of Wastri, tanglefoot bag

Encounter 7 (EL 9)

⚔ **Alesco:** female human (Suel) Ftr5/Fist1: CR 6; medium humanoid (human); HD 6d10+6; hp 45; Init +2; Spd 30 ft.; AC 21, touch 11, flat-footed 20; Base Atk +6/+1; Grp +9; Atk +11 melee (1d8+5 flail) or +8 ranged (1d8/19-20/x2 light crossbow); Full Atk +11/+6 melee (1d8+5 flail) or +8/+3 ranged (1d8/19-20/x2 light crossbow); SA Brutal Strike; AL LN; SV Fort +7, Ref +3, Will +2; Str 16, Dex 14, Con 13, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +3, Intimidate +4; Jump +4, Knowledge(religion) +4, Ride +9, Spot +5, Swim -13; Cleave, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Weapon Focus (flail), Weapon Specialization (flail).

Brutal Strike(Ex): Every action, Alesco may add a +1 bonus either to one attack roll or one damage roll, but not both. You must declare where the bonus applies at the start of your action.

Possessions: masterwork flail, spiked full plate, heavy steel shield, light crossbow, 10 bolts, short sword, heavy warhorse, *potion of cure moderate wounds, 7gp*

⚔ **Rudann:** male human (Oeridian) Clr7: CR 7; medium humanoid (human); HD 7d8+14; hp 51; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +5; Grp +6; Atk +8 melee (1d8+1 flail) or +6 ranged (1d8/19-20/x2 light crossbow); Full Atk +8 melee (1d8+1 flail) or +6 ranged (1d8/19-20/x2 light crossbow); AL LN; SV Fort +7, Ref +3, Will +8; Str 12, Dex 13, Con 14, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +12 (or +16 when casting defensively), Knowledge(religion) +3; Listen +3; Ride +4; Spellcraft +7; Spot +3; Swim -13; Combat Casting, Dodge, Mounted Combat, Weapon Focus (flail), Weapon Proficiency (flail)

Spells Prepared (6/6/5/4/2; Base DC 13 + spell level) 0—*detect magic, flare, guidance, resistance(x2), virtue*, 1st—*bane, bless, cure light wounds, magic weapon*, remove fear, shield of faith*, 2nd—*bear's endurance, bull's strength, silence, sound burst, spiritual weapon**, 3rd—*cure serious wounds, dispel magic, magic circle against chaos*, prayer*; 4th—*discern lies, order's wrath**.

*Domain spell; *Deity:* Hextor; *Domains:* Law (Cast law spells at +1 caster level), War (Free Martial Weapon Proficiency and Weapon Focus with flail).

Possessions: masterwork flail, spiked full plate, light steel shield, light mace, silver holy symbol of Hextor, light crossbow, 10 bolts, heavy warhorse, 4gp

⚔ **Summa:** male half-orc Ftr4; CR4; HD 4d10+4; hp 34; Init +2; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +4; Grp +7; Atk +10 melee (1d8+6 flail); Full Atk +10

melee (1d8+6 flail); AL LN; SV Fort +5, Ref +3, Will +2; Str 18, Dex 14, Con 13, Int 8, Wis 12, Cha 6.

Skills and Feats: Ride +9; Mounted Combat, Ride-by Attack, Spirited Charge, Trample, Weapon Focus (flail), Weapon Specialization (flail).

Possessions: masterwork flail, spiked gauntlet, spiked full plate, heavy steel shield, heavy flail, heavy warhorse, light crossbow, 10 bolts, 2gp

☛ **Lugrand:** male human (Oeridian) Sor5; CR 5; HD 5d4+10; hp 29; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +2; Grp +2; Atk +2 melee (1d8 heavy mace) or +4 ranged (1d8/19-20/x2 light crossbow); Full Atk +2 melee (1d8 heavy mace) or +4 ranged (1d8/19-20/x2 light crossbow); AL LN; SV Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 14, Int 11, Wis 10, Cha 16.

Skills and Feats: Concentration +10 (or +14 when casting defensively), Knowledge(Arcana) +6, Ride +4, Spellcraft +10, Tumble +4; Combat Casting, Dodge, Point Blank Shot.

Spells Known (6/7/5; Base DC 13 + spell level, 14+spell level when evocation) 0—*acid splash, detect magic, flare, ray of frost, resistance*, 1st—*burning hands, mage armour, magic missile, ray of enfeeblement*, 2nd—*glitterdust, scorching ray*.

Possessions: heavy mace, light crossbow, 10 bolts, long spear, light horse, thunderstone, *scroll of silence*, *scroll of web*, 3gp

Appendix 5: APL 10

Encounter 1 (EL 2)

☛ **Captain Huessel**, male human Ftr1: CR 1; Medium humanoid (human); HD 1d10+1; hp 11; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/19-20/x2, longsword); Full Atk +4 melee (1d8+2/19-20/x2, longsword); AL LN; SV Fort +4, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 11, Wis 12, Cha 10.

Skills and Feats: Intimidate +4, Knowledge (history) +1; Knowledge (local) +1; Listen +2, Spot +2, Sense Motive +3; Weapon Focus (longsword), Combat Reflexes, Dodge.

Possessions: breast plate, light steel shield, masterwork longsword, short sword, dagger, 12 gp

☛ **Guards (7):** male and female human War1: CR 1/2; medium humanoid (human); HD 1d8+1; hp 9 each; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20/x2, longsword); Full Atk +2 melee (1d8+1/19-20/x2, longsword); AL LN; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 13, Int 9, Wis 10, Cha 8.

Skills and Feats: Intimidate +1, Listen +4, Spot +4, Sense Motive +1; Alertness, Weapon Focus (longsword).

Possessions: chain shirt, light steel shield, longsword, glaive, dagger, 5 gp

Encounter 2 (EL N.A.)

☛ **Bousse**, male half-orc Barb1/Rng3: CR 4; Medium humanoid (half-orc); HD 1d12+3d8+4; hp 31; Init +2; Spd 40 ft.; AC 15, touch 12, flat-footed 13; Base Atk +4; Grp +7; Atk +7 melee (1d8+3/19-20/x2, longsword) or +6 ranged (1d8 + poison, longbow); Full Atk +5 melee (1d8+3/19-20/x2, longsword) and +5 melee (1d6+3/19-20/x2, shortsword); AL CN; SV Fort +5, Ref +6, Will +2; Str 16, Dex 15, Con 13, Int 11, Wis 12, Cha 8.

Skills and Feats: Bluff +0, Intimidate +3, Handle Animal +1, Hide +8, Knowledge (local) +1, Knowledge (nature) +2, Listen +5, Move Silently +4, Spot +5, Survival +5; Combat Reflexes, Endurance, Stealthy, Track, Two Weapon Fighting.

Possessions: studded leather, longbow, 20 arrows, longsword, short sword, carrion crawler brain juice (3 doses on 2 arrows and the longsword).

Encounter 4 (EL13)

☛ **Aurelia:** Nymph/Drd4: CR 11; medium fey; HD 6d6+4d8+10; hp 51; Init +7; Spd 30 ft., swim 20ft; AC 19, touch 19, flat-footed 14; Base Atk +6/+1; Grp +5; Atk +8

melee (1d4-1, claws); Full Atk +8 melee (1d4-1, claws); AL NE; SA Blinding beauty, spells, spell-like abilities, stunning glance; SQ animal companion, DR 10/cold iron, low-light vision, nature sense, resist nature's lure, trackless step, unseeleie fey, unearthly grace, wild empathy, woodland stride; SV Fort +15, Ref +17, Will +20; Str 8, Dex 21, Con 14, Int 16, Wis 19, Cha 24.

Skills and Feats: Concentration +14 (or +18 when casting defensively), Diplomacy +9; Escape Artist +14; Handle Animal +13, Heal +13; Hide +14, Knowledge(nature) +8, Listen +13, Move Silently +14, Sense Motive +14, Spellcraft +6; Spot +13; Survival +11, Swim +12; Combat Casting, Dodge, Weapon Finesse, Improved Initiative.

Blinding Beauty (Su): This ability affects all humanoids within 30 feet of Aurelia. Those who look directly at her must succeed at a DC 21 Fortitude save or be blinded permanently as if by the blindness spell. Aurelia can suppress or resume this ability as a free action. The save is Charisma based.

Unseeleie Fey (Ex): Aurelia is tied to the area, and cannot leave the Vast Swamp. If slain, Aurelia's form is absorbed by the swamp, where her spirit rejuvenates and forms a new body within a week.

Spell-like abilities: at will – command plants, commune with nature, dimension door, Caster level 9th;

Aurelia can travel at unnatural speed by using her ability to Dimension Door. Her ability to command plants is not restricted by her level.

Aurelia's spell-like abilities work normally within the Bogs of Aestophatus. She cannot use her power outside of the bogs.

Spells: Aurelia casts divine spells as a 11th level druid (see below).

Stunning Glance (Su): As a standard action, Aurelia can stun a creature within 30 feet with a look. The target creature must succeed at a DC 21 Fortitude save or be stunned for 2d4 rounds. The save is Charisma based.

Unearthly Grace (Su): Aurelia adds her Charisma modifier as a bonus to all her saving throws and as a reflection bonus to her Armour Class (The statistics block already reflects these bonuses).

Wild Empathy (Ex): This power works like the druids wild empathy class feature, except that Aurelia has a +6 racial bonus on the check, for a total bonus of +17.

Spells Prepared (6/6/5/5/4/2/1; Base DC 14 + spell level) 0—*cure minor wounds, detect magic, flare, guidance, light, resistance*, 1st—*charm animal, cure light*

wounds, entangle, faerie fire, produce flame, speak with animals, 2nd—barkskin, flame blade, flaming sphere, fog cloud, heat metal, 3rd—cure moderate wounds, greater magic fang, protection from energy, sleet storm, spike growth, 4th—cure serious wounds, dispel magic, ice storm, flame strike, 5th—call lightning storm, wall of thorns, 6th—anti-life shell.

Possessions: ring of swimming.

➤ **Wood element wolves (2):** CR 2; medium plant; HD 4d8+8; hp 31 each; Init +2; Spd 25 ft.; AC 16, touch 12, flat-footed 14; Base Atk +2; Grp +3; Atk +5 melee (1d6+2, Bite) or +4 ranged (1d6+2, spikes); Full Atk +5 melee (1d6+2, Bite) or +4 ranged (1d6+2, spikes); SA Spikes, Trip; SQ darkvision 60 ft., elemental traits, low light vision, plant traits, scent, woodsense; AL N; SV Fort +6, Ref +6, Will +2; Str 14, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Listen +1; Track, Weapon Focus (Bite).

Elemental and Plant traits (Ex): Immunity to poison, sleep effects, paralysis, polymorph and stunning. Not subject to mind-influencing effects. Not subject to critical hits.

Trip (Ex): A wood element wolf that hits with his bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wood element wolf.

Spikes (Ex): A wood element wolf can release a volley of bark, splinters, or wood shards, up to four such spikes per round as a standard action. This attack has a range of 120 ft. with no range increment. Damage is 1d6+2 per spike. The wood element wolf can launch up to four spikes per day.

Wood sense (Ex): A wood element wolf can automatically sense the location of anything within 60 feet that is in contact with vegetation.

➤ **Shambling Mounds, advanced (2):** CR 9; huge plant; HD 16d8+96; hp 172; Init -1; Spd 20 ft., swim 20ft.; AC 22, touch 7, flat-footed 22; Base Atk +12; Grp +26; Atk +21 melee (4d6+10, slam); Full Atk +21 melee (4d6+10, 2 slams); SA improved grab, constrict (4d6+12) SQ darkvision 40 ft, immunity to electricity, low-light vision, plant traits, resistance to fire 10; AL N; SV Fort +16, Ref +4, Will +7; Str 30, Dex 8, Con 22, Int 7, Wis 10, Cha 9.

Skills and Feats: Hide +4*, Listen +10, Move Silently +9; Iron Will, Power Attack, Weapon Focus(slam), Improved Natural Armour, Improved Natural Attack, Improved Sunder.

*Shambling Mounds have a +12 racial bonus on Hide checks when in a swampy or forested area.

Improved Grab (Ex): To use this ability, a shambler must hit with both slam attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex): A shambler deals 2d6+7 points of damage with a successful grapple check.

Immunity to Electricity (Ex): Shamblers take no damage from electricity. Instead, any electricity attack (such as *shocking grasp* or *lightning bolt*) used against a shambler temporarily grants it 1d4 points of Constitution. The shambler loses these points at the rate of 1 per hour.

Encounter 6 (EL 12)

♣ **Spannek:** male human (Suel) Ftr10: CR 10; medium humanoid (human); HD 10d10; hp 64; Init +3; Spd 20 ft.; AC 20, touch 13, flat-footed 17; Base Atk +10/+5; Grp +12; Atk +15 melee (1d10+6/19-20/x2 bastard sword +1) or +13 ranged (1d8/20/x3 longbow); Full Atk +15/+10 melee (1d10+6/19-20/x2 bastard sword+1) or +13/+8 ranged (1d8/20/x3 longbow); AL NE; SV Fort +7, Ref +6, Will +4; Str 14, Dex 16, Con 10, Int 13, Wis 13, Cha 14.

Skills and Feats: Climb +6, Jump +6; Listen +5; Knowledge(nobility & royalty) +4; Spot +7; Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Greater Weapon Focus, Mobility, Spring Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Whirlwind Attack.

Possessions: longbow, 20 arrows, cold iron short sword, dagger, *chainmail +2*, *bastard sword +1*, *potion of bear's endurance*, 25 gp.

♣ **Renlyn:** male human (Suel) Clr9: CR 9; medium humanoid (human); HD 9d8+18; hp 66; Init +2; Spd 30 ft; AC 18, touch 12, flat-footed 16; Base Atk +6/+1; Grp +7; Atk +9 melee (2d4+1/x3 guisarme) or +7 melee (1d8+1 morningstar) or +8 ranged (1d8/19-20/x2 light crossbow); Full Atk +9/+4 melee (2d4+1/x3 guisarme) or +7/+2 melee (1d8+1 morningstar) or +8 ranged (1d8/19-20/x2 light crossbow); AL LE; SV Fort +9, Ref +6, Will +10; Str 12, Dex 14, Con 14, Int 13, Wis 16, Cha 8.

Skills and Feats: Concentration +14, Heal +6; Knowledge(arcana) +6; Knowledge(religion) +4; Listen +5; Spellcraft +13; Spot +5; Combat Expertise, Combat Reflexes, Dodge, Improved Trip, Mobility, Weapon Focus (guisarme), Weapon Proficiency (guisarme).

Spells Prepared (6/6/6/5/3/2; Base DC 13 + spell level) 0—*detect magic*, *flare*, *inflict minor wounds*, *guidance*, *resistance*, *virtue*, 1st—*bless*, *divine favor*;

detect chaos, entropic shield, magic weapon, shield of faith, 2nd—bear's endurance, bull's strength, cat's grace, resist energy, shatter, spiritual weapon*, 3rd—dispel magic, magic circle against chaos*, magic vestment, prayer, summon monster III; 4th—cure critical wounds, divine power*, poison, 5th—flame strike*, righteous might.*

*Domain spell; Deity: Wastri; *Domains*: Law (Cast law spells at +1 caster level), War (Free Martial Weapon Proficiency and Weapon Focus with guisarme).

Possessions: masterwork guisarme, morningstar, wooden holy symbol of Wastri, light crossbow, 10 bolts, *wand of cure light wounds, breastplate +1, cloak of resistance +1*

➤ **Bullywugs (3)**: CR 6; medium-size humanoid Brb6; HD 6d12+18; hp 65; Init +6; Spd 30 ft., swim 40ft; AC 19, touch 12, flat-footed 17; Base Atk +6; Grp +8; Atk +11 melee (2d6+4/19-20/x2 greatsword) or +8 ranged (1d6+3 shortspear); Full Atk +11/+5 melee (2d6+4/19-20/x2 greatsword) or +8/+3 ranged (1d6+3 shortspear); SQ Fast Movement, Improved Uncanny Dodge, Marsh Move, Rage 2/day, Trap sense +2; AL CE; SV Fort +8, Ref +4, Will +2; Str 16, Dex 14, Con 17, Int 8, Wis 10, Cha 6.

Skills and Feats: Hide +5*, Intimidate +5; Listen +7, Spot +3, Swim +2; Die Hard, Endurance, Improved Initiative.

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

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

Possessions: masterwork greatsword, chain shirt, 2 shortspears, tanglefoot bag

➤ **Bullywug Cleric**: CR 5; medium-size humanoid Clr5; HD 5d8+10; hp 38; Init +3; Spd 20 ft., swim 30ft; AC 18, touch 13, flat-footed 15; Base Atk +3; Grp +4; Atk +4 melee (1d8+1/x4 longspear) or +6 ranged (1d6+1 longspear); Full Atk +4 melee (1d8+1/x4 longspear) or +6 ranged (1d6+1 longspear); SQ Fast Movement, Marsh Move; AL LE; SV Fort +6, Ref +4, Will +6; Str 12, Dex 16, Con 15, Int 8, Wis 14, Cha 8.

Skills and Feats: Hide +3*, Listen +2, Spellcraft +5; Spot +2, Swim +3; Endurance, Dodge

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

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

Spells Prepared (5/5/4/2; Base DC 12 + spell level) 0—*flare, inflict minor wounds, guidance, resistance, virtue*, 1st—*bless, divine favor, entropic shield, protection from chaos*, shield of faith, 2nd—bull's*

strength, cat's grace, hold animal, shatter, 3rd—magic circle against chaos*, summon monster III.*

*Domain spell; Deity: Wastri; *Domains*: Law (Cast law spells at +1 caster level), Animal (*speak with animal* once per day, Knowledge[nature] as a class skill).

Possessions: longspear, shortspear, dagger, leather armour, wooden holy symbol of Wastri, tanglefoot bag

Encounter 7 (EL 11)

⚔ **Alesco**: female human (Suel) Ftr5/Fist3: CR 8; medium humanoid (human); HD 8d10+8; hp 65; Init +2; Spd 30 ft.; AC 21, touch 11, flat-footed 20; Base Atk +8/+3; Grp +9; Atk +13 melee (1d8+5 flail) or +10 ranged (1d8/19-20/x2 light crossbow); Full Atk +13/+8 melee (1d8+5 flail) or +10/+5 ranged (1d8/19-20/x2 light crossbow); SA Brutal Strike; AL LN; SV Fort +8, Ref +4, Will +3; Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +3, Intimidate +6; Jump +4, Knowledge(religion) +4, Ride +11, Spot +6, Swim -13; Cleave, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Weapon Focus (flail), Weapon Specialization (flail).

Brutal Strike(Ex): Every action, Alesco may add a +1 bonus either to one attack roll or one damage roll, but not both. You must declare where the bonus applies at the start of your action.

Strength Boost (Ex): Alesco can call upon Hextor for a +4 Strength bonus once per day. This bonus lasts 7 rounds.

Frightful Presence (Ex): Alesco can instill fear in others as a free action once per day. She must make some dramatic action in the round in which she uses the ability, and it can only affect those who see (or hear, depending on the dramatic act) her. The ability has a range of 15 feet. All those within range are frightened for 5d6 rounds. Those who succeed at a DC 13 Will Save are merely shaken. This is a mind-affecting fear effect.

Possessions: masterwork flail, spiked full plate, heavy steel shield, light crossbow, 10 bolts, short sword, heavy warhorse, *potion of cure moderate wounds, 7gp*

⚔ **Rudann**: male human (Oeridian) Clr9: CR 9; medium humanoid (human); HD 9d8+18; hp 63; Init +1; Spd 20 ft.; AC 21, touch 12, flat-footed 19; Base Atk +6/+1; Grp +7; Atk +9 melee (1d8+1 flail) or +8 ranged (1d8/19-20/x2 light crossbow); Full Atk +9/+1 melee (1d8+1 flail) or +8 ranged (1d8/19-20/x2 light crossbow); AL LN; SV Fort +8, Ref +5, Will +10; Str 12, Dex 14, Con 14, Int 10, Wis 18, Cha 8.

Skills and Feats: Concentration +12 (or +16 when casting defensively), Knowledge(religion) +4; Listen +4; Ride +5; Spellcraft +8; Spot +4; Combat Casting, Dodge,

Mounted Combat, Weapon Focus (flail), Weapon Proficiency (flail), Spell Focus (Enchantment)

Spells Prepared (6/6/6/5/3/2; Base DC 14 + spell level, 15 + spell level if enchantment) 0—*detect magic, flare, guidance, resistance(x2), virtue*, 1st—*bane, bless, cure light wounds, magic weapon*, remove fear, shield of faith*, 2nd—*bear's endurance, bull's strength, resist energy, silence, sound burst, spiritual weapon**, 3rd—*cure serious wounds, dispel magic, magic circle against chaos*, prayer, searing light* 4th—*divine power, discern lies, order's wrath**, 5th—*greater command, flame strike**.

*Domain spell; *Deity*: Hextor; *Domains*: Law (Cast law spells at +1 caster level), War (Free Martial Weapon Proficiency and Weapon Focus with flail).

Possessions: masterwork flail, spiked full plate, light steel shield, light mace, silver holy symbol of Hextor, light crossbow, 10 bolts, heavy warhorse, *peripat of wisdom +2, pearl of power 1st level, scroll of greater command*, 4gp

☛**Summa**: male half-orc Ftr6; CR6; HD 6d10+6; hp 44; Init +2; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +6/+1; Grp +10; Atk +12 melee (1d8+6 flail); Full Atk +12/+7 melee (1d8+6 flail); AL LN; SV Fort +6, Ref +4, Will +3; Str 18, Dex 14, Con 13, Int 8, Wis 12, Cha 6.

Skills and Feats: Ride +11; Mounted Combat, Ride-by Attack, Spirited Charge, Trample, Weapon Focus (flail), Weapon Specialization (flail), Power Attack, Cleave.

Possessions: masterwork flail, spiked gauntlet, spiked full plate, heavy steel shield, heavy flail, heavy warhorse, light crossbow, 10 bolts, 2 gp

☛**Lugrand**: male human (Oeridian) Sor7; CR 7; HD 7d4+14; hp 39; Init +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +2; Grp +2; Atk +2 melee (1d8 heavy mace) or +4 ranged (1d8/19-20/x2 light crossbow); Full Atk +2 melee (1d8 heavy mace) or +4 ranged (1d8/19-20/x2 light crossbow); AL LN; SV Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 14, Int 11, Wis 10, Cha 16.

Skills and Feats: Concentration +10 (or +14 when casting defensively), Knowledge(Arcana) +6, Ride +4, Spellcraft +10, Tumble +5; Combat Casting, Dodge, Mobility, Point Blank Shot.

Spells Known (6/7/7/5; Base DC 13 + spell level, 14+spell level when evocation) 0—*acid splash, daze, detect magic, flare, ray of frost, resistance*, 1st—*burning hands, mage armour, magic missile, ray of enfeeblement, shield*, 2nd—*glitterdust, scorching ray, protection from arrows*, 3rd—*haste, lightning bolt*.

Possessions: heavy mace, light crossbow, 10 bolts, long spear, light horse, thunderstone, *amulet of natural armour +1, scroll of silence, scroll of web*, 3gp

Appendix 6: The Vast Swamp at a Glance

As the name suggests, the Vast Swamp is huge and as such a single page cannot contain enough information to describe it completely. It should contain enough information though to run this adventure, which takes place in the northern fringes of the Vast Swamp. If a scenario requires more specific information, then this will either be given at the proper scene or in another appendix.

Description

The Vast Swamp as a whole is not unlike the Everglades in Florida in real life Earth. It is hot, humid, wet and teeming with life. Large parts of the swamp are unsurpassable for humans without a boat. Here humans and elves do not reign supreme, but lizardfolk and bullywugs are the most dominant sentient life.

The northern fringes in which this adventure takes place though contain bigger patches of dry ground either due to vegetation or low hills that rise above the mud and water. In open areas and waterways sight can extend several hundred yards before being blocked by reeds and bushes; within the reeds it is limited to a few feet at best. Mosquitoes and leeches are a constant pest, leaving bleeding wounds (no damage, but distressing) when removed. Large, hairy (harmless) spiders scuttle through the reeds, and small crocodiles swim about (and flee when the PCs pay them any attention). Other swamp life includes otters, muskrats, silver white herons, king fishers, ducks, geese and countless other birds. Alders or other swamp trees cling on to life on the numerous dry spots, covered in Spanish moss and similar, long tendrilled lichen and surrounded by patches of tall reed and reed-like plants. A constant warm wind makes the temperature bearable, but causes the reeds to rustle, giving a –2 circumstance penalty to any Listen checks.

There are many reasonably dry points within the northern fringes, though these are covered with dense plant growth and relatively difficult to traverse through. Even these dry grounds in general are muddy even outside the rain season. Though there are always exceptions to the rule on top of exceptional tall hills that arise out of the surrounding muck on several places. These dry areas are islands within huge patches of shallow water that become rarer the farther south one goes. These patches are overgrown with reed and trees especially adapted to having wet feet. In these watery areas there is about 3 inches of mud covered by one foot of water, though occasionally this may change

to 1 ft. of mud under 2 ft. water for a total depth of 3 ft. Also, if any traveler through this does not take steps to test the ground (prodding with sticks), they might be surprised by a sudden dip into a mud-filled hole. Deeper channels of slowly flowing water and small lakes overgrown with water lilies cut through these shallow areas like veins. These channels and lakes can be quite deep, forcing travelers to swim through murky water.

A traveller in this region in general will only get wet feet and if you know the way, a boat will not be needed. Though even an experienced wanderer will have to wade through the muddy water frequently, which may cause occasional trouble for halflings and dwarves, as well as spell books and miscellaneous equipment. It pays to have watertight bags with you, though the high humidity and many rains during the rain season prevents anything from ever becoming truly dry during this season. So everything will be slimy, smelly and filthy in no time whatsoever.

Sentient Life and Unlife

Even though the Vast Swamp is inhospitable to human or elven inhabitation, it is still considered home by several different groups of sentient creatures. Three groups of creatures are the true masters of the region and they are either feared or respected by those who travel through the Swamp.

The Vast Swamp is most infamous for the bullywugs that have made this area their home and who continually raid Sunndi to the north. The bullywugs of the Vast Swamp are more intelligent and organized than their more wild cousins described in the *Forgotten Realms Monster Manual*. They worship the lawful deity Wastri who promotes the destruction of dwarves, elves, gnomes and halflings, and who considers humans and amphibians far superior. Unlike regular bullywug clerics, clerics of Wastri are treated as normal clerics and they can choose from the domains Animal, Law and War. They can only rebuke undead and cast spontaneous inflict spells. Rumours tell of a monastery deep in the Vast Swamp where Wastri himself resides, ruling over his minions like a mad tyrant surrounded by both amphibious and human servants as well as more unnatural things.

Most feared by all are the undead, the origins of which are a mystery for most. They are particularly common in a specific part of the Vast Swamp as if they are drawn to it like moths to a light. Still, they can be

encountered everywhere. Most of commons of all are corporeal undead: hungry ghouls and fearsome bog-mummies – all that remain of unwary travellers who drowned far from home and civilisation. With the undead come those who study them and the energy that empowers these vile creatures: necromancers and clerics of deities of death, decay and magic. Sometime ago the undead in the form of a pack of adventurers had become a real threat to the safety of Sunndi, but adventurers on the pay-role of Sunndi had put an end to this threat. Now the undead and their masters tend to remain within the borders of the Swamp.

Least known, but most friendly to the average traveller are the lizardfolk of the Cthaan tribe. By human standards these savage hunters are cruel and unforgiving, willing to do anything for the survival of their tribe. Still, unlike the bullywugs and undead, they can be reasoned with and once a traveller manage to gain their trust and becomes part of their tribe, they are staunch unwavering allies whose friendship can be a great boon to any traveller in their homeland. The Cthaan are divided in different clans who live in separate villages spread over the northern parts of the swamp forming a buffer of some sort between Sunndi to the north and the bullywugs and undead to the south. While relations between the different clans as well as the Sunndians to the north are cordial at best, they seldom come to violent clashes. The constant threat of dangerous natural predators, human outlaws, bullywugs and undead unite them into a single group.

Game Mechanics

When running a scenario within the Vast Swamp it is advisable to be familiar with the swimming rules as well as the effects of the environment on combat. Swimming rules can be found on page 84 of the PHB (all water in the Vast Swamp is considered calm unless specifically mentioned otherwise). Also remember that most the area is at the very least lightly obstructed and lightly slippery, giving a +4 modifier of the DC of any tumbling and balance checks (and that tumbling is impossible in water deeper then one knee). Hence, running or charging requires a DC 14 Balance check. More rules on running encounters in swamps and in deeper water can be found in the *DUNGEON MASTER'S Guide* page 88 and 92. Drowning rules can be found at the end of the *DUNGEON MASTER'S Guide* page 304.

Special Rules: The Bogs of Aestophatus

The area this scenario plays in areas known as the Bogs of Aestophatus, for the treacherous sinkholes that can be found in abundance in this area.

This area of the swamp seems to be imbued with a dark, almost sentient aura. The unseelie court, a group of evil fey, controls it, which are in turn governed by a being called Aestophatus. The Royal Warders, who look after the swamp, are aware of the court and avoid the area. The court seems to dislike the Wastrians and is confined to the swamp. So far it has never been a threat to Sunndi. Since the fey hate the bullywugs, up till recently their presence here has been low.

Whether it is the court's presence or some other presence is unknown, but the bogs have some specific conditions that are unique to it – it's area seems to be distorted in some way. It is especially easy to get lost here. Moreover, magic that deals with divination and distance is far less accurate. The changes affect all creatures except the native fey.

Divination spells, or spell-like or supernatural abilities, are unreliable beyond short range (25ft. + 5ft./2 levels), indicating wrong directions, scrying wrong locations, or simply failing all together. Anything within short range can safely be divined.

The spell *commune with nature* is dangerous to cast: whoever casts it needs to make a Will save or be stunned for 1d4 rounds while being overwhelmed by the bogs sentience. Even if a creature makes the save, the spell does not reveal locations of creatures or structures.

Spells or spell-like or supernatural abilities that move creatures or items work unreliably over distances greater than medium range. A creature attempting such a spell never ends up on target. The deviation is 1d10x1d10% of the intended moving distance. (see 'Off Target' in the description of the *teleport* spell, *Player's Handbook* pg 293).

Spells that change a PCs way of movement – such as *fly* or *expeditious retreat* – are unaffected and work normally.

Appendix 7: New Rules Items

Bullywug

(Source: Monster Companion: *Monsters of Fearun*, page 25)

Medium-Size Humanoid (Aquatic)

Hit Dice: 1d8 + 3 (7 hp)

Initiative: +0

Speed: 20 ft. (4 squares), swim 30 ft. (3 squares)

Armour Class: 15 (+2 leather, +3 natural), touch 10, flatfooted 15

Base Attack / Grapple: +1/+1

Attack: Halfspear +1 melee (1d6); or halfspear +1 ranged (1d6)

Full Attack: Halfspear +1 melee (1d6); or halfspear +1 ranged (1d6)

Space/Reach: 5 ft./5 ft.

Special Qualities: Marsh move, summoning (clerics only)

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

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

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

Feats: Endurance

Environment: Temperate and warm aquatic and marsh

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

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +0

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

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

Most bullywugs encountered outside their homes are warriors; the information in the statistics block is

for of 1st level (see Chapter 2 of the Dungeon Master's Guide for more information about the warrior class).

Combat

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

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

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

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

Bullywug Characters

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

Bullywug Society

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

In the Vast Swamp

The bullywugs in the Vast Swamp tend to be more intelligent and organized than their more wild cousins. They worship the lawful deity Wastri who promotes the destruction of dwarves, elves, gnomes and

halflings, and who considers humans and amphibians far superior. Unlike regular bullywug clerics, clerics of Wastri are treated as normal clerics and they can chose from the domains Animal, Law and War. They can only rebuke undead and cast spontaneous inflict spells.

Fist of Hextor

While many view the Fists of Hextor simply as effective if brutal mercenaries, they are in fact templars sworn to the service of their unforgiving deity. The world is a dark and unforgiving place, or so says the Church of Hextor, wherein the strong survive by ruling the weak and forging order from the chaos. To support its dogma, the Church established this elite company of templars and made them available for hire to those whose causes complemented the Church's ultimate goals (and who could, naturally, afford to pay the hefty tithes necessary to maintain a crack unit of well-armed and well-trained men and women). The Fists are infamous for their efficient brutality: Nowhere will an employer in need of military aid locate mercenaries more dedicated to ensuring that the rule of law prevails over the forces of anarchy and confusion.

Most Fists of Hextor are fighters, monks or clerics, but ex-barbarians, ex-paladins, rangers, and wizards are all counted among their number. The chief qualifications for membership are (apart from veneration of Hextor, Champion of Evil and Scourge of Battle) a willingness to utilize cruelty and harsh measures to crush dissent, a belief that power is the greatest reward life offers, and a willingness to endure all manner of hardship in service to these ideals.

NPC Fists of Hextor are usually mercenary soldiers engaged in some martial enterprise on behalf of the nearest temple dedicated to Hextor. Sometimes small groups or even solitary Fists are encountered, though these too are often carrying out a specific task or mission for the Church.

Hit Die: d10.

Requirements

To qualify to become a Fist, a character must fulfill all the following criteria.

Alignment: Lawful evil, neutral evil, or lawful neutral.

Base Attack Bonus: +5.

Feats: Power Attack, Cleave, Spiked gauntlet weapon proficiency.

Intimidate: 4 ranks.

Spot: 4 ranks.

Knowledge (religion): 4 ranks.

Other: Must worship Hextor, and must survive the ritual ceremony of induction into the Fists of Hextor (see Organizations on page 44 of this book).

Class Skills

The Fist of Hextor's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Knowledge (religion) (Int), Profession (Int), Ride (Dex), Sense Motive (Wis), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armour Proficiency: All Fists of Hextor are proficient with all simple and martial weapons, with all types of armour, and with shields.

Brutal Strike: The Church of Hextor trains its templars to fight with ruthless efficiency. Every action, the Fist may add this bonus either to one attack roll or one damage roll, but not both. You must declare where the bonus applies at the start of your action.

Strength Boost: Starting at 2nd level, the Fist can call upon Hextor for a +4 Strength bonus once per day. The Fist may boost his Strength one additional time per day for every three levels above 2nd. This bonus lasts for 4 rounds plus the Fist's level.

Frightful Presence: When a Fist of Hextor reaches 3rd level, he gains the extraordinary ability to instill *fear* in others as a free action once per day. The Fist must make some dramatic action in the round in which he uses the ability, and it only affects those who see (or possibly hear, depending on the dramatic act) the Fist. The ability has a range of 5 feet per level. All those (except for other Fists) within range are frightened for 5d6 rounds. Those who succeed at a Will saving throw are merely shaken. The DC for the Will save is 10+ the Fist's level + the Fist's Charisma modifier. This extraordinary ability creates a mind-affecting fear effect. The Fist may use this one additional time per day for every three levels above 3rd.

Table 2 – 5: The Fist of Hextor

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Brutal strike + 1
2 nd	+2	+3	+0	+0	Strength boost 1/day
3 rd	+3	+3	+1	+1	Frightful presence 1/day
4 th	+4	+4	+1	+1	Brutal strike + 2
5 th	+5	+4	+1	+1	Strength boost 2/day
6 th	+6	+5	+2	+2	Frightful presence 2/day
7 th	+7	+5	+2	+2	Brutal strike + 3
8 th	+8	+6	+2	+2	Strength boost 3/day
9 th	+9	+6	+3	+3	Frightful presence 3/day
10 th	+10	+7	+3	+3	Brutal strike + 3

Wood Element Creatures

Wood element creatures dwell on the Elemental Plane of Wood or similar hospitable domains, including the Material Plane. They have the same general form as material beings but are made entirely of wood, branches, and leaves. They have ebon, opaline spheres for eyes, and their claw like hands end in jagged splinters.

Creating a Wood Element Creature

“Wood Element” is a template that can be added to any corporeal creature of the following base types: aberration, animal, magical beast, or vermin. It uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to “plant”.

Hit Dice: Change to d8.

Armour Class: Natural armour improves by +2

Speed: Normal (ground) speed is halved. Other types of movement (swim, fly, climb) are unaffected.

Special Attacks: A wood element creature retains all the special attacks of the base creature and also gains the following:

Spikes(Ex): A wood element creature can release volleys of bark, splinters, or wood shards, up to four such spikes per round, as a standard action. This attack has a range of 120 ft. with no range increment. Damage is 1d6+Strength bonus. The wood element creature can launch up to its HD total in spikes per day.

Special Qualities: A wood element creature retains all the special qualities of the base creature and also gains the following ones:

Elemental: Immunity to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Darkvision with a range of 60 feet.

Damage Reduction (see table below)

Hit Dice	Damage Reduction
1-7	-
8-11	5/magic
12+	10/magic

Plant: While of the elemental type, a wood element creature is also plantlike. In addition to benefits granted through its elemental type, the wood element creature gains immunity to polymorphing and is not subject to mind-influencing effects (charms, compulsions, phantasms, patterns and morale effects).

Wood sense (Ex): A wood element creature can automatically sense the location of anything within 60 feet that is in contact with vegetation, even if the wood element creature is not in contact with the same vegetation.

If the base creature already has one or more of the special qualities, use the better value.

Saves: Same as the base creature.

Abilities: Same as the base creature.

Skills: Same as the base creature.

If the wood element creature has an Intelligence of 4 or greater, it speaks Sylvan and the language of treants.

Feats: Same as the base creature.

Environment: Any land and underground

Organization: Same as the base creature.

Challenge Rating: Up to 3 HD, same as the base creature.

3 HD to 7 HD, same as the base creature +1

8+ HD, same as the base creature +2

Treasure: Same as the base creature.

Alignment: Usually neutral

Advancement: Same as the base creature.

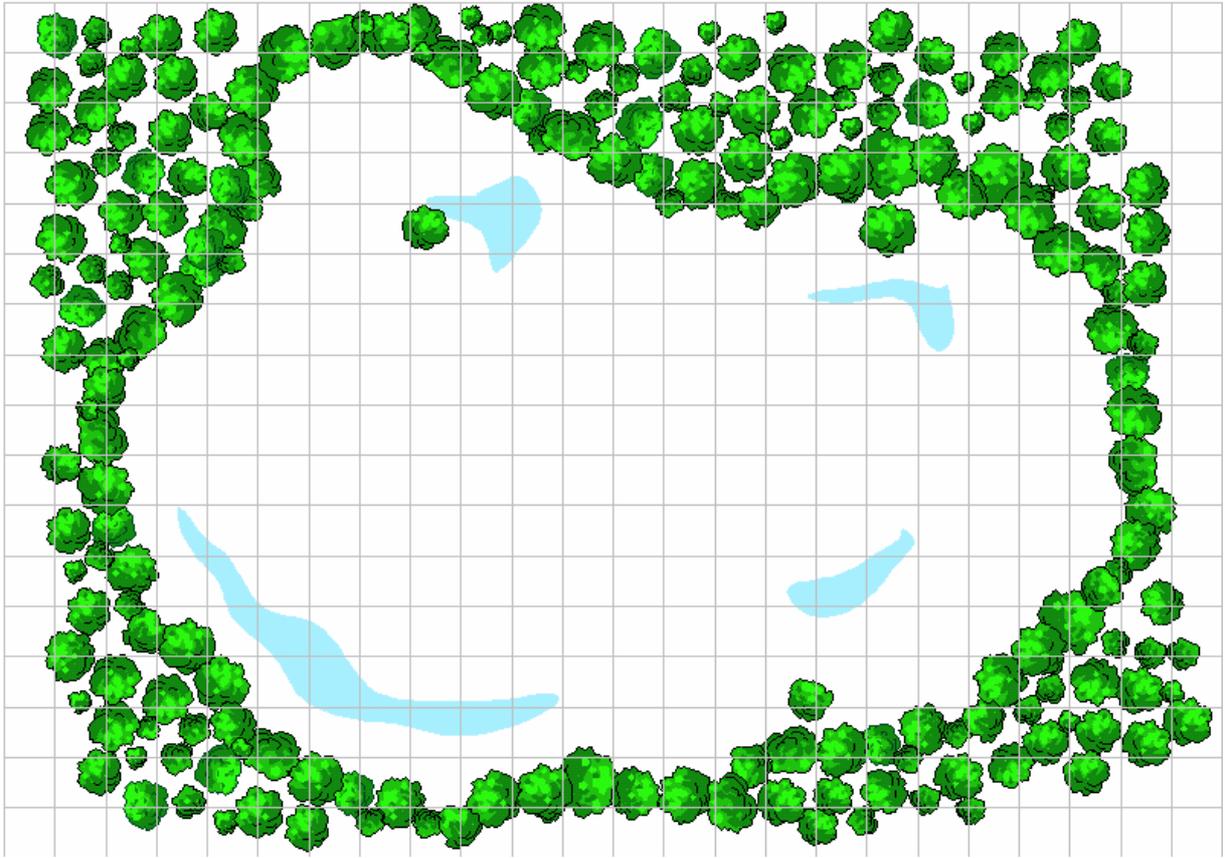
Level Adjustment: As base creature +2

Map #1: Sunndi

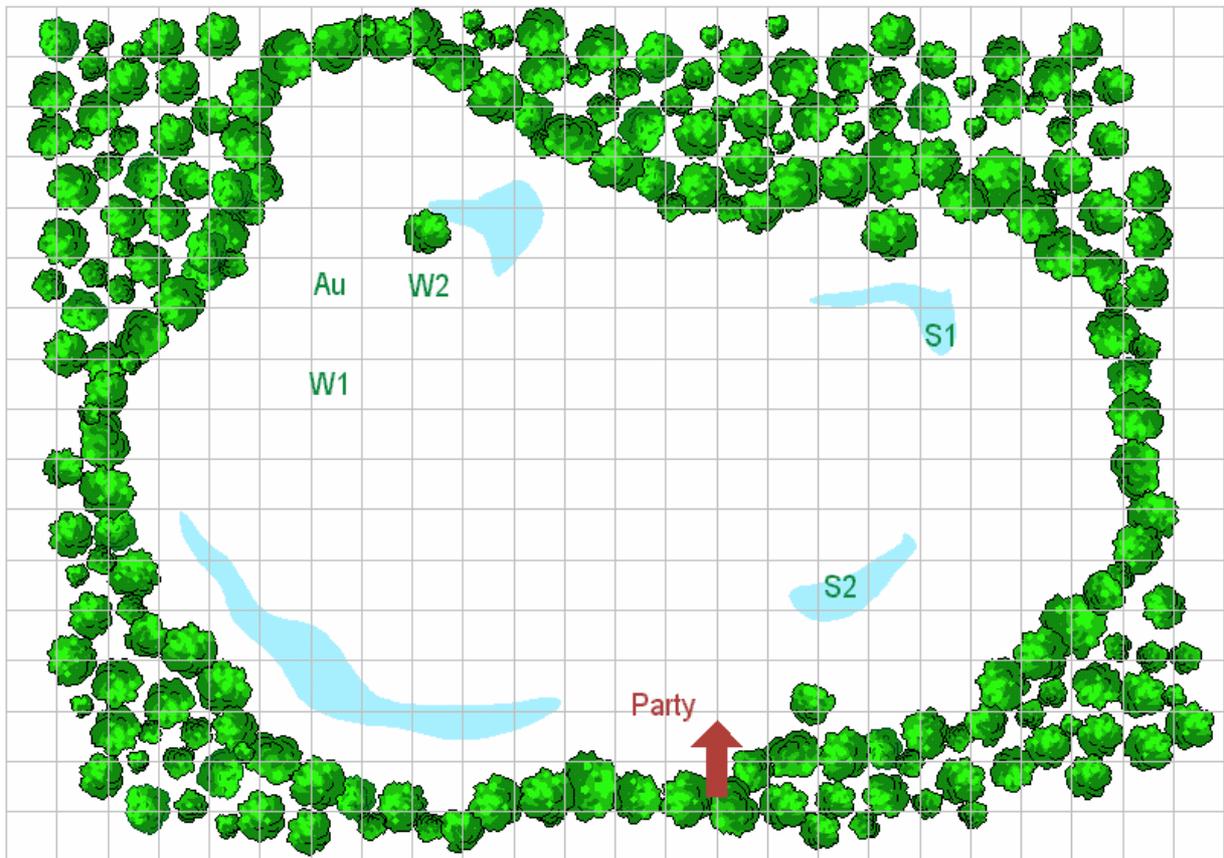


— : Spannek's route from the Hollow highlands to the Vast Swamp

Map # 2: Aurelia's Grove



Map # 2b: Aurelia's Grove, DM' Map



Start positions:

Au: Aurelia

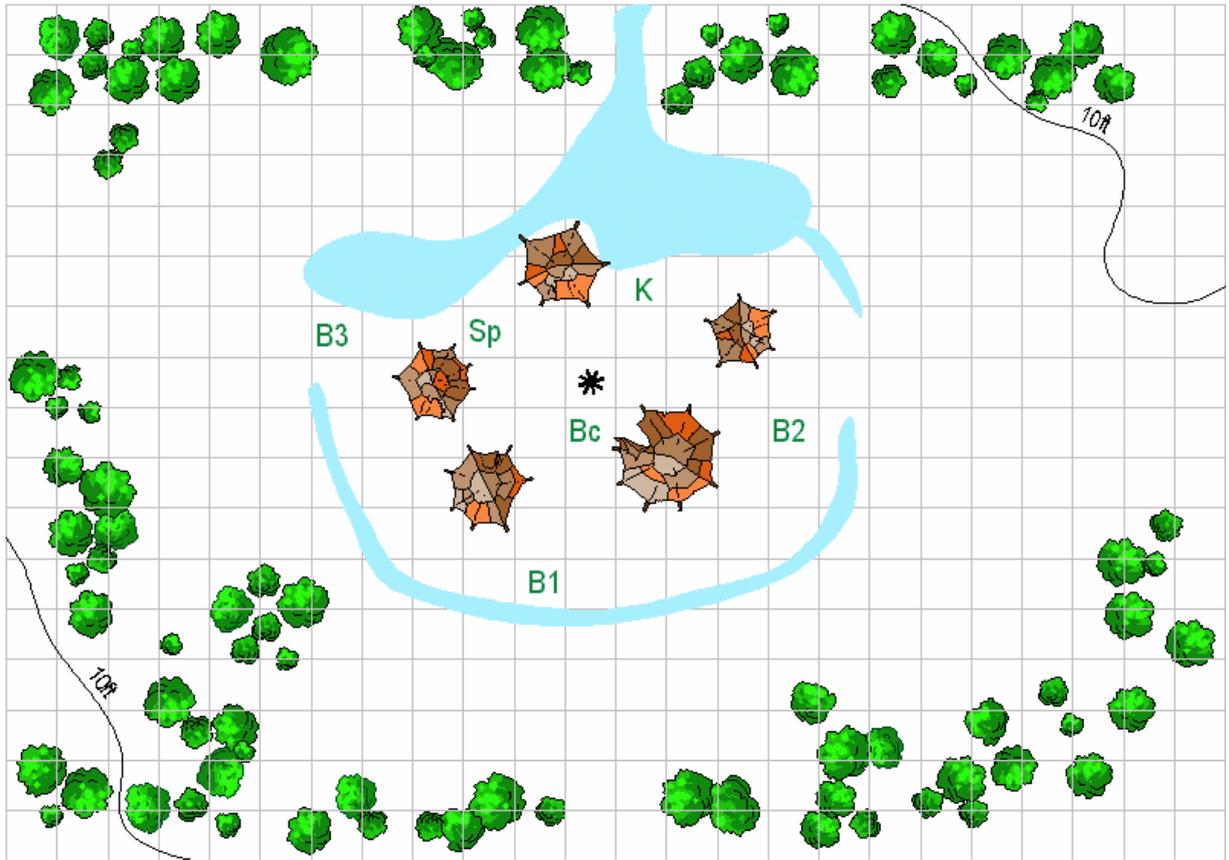
W1: Woodelement Wolf #1

W2: Woodelement Wolf #1

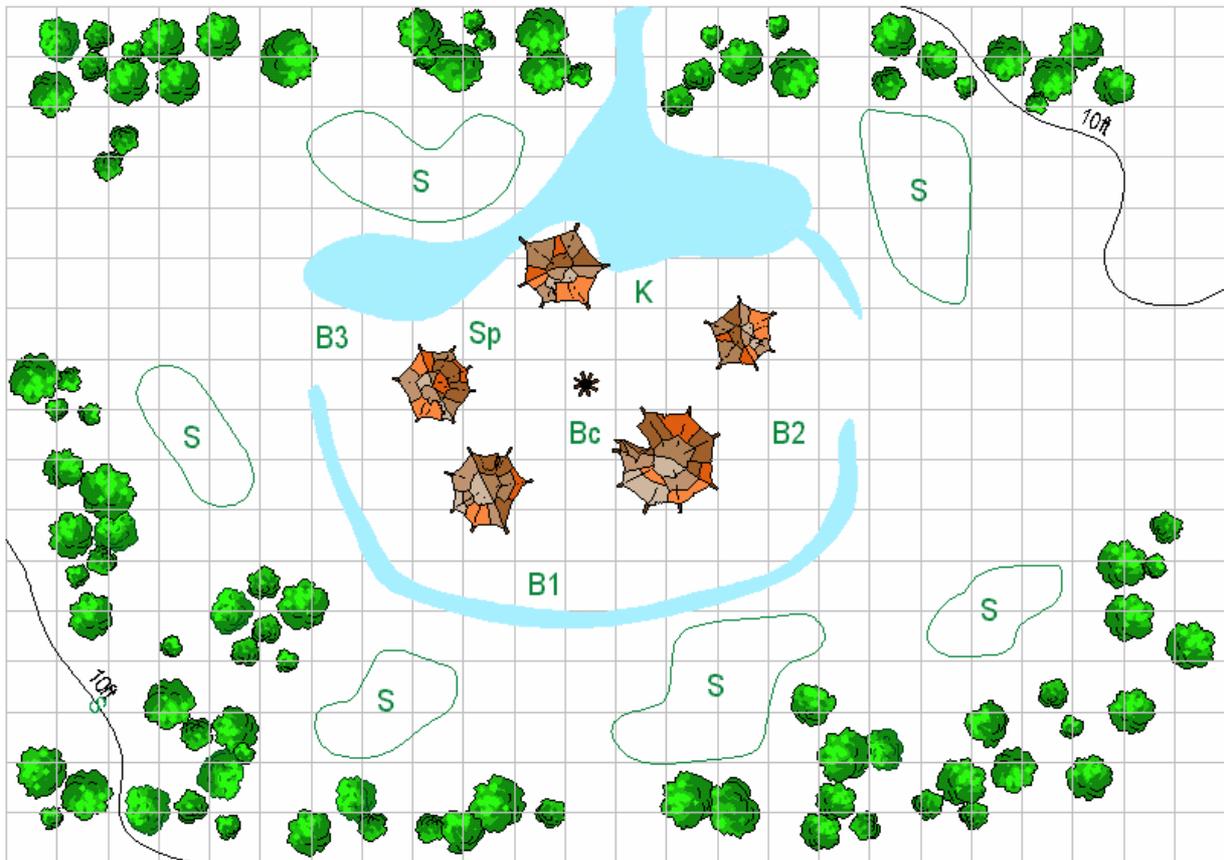
S1: Shambling Mound #1 (hidden, APL 6+ only)

S2: Shambling Mound #2 (hidden, APL 8+ only)

Map # 3: Bullywug Camp



Map # 3b: Bullywug Camp, DM Map



Legend :

S: Sinkholes

Sp: Spannek

K: Renlyn

B1: Bullywug #1

B2: Bullywug #2

B3: Bullywug #3 (APL 8+ only)

Bc: Bullywug cleric (APL 8+ only)

Left east follow Snowwood edge.
vast swamp escape route
meeting Wastri priest
2 wks