

SND5-01

The Lizard King

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

Version 0.1

Round 1

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The Vast Swamp: one of the most inhospitable places of Sunndi and still one of the richest in life – constantly spewing forth monsters of all kinds to threaten the peaceful citizens of Sunndi. Not all stinks in the Vast Swamp though, but what to do if the rot spreads and allies become enemies? An adventure for APLs 4 to 10. First part of the Crest of Glory series.

It is recommended that participants have played SND3-02 Murky Waters.

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged

as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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

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

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

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Sunndi. Characters native to Sunndi pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

Since its birth as an independent nation, Sunndi has been a thorn in the side of the faithful of Wastri: humans living side-by-side with olve and dwur. If the humans actually took their rightful place as superior beings, it might have been palatable. Instead, they allow an inferior creature to rule them and, to add an injury to insult, one that allows anarchy and chaos to reign free. So when the Breath of Wastri once again stirs the bullywugs into action, they intend more than ever to dispose of Hazendel and return Sunndi to human rule. Achieving said goal is not easy and there are many obstacles on their way.

One of these obstacles is the Chtaan [K-tahn]: the tribe of lizardfolk who live in the northern parts of the Vast Swamp. While relations between the Sunndians and the Chtaan are not particularly friendly, the two do consider each other the enemy of their enemies. They both realize that they can use the aid of the other in their ongoing struggle against the undead and bullywugs of the Vast Swamp. Granted, the lizardfolk do not risk the tribe in an all out war, but their knowledge of the swamp makes them natural scouts – providing the Sunndians with much needed information in return for steel weapons and other items needed by the lizardfolk. The Chtaan are also not above raiding the supply lines of the Wastrians for their own benefit and incidentally that of Sunndi. So before a successful war against Sunndi can be waged, it is vital to disable the Chtaan, or better yet, get them on their own side (even if temporarily).

It is virtually impossible to destroy the Chtaan in direct warfare. The Wastrians tried it, and every time it ended in a miserable failure. A different tactic was needed.

One of the basic concepts of lizardfolk culture is that the strongest rule the clan. As long as the clan prospers, the ruler keeps his position, but when the clan suffers, a new leader is chosen from amongst the strongest of the clan. Morality has little to do with it – everything for the survival of the clan. This is one of the biggest strengths of the lizardfolk, since only the fit lead. No leader is inept enough to cause the destruction of the clan or tribe. It is also their greatest weakness. Leadership can change

quickly and with it alliances change as well. A weakness the Wastrians realized they could exploit.

Exploiting the weakness proved to be more difficult than expected. The lizardfolk only accept other lizardfolk in a position of power, and lizardfolk do not let themselves be controlled by others. The solution lay in breeding a kind of lizardfolk, more powerful, reliable and easier to control (by giving them needs beyond simple survival of the clan) than the standard lizardfolk. Lacking the experience, time and resources for a complicated breeding program, the Wastrians decided to use a devil in the service of Wastri, hoping that its obedience and loyalty to Wastri would breed true in its infernal descendants. At the very least their infernal urges would make them easier to control.

Not too long ago the first descendents reached adulthood, and were sent forward to infiltrate several clans. One of these few clans was the Ashgirloch [ASH-gihr-loch] clan to which the half-fiend lizardfolk Draam [DRA-ahm] was sent. Had the Wastrians paid a little bit more attention to their enemies, they would have waited a little longer until they had a stronger foothold among the lizardfolk before attempting to infiltrate the clan that looked most favourably upon Sunndi. Now, in the haste to get rid of their biggest enemy, they might have alerted the outside world to their plot a little bit too early.

Draam proved successful in replacing the old leader, but not without alienating some of the clan's more human-trusting members – a minority to be sure, but one that contained the more intelligent and daring members of the clan. Since these could not deal with Draam themselves without risking a civil war (something that goes against everything that is important to the lizardfolk), they decided to get outside help to dispose of Draam. They hope to find the humans that aided them in the past (those that played *SND3-02 Murky Waters*) (and hence deemed more trustworthy by the common lizardfolk), but if that is impossible some other reasonably trustworthy warriors of the Sunndi “tribe” will do.

Adventure Summary

SND5-01 The Lizard King takes place in and around the stronghold of the Ashgirloch clan of the Chtaan lizardfolk in the northern parts of the Vast Swamp. Several main NPCs in the scenario have made an appearance in *SND3-02 Murky Waters*, and it is beneficial if you know that scenario, but it is not required. More information on running adventures in the Vast Swamp can be found in Appendix 6 The Vast Swamp at a Glance. Also make sure you know the rules on traveling and fighting in a swamp (swimming rules,

effects of terrain on movement and so on; see the *Dungeon Master's Guide*) before running this scenario.

There are two different methods for the PCs on how to approach the problem: the diplomatic and the violent. The choice becomes apparent during Encounter 2. Eventually both paths lead to the same ending and the final encounters are the same again.

Introduction: While visiting the town of Nondrinn to help it in the war against the bullywugs the PCs are contacted by two lizardfolk, the warrior Kahn and the lore mistress Jaleng, who are looking for trustworthy warriors of the Sunndi “tribe”. Aiding the lizardfolk is in the best interest of the “tribe”.

If they accept, the PCs set out towards the stronghold of the Ashgirloch clan in the Vast Swamp. The trip takes about three days and is uneventful.

Encounter 1 [Ambushed]: Instead of meeting the shaman of the clan, Dtan [D-tahn], the PCs are greeted with bullywug arrows and war screams. Apparently the bullywugs wandered onto the site by coincidence.

Encounter 2 [Choices]: After the battle the PCs find the kobold servant of Dtan tied up behind a bush – apparently Dtan has been imprisoned by the new leader Draam, but with the support of Tchek [T-tjek]. Jaleng suggests an open confrontation through a public trial. Kahn prefers a direct assault on Draam's quarters.

Diplomatic approach:

Encounter A3 [Test of Strength]: Openly approaching the village without immediately being attacked is very difficult, and a show of strength is needed. The PCs need to defeat a dangerous predator that has threatened the lizardfolk for some time to prevent any rash actions from Draam's lackeys and create goodwill among the rest of the clan.

Encounter A4 [Trial by Words]: Having proven their worth to the tribe, the PCs can challenge Draam's leadership. In practice it is not nearly as easy as it sounds. Proof of Draam's failing leadership must be provided to convince he is unfit to rule. The PCs have to fight an uphill battle with words.

Encounter A5 [Trial by Swords]: Draam and his cronies are not to accept their defeat, and they attack their challengers. Even if the PCs did not do very well, the fight is started to repair any damage the PCs might have done to Draam's reputation. Most of the clan remains neutral in the battle, though depending on how the PCs

did in the previous encounter, one or two lizardfolk warriors might join Draam in his battle.

Frontal assault:

Encounter B3 [At the Gates]: Before the PCs can attack Draam they need to get inside his lair.

Encounter B4 [Guards! Guards!]: Draam is no fool, and he has placed guards at the entrance to his chamber.

Encounter B5 [Clash of Kings]: The search through the Lizard's Den finally accumulates into a battle with Draam.

When paths meet again:

Encounter 6 [Messenger from Hell]: Draam used a location nearby to speak with his father. Draam thinks it is a secret, but Dtan and Jaleng know about it. The PCs are sent out to investigate the area for possible clues and to find something that would prevent something similar from happening in the future. Once here they meet a messenger from Hell that tries to question the PCs, curious about what happened with Draam.

Encounter 7 [The First Test]: The new lizard king is soon tested by a band of Wastrians who approach the camp quickly to destroy the clan, fearful the lizardfolk might know too much.

Conclusion: With Draam gone, the lizardfolk of the Ashgirloch clan are once again left to their own devices. If the PCs made the right choices, the lizardfolk are looking more favorably upon the people of Sunndi and they will prove to be a great boon in the war to come. If the PCs made the wrong choices however, things look bleak...

Introduction

The adventure starts on the streets of Nondrinn, a village at the border with the Vast Swamp, set about the foot of a fortress by the same name. It forms a central role in the defense of Sunndi against the threats from the swamp. It also contains a large temple-fortress dedicated to Trithereon. At the moment the village is filled with soldiers and adventurers. News of a possible attack by an army of bullywugs into Stalward has spread like wildfire and armed forces have flocked to the area like moths to a flame. Nondrinn is a natural staging point for any army to march to the defense of Sunndi.

Exactly why the PCs are in the village is up to the individual players. News of the war is the most likely reason, but there are many more.

The small streets of Nondrinn are filled with people – most of them armed to the teeth. News of the war has spread like wildfire. Besides regular soldiers, Royal Wardens and the templars of Trithereon that always have been stationed in the keep overlooking the village, many an adventurer and mercenary (though some say there is little difference between the two) has flocked to the village in to hope to earn some coin in the action that is certain to come.

The sky is overcast, and it has been drizzling for days, but right now it is dry. Hopefully the wet-season will end early this year.

You are sitting at the porch of the tavern The Vigilant Soldier enjoying a drink while looking out on the street, observing the crowds walking by.

Allow the PCs to introduce themselves to each other and to talk a bit in character. After a few minutes, read out aloud or paraphrase the following:

You are distracted from your conversation with your companions by a rather strange sight on the street. People are stopping with what they were doing and start staring down the road.

Two tall humanoids, looking like a cross between a powerful built human and a lizard, walk towards the keep. Both have clawed hands, a long tail, and a toothy jaw. The larger of the two is at least 7 feet tall, has brown-green scales and is armed with studded leather and a large great axe of exceptional quality. The other one is only 6 feet tall, much less muscled and has greener scales. She has no weapons or armor except for her claws and teeth. Her stance is submissive towards the taller one, but both have a bewildered look. Their yellow eyes dart from one direction to another, and the hands of the warrior never leave the haft of his axe.

Recognizing these humanoids as lizardfolk requires a DC 12 Knowledge (local – any). Of course, PCs that have met lizardfolk before (e.g. in *SND3-02 Murky Waters*, *TSS4-01 The Verdant Trail* or *TSS4-06 Wind Reaping*) do not need such a check. Even this close to the swamp the presence of lizardfolk is a rare sight. They avoid the human settlements, dealing only with trusted individuals. For them to enter Nondrinn the need must be urgent indeed. Those that made the check recognize the warrior as a male, and the smaller one as a female. That is even more surprising since females never leave the tribe.

On a closer inspection both have a scar on their upper arm. A DC 25 Knowledge (the Splintered Sun) or

Knowledge (nobility and royalty) check allows the PCs to recognize the scar as the mark of the Ashgirloch clan, one of the clans whose hunting territory lays close to Nondrinn and which is known as human friendly. Members of the Royal Wardens of the Vast Swamp have a +10 circumstance bonus on the check.

PCs that are a members of the Ashgirloch clan recognize the two immediately. PCs that played *SND3-02 Murky Waters* without joining the clan might remember one of the two, depending on the choices made during playing that scenario. The taller one is the warrior Kahn, one of the best fighters of that clan. The smaller one is the loremaster Jaleng. Their presence in town should surprise these PCs even more than when it had been less high ranking persons, especially since Jaleng is not exactly the person to leave the tribe as both a female and the loremaster.

Note that Kahn does not greet female members of the Sunndi “tribe” (as they think of Sunndians), but he looks visibly relieved to recognize a face. With male Sunndians, he is more forthright: giving them a warm warrior’s welcome. Jaleng on the other keeps her distance from males, acknowledging their presence respectfully, but is more open and welcoming towards females.

♣ **Kahn:** Male lizardfolk Bbn4; hp 56; See Appendix 5.

♣ **Jaleng:** Female lizardfolk Brd2; hp 24; See Appendix 5.

Role playing tips: When role playing Kahn and Jaleng it is best to keep a few things in mind. This is the first time the two have visited a human village. The place looks utterly alien to them: too many people, not enough water and plants and the smell is not to their liking either. Lizardfolk don’t understand the concept of a nation. So they tend to treat people of one nation belonging to a big tribe or even a clan and expect people belong to that nation to hold the same loyalty to it as a lizardfolk holds to his or her tribe and clan. Lizardfolk are willing to sacrifice their life for the good (survival) of the clan and tribe.

More importantly though is that in lizardfolk society women are subservient to men. While Jaleng might lead the conversation, after having gotten express permission to do so from Kahn, she tends to speak with the males, assuming they are the leaders. She profoundly apologizes that she is the person speaking, but as the loremaster she knows more about humans and she speaks the language of the humans much better. The two have never really met halflings and gnomes. In their society kobolds are servants, even ranking below women, and they assume the two small-sized races hold the same position in

human society. While the PCs might inform them otherwise (both about women and halflings and gnomes), knowing and acting upon it are two different things. Their attitude towards these people is too ingrained in their upbringing to change after a few words.

Finally, lizardfolk are eager to risk their lives for the survival of the tribe, but for nothing else. The concept of risking yourself for a reward, because it is the right thing to do or for something as ethereal as faith is completely alien to them.

They constantly stress the importance of the aid to the “tribe of Sunndi”. Without the PCs prodding them, the idea of offering a reward other than the prolonged aid of the clan against the bullywugs is never even considered (for more information see below).

Kahn tends to react with bluntness and anger to misunderstandings due to cultural differences. Jaleng is much more forgiving and she also manages to calm Kahn, assuming the PC apologizes for any inappropriate behavior on his or her side.

A request for aid

What happens next is up to the PCs. Their likely reaction would be to approach the two, especially if one or more of them are members of the Chtaan.

If none of the PCs approach the Chtaan, the two walks towards the tavern to ask for help. They told the guard they were looking for mercenaries, and he directed them to the Vigilant Soldier (though explaining to them what a tavern is and how to find it did require some patience from the poor sod on duty!). In the tavern, Jaleng asks loudly if there are able warriors of the Sunndi tribe willing to risk their life for the good of their tribe (in this case Sunndi).

If people show interest, Jaleng tries to get the PCs out of the village to the riverbank west of the village. For the two lizardfolk, it is a much more comfortable place to talk, something about which they are quite open (for example the chairs in the tavern are not well suited for humanoids with a tail). It has nothing to do with secrecy. If the PCs show fear of betrayal and an ambush, both act surprised and a bit insulted, if only because it suggests stupidity on their side. It still is within sight of the village walls and if the two needed humans, there would be easier targets for kidnapping. Still, if pressed they are willing to discuss things in the tavern or another spot chosen by the PCs. If nobody shows interest, they leave and the adventure is basically over.

Whatever place the PCs chose for the meeting with the two lizardfolk, once there, Jaleng immediately starts telling why the two are here. A couple of months ago, a large male lizardfolk warrior with a golden crest rescued

a band of warriors from a group of Lifeless Ones, fighting with a ferocity and skill few warriors have. The warrior introduced himself as Draam. He was allowed to join the clan, though he never really told of why he left his old one. His skill with the claw was a valuable addition in these troubled times and Dtan, the shaman, told the clan that Draam truly was a lizardfolk, free-willed and alive and not under a magical disguise, magical domination or one of the Lifeless Ones. He proved to be a great addition to the tribe, catching great prey for the tribe and defeating dangerous enemies.

When the chieftain died not too long ago by the hands of the toad men, Draam was the natural choice as the new leader. Some objected because of his viciousness and recklessness and also because he seemed to hate the humans. These few souls proved to be right. Draam is a danger to the tribe.

Once in a position of leadership he became tyrannical, breaking with several old traditions such as listening to the words of the elders or only attacking creatures out of need. Folk that objected were immediately challenged, and viciously killed. The problem is that at the same time things have never been as good for the clan: there is a lot of food and many dangerous predators and enemies have disappeared from the clan's hunting territory. His aggressive approach seems to work, but a few of the elders fear it will backfire in the future. What is worse, he hates the humans of Sunndi and seems to think that it is best for the survival of the clan to join the toad men.

The problem is that the few who are against Draam's leadership cannot act against him without risking death or worse a civil war. They need outside aid...

Below are some of the PCs most likely questions and the lizardfolk's answers:

What do you want us to do?

"We want you to remove Draam from his position as a leader."

There are more ways to achieve that goal besides killing. According to Kahn killing him would definitely be the easiest and best way. Jaleng does not agree with this, but she only states so when pressed. She thinks that it is best to disgrace Draam by proving he is not the right leader for the clan. That way there is the least risk of valuable lizardfolk warriors dying.

The exact plan is not yet known, and is dependent on the situation once there. Dtan, the village shaman, is going to meet them outside the village in secret to

discuss tactics. He is wise and knows the proper ways to do things.

What if we fail?

"Without your interference there is no chance for aid against the toad men or Lifeless Ones from the clan. Your tribe has little to lose and much to gain."

How much time will it take?

"The trip to the clan village takes about 3 sunsets. So it probably takes three times that amount to return victorious."

How dangerous is the trip?

With Kahn and Jaleng as guides, not very dangerous. They know where the bullywugs are camping and Draam killed most of the other dangerous inhabitants in the area.

What kind of reward can you offer us?

The Ashgirloch clan never forgets those that aided them. A leader looking favorably upon the folk of the Sunndi "Tribe" can be a great boon in the coming war with the toad men.

If the PCs ask for another kind of reward, the two become bewildered. Reward? Wouldn't their station with the tribe increase because of their sacrifice for the tribe?

The PCs first need to explain the idea of paying gold for a service, before the two even understand the question. Once the concept is explained, the two look disappointed. They have no gold to offer nor something else of value to the PCs except the friendship of the clan. Though perhaps the leaders of the Tribe of Sunndi might be willing to offer a reward?

See troubleshooting below if the PCs refuse to aid them otherwise.

Development: If the PCs accept the mission, Kahn and Jaleng want to leave immediately, though the PCs can persuade them to wait till the next day so that the PCs can buy supplies and prepare more suited spells. More details on the trip can be found in Encounter 1.

Note that since Sunndi is at war, getting the necessary equipment is not particularly easy. The gp limit of Nondrinn is 40 gp unless the PCs are directly working for the local government, the army or the temple of Trithereon. The gp limit for members of the Sunndian Army, the Knights of the Realm or the temple of Trithereon is 200 gp. A DC 20 Gather Information check, or members of the Contraband Cartels, earns them similar access through illegal channels.

Troubleshooting: There is always a chance the PCs only accept the mission if there is a solid reward. The problem is that both lizardfolk cannot promise or give such a reward. Instead the PCs might decide to approach the Royal Wardens or the Established Church of Trithereon to see whether these are willing to offer a reward. Both do not offer a solid promise for a reward, though they do make clear that they will remember it when the PCs do something in aid of the defense of Sunndi. If the PCs still refuse, both organizations start talking directly with Kahn and Jaleng – there are more than enough able volunteers in the village who are willing to aid without demanding gold. If the PCs still refuse the adventure is over for them.

Encounter 1: Ambushed

Once the PCs have agreed to help the lizard folk of the Vast Swamp, they need to start their journey into the dangerous swamp. Make sure the PCs prepared their spells beforehand and bought all the supplies they want and can get. Once in the Vast Swamp there are no shops.

Read aloud or paraphrase the following:

The Vast Swamp never has been a pleasant place for non-natives, and it is worse in the wet season. The swamp consists of low rolling hills with the top of these hills being relatively dry and overgrown with a dense, green blanket of bushes and trees. The areas between these hills consist of reed fields broken by creeks and channels filled with murky water.

The water level in the reed fields tends to be half a foot deep with a similar amount of slick mud. Walking here is treacherous due to the sinkholes hidden below the murky water, and sharp leaves of the reeds. The reeds are almost 7 feet tall, cutting your visual range down to a few yards and the constant rustle caused by the warm southerly wind hides many sounds. Still, the reed beds are the best place for a landlubber to walk. The channels are filled with deep slow flowing water with all kinds of hidden dangers below the brown water. The hills are overgrown with woody plants, much more difficult to bend and travel through than the reeds.

As a result, you are constantly walking in a few inches of water, though at times it rains so hard that you have the feeling you are swimming as opposed to walking. The many insects and leeches do not exactly help you feel at ease either. Still in a way the swamp is a vibrant beautiful place: green and yellow and filled with life, even though most of it seems to be out for your blood.

The trip to the village of the Ashgirloch clan takes three days. While the trip is going to be relatively uneventful, the players do not need to know so. Try to determine the parties marching order, keeping in mind that on average the trail is only 5 feet wide, and the guard duty roster during the night. Kahn is more than willing to guard, and for once, he has no problems with women taking on a more martial role. Since the women guard the nests, Kahn has no objections to them guarding the camp. Also establish any habits and patterns the PCs might have during the trip, such as which spells they have running at what time, who are scouting where and whether or not some of them are going to hunt during the trip.

Once these questions are answered satisfactory, read aloud or paraphrase the following.

Under the skillful guidance of Kahn and Jaleng, the past three days have been relatively uneventful. A sense of urgency has kept you from seeking the confrontation with the more violent inhabitants of the swamp, instead choosing to avoid them. The dense vegetation and ever-present mud makes travel difficult, and the ever-present leeches and mosquitoes are a constant reminder of how alive this place in reality is. Heat and rain do not make life any easier. On the other hand, at times the Swamp can be incredibly beautiful with its beautiful colorful birds, flowers, and insects.

Now the night is falling, and according to Kahn, you are nearing the village of the Ashgirloch and the meeting place with Dtan, shaman of the clan. You turn a corner and look upon a low hill on the other side of a small creek. A huge twisted mangrove tree grows directly across: the meeting spot with Dtan. The sun has not yet set, so he is not here yet. What are you going to do?

The murky creek is only 10 feet wide, and 5 feet deep. It slowly flows to the south, with the PCs approaching from the northwest. The tree stands on the east bank and is surrounded by 7 feet tall reeds. The west bank is also overgrown with reeds.

Creatures: Hidden in the water are four bullywugs, a small hunting band using the creek as a path. They came across Pokpi, Dtan's kobold servant, and after some urging learned about a group of Sunndians approaching the area. They decided to lay an ambush and kill some hated enemies. They attack anybody crossing the creek, or when that takes too long, they initiate the attack while the PCs are still on the east bank. A DC [10 + Hide skill of the bullywugs] Spot check allows the PCs to act in the surprise round.

Terrain: The creek is 10 feet wide and 5 feet deep. Humanoids shorter than 6 feet need to swim across. Taller creatures can cross it by wading through, costing double movement. Tumbling in the creek is impossible. The bullywugs can easily swim across. The reeds provide concealment to anybody further than 10 feet away, and total concealment for those further than 20 feet away. The ground is very slippery in the reeds, and PCs running or charging need to make a DC 14 Balance check. A PC that fails by 3 or less can't run or charge, but may otherwise act normally. The bullywugs do not suffer these penalties due to their swamp movement ability.

APL 4 (EL 4)

🐸 **Bullywug Raiders (4):** Male bullywug War1; hp 11 each; see Appendix 1.

APL 6 (EL 6)

🐸 **Bullywug Raiders (8):** Male bullywug War1; hp 11 each; see Appendix 2.

APL 8 (EL 8)

🐸 **Bullywug Raiders (8):** Male bullywug Rgr1/Bbn1; hp 25 each; See Appendix 3.

APL 10 (EL 10)

🐸 **Bullywug Raiders (8):** Male bullywug Rgr2/Bbn2; hp 47 each; See Appendix 4.

Tactics: The goal of this encounter is not to challenge the PCs, but to get things going. Don't waste too much time on this fight. The bullywugs suffer from the effects of the Wastri's Breath and as a result are not particularly bright. They just charge the PCs and fight till the death.

Treasure:

Looting the bullywugs:

APL 4: Loot: 97 gp.

APL 6: Loot: 193 gp.

APL 8/10: Loot 193 gp.

Development: The presence of the bullywugs worries Kahn and Jaleng. The creatures were clearly not a real threat, but where there is one bullywug there are bound to be more. A DC 10 Survival check reveals a scuffle took place around the tree less than an hour before. A DC 15 Search check reveals the poor Pokpi tied up and hidden between the roots of the mangrove tree. Allow a DC 15 Listen check if the PCs do not search the area. The kobold is not going to remain silent. Proceed with Encounter 2 once the PCs find Pokpi. There are no signs there are more bullywugs nearby or have been in recent time.

The bullywugs that the PCs manage to capture alive are going to be defiant and proud. They refuse to talk with non-humans, and in general act aggressively even to humans. Their behavior can be best described as acting like they are on a caffeine overdose. They are a small hunting group lost from the main army, which is not particularly close by. They know about the kobold, tied up and hidden in the roots below the tree. They have no clue where exactly the kobold came from. They can tell the kobold was the one who revealed the arrival of the PCs.

Encounter 2: Choices

Read aloud or paraphrase the following:

Between the roots of the tree covered by mud and tied into a small bundle with reed lies a small humanoid creature. It is about the size of a halfling, and it has dark rusty brown colored scaly hide and a naked tail like that of a rat. Its dog-like head has two small horns and its red glowing eyes stare at you with a mix of fear and hope. It has a gag in its mouth. The creature is covered in bruises, and it looks like it has not had a decent meal or rest in days.

A DC 10 Knowledge (local – any region) check allows the PCs to recognize it as a kobold, though those that have met the creatures before obviously do not need to make a roll. The kobold tied up and hidden between the roots of the mangrove tree is known as Pokpi [POCK-phe], which loosely translates as "Little Fish". He is the personal servant of Dtan, but Dtan treated his servant more like a personal friend or familiar. Both Kahn and Jaleng recognize him, and his presence worries the two. Kobold servants rarely leave the safety of the village, and Dtan takes good care of his servants.

When Dtan was imprisoned, Pokpi was ignored, giving him the opportunity to flee the village and warn Kahn and Jaleng. He went to the meeting site and he has been hiding here for several days. An hour before the PCs arrived the poor kobold was ambushed in his sleep by the bullywugs. He saved his life by convincing the bullywugs bigger and richer prey would come soon and that such a tiny prey was hardly worth killing. Pokpi's goal was not to get the PCs killed, but to save his own life and he assumed that Kahn and his allies would be more than able to kill the bullywugs.

The first thing Pokpi does when released, is to throw him self on the ground, begging for mercy. At the same

he tries to hide from dangerous looking animals, including familiars such as cats and hawks.

Whining like a puppy, he starts babbling in Draconic. He talks about how he tried to warn his master that his pupil Tchek was becoming very close with Draam and that he should not be trusted. Dtan did not listen and now he is imprisoned, that is if he is still alive. He is without his loyal servant to help him and that while he might be in a dreadful dark, cold and dry place without him to take care of his every need.

Unless the PCs actually try to calm him, he continues to whimper and babble for quite some time. During his whimpering, a small brown mouse climbs in his lap (assuming there is no dangerous cat, falcon, weasel or raven nearby) and Pokpi starts hugging the mouse without realizing he is doing so. It seems to have a slightly calming effect. The mouse is his familiar, though Pokpi is not aware of this. He thinks it is just a good friend. He named it Camun [KAY-muhn].

Kahn and Jaleng clearly do not know what to do with the kobold. As a servant he is beyond their notice, but he obviously has some grave and important news.

Calming Pokpi requires a DC 15 Diplomacy check (and remember that the PCs can 'take 10' on this check). Providing food provides a +4 circumstance bonus on the check. Small sized PCs have a +4 circumstance bonus. The presence of an animal bigger than medium-size gives a -4 circumstance penalty. If the check fails, Pokpi still provides the information but only through his rambling and only in Draconic. If calmed he can answer questioned rationally and in Common.

Four days ago his master, the shaman Dtan, disappeared. Tchek told the clan his teacher was on a vision quest, and since that has happened before the tribe saw no reason to distrust the situation. In reality, Draam and his most loyal followers (including Tchek) captured the shaman and locked him away in the personal quarters of Draam in the Great Burrow. Pokpi witnessed Draam's capture, which was only possible because of his betrayal by Tchek who lured him into a trap. As a kobold, the lizardfolk present ignored his presence long enough for Pokpi to escape. Since nobody would believe a kobold, he fled here, knowing the shamans friends would come soon.

☛ **Pokpi:** Male kobold Sor1; AL LN.

Appearance: Pokpi looks like a typical kobold, except perhaps that he looks even weaker. He acts subservient to everybody in the group except other small sized humanoids, who he treats a bit more like equals.

Personality: He is clearly in awe of anybody that looks big and strong, and seems to fear animal

companions and familiars. If he is treated with kindness, for example if one or more PCs give him some decent food, he becomes very friendly to those PCs.

If a PC tries to convince him he is a free creature and does not have to serve the lizardfolk, he acts aghast and surprised. Does the PC want to send him away from his safe home? Does he not please his masters? What did he do wrong? In short, the whole idea of going away from the lizardfolk or objecting to their leadership goes against everything the kobold believes in.

Development: Once the kobold has told his story, the PCs must make a choice on how to deal with the situation. The original plan was to meet with Dtan and discuss options with him. The shaman seemed to have a plan, but he did not want to discuss it with Jaleng or Kahn. Ultimately, it is up to the PCs and their two companions to come up with a new plan.

There are basically two options, either the PCs chose to fight their way into Draam's quarters and free Dtan by force (preferably disguised as Wastrians) or they challenge Draam's leadership in public. Kahn favors the first method, since it is going to show strength to the tribe and make it perfectly clear that Draam is not a fit leader. His actions clearly endangered the warriors of the tribe and at the same time the PCs also remove Draam's most loyal followers.

Jaleng on the other hand, argues that there is a significant risk the PCs will be discovered too early. Such a discovery might result in them facing the whole tribe, and while she does not doubt their ability to deal with them, she does not want the tribe to lose their best warriors – even if they are gullible enough to favor Draam. Kahn though assures the PCs he can get them into the Lizard King's Lair without a violent confrontation. Once in though chances of a battle are significant and perhaps should not be avoided. It would be even better if they disguise themselves as frogmen or those who worship the frog god. It would prove the foolishness of Draam to the tribe. By living in a secluded spot for too long, it becomes easier for the enemies to kill him, and avoid being recognized by any of the guards that survive.

Jaleng favors the second option, unless the group only consists of females and small sized PCs, in which case a public confrontation stands no chance of success. She is also against this course of action, if nobody can speak Draconic, or if the PCs lack diplomatic skills. Under those circumstances, she might not like agreeing with Kahn's plan, but she realizes her own has an even bigger chance of failure.

Of course, before the PCs can challenge Draam in public, they need to earn the respect of the tribe. The best

way to do so is by killing a dangerous predator that endangers the whole clan. During the public confrontation they then challenge Draam's leadership. Obviously, since the PCs are not lizardfolk they are not allowed to become the new leader, but by championing - say Kahn - they disrupt Draam's power base. Draam probably cannot ignore the challenge, resulting in a duel with Draam and his loyal followers and if the PCs win this they can name the new leader.

Kahn objects to this plan, because if the PCs botch the public confrontation, they fail automatically. What is worse, by championing Kahn, it might end up with his banishment.

Basically the choice is between brawn and charm. If the PCs chose charm, proceed with A3. If the PCs chose brawn proceed with Encounter B3.

OPTION A – Public Challenge

Encounter A3: Test of Strength

Note: Do not spend too much time on this encounter unless you have no time limit for running this scenario.

If the PCs agree to go with Jaleng's plan, the first step is to prove their mettle to the Ashgirloch clan and earn the right to challenge Draam's leadership. The best method to do this is by killing a dangerous predator that is making life difficult for the lizardfolk in the region. At this moment, there is only one such predator: a hydra (the amount of heads depends on the APL).

Jaleng's and Kahn's knowledge on hydras is not extensive, but they can give a fairly accurate description of the beast (see *Monster Manual* page 156) and its most basic powers (fast heal, increased attacks of opportunity). A DC 17¹ + APL Knowledge (arcane) (one fact with this roll, and one additional for every 5 points above the DC) check allows the PCs to learn more about the hydra: exact number of the fast healing, the fact that it is an excellent swimmer and that it has excellent senses (darkvision, low-light vision, scent, reasonable Listen and Spot modifiers and at higher APLs the Blind-Fight feat). Kahn knows in what area the hydra usually hunts, but does not know where its lair is located or where it can be found at what time. So to find it, the PCs have to search for it in the beast's hunting territory, running the risk of being

ambushed by it. He thinks it is going to take several hours before they can find it, though a good tracker might be able to shorten the time.

Once they learn this, the PCs are free to change their course and go for Kahn's plan. Jaleng though is certain the PCs are strong enough to defeat the hydra, especially if they work together and she tries to convince the PCs of such. She is not going to give any promise that nobody is going to die or that she is going to provide the means of raising any victim.

If the PCs still think Jaleng's plan is the best course of action, the hunt is on. Considering the fact that the hydra has excellent senses, Kahn proposes to set out early in the next morning so that they can kill the creature by daylight and with luck confront Draam before sunset. If the PCs prefer otherwise, Kahn accepts it.

Note that if the PCs decide to immediately start the hunt, they only have 4 hours till sunset. If they camp in the hydra's hunting territory they have 20% chance to be attacked in the night by the hydra regardless of the result of the Survival check (see below).

The Hunt Is On

Before the PCs can defeat the hydra, they have to find it – preferably without it finding them first. The area they have to search though is rather large, and the hunt is going to be time consuming.

Having a good hunter in the group is going to save time and increase the chance of surprising the hydra. Besides the usual things, such as marching order and which spells are running at what time, determine who is going to be the lead-hunter. A character with the Track feat is the best choice, and having some knowledge on magical beasts (Knowledge: arcane) and the region (Knowledge: geography) certainly helps, but is not required. The lead-hunter needs to make a Survival check modified as described in the table below and the result determines the success (see below). Others can aid the lead-hunter with a standard DC 10 Survival check.

Note that the lead-hunter is allowed to 'take 10' on this Survival check, but not 'take 20'.

Survival check modifiers:

Character has 5 or more ranks in Knowledge (arcane)	+2
Character has 5 or more ranks in Knowledge (geography)	+2
Character has 5 or more ranks in Search	+2
Group has a speed of 20 feet or lower	-2
Group has a speed of 40 feet or higher	+2
At least one group member casts <i>Speak with animals</i> to aid in the hunt	+2

¹ The basic DC to recognize a particular hydra of that APL is 12 + APL, but to actually know more useful things the DC needs to be increased by 5, hence this number.

Survival check results (with Track feat):

≤ 11 + APL	Hydra ambushes the party in the morning (1d4+4 hours after the start of the hunt)
16 + APL	Hydra ambushes the party (1d4 hours after the start of the hunt)
21 + APL	Hydra and party both surprise one another (1d4+4 hours after the start of the hunt)
26 + APL	Hydra and party both surprise one another (1d4 hours after the start of the hunt)
31 + APL	Party can ambush the hydra (1d4+4 hours after the start of the hunt)
≥ 36 + APL	Party can ambush the hydra (1d4 hours after the start of the hunt)

Note that the DC increases at higher APLs because the hydra needs a larger hunting territory and hence the PCs have to cover more ground. The beast is also more cunning.

Survival check results (without Track feat):

≤ 16 + APL	Hydra ambushes the party in the morning (1d4+4 hours after the start of the hunt)
21 + APL	Hydra ambushes the party (1d4 hours after the start of the hunt)
26 + APL	Hydra and party both surprise one another (1d4+4 hours after the start of the hunt)
≥ 31 + APL	Hydra and party both surprise one another (1d4 hours after the start of the hunt)

Note that the DC increases at higher APLs because the hydra needs a larger hunting territory and hence the PCs have to cover more ground. The beast is also more cunning.

Using Magic: There are several divination spells that can prove to be highly useful in this hunt.

Commune with nature: Casting this spell allows the caster to discern the exact location of the hydra in the region. The time to find the hydra changes to 1d2 hours, and more importantly, the PCs know when they are going to meet the hydra with an error margin of 15 minutes (allowing them to cast spells with a duration of 10 minutes per level before the fight). Chance for surprise remains the same.

Locate creature: For this spell to function the caster must have been within 30 feet of a hydra with a similar

amount of heads as the hydra at which APL the players play it. If the spell still lasts when the PCs meet the hydra they cannot be surprised by it and they can act as soon as the hydra comes within range of the spell. This spell is more effective if combined with *commune with nature*.

Prying eyes: Casting this spell is a highly effective means to prevent surprise. The moment the eye passes the hydra it must make a DC 15 Spot check. If it fails, it misses the hydra. If it succeeds, it spots it and depending on the exact command returns to warn its caster. Afterwards the PCs are free to react as they wish.

Prey Captured

Once you have determined under what circumstances the PCs and the hydra meet one another read aloud or paraphrase the following:

Times like these make you realize what the "Vast" means in the name of this swamp. Even a creature the size of a hydra manages to hide itself quite well and you have been wandering through the swamp for several hours looking for a clue on the creature's whereabouts. At least it remains dry for the moment, but the high temperature and humidity creates a rather unpleasant environment for long wilderness hikes. The ever-present mud, water and dense undergrowth do not make it any easier.

The swamp is as alive and vibrant as ever - it seems the presence of a hydra has little impact on the flora and smaller fauna. Besides the ever present irritation caused by mosquitoes and leeches, many, more welcome creatures can be seen, such as small crocodiles, silver herons, ducks of all kinds of breeds and butterflies. Beautiful flowering orchids, water lilies and other flowers add vibrant colors to the many variations of green and brown that dominate the region. A small yellow flower is particularly common.

When the hydra ambushes the PCs (allow a DC 20 Spot check to see whether individual PCs are surprised or not):

The hunt takes you to the banks of a wide, hopefully shallow creek bordered on both sides by large reed fields. Before you can contemplate how to cross it, the water in front of you starts to churn. A loud splashing noise followed by several large roars echo through the Vast Swamp as several monstrous heads burst from the water right in front of you. Birds nearby immediately take flight, screeching in panic.

The hydra is about 10 feet away from the closest PC (who is standing on the bank of the creek). Remember that unlike the PCs, it has a swimming speed and can easily

charge through the water. More information on the terrain and the hydra's tactics can be found below.

When both parties are surprised (allow a DC 15 Spot check to see whether the PCs and the hydra are surprised or not):

The hunt takes you to the banks of a wide, hopefully shallow creek bordered on both sides by large reed fields. When you step closer to the water you immediately notice the hydra in the creek ahead. It is standing up to its middle in the water. Before you can react, its heads turn in your direction, and you see an expression of surprise and anger cross its faces.

The hydra is about 40 feet away from the closest PC (who is standing on the bank of the creek). Remember that unlike the PCs it has a swimming speed and can easily charge through the water. More information on the terrain and the hydra's tactics can be found below.

When the PCs can surprise the hydra:

The hunt takes you to the banks of a wide, hopefully shallow creek bordered on both sides by large reed fields. When you step closer to the water you immediately notice the large fresh trails on the riverbank. A quick glance shows the beast scurrying around about 300 feet upstream of the creek. It seems the hydra has not yet seen you.

The hydra is about 300 feet away from the closest PC (who is standing on the bank of the creek). The PCs can safely cast several spells without risking detection. Once the PCs approach the hydra, roll Listen and Spot checks for the hydra opposed by the PCs Move Silent and Hide check as usual. The result determines whether the hydra notices the PCs and if so, at what distance. The distance can be calculated by applying the -1 per 10 feet distance to these checks. For example, if the hydra beats the PCs check by 5, it notes them at 50 feet distance.

Terrain: The battle takes place at the banks of a 10 feet deep, 40 feet wide creek. The first 10 feet of the reed fields on both sides of the creek are under 3 feet of water. Unless the PCs have a Swim speed, charging and running is impossible for them in the water. For those without a Swim speed, movement cost in the 3 feet deep water is doubled and in the creek the character needs to swim. It requires a DC 12 Balance check to charge or run in the reed field. Tumbling is impossible in the water, and has a +2 DC increase in the reed field due to the slipperiness of the mud.

The reeds are about 7 feet tall and provide concealment to creatures further away than 5 feet as long as they are lower than the reed. The PCs can use this to their advantage if they lure the hydra in the reed.

Note that the water provides cover to those beneath it.

APL 4 (EL 6)

🐉 **Hydra, six headed:** hp 66; See *Monster Manual* page 156.

APL 6 (EL 8)

🐉 **Hydra, eight headed:** hp 87; See *Monster Manual* page 157.

APL 8 (EL 10)

🐉 **Hydra, ten headed:** hp 108; See *Monster Manual* page 157.

APL 10 (EL 12)

🐉 **Hydra, twelve headed:** hp 129; See *Monster Manual* page 157.

Note: The EL of the encounter has been increased by 1 due to the environment, which poses a significant hindrance to the PCs.

Tactics: The hydra is a simple hungry predator. It focuses on those that deal it the most damage, and it tries to flee once reduced to 50% or less of its hit points. If the fight is going badly and one or more of the PCs lies unconscious (or dead) within reach, it tries to grab that person and flee into the swamp. It does not follow the PCs onto any of the overgrown hills that dot the area.

Jaleng and Kahn do not get involved in this battle. Their presence is needed as trustworthy witnesses, but their survival is important for future success in the village. The hydra allows the lizardfolk to leave unhindered as long as there remains enough other prey nearby.

Treasure: None.

Development: Once the hydra is defeated all the PCs have to do is to remove all of its heads and go to Fragmont, the village of the Ashgirloch Clan. The trip to the village is much quicker than the hunt, and the PCs arrive in the village two hours or half the time that the hunt took (whichever is lower) after they have defeated the hydra. Kahn and Jaleng want to proceed as quickly as possible. Resting for the night is not a good idea (unless the PCs fought the hydra during the night in which case they can wait till the morning).

Ask whether the PCs are going to take any precautions before entering the village and then proceed with Encounter A4.

If the PCs failed to kill the hydra, they have no choice but to proceed with Kahn's plan. **Do not** give xp for this encounter and proceed with Encounter 3B below.

Encounter A4: Trial by Words

Read out aloud or paraphrase the following once the PCs are ready to enter the village. They should carry the heads of the hydra so that they are clearly visible to the lizardfolk present in the village. Detailed information on the village of the Ashgirloch Clan can be found in Appendix 7.

To prevent Draam from being warned too early, Kahn quickly leads you unseen past the sentries and traps posted around the village and straight to the shallow pool that functions as a town square. Doing so was not easy, and without Kahn's intimate knowledge on the village defenses it would probably have been impossible. Even with his aid, it was hard, since you had to take the most difficult route through very dense undergrowth. It was well worth it.

When you step into the shallow Fragment Pool with the hydra heads clearly visible, the gasps of surprise and wonder from the lizardfolk present are very gratifying. The few warriors present do grab their weapons, but it is more for show than to prepare for battle. Jaleng and Kahn lead you to a rocky outcrop at the feet of a steep, densely overgrown knoll at the bank of the pool. Once there, you wait a few seconds to give more lizardfolk the opportunity to arrive. Then Jaleng finally gives the signal for you to begin.

Now it is up to one of the PCs to challenge the leadership of Draam, using the heads of the hydra as proof that they have the right to do so. Only ONE PC can do so. Allow that player to role-play his speech and then ask for a Diplomacy check modified as described below. The player can also choose to summarize what he is going to say instead of playing it out to the smallest detail. During his speech more lizardfolk arrive. Among them are Draam and his bodyguards. Once the PC has been allowed to give his or her speech, he gives his own. The result of his speech is that the initial attitude of the tribe is unfriendly instead of indifferent as their behavior indicates at first.

Note that only ONE PC can do so, and that PC has to speak and understand Draconic. The lizardfolk do accept

a female or small sized PC speaking for an obvious warrior if that character cannot speak Draconic fluently. Otherwise, only a medium sized male, preferably a shaman or hunter, can give the speech. If there are no medium sized males in the group, Kahn and Jaleng would never have agreed to this plan in the first place without being influenced by magic or a very persuasive character. In that case Jaleng needs to do the talking, and while she does not totally blunder (Kahn and the PCs are not going to be banished), she is not particularly successful either (Draam and both his friends step forward to challenge the PCs in the duel – see below).

Diplomacy modifiers: Due to the stressful situation, the PC is not allowed to 'take 10' on the Diplomacy check. Since only one PC can hold the speech, aiding one another is NOT allowed.

Argument/Situation	Modifier
The speaker is a member of the clan.	+4
The speaker is a female.	-2
The speaker is small sized.	-4
The PCs ambushed the hydra (and Jaleng is their witness – she does NOT lie about this).	+2
The speaker mentions that Draam has either killed or imprisoned the clan's shaman D'tan.	+2
The speaker mentions that Draam lives below ground and not among his people.	+2
The speaker mentions that Draam has stayed too long in one place making it easier for the enemies of the tribe to find the clan.	+2
The player role-plays his character's speech	+2

Diplomacy results:

Initial Attitude: Unfriendly

DC	Result
Less than 5	Extreme failure
5	Failure
15	Moderate success
25	Success
40	Great success

Extreme failure: The PCs anger the lizardfolk. The result is that they and Kahn are banished from the Chtaan. If any PC is a member of the clan, this membership is removed (scratch it from the AR). All the PCs can do to salvage the situation is to follow Kahn's plan and it's important they do it that night. Even after having killed Draam, they cannot return to the tribe. Give them full XP for Encounter A3, B4 and B5, but **not** for Encounter 7.

Failure: The PCs fail to convince the lizardfolk that they have the right to challenge Draam. Draam cannot get them banished though, and since they did a great service to the clan, he cannot send them away. The PCs can choose to kill Draam during the night, as was Kahn's original intent. They **do not** get XP for defeating the hydra.

Moderate success: The PCs manage to convince enough lizardfolk that Draam might not be a good leader, and that they can challenge him to a fight over his position. Draam can convince Tchek and one of his guards to aid him in the fight though. More information on this duel can be found below in Encounter A5.

Success: The PCs manage to convince enough lizardfolk that Draam might not be a good leader and that he has to challenge the PCs for the position. Draam can convince Tchek to aid him in the fight though. More information on this duel can be found below in Encounter A5.

Great success: The PCs manage to convince enough lizardfolk that Draam might not be a good leader and that he has to challenge the PCs for the position. Draam can convince nobody to aid him in the fight. More information on this duel can be found below in Encounter A5.

Development: Either the PCs fail, or they have succeeded in their challenge of Draam's leadership. What happens next is described above at the results of the Diplomacy check.

Encounter A5: Trial by Swords

At some point in the discussion with the lizardfolk it becomes apparent to Draam that he is going to lose the battle of words. When that happens, Draam loses his temper, and calls upon the clan to kill these enemies of the tribe.

Read out aloud or paraphrase the following:

The arguments between you and Draam and his cronies have been going on for some time, and while you are no expert in reading lizardfolk facial expressions, you get the distinct feeling that you are winning the battle of words. The increasingly more desperate tone in Draam's voice and his nervous behavior suggests he notices the same thing. Whether or not you would have won the fight with just words, you will never know.

Suddenly Draam grabs the heavy flail at his belt and swings it above his head. In the brief look you got, you noticed that the weapon's iron-ball is shaped to look like a skull, and instead of the usual whizzing sound, it creates a sound eerily like a soft moaning.

He then growls loudly: "ENOUGH! Kill them my clan-brethren! Kill these enemies of the tribe!"

A quick look around, and you see that most lizardfolk seem to be rather surprised about this turn of events. A couple draw their weapons, but when they notice that most lizardfolk present just step back to watch whatever is coming, their resolve founders and they step back as well. When Draam notices the unwillingness of the clan to aid their leader, he growls loudly and charges at you [if the PCs did not do well enough in Encounter A4:] only followed by one/two other lizardfolk.

"Kill Draam! Let the others live if you can," Jaleng whispers before she and Kahn retreat into the crowd.

The lizardfolk of the Ashgirloch Clan are rather surprised about this turn of events. The assault is rather unlizardfolk like. Since the PCs made a rather good case against Draam, or else he would not have been forced to take such drastic measures, they are not about to risk their life for him - or the PCs for that matter. If the PCs win, Draam proved his foolishness by assaulting the PCs. If Draam wins the fight then the PCs clearly were not as strong as they appeared to be. So most lizardfolk just take a step back, curiously watching whatever is going to happen.

Creatures: Draam is a half-fiend lizardman, but since he lacks the bat-wings and lizardfolk already have claws and teeth, noticing this is difficult. To all outward appearances, he looks like a rather large hulking brute of a lizardfolk warrior with a bright yellow crest and an unusual (but at APL 4 and 6 non-magical) weapon. He is also covered with ritual scars and tattoos, giving him an intimidating appearance. A successful DC 15 Spot check is needed before that person can make a standard Knowledge (the planes) check to note that Draam is a half-fiend. During the fight Draam might betray his nature by using his fiendish abilities.

If the PCs did badly during the Trial by Words (see above) Tchek still thinks Draam can win and since he has the most to lose, he gets involved in the fight as well. He is slightly smaller than the typical lizardfolk warrior, and has brown scales and no crest. Ritual scars and a necklace of skulls of small mammals and birds reveal him to be a shaman.

The third person that might get involved is one of Draam's more loyal bodyguards. Like his king, he is a

hulking brute but his skin is not nearly as much covered with scars and he fights with a great club.

The rest of the lizardfolk do not get involved in the battle, though their presence might complicate matters for both the PCs and Draam by limiting the use of area of effect spells. If either side hurts innocent bystanders, the whole clan unites against that side and the battle is more or less over. If this happens to the PCs, allow them to flee with their lives intact if they come with a good plan, but the adventure is essentially over for them and, of course, they failed in their mission.

Terrain: At the start of the battle the PCs are standing on the gravel and stones at the foot of the knoll. Draam is standing in the shallow water at the banks. The lizardfolk form a half a circle around the edge of the pool and the hill with a radius of roughly 30 feet.

The water at the edge of the pool is about 1 foot deep and is considered shallow bog. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Tumble checks increase by 2. Note that Draam suffers just as much from it as the PCs. Running and charging is possible as normal. About 20 feet from the banks of the pool the water gets about 4 deep and becomes a deep bog for both the PCs and the lizardfolk (unless increased to large size by magic). Medium creatures can elect to move by wadding (quadrupling movement cost) or by swimming. Small or smaller sized creatures can only swim. The water provides cover for medium sized creatures, and improved cover (+8 bonus to AC, +4 bonus on Reflex saves) for smaller creatures. Medium creatures can crouch to gain the same effect, but unless fighting against opponents under water, they get a -10 penalty on attack rolls.

APL 4 (EL 5/6/7)

☛ **Draam:** Male half-fiend lizardfolk Ftr2/Bbn1; hp 42; See Appendix 1.

☛ **Tchek:** Male lizardfolk Clr3; hp 43; See Appendix 1.

☛ **King's Guard:** Male lizardfolk Bbn3; hp 49; See Appendix 3.

APL 6 (EL 7/8/9)

☛ **Draam:** Male half-fiend lizardfolk Ftr2/Bbn2; hp 63; See Appendix 2.

☛ **Tchek:** Male lizardfolk Clr5; hp 59; See Appendix 2.

☛ **King's Guard:** Male lizardfolk Bbn5; hp 69; See Appendix 2.

El

APL 8 (EL 9/10/11)

☛ **Draam:** Male half-fiend lizardfolk Ftr2/Bbn2/Warrior of Darkness2; hp 83; See Appendix 3.

☛ **Tchek:** Male lizardfolk Clr7; hp 75; See Appendix 3.

☛ **King's Guard:** Male lizardfolk Bbn8; hp 89; See Appendix 3.

APL 10 (EL 11/12/13)

☛ **Draam:** Male half-fiend lizardfolk Ftr2/Bbn2/Warrior of Darkness4; hp 103; See Appendix 4.

☛ **Tchek:** Male lizardfolk Clr9; hp 91; See Appendix 4.

☛ **King's Guard:** Male lizardfolk Bbn9; hp 109; See Appendix 4.

Tactics: Draam is a cruel, cold, and calculating warrior, even though he has one or two levels in the barbarian class. He does not rage at the start of the battle, realizing fully well that it stops him from using some of his feats and fiendish abilities. If he fights alone or just with Tchek, he prefers to start by casting a *darkness* spell since it hinders the PCs more than him. If he has allies in the battle, he simply starts to fight or at higher APLs casts *unholy blight* (assuming no normal lizardfolk get in the area – he knows Tchek is evil) or *poison*. At APL 8 and higher, he uses his *darkling weapon* class ability some time before the battle by giving the flail the sonic enhancement (see *Miniatures Handbook*, the weapon deals 1d4 sonic extra damage if it hits, and Appendix 8). He uses his Combat Expertise and Improved Trip intelligently. Draam fights to the death.

Tchek starts the battle by casting various buffing spells on Draam. In fact, if the PCs are on the topside of the APL, he has cast a couple of long lasting duration buff spells beforehand (for example *barkskin*, *freedom of movement*, *magic circle*, and *shield other*). He tries to stay out of melee, and if Draam is killed, he surrenders if the PCs promise to let him live.

The King's Guard just attacks the meanest looking fighter amongst the PCs and starts pounding on that character. Unlike Draam, he immediately starts to rage. At APL 8 and higher the guard has a *crocodile cloak* (see Appendix 8), and as a result, he prefers to fight in the water.

Treasure: For information on the equipment that Draam, Tchek and the guard carry see below (Encounter B4 and B5).

Looting the bodies, with the exception of Draam's weapon, is highly frowned upon by the lizardfolk. Their equipment belongs to the tribe, and taking it is considered theft. The lizardfolk do not use violence to stop the PCs, but if the PCs do take the equipment, membership of the clan is not offered and revoked for PCs that have already joined the clan in the past. Clan members might argue that they are members and hence can take it, but that is only true when their equipment is

of lesser quality and when they actually remain with the clan full-time.

Note that they do get a reward from Dtan – see the Conclusion for more information.

Development: If the PCs kill Draam, the battle for the leadership of the clan is over. By losing his temper, Draam clearly proved he was incapable as a leader. When Dtan is liberated from his prison (area 5 in the Lizard King's Lair), this becomes even clearer. After a short religious ceremony lead by Dtan, Kahn is quickly appointed as the new leader of the clan. Shortly after the ceremony, Dtan takes the PCs aside to discuss Draam's origin. Proceed with Encounter 6. If Tchek and the guard survive the battle, their transgression is ignored. If the PCs wonder about it, Dtan explains that he cannot kill Tchek for what he did and he prefers to keep Tchek where he can see him. The guard did nothing wrong at all. Note that neither realized how evil Draam really was, or that he worked for the Wastrians.

If the PCs lose the battle, they are either dead or had to flee for their lives. Note that if they had to leave behind any bodies, Draam mutilates them and places their heads on pikes on the border of the clan's territory as a warning to others. The PCs can easily retrieve the bodies, but they need a *resurrection* to restore that person back to life – a service only the temples of Pelor, Trithereon, the Samryntar and the Elistrair can provide (for more information see http://www.sunndi.org/policies/divine_spellcasting.html).

Kahn and Jaleng are forced to leave the clan for the good of the clan. Draam and the clan immediately leave the area. All the PCs can do is to return home, knowing that they have failed the mission.

OPTION B – Assassination in the Night

Encounter B3: At the Gates

Once the PCs have agreed to act upon Kahn's plan to assassinate Draam, they have to decide how to proceed.

Kahn can provide an accurate description of the village (see Appendix 7 for more information) and he can easily bring them unseen to the entrance of Draam's Lair. He has never been in the Lizard King's Lair though and as a result does not know the lay-out of the place, let alone what kind of guardians are placed. He does know that the entrances lie underwater, and that the PCs have to swim through a 5 feet wide completely flooded corridor. Since lizardfolk need air to breathe, he assumes

the complex is mostly above the waterline. Kahn and Jaleng know little of Draam, except that he fights with a heavy flail and is quite strong and sturdy – a cold and calculating fighter who sometimes loses his temper and becomes a virtual killing machine.

While discussing the plans, Kahn tries to convince the PCs to disguise themselves as Wastrians, or better yet, as frogmen. If they are seen, it makes things easier later on, and there is less chance of the attack being blamed on Sunndi. Jaleng agrees with Kahn's reasoning, and if the PCs are capable of donning such a disguise, they can safely spare the lives of the guards. Disguising oneself as Wastrians should not be too difficult. In the dark, the lizardfolk would not be able to see the difference between one human or elf and another. Dwarves, gnomes and halflings are more problematic. Still, as long as the PCs come with a reasonable disguise, the DM should let them succeed.

Give the players some freedom while discussing tactics, but do not spend too much time on it. At some point Kahn impatiently asks the PCs to make a decision and go with it. Once the PCs are ready, read out aloud or paraphrase the following (change the text if it makes no sense due to the PCs tactics):

The night sky is overcast, and the heavy rain makes it even more difficult to see much. At least the noise of the rain hides even the clanging sound of plate mail, and since the lizardfolk lack night-vision even the clumsiest cleric should be able to manage to remain hidden. Of course, the downside is some of you hardly see anything as well, and by the time you finally arrive in the village, you are covered in bruises and scratches. Even those that can see well in the dark have not remained unscathed. Kahn's route took you straight through the most dense parts of the swamp in an attempt to avoid the guardians and you are sure without his presence you would either have lost your way or at the very least got caught by the guards or some of the cunning traps the lizardfolk are infamous for.

The trip to the village seemed to have taken forever, and when you finally look at the shallow pool that forms the town-square from the reed, you feel a sense of relief. As expected, the town-square is abandoned. Kahn carefully studies it, and then points towards the steep banks that border the water on both sides.

"You will find the entrances to Draam's lair below those slopes. The water is very murky and you can only find them by touch. There should be no guards in the village itself, but be careful, the lizardfolk sleep at the banks of the pool and they sleep light. Whatever you do,

get in quickly, each second you wait outside increases the chance of being seen significantly! Success!"

With that he disappears into the reeds, leaving you alone to contemplate matters.

Due to the rain and darkness even the clumsiest PC wearing full plate can approach the entrance unseen. The players do not need to know this, so determine how the PCs approach the entrance (and which one of course) and then ask for a Hide and Move Silently checks from those entering the pool. Then make a few d20 rolls behind the screen, but ignore the results. Only when the PCs draw attention to themselves on purpose (such as by loudly screaming or casting spells*) are they going to be noted by the lizardfolk. Even then a quick thinking PC might be able to come up with a good excuse, but if that fails, all they can do is flee or fight the whole clan.

* Note that Kahn would have warned them before they came within earshot of the lizardfolk. Spells with a duration of 10 minutes per level or higher can easily have been pre-cast.

Development: Finding the entrances to Draam's Lair is not too difficult. After a few seconds of searching the PCs find it. A map of the lair can be found in DM's Aid 1. Both entrances are completely flooded. The western entrance is 20 feet long, while the southern entrance is 15 feet long. The passages have been dug by the lizardfolk, and the walls are strengthened with wood. Due to the mud, visibility is virtually zero even for characters with darkvision. The water is only 5 feet deep at both entrances, so no Swim check is required to find it. Since a PC can pull oneself through the corridor, no Swim check is required to get into the lair either. The PC is still swimming though, so their speed is reduced to 25% normal. This is important to remember since it is very likely that when combat starts with the guards (see Encounter B4) some members of the group are still outside.

Note that while the area looks different depending on what entrance the PCs chose, the defenses are the same. It is assumed that either the guards in the other area left their post for one reason or another.

Encounter B4: Guards! Guards!

The western entrance leads to Area 2, while the southern entrance leads to Area 3. The room descriptions are different, but the guards and their tactics are the same.

Area 2: Throne Room

Read aloud or paraphrase the following:

The chamber is cross-shaped and the architecture looks a bit like a chapel or crypt of some sort. The floor and the ceiling consist of large flat stone tiles, though in several spots roots puncture through. The floor is incredibly muddy, but under the mud, it is apparently also made out of stone.

The furniture and decoration certainly are different. A curtain made out vine-like plants cuts off the eastern part of the room from the rest. At the eastern end, a short passage leads to a door. In front of the passage stands a simple undecorated large wooden throne-like stool. A pool of murky water dominates the western side of the room.

Two flickering torches illuminate the room.

In the ancient past this area indeed was a chapel and crypts for the monastery that stood on the hill. If the PCs take the time to remove the mud, they find several tombstones. Any texts on them have been worn smooth and it is impossible to read them even with the aid of magic. Digging here takes time, and the lizardfolk consider it sacrilege. If the PCs risk their ire it is for naught because there is nothing of value.

The PCs might think that the curtain is magical, or alive, but that is not the case. The vines are dead, and it is simply a makeshift and simple curtain. The two torches are *everburning torches*.

The pool is about 5 feet deep and has been dug by the lizardfolk. It is considered deep bog – see the *Dungeon Master's Guide* for more information. Since the water level outside is at its highest the pool reaches to same level as the floor. Getting out requires 10 feet move and triggers attacks of opportunity.

Area 3: Sleeping Quarters

Read aloud or paraphrase the following:

This rather large room has a domed shaped ceiling and is dominated by several large stone pillars. The ceiling has collapsed in the northwest corner, but other than that, the room looks rather sturdily built. The air is surprisingly dry considering the pool in the southwestern corner of the room. A corridor in the northeast corner leads to a door.

The floor and the ceiling consist of large flat stone tiles, though in several spots roots do puncture through the stonework. At first glance, this looks a bit like a storage area, though it is definitely used for something else now. The floor is rather clean and on it lie several heaps of furs that look a lot like beds.

Two flickering torches illuminate the room.

The piles of furs are indeed beds. There are five in total, though none of them are occupied right now. While Draam might want his personal bodyguards to sleep below ground, his influence is not great enough for that to happen yet. They still prefer to have the sky as a roof. There is nothing of value among the piles of fur.

The torches are *everburning torches*, and the room radiates a faint Transmutational aura, the remnants of ancient magic used to preserve the food stored in this area.

The pool is about 5 feet deep and has been dug by the lizardfolk. It is considered deep bog – see the *Dungeon Master's Guide* for more information. Since the water level outside is at its highest, the pool reaches to same level as the floor. Getting out requires 10 feet move and triggers attacks of opportunity.

Creatures: Whether the PCs enter Area 2 or Area 3, they find two alert lizardfolk guardians (and at APL 10 one of them even placed a *stone of alarm* with an audible alarm above the exit of the corridor). In Area 2, they each stand in one of the alcoves. In Area 3, they both sit on a stool talking with one another, now and then looking at the pool in the south. Surprising them is certainly possible. Use Move Silently and Hide checks opposed by the Listen and Spot checks of the lizardfolk as normal.

Note that it is certainly possible the PCs pose as friendly members of the clan. This does not help them much, since they are not allowed to leave the pool and they are ordered to return in the morning if they want to speak with the boss. If they persist, the two guards are going to use force to get them out. Of course, any conversation is more than loud enough for Draam to hear.

APL 4 (EL 6)

🦎 **King's Guards (2):** Male lizardfolk Bbn4; hp 49; See Appendix 3.

APL 6 (EL 8)

🦎 **King's Guards (2):** Male lizardfolk Bbn6; hp 69; See Appendix 2.

APL 8 (EL 10)

🦎 **King's Guards (2):** Male lizardfolk Bbn8; hp 89; See Appendix 3.

APL 10 (EL 12)

🦎 **King's Guards (2):** Male lizardfolk Bbn10; hp 109; See Appendix 4.

Tactics: The two guards' tactics are rather simple and straightforward: to kill any unexpected intruders and do it with as much noise as possible. They prefer to do so while standing in the water next to the entrance (especially at APL 8 and 10 when the *cloak of the crocodile* proves to be a great boon) since that places them in a perfect tactical position. Either one opponent has to face both guards, or trigger several attacks of opportunity to pass them. If it is too late for that, they retreat to the end of the room and fight from there. When the PCs use the *silence* spell to hide the fight from Draam, one of them certainly retreats to either get out of the silenced area or to bang on the door of Area 4 and alert Draam that way. They fight to the death.

Treasure: Lizardfolk are a communal people, and they do not understand private property much. Obviously, they have their own favorite items and as long as somebody actively uses something they will not just grab it. If somebody does not use a particular object, anybody who needs it can grab it. Taking something that you cannot use is rather abhorrent to the lizardfolk. Taking something to sell it is considered the same. So if the PCs loot the guards, this is considered theft and highly frowned upon. What is more, it might betray them as the killers. If they free Dtan, he does tell them this. Reaction to such theft is going to be rather severe – see Encounter A5 and the Conclusion for more information. Of course, it is relatively easy to steal something small such as the *stone of alarm* or the *ring of sustenance*.

The treasure is for one guard only!

APL4: L: 58 gp; M: *potion of cure light wounds* (4 gp).

APL6: L: 58 gp; M: *potion of cure light wounds* (4 gp).

APL8: L: 58 gp; M: *cloak of the crocodile* (600 gp), *potion of cure light wounds* (4 gp).

APL10: L: 37 gp; M: *amulet of natural armor* +1 (167 gp), +1 *chain shirt* (104 gp), *cloak of the crocodile* (600 gp), *potion of cure light wounds* (4 gp), *ring of sustenance* (208 gp) or *stone of alarm* (225 gp).

Detect Magic results: *amulet of natural armor* +1 (Faint Transmutation), +1 *chain shirt* (Faint Transmutation), *cloak of the crocodile* (Moderate Transmutation), *potion of cure light wounds* (Faint Conjunction), *ring of sustenance* (Faint Conjunction) or *stone of alarm* (Faint Abjuration).

Development: As soon as Draam and Tchek hear fighting, they wake up and start preparing. Roll initiative for them as well. Luckily for the PCs, they do not get involved in the battle in this area unless the PCs actually press on during the fight and open the door to Area 4.

Otherwise, Draam starts by enchanting his weapon (at APL 8 and 10), which takes 3 rounds. Tchek starts buffing Draam, for more information see below. They then wait for the PCs to enter their room. Only when the fight with the guards is obviously over, and they are fully buffed, and the PCs start casting spells, do the two open the door. Otherwise, the PCs need to take the initiative. In any event, stay in initiative order when the last guard hits the dust.

Troubleshooting: It is certainly possible that the PCs decide to take a look at each entrance to see what is going to be the easiest path in. By adding two guards in each room, the encounter with Draam is going to be considerably more difficult since the two guards of the other area get involved. If there are no guards in one room, the battle becomes considerably easier since Draam and Tchek are going to be completely surprised while the PCs had all the time to prepare. So it is best to force the issue by bringing home the fact that speed is the essence for success by letting one or two lizardfolk appear at the second entrance the PCs approach or by letting one appear at the border of a reed field just within sight. The PCs are going to be seen unless they enter the lair quickly.

If they still press on with their scouting mission, allow the other room to be empty. If they opt for the empty room, then for some reason Draam and Tchek are alerted about the PCs presence and they have prepared themselves with at least some spells (assume they had 4 rounds). What is worse, the two guards in the other area will rush to the aid of their leader one round after the start of the battle. Sometimes disabling the guards in advance is a better choice than assuming you can safely enter an area and assassinate somebody without setting off an alarm.

Encounter B5: Clash of Kings

Read aloud or paraphrase the following:

One quick glance in the room shows that it is not very different from the other rooms in the complex. The walls, ceiling and floor consist of large gray stone tiles. A large part of the southeastern part of the room has collapsed, forming a heap of mud and rubble in that region. There are three simple doors made out of willow branches, two in the western wall and one in the southern one.

The room is sparsely decorated. A large pile of furs in the northern part of the room looks like a bed. Two

sturdy wooden stools stand in the middle of the room. In the southwestern corner stands a large ironbound chest. Directly against the rubble stands a table. Two flickering torches illuminate the area.

Except for the chest there is nothing of value in this room. The furniture is simple, but sturdy. The furs are not treated very well and would hardly fetch a coin on the Sunndian markets. The chest has a simple lock. In it the PCs find various alchemical and tattooing equipment. It is not magical, but a DC 20 Craft (alchemy) check allows the PCs to recognize some of the mixtures and potions as being very vile in nature. They are associated with dark powers and are highly illegal in any civilized land. The fact that it is illegal and fairly useless makes it valueless for the PCs.

🔦 **Ironbound Wooden Chest:** 1-1/2 in. thick; hardness 5; hp 15; AC 4; DC 23 break; DC 25 Open Lock.

Creatures: Draam is a half-fiend lizardman, but since he lacks the bat-wings and lizardfolk already have claws and teeth noticing this is difficult. To all outward appearances the man looks like a rather large hulking brute of a lizardfolk warrior with a bright yellow crest and an unusual (but at APL4 and 6 non-magical) weapon. He is also covered with ritual scars and tattoos, giving him an intimidating appearance. A successful DC 15 Spot check is needed before that person can make a Knowledge (the planes) check to note that Draam is a half-fiend. During the fight Draam might still betray his nature by using his fiendish abilities.

Tchek is here to keep an eye on his former teacher and to consult with Draam. He is slightly smaller than the typical lizardfolk warrior, and has brown scales and no crest. Ritual scars and a necklace of skulls of small mammals and birds reveal him as a shaman.

APL 4 (EL 6)

🔦 **Draam:** Male half-fiend lizardfolk Ftr2/Bbn1; hp 42; See Appendix 1.

🔦 **Tchek:** Male lizardfolk Clr3; hp 43; See Appendix 1.

APL 6 (EL 8)

🔦 **Draam:** Male half-fiend lizardfolk Ftr2/Bbn2; hp 63; See Appendix 2.

🔦 **Tchek:** Male lizardfolk Clr5; hp 59; See Appendix 2.

APL 8 (EL 10)

🔦 **Draam:** Male half-fiend lizardfolk Ftr2/Bbn2/Warrior of Darkness2; hp 83; See Appendix 3.

🔦 **Tchek:** Male lizardfolk Clr7; hp 75; See Appendix 3.

APL 10 (EL 12)

🦎 **Draam:** Male half-fiend lizardfolk Ftr2/Bbn2/ Warrior of Darkness4; hp 103; See Appendix 4.

🦎 **Tchek:** Male lizardfolk Clr9; hp 91; See Appendix 4.

Tactics: Draam is a cruel, cold and calculating warrior even though he has one or two levels in the barbarian class. He does not rage at the start of the battle, realizing fully well that it stops him from using some of his feats and fiendish abilities. He prefers to start the battle by casting a *darkness* spell since it hinders the PCs more than him (as a group they have more attacks than him and Tchek). Afterwards he simply starts to fight or at higher APLs casts *unholy blight* (he knows Tchek is evil) or *poison*. At APL 8 and higher he used his *darkling weapon* class ability during the fight between the PCs and the guards (unless they were real quick) and he gave the flail the sonic enhancement (see *Miniatures Handbook*, the weapon deals 1d4 sonic extra damage if it hits, and Appendix 8). He uses his Combat Expertise and Improved Trip intelligently. Draam fights to the death.

Tchek starts by casting various buffing spells on Draam while the PCs are still fighting the guards. He starts by casting those spells with a duration of 10 minutes per level, and waits with spells with a shorter duration until the actual battle starts. He tries to stay out direct melee, and if Draam is killed he surrenders if the PCs promise to let him live.

Treasure: The same holds true for Draam's and Tchek's equipment as for that of the guards (see above). The sole exceptions are Draam's book and flail which none of the other lizardfolk use.

APL4: L: 75 gp; C: 17 gp; M book of draam (67 gp), +1 *chain shirt* (104 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (13 gp), *wand of cure light wounds* (63 gp).

APL6: L: 83 gp; C: 17 gp; M book of draam (67 gp), +1 *chain shirt* (104 gp), 2x *cloak of resistance* +1 (83 gp each), +1 *heavy wooden shield* (96 gp), *scroll of lesser restoration* (13 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (13 gp), *wand of cure light wounds* (63 gp).

APL8: L: 36 gp; C: 17 gp; M book of draam (67 gp), 2x +1 *chain shirt* (104 gp each), 2 x *cloak of resistance* +1 (83 gp each), +1 *heavy flail* (193 gp), +1 *heavy wooden shield* (96 gp), *ring of protection* +1 (167 gp), *scroll of lesser restoration* (13 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (13 gp), *wand of cure light wounds* (63 gp).

APL10: L: 36 gp; C: 17 gp; M *amulet of natural armor* +1 (167 gp), +1 *buckler* (97 gp), book of draam (67 gp), 2 x

+1 *chain shirt* (104 gp each), 2x *cloak of resistance* +1 (83 gp each), +1 *heavy flail* (193 gp), +1 *heavy wooden shield* (96 gp), *periapt of wisdom* +2 (333 gp), *ring of protection* +1 (167 gp), *scroll of lesser restoration* (13 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (13 gp), *wand of cure light wounds* (63 gp).

Detect Magic results: *amulet of natural armor* +1 (Faint Transmutation), +1 *buckler* (Faint Transmutation), book of Draam (**non-magical**), +1 *chain shirt* (Faint Transmutation), *cloak of resistance* +1 (Faint Abjuration), +1 *heavy flail* (Faint Transmutation), +1 *heavy wooden shield* (Faint Transmutation), *periapt of wisdom* +2 (Moderate Transmutation), *ring of protection* +1 (Faint Abjuration), *scroll of lesser restoration* (Faint Conjunction), *scroll of remove fear* (Faint Abjuration), *scroll of remove paralysis* (Faint Conjunction), *wand of cure light wounds* (Faint Conjunction).

Development: Once the PCs defeat Draam and open the door to Area 5, they find Dtan. The old lizardman is suffering from hypothermia, but other than that he is in a reasonable condition. Due to his condition it is a bit difficult to talk with him, but he wants to hear the whole story. Who are the PCs? Where are they from? What are they doing here? What happened to Draam and that treacherous Tchek? Learning that his kobold was vital for the success of the mission visibly pleases him. He might not admit it in public, but he does not share the lizardfolk's superiority feeling when it comes to the kobolds or other small sized creatures.

If the PCs killed Draam, he is relieved. If the half-fiend still lives, he demands that the PCs kill him. As long as the monster remains living he remains a threat to the clan. He is more forgiving for his former pupil, though he does not mourn his death either. Since the guards did not know about his presence and were just doing their job, he is not going to demand their death either. In fact, killing them angers him a bit. Now if the PCs are in the disguise of Wastrians, Dtan realizes he has to stay in the room for a couple of more hours or else runs the risk of blowing the PCs cover. Of course, since he is still alive, the disguises are not really necessary. The PCs came to his rescue, and they tried to convince the guards of Draam's treachery, but failed due to lack of evidence. If they are dead, tragic as it may be, they are less important than the shaman, so the PCs are not going to be punished for it.

🦎 **Dtan:** Male lizardfolk Clr9.

Appearance: Dtan is an old lizardman. His teeth and claws are yellow with age, his back is bent and he seems to suffer from arthritis. Still, his eyes sparkle with a lust

for life, and he hates to be coddled or treated as an old man.

Personality: Dtan is not somebody to be pushed around. He is a tough old man who does not know what the word quiet means. Some would call it stubborn. He is a man of little words, but when something interests him (and anything important for the survival of the clan interests him) he wants to know everything about it that there is to know. He knows that women and kobolds are just as vital to the survival of the clan, their role might be different, but that does not make them any less vital. He treats them all as he would treat male hunters and so does he with the female and small sized PCs.

If Dtan goes out with the PCs, his appearance causes quite a stir. Still, it is late and he has gone through a great ordeal. So he demands to be left alone for the night, and he and the PCs are going to tell their story comes morning. If he stays behind, the lizardfolk learn about Draam's death in the morning. After finding Dtan, and hearing what Draam did with their shaman, they are shocked. After a somewhat longer meeting than when the PCs had elected Jaleng's approach to the matter, they decide that Kahn would be the best leader of the clan. One short ceremony later, life returns to normal. Kahn invites the PCs to stay a little longer to learn more about the life of the lizardfolk. Shortly after the leadership ceremony Dtan takes the PCs aside to discuss Draam's origin. Proceed with Encounter 6.

What happens when Draam defeats the PCs is noted in the development section of Encounter A5.

Encounter 6: Messenger from Hell

Assuming the PCs were successful in defeating Draam and rescuing Dtan, the shaman takes them aside at some point. Draam had the bad habit to talk aloud to himself on occasion, and while his ramblings made little sense, a few snippets of information could be gleaned from them. One of those snippets referred to the fact that Draam regularly met somebody at the Old Man – a particular large and old willow nearby the village. He clearly did not like this someone, but apparently was unable to hurt it, something that irritated Draam no end. Dtan suggests that the PCs go take a look at the place and see if they can find something that might tell the PCs somewhat about Draam's motives.

Read out aloud or paraphrase the following once the PCs approach the site:

The directions Dtan gave you are easy to follow and soon you are looking upon one of the largest and most gnarly willow trees you have ever seen. Combined with the long white beard mosses the tree indeed looks a bit like an old man. It is growing at the side of a creek, and at a first glance you see nothing out of the ordinary.

The PCs are about 30 feet away from the tree. If they closely examine it, a DC 30 Spot check reveals a well-hidden raven. Else there is nothing special to see.

From a distance the raven definitely looks like an ordinary raven, but under a *detect evil* spell it radiates a moderate aura. It is the shape-shifted imp Vestal, a servant of a powerful wizard who leads the project to destroy the lizardfolk. Details about this wizard remain hidden for the moment. Even Draam does not know who they are. Vestal is the messenger and spy for this wizard, and he is here with some new orders for Draam (among other things what to do with Dtan). It has seen the PCs long before the PCs see it, and arrogant as it is, it decided to remain behind and see what exactly these creatures are doing here.

When Vestal notices that a paladin-type of character is concentrating intently, or somebody casts a *detect evil* (assuming the imp makes the DC 16 Spellcraft check) he immediately begins talking. Else he waits until spotted or when it becomes apparent the PCs are about to leave before he starts talking.

Suddenly you hear a hoarse crowing voice coming from the Old Man.

"Greetings strangers, is Draam unable to receive his commands in person and did he send you instead?"

Vestal knows that it is unlikely the PCs were sent by Draam, but he hopes to lure the PCs into a false sense of security so that he learns more about who they are and what they are doing here. Of course, he is not particularly bright, so instead of learning more, he might actually reveal too much. He tries to learn what happened with Draam, and who the PCs are.

He introduces himself as Vestal, one of the last surviving great ravens that served the Oeridian warlords when the Aerdi tribe was young. Imps are not particularly good liars and while there are definitely stories about intelligent ravens serving Oeridian wizards in the past, that most likely were familiars as any self-respecting bard and wizard would realize. Vestal claims he saw potential in Draam and was hoping to help the warrior achieve his true potential (which in a manner of speaking is not even a lie).

If the PCs do not treat him with proper respect, he is likely to hint that he does serve somebody very powerful, even though this clashes with his previous story. He calls this person the Right Hand, and the PCs should fear this person. The Right Hand will destroy the olven rule of Sunndi and take his rightful seat at the throne of Sunndi. Draam might have been killed, but that is just a minor set back.

✦ **Vestal:** Male imp; See *Monster Manual* page 56.

Personality: Arrogant and too proud for his own good. He thinks he is much more important than he really is and he likes to brag about it. In reality, he is a simple messenger, who knows hardly anything except a few snippets gleaned during work. He likes to bluff people in fearing him even if it means saying he is serving somebody else.

Development: Vestal wants to know who the PCs are and what happened with Draam. His presence though is a clear signal to the PCs that Draam was working for somebody with a specific purpose in mind. Vestal is a coward, and is not about to stay and fight with the PCs. If he thinks there is nothing more to learn or the PCs attack him, he just turns invisible and flies away. If the PCs come up with the proper tactics to kill or disable him, then nothing is lost. Just use your imagination, Vestal tells the wildest lies possible as long as he thinks it can save him.

If, on the other hand, the PCs decide to allow the imp to escape and send a familiar (or perhaps a wild-shaped druid) after him, ask how long the familiar/druid is going to follow the imp. Trailing the imp is doomed to fail if whomever is following the imp fails a Spot check opposed by the imp's +17 Hide check. The imp is going to be underway for a few hours until he lands at a bullywug camp. He talks with the female cleric (Lastra, see below) and then leaves. Lastra immediately orders the bullywug in the camp to ready itself and march out. The PCs lose the trail of the imp after this.

Encounter 7: The First Test

After having returned from their trip to the Old Man, Kahn and Jaleng invite the PCs to remain with them for some time. Dtan is preparing a special reward for their services, but doing so takes time and he cannot send it to the PCs once they left the clan's territory. The PCs are of course free to leave, but if they do, they miss the last encounter and the reward (see the Conclusion).

If they stay, they are going to have a relatively pleasant stay, though even guests of the clan have to do some work for their food and sleeping place. The clan itself moves to a new spot, but after a couple of days, one of the hunters returns to the clan with the news that a band of bullywugs is approaching the village. Lizardfolk scouts sent towards the bullywugs confirm that the band is moving directly towards the new camp of the Ashgirloch clan. Somebody must have given them detailed information on the hunting territory of the Ashgirloch clan. The sole option is to fight the band, and then move to new hunting territories. The warriors of the clan girth themselves for battle, and the PCs are asked to join them in their struggle. Note that members of the clan, or those wanting to join at the end of the scenario must aid the lizardfolk in this battle or they lose their membership.

Read aloud or paraphrase the following:

Only a few hours pass from the moment the first hunter saw the band of bullywugs approach the Ashgirloch's clan site to where you are now: facing the bullywugs below. Many things happened in those few hours: the women and young started packing and the warriors girthed themselves for battle. Scouts were sent out to verify the route of the bullywugs and to find a spot best suited for the coming battle –at a shallow creek where the bullywugs will not have the advantage of the terrain.

Keeping an army hidden from another army is difficult at best, and when both sides having excellent scouts, it is virtually impossible. By the time the lizardfolk had readied themselves at the selected battlefield, the bullywugs were aware of their presence as well. The lizardfolk did not favor such a battle, but there was no time for a proper ambush. Now you and your lizardfolk allies are standing in a reed field looking down a shallow pool and a deep creek, with the band of bullywugs at the other side. You quickly note a human woman in plate mail, armed with a glaive, surrounded by two ferocious looking bullywugs of an unusual size. She notices you as well, and unless looks deceive you, she is preparing herself to face you and your companions while the bullywugs and lizardfolk face one another as well.

Since both sides are aware of another, neither is surprised. Spellcasters can easily cast all spells with a duration of 10 minutes per level or higher in advance, and two spells per spellcaster with a duration of 1 minute per level before the battle starts. This is true for both the PCs and Lastra.

Terrain: The battlefield consists mainly of a reed field bordered on the north and south by a shallow pool and on the east and west by a densely overgrown hill. The bullywugs come from the south, and the lizardfolk have gathered in the reed field. Since the bullywugs are the aggressors, and difficult to control, they will assault the lizardfolk in the reed field, giving up the significant advantage they have in the shallow water.

Still, the reed field is far from perfect for the lizardfolk and the PCs. The ground consists of about 1 feet of water and muck and it is considered shallow bog for them. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Tumble checks increase by 2. Running and charging required a DC 12 Balance check. Once outside the reed field the water is about 4 deep and becomes a deep bog for both the PCs and the lizardfolk (unless increased to large size by magic in which case it is considered shallow bog). Medium creatures can elect to move by wading (quadrupling movement cost) or by swimming. Small or smaller sized creatures can only swim. The water provides cover for medium sized creatures, and improved cover (+8 bonus to AC, +4 bonus on Reflex saves) for smaller creatures. Medium creatures can crouch to gain the same effect, but unless fighting against opponents under water, they get a –10 penalty on attack rolls. Due to their marsh and swim movement bullywugs do not suffer these penalties.

Note that the reed is too trampled by the lizardfolk to provide much concealment to either side.

The battle between the PCs and Lastra starts with about 40 feet between one another.

Creatures: While the battle rages between the lizardfolk and the bullywugs the PCs face the commander of the opposing side, Lastra, a female human (Suel) cleric of Wastri, and her two feral bullywug bodyguards.

APL 4 (EL 6)

☛ **Lastra:** Female human Clr5-Wastri; hp 33; See Appendix 1.

☛ **Bullywug Ragers (2):** Male feral bullywugs Bbn1; hp 17; See Appendix 1.

APL 6 (EL 8)

☛ **Lastra:** Female human Clr7-Wastri; hp 45; See Appendix 2.

☛ **Bullywug Ragers (2):** Male feral bullywugs Bbn2; hp 29; See Appendix 2.

APL 8 (EL 10)

☛ **Lastra:** Female human Clr9-Wastri; hp 57; See Appendix 3.

☛ **Bullywug Ragers (2):** Male feral bullywugs Bbn4; hp 53; See Appendix 3.

APL 10 (EL 12)

☛ **Lastra:** Female human Clr11-Wastri; hp 69; See Appendix 4.

☛ **Bullywug Ragers (2):** Male feral bullywugs Bbn6; hp 77; See Appendix 4.

Tactics: Before the battle has started, Lastra has cast most of her buff spells – mostly upon herself and what is left upon her two bodyguards. These effects have not yet been taken into account in the stat blocks in the appendices. She always has the *water walk* spell active, but when it is dispelled she suffers the same penalties as all humans.

Unlike the rest of the bullywugs she prefers to fight more defensively from the deeper water. Her favorite tactic is to use the *command* spell to draw PCs into the deeper water past the bullywug ragers, triggering several attacks of opportunity in the process. Note that at higher APLs she can use *greater command*, but instead of ordering the PCs to approach her, she prefers the "fall" command. At APL 6 and higher she also uses *control water* to raise the water level in the reed field so that it becomes a deep bog, greatly hindering the lizardfolk during the battle. If the PCs also have a *water walk* active, she tries to dispel it before raising the water level, either by a targeted dispel on the most dangerous looking warrior or by an area dispel if she can get most of the PCs in it. Note that a very wounded looking barbarian might be the target of a *calm emotion* spell at higher APLs. She is quite observant and not stupid, and she will not stick to a particular tactic if it does not work, though she lacks the intellect and foresight to realize so beforehand.

Like all Wastrians, she and her bullywugs hate non-humans, and they do not think twice to kill an unconscious or held opponent. The ragers are too stupid to go out of their way to do so, unless Lastra orders them to do so (which she only does when the unconscious opponent is a spellcaster). Lastra, on the other hand might go out of her way. Note though that some PCs might have earned a favor with the Wastrians in previous adventures. Using it prevents Lastra and her bullywugs to go for a killing blow (instead opting for non-lethal in case of a paralyzed opponent).

Treasure:

Looting the bullywugs and the Wastrian cleric:

APL 4: L: 181 gp; C M *cloak of resistance* +1 (83 gp), +1 *full plate* (221 gp), 4 x *potion of cure light wounds* (4

gp each), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (13 gp).

APL 6: L: 234 gp; M *cloak of resistance* +1 (83 gp each), +1 *full plate* (221 gp), *pearl of power 1st level* (83 gp), 4x *potion of cure light wounds* (4 gp each), *potion of remove blindness/deafness* (63 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (13 gp).

APL 8: L: 192 gp; M 2 x +1 *chain shirt* (104 gp each), *cloak of resistance* +1 (83 gp each), +1 *full plate* (221 gp), *pearl of power 1st level* (83 gp), 4x *potion of cure light wounds* (4 gp each), *potion of remove blindness/deafness* (63 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (13 gp).

APL 10: L: 192 gp; M 2x *amulet of natural armor* +1 (167 gp each), *boots of striding and springing* (458 gp), 2x +1 *chain shirt* (104 gp each), *cloak of resistance* +1 (83 gp each), +2 *full plate* (471 gp), *pearl of power 1st level* (83 gp), *periapt of wisdom* +2 (333 gp), 4x *potion of cure light wounds* (4 gp each), *potion of remove blindness/deafness* (63 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (13 gp).

Detect Magic results: *Amulet of natural armor* +1 (Faint Transmutation), *boots of striding and springing* (Faint Transmutation), +1 *chain shirt* (Faint Transmutation), *cloak of resistance* +1 (Faint Abjuration), *dusty rose ioun stone* (Moderate Abjuration), +2 *full plate* (Faint Transmutation), *pearl of power 1st level* (Strong Transmutation), *periapt of wisdom* +2 (Moderate Transmutation), *potion of cure light wounds* (Faint Conjunction), *potion of remove blindness/deafness* (Moderate Conjunction), *ring of protection* +1 (Faint Abjuration), *scroll of remove fear* (Faint Abjuration), *scroll of remove paralysis* (Faint Conjunction).

Development: Lastra is not a coward, but she does not fight to the death. Once she is at 25% or less of her hit points, she flees. The exception to this is when her *water walk* spell is dispelled, because in that case she has no chance to escape. Since she knows that she faces death when imprisoned anyway, she fights to the death. Her ragers, on the other hand, are overcome by battle-lust and they fight to the death even when Lastra flees.

If captured, the ragers are too stupid to provide any information (they are barely intelligent enough to speak) and Lastra refuses to do so even under torture. Magic might break her, but she knows little, except that somebody at the lizardfolk clan provided very useful information and that her orders for this attack came from very high up. She knows Vestal is an imp, and she also realizes that if he is involved, the Right Hand is likely to be involved as well. She knows little about the Right Hand, though she fears this person (if it even is a person)

very much. The person traffics with devils, and is mainly responsible for the infernal aid the Wastrians have in this war. Rumor has it that he got his name from Wastri himself, but whether that is true or not even she does not know. If a character suggests he earned the name due to Vecna's Hand she laughs at that ridiculous suggestion (and her laughter is sincere). She never met this person and has no other information on him or her.

If the PCs win the battle, so will the lizardfolk. At the same time, if they lose the battle, so do the lizardfolk. While the speed with which the PCs win or lose has an impact on how many lizardfolk fall in the battle, this has little bearing on the outcome of this skirmish. You can use that information for the description after the battle. In any event, once the battle is over and the PCs looted the opposition proceed with the Conclusion.

Conclusion

As long as the PCs have killed or driven away Draam, they are at least partially successful. With his presence gone, at least the Wastrian foothold in the Ashgirloch clan is gone and they are very unlikely to establish another within any reasonable time. The method the PCs used though certainly have an impact on exactly how successful they have been.

In the worst-case scenario, they killed Draam and left evidence they did so in name of Kahn and that they were Sunndians. Draam might be gone, but the lizardfolk most certainly resent the PCs interference in their business, and at the same time the PCs have failed to prove Draam's involvement with the Wastrians. D'tan is not going to provide the *cloak of the crocodile* under these circumstances, the PCs cannot become members of the clan and those who already were members are banished (and lose that membership). Under these circumstances, they also very likely missed Encounter 7 and the rewards of it. That is the price of failure.

A better result is it when they kill Draam and are not associated with his death. In this case D'tan is willing to sell them a special item: the *cloak of the crocodile* (see the AR and treasure section for the details). The cloak is a signature item for the lizardfolk shamans of the Chtaan clan and only under extra-ordinary circumstances are they even willing to sell it to outsiders. As long as they aided in the battle of Encounter 7 medium-sized PCs are also offered membership of the clan (see the AR and treasure section for the details).

For Sunndi the best result is when the PCs disgrace Draam in public, and/or find evidence Draam was allied with the Wastrians. Note that hints in that direction provided by Vestal count in that regard. The rewards for the PCs are the same as when they killed Draam without

being implicated for it, except that all PCs are offered membership of the clan (certainly if they killed the hydra in the process).

Note that D'tan is willing to sell the *cloak of the crocodile* one-time only for non-members. There is no such time limitation for members, and they can buy the cloak after any regional scenario.

In the unlikely case the PCs actually failed in killing Draam, there is absolutely no reward.

Campaign Consequences

At the conclusion of this module the DM should answer the following questions regarding how events transpired. These answers should be emailed to poc@sunndi.org.

1. What was the composition of the party?
2. At what APL was this event run?
3. How did the PCs decide to deal with Draam?
4. If they chose for Jalengs option, did they fail, but opted for the assassination attempt afterwards?
5. Did they successfully defeat Draam?
6. Did Draam and/or Tchek die?
7. Did they make any particular suggestion to the clan for a new chieftain?
8. Did the PCs manage to get Vestal to admit Draam was working for the Wastrians?
9. How did the PCs treat Vestal? Did they kill him?
10. What exactly did the PCs tell the Sunndian authorities about Draam?

Of course, besides the answers to these questions, a short summery of what transpired and a review of the scenario is welcome as well. If there are any things you or the players particularly liked or disliked, let us know as well.

The End

Experience Point Summary

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

Encounter 1: Ambushed

Defeating bullywugs

APL4	135 XP
APL6	180 XP
APL8	225 XP
APL10	270 XP

The PCs only gain XP from **either** the A Encounters **or** the B Encounters.

Encounter A3: Test of Strength

Defeating the hydra

APL4	135 XP
APL6	180 XP
APL8	225 XP
APL10	270 XP

Encounter B5: Guards! Guards!

Defeating Draam's bodyguards

APL4	135 XP
APL6	180 XP
APL8	225 XP
APL10	270 XP

Encounter A5: Trial by Swords

Defeating Draam and his cronies

APL4	135 XP
APL6	180 XP
APL8	225 XP
APL10	270 XP

Encounter B6: Battle of Kings

Defeating Draam and Tchek

APL4	135 XP
APL6	180 XP
APL8	225 XP
APL10	270 XP

Encounter 7: First Test

Defeating Wastrian cleric and bullywugs

APL4	135 XP
APL6	180 XP
APL8	225 XP
APL10	270 XP

Discretionary Role-playing Award

APL4	135 XP
APL6	180 XP
APL8	225 XP
APL10	270 XP

Total Possible Experience:

APL4	675 XP
APL6	900 XP
APL8	1125 XP
APL10	1350 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: Ambushed

Looting the slain bullywugs:

APL 4: Loot: 97 gp; Coin: 0 gp; Magic: 0 gp.

APL 6: Loot: 193 gp; Coin: 0 gp; Magic: 0 gp.

APL 8/10: Loot 193 gp; Coin: 70 gp; Magic 0 gp.

Encounters A and B: Fighting Draam

Looting one bodyguard of Draam:

APL 4: Loot: 58 gp; Coin: 0 gp; Magic: *Potion of cure light wounds* (4 gp).

APL 6: Loot: 58 gp; Coin: 0 gp; Magic: *Potion of cure light wounds* (4 gp).

APL 8: Loot: 58 gp; Coin: 0 gp; Magic: *Cloak of the crocodile* (600 gp), *potion of cure light wounds* (4 gp).

APL 10: Loot: 37 gp; Coin: 0 gp; Magic: *Amulet of natural armor* +1 (167 gp), +1 *chain shirt* (104 gp), *cloak of the crocodile* (600 gp), *potion of cure light wounds* (4 gp), *ring of sustenance* (208 gp) or *stone of alarm* (225 gp).

Looting Draam and Tchek:

APL 4: Loot: 75 gp; Coin: 17 gp; Magic: *Book of Draam* (67 gp), +1 *chain shirt* (104 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (13 gp), *wand of cure light wounds* (63 gp).

APL 6: Loot: 83 gp; Coin: 17 gp; Magic: *Book of Draam* (67 gp), +1 *chain shirt* (104 gp), 2x *cloak of resistance* +1 (83 gp each), +1 *heavy wooden shield* (96 gp), *scroll of lesser restoration* (13 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (13 gp), *wand of cure light wounds* (63 gp).

APL 8: Loot: 36 gp; Coin: 17 gp; Magic: *Book of Draam* (67 gp), 2x +1 *chain shirt* (104 gp each), 2x *cloak of resistance* +1 (83 gp each), +1 *heavy flail* (193 gp), +1 *heavy wooden shield* (96 gp), *ring of protection* +1 (167 gp), *scroll of lesser restoration* (13 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (13 gp), *wand of cure light wounds* (63 gp).

APL 10: Loot: 36 gp; Coin 17 gp; Magic: *Amulet of natural armor* +1 (167 gp), +1 *buckler* (97 gp), *book of Draam* (67 gp), 2x +1 *chain shirt* (104 gp each), 2x *cloak of resistance* +1 (83 gp each), +1 *heavy flail* (193 gp), +1 *heavy wooden shield* (96 gp), *periapt of wisdom* +2 (333 gp), *ring of protection* +1 (167 gp), *scroll of lesser restoration* (13 gp), *scroll of remove fear* (2 gp), *scroll of*

remove paralysis (13 gp), *wand of cure light wounds* (63 gp).

Encounter 7: The First Test

Looting the bullywugs and the Wastrian cleric:

APL 4: Loot: 181 gp; Coin: 0 gp; Magic: *cloak of resistance* +1 (83 gp), +1 *full plate* (221 gp), 4x *potion of cure light wounds* (4 gp each), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (13 gp).

APL 6: Loot: 234 gp; Coin: 0 gp; Magic: *cloak of resistance* +1 (83 gp each), +1 *full plate* (221 gp), *pearl of power 1st level* (83 gp), 4x *potion of cure light wounds* (4 gp each), *potion of remove blindness/deafness* (63 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (13 gp).

APL 8: Loot: 192 gp; Coin: 0 gp; Magic: 2x +1 *chain shirt* (104 gp each), *cloak of resistance* +1 (83 gp each), +1 *full plate* (221 gp), *pearl of power 1st level* (83 gp), 4x *potion of cure light wounds* (4 gp each), *potion of remove blindness/deafness* (63 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (13 gp).

APL 10: Loot: 192 gp; Coin: 0 gp; Magic: 2x *amulet of natural armor* +1 (167 gp each), *boots of striding and springing* (458 gp), 2x +1 *chain shirt* (104 gp each), *cloak of resistance* +1 (83 gp each), +2 *full plate* (471 gp), *pearl of power 1st level* (83 gp), *periapt of wisdom* +2 (333 gp), 4x *potion of cure light wounds* (4 gp each), *potion of remove blindness/deafness* (63 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (13 gp).

Total Possible Treasure

With looting the lizardfolk:

APL 4: Loot: 469 gp; Coin: 17 gp; Magic: 592 gp - Total: 1078 gp; **Cap: 650 gp**

APL 6: Loot: 626 gp; Coin: 17 gp; Magic: 1013 gp - Total: 1656 gp **Cap: 900 gp**

APL 8: Loot: 537 gp; Coin: 87 gp; Magic: 3031 gp - Total: 3363 gp; **Cap: 1300 gp**

APL 10: Loot: 595 gp; Coin: 87 gp; Magic: 5751 gp - Total: 6414 gp; **Cap: 2300 gp**

Without looting the lizardfolk (except Draam's Book and Draam's heavy flail):

APL 4: Loot: 278 gp; Coin: 0 gp; Magic: 402 gp - Total: 680 gp; **Cap: 650 gp**

APL 6: Loot: 427 gp; Coin: 0 gp; Magic: 548 gp - Total: 975 gp; **Cap: 900 gp**

APL 8: Loot: 385 gp; Coin: 70 gp; Magic: 949 gp - Total: 1304 gp; **Cap: 1300 gp**

APL 10: Loot: 385 gp; Coin: 70 gp; Magic: 2064 gp - Total: 2519 gp; **Cap: 2300 gp**

Max allowed Treasure:

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1300 gp

APL 10: 2300 gp

Items for the Adventure Record

☛ Membership of the Ashgirloch Clan of the Chtaan

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

In addition members gain regional access instead of adventure access to the *cloak of the crocodile* (see below). Characters that joined the tribe in previous scenarios also gain this benefit.

☛ **Cloak of the Crocodile:** This cloak appears to be made of leather until the wearer enters a body of fresh water big enough to swim in. At that time the *cloak of the crocodile* adheres to the individual, and he looks nearly identical to a crocodile. He gains a +4 natural armor bonus, the ability to hold ones breathe for 4 x Constitution score in rounds, and a swim speed of 30 feet (with all according bonuses), like a real crocodile.

Although the cloak does not enable the wearer to bite opponents as a crocodile does, it does have a tail that can be used to strike at opponents in the water, dealing 1d12 points of damage. This attack can be used in addition to any other attack the character has, using his base attack bonus. It is considered a natural weapon, **without any strength bonus** on both attack and damage. The wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

Moderate transmutation; CL 9th; Craft Wondrous Item, *polymorph, water breathing*; Price 7,200 gp; Weight 1 lb.

☛ **Book of Draam:** Written in Infernal. This small tome contains various vile alchemical rituals and concoctions that only the most evil persons would even consider using. Hidden between the lines though are some gems on alchemy and identifying potions. Characters with this book, the time during the skill check and ability to read it gain a +2 competence bonus on Craft (alchemy) checks and a +2 competence bonus on Spellcraft checks to identify potions.

Non-magical; Price 800 gp; Weight 5 lbs.

Item Access

APL 4

Book of Draam (Adventure, see above)

cloak of the crocodile (Adventure or regional, see above)

wand of cure light wounds (Adventure, CL 1, DMG)

APL 6 (All of APLs 4 plus the following)

pearl of power; *1st level* (Adventure, DMG)

APL 8 (All of APLs 4-6 plus the following)

APL 10 (All of APLs 4-8 plus the following)

boots of striding and springing (Adventure, DMG)

+2 *full plate* (Adventure, DMG)

ring of sustenance (Adventure, DMG)

stone of alarm (Adventure, DMG)

Appendix 1: APL 4

Encounter 1: Ambush

Bullywug Raiders (4): Male bullywug War1; CR 1; Medium-Size Humanoid (aquatic); HD 1d8+3; hp 11; Init +0; Spd 20 ft., swim 30 ft.; AC 18 (touch 10, flat-footed 18); Base Atk +1; Grp +1; Atk +1 melee (1d8/x3, battleaxe) or +1 thrown (1d6, javelin); Full Atk +1 melee (1d8/x3, battleaxe) or +1 thrown (1d6, javelin); SQ Marsh move; AL CE; SV Fort +5, Ref +0, Will +0; Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7.

Skills and Feats: Hide +2 (+8 in marshes), Listen -2, Spot -2, Swim +5; Endurance.

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

Possessions: Battleaxe, dagger, 6 javelins, masterwork studded leather, heavy wooden shield, 2 tanglefoot bags.

Encounters 3 to 4: The Lizard King and Allies

Draam: Male half-fiend lizardfolk Ftr1/Bbn1; CR 5; Medium Outsider (Native, Reptilian); HD 2d8+1d10+1d12+16; hp 42; Init +1; Spd 40 ft.*; AC 22 (touch 11, flat-footed 21); Base Atk +3; Grp +8; Atk +9 melee (1d10+8/19-20/x2, masterwork heavy flail) or +8 melee (1d4+5, claw) or +4 ranged (1d6+5, javelin); Full Atk +9 melee (1d10+8/19-20/x2, masterwork heavy flail) and +6 melee (1d6+2, bite), or +8/+8 melee (1d4+5, claw) and +6 melee (1d6+2, bite), or +4 ranged (1d6+5, javelin); SA Rage 1/day, smite good 1/day (+4 dmg); SQ Darkvision 60 ft., DR 5/magic, hold breath, immunity to poison, resistance to acid/cold/electricity/fire 10, spell-like abilities, SR 14; AL NE; Save Fort +8, Ref +4, Will +3; Str 20, Dex 12, Con 18, Int 13, Wis 12, Cha 14.

* Unlike regular half-fiends Draam does not have wings.

Skills and Feats: Balance +9, Craft (Alchemy) +4, Jump +12 (+18 when making a running jump), Knowledge (arcane) +4, Knowledge (religion) +2, Listen +2, Speak Languages (Ancient Sueloise, Common, Draconic, Infernal), Spellcraft +3, Spot +2, Survival +8, Swim +11, Tumble +4; Close Quarter-Fighting, Combat Expertise, Iron Will, Multiattack.

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

Spell-like Abilities (Sp): 3/day – *darkness*, 1/day – *desecrate*. Caster level 5th. The save DCs are Charisma-based.

Possessions: Masterwork heavy flail, dagger, 6x javelins, +1 *chain shirt*, 2x tanglefoot bags, platinum ring (50 gp).

Tchek: Male lizardfolk Clr3; CR 3; Medium Humanoid (Reptilian); HD 5d8+15; hp 43; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17); Base Atk +3; Grp +5; Atk +6 melee (1d6+2, masterwork club) or +5 melee (1d4+2, claw) or +4 ranged (1d6+2, javelin); Full Atk +6 melee (1d6+2, masterwork club) and +3 melee (1d4+1, bite), or +5/+5 melee (1d4+2, claw) and +3 melee (1d4+1, bite), or +4 ranged (1d6+1, javelin); SA Rebuke plants 2/day, rebuke undead 2/day, spontaneous Inflict; SQ Hold breath; AL NE; Save Fort +6, Ref +5, Will +5; Str 14, Dex 12, Con 16, Int 8, Wis 15, Cha 8.

Skills and Feats: Balance +5, Concentration +8, Jump +7, Knowledge (religion) +0, Swim +6; Multiattack, Skill Focus (Concentration).

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

Spells Prepared (4/4/3; Base DC = 12 + spell level): 0–*cure minor wounds* (2), *detect poison*, *light*, 1st–*bless*, *cure light wounds*, *entangle**, *shield of faith*, 2nd–*barkskin**, *resist energy*, *shield other*.

* Domain spell. *Domains:* Animal (1/day *speak with animals*); Plant (Rebuke Plants 2/day).

Possessions: Masterwork club, dagger, 6x javelins, masterwork heavy wooden shield, spellcomponent pouch, wooden holy symbol of Semuanya, platinum ring (50 gp), *scroll of remove fear*, *scroll of remove paralysis*, *wand of cure light wounds*.

King's Guard (1 or 2): Male lizardfolk Bbn3; Medium Humanoid (Reptilian); CR 4; HD 2d8+3d12+15; hp 49; Init +1; Spd 40 ft.; AC 20 (touch 11, flat-footed 19); Base Atk +4; Grp +7; Atk +8 melee (1d10+4, masterwork greatclub) or +7 melee (1d4+3, claw) or +5 ranged (1d6+3, javelin); Full Atk +8 melee (1d10+4, masterwork greatclub) and +6 melee (1d4+1, bite), or +7/+7 melee (1d4+3, claw) and +5 melee (1d4+1, bite), or +5 ranged (1d6+3, javelin); SA Rage 1/day; SQ Hold breath, trap sense +1, uncanny dodge; AL N; Save Fort +6, Ref +5, Will +4; Str 17, Dex 12, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +9, Jump +6, Listen +4, Survival +4, Swim +8; Iron Will, Multiattack.

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

Possessions: Masterwork greatclub, dagger, 6x javelins, masterwork chain shirt, *potion of cure light wounds*, 2x tanglefoot bag, thunderstone.

Encounter 8: The First Test

Lastra: Female human (Suel) Clr5; CR 5; Medium Humanoid (human); HD 5d8+5; hp 33; Init +0; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Base Atk +3; Grp +4; Atk +6 melee (1d10+1/x3, masterwork glaive) or +4 missile (1d8/19-20/x2, masterwork light crossbow); Full Atk +6 melee (1d10+1/x3, masterwork glaive) or +4 missile (1d8/19-20/x2, masterwork light crossbow); SA Rebuke undead 3/day, spontaneous inflict; AL LE; Save Fort +6, Ref +2, Will +8; Str 12, Dex 10, Con 12, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +12, Diplomacy +3, Knowledge (religion) +5, Knowledge (nature) +5, Spellcraft +2, Survival +5; Martial Weapon Proficiency (glaive), Scribe Scroll, Skill Focus (concentration), Spell Focus (Enchantment), Weapon Focus (glaive).

Spells Prepared (5/5/4/3; Base DC = 13 + spell level): 0– *detect magic*, *detect poison* (2), *light*, *mending*, 1st–*calm animals*^{*Ψ}, *command* (2)^Ψ, *cure light wounds*, *shield of faith*, 2nd–*cure moderate wounds*, *hold person*^Ψ, *resist energy*, *spiritual weapon*^{*}, 3rd–*dominate animal*^{*Ψ}, *dispel magic*, *water walk*.

* Domain spell. *Domains:* Animal (1/day *speak with animals*); War (bonus feat: martial weapon proficiency and weapon focus (glaive)).

Ψ Due to Spell Focus (Enchantment) the DC for these spells is 14 + spell level.

Possessions: Masterwork glaive, cold iron dagger, morningstar, masterwork light crossbow, 20 bolts, +1 *full plate*, *cloak of protection* +1, wooden holy symbol Wastri, spell component pouch, *scroll of remove fear*, *scroll of remove paralysis*.

Bullywug Ragers (2): Male ferral bullywugs Bbn1; CR 2; Medium Monstrous Humanoid (Aquatic); HD 1d12+5; hp 17; Init +1; Spd 30 ft. swim 30 ft.; AC 21 (touch 11, flat-footed 20); Base Atk +1; Grp +5; Atk +5 melee (1d8+4, claw) or +3 ranged (1d8/x3, masterwork composite longbow); Full Atk +5/+5 melee (1d8+4, claw) or +3 ranged (1d8/x3, masterwork composite longbow); SA Improved grab; SQ Darkvision 60 ft., fast healing 2, marsh move, rage 1/day; AL NE; SAVE Fort +7, Ref +1, Will +1; Str 18, Dex 12, Con 20, Int 4, Wis 12, Cha 6.

Skills and Feats: Swim +10, Survival +5; Power Attack.

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

Improved Grab (Ex): If a feral creature hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Each successful grapple check it makes during successive rounds automatically deals claw damage.

Possessions: Masterwork composite longbow, 20 arrows, masterwork chain shirt, 2x tanglefoot bags, 2x *potion of cure light wounds*.

Appendix 2: APL 6

Encounter 1: Ambush

Bullywug Raiders (8): Male bullywug War1; CR 1; Medium-Size Humanoid (aquatic); HD 1d8+3; hp 11; Init +0; Spd 20 ft., swim 30 ft.; AC 18 (touch 10, flat-footed 18); Base Atk +1; Grp +1; Atk +1 melee (1d8/x3, battleaxe) or +1 thrown (1d6, javelin); Full Atk +1 melee (1d8/x3, battleaxe) or +1 thrown (1d6, javelin); SQ Marsh move; AL CE; SV Fort +5, Ref +0, Will +0; Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7.

Skills and Feats: Hide +2 (+8 in marshes), Listen -2, Spot -2, Swim +5; Endurance.

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

Possessions: Battleaxe, dagger, 6 javelins, masterwork studded leather, heavy wooden shield, 2 tanglefoot bags.

Encounters 3 to 4: The Lizard King and Allies

Draam: Male half-fiend lizardfolk Ftr2/Bbn2; CR 7; Medium Outsider (Native, Reptilian); HD 2d8+2d10+2d12+24; hp 63; Init +1; Spd 40 ft.*; AC 22 (touch 11, flat-footed 21); Base Atk +5; Grp +10; Atk +11 melee (1d10+8/19-20/x2, masterwork heavy flail) or +10 melee (1d4+5, claw) or +6 ranged (1d6+5, javelin); Full Atk +11 melee (1d10+8/19-20/x2, masterwork heavy flail) and +8 melee (1d6+2, bite), or +10/+10 melee (1d4+5, claw) and +8 melee (1d6+2, bite), or +6 ranged (1d6+5, javelin); SA Rage 1/day, smite Good 1/day (+6 dmg); SQ Darkvision 60 ft., DR 5/magic, hold breath, immunity to poison, resistance to acid/cold/electricity/fire 10, spell-like abilities, SR 16, uncanny dodge; AL NE; Save Fort +11, Ref +5, Will +4; Str 20, Dex 12, Con 18, Int 13, Wis 12, Cha 14.

* Unlike regular half-fiends Draam does not have wings.

Skills and Feats: Balance +9, Craft (Alchemy) +4, Jump +13 (+19 when making a running jump), Knowledge (arcane) +4, Knowledge (religion) +2, Listen +5, Speak Languages (Ancient Sueloise, Common, Draconic, Infernal), Spellcraft +3, Spot +2, Survival +10, Swim +13, Tumble +4; Close Quarter-Fighting, Combat Expertise, Improved Trip, Iron Will, Multiattack.

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

Spell-like Abilities (Sp): 3/day – *darkness*, 1/day – *desecrate*, *unholy blight* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Possessions: Masterwork heavy flail, dagger, 6x javelins, +1 *chain shirt*, *cloak of resistance* +1, platinum ring (50 gp), 2x tanglefoot bags.

Tchek: Male lizardfolk Clr5; CR 5; Medium Humanoid (Reptilian); HD 7d8+21; hp 59; Init +5; Spd 30 ft.; AC 23 (touch 11, flat-footed 22); Base Atk +4; Grp +6; Atk +7 melee (1d6+2, masterwork club) or +6 melee (1d4+2, claw) or +5 ranged (1d6+2, javelin); Full Atk +7 melee (1d6+2, masterwork club) and +4 melee (1d4+1, bite), or +6/+6 melee (1d4+2, claw) and +4 melee (1d4+1, bite), or +5 ranged (1d6+1, javelin); SA Rebuke plants 2/day, rebuke undead 2/day, spontaneous Inflict; SQ Hold breath; AL NE; Save Fort +8, Ref +6, Will +7; Str 14, Dex 12, Con 16, Int 8, Wis 15, Cha 8.

Skills and Feats: Balance +4, Concentration +10, Jump +6, Knowledge (religion) +0, Swim +4; Improved Initiative, Multiattack, Skill Focus (Concentration).

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

Spells Prepared (5/5/4/2; Base DC = 12 + spell level): 0–*cure minor wounds* (2), *detect poison*, *light*, *mending*, 1st–*bless*, *cure light wounds* (2), *entangle**, *shield of faith*, 2nd–*barkskin**, *cure moderate wounds*, *resist energy*, *shield other*, 3rd–*dominate animal**, *magic circle against good*.

* Domain spell. *Domains:* Animal (1/day *speak with animals*); Plant (Rebuke Plants 2/day).

Possessions: Masterwork club, dagger, 6x javelins, masterwork chain shirt, +1 *heavy wooden shield*, spellcomponent pouch, wooden holy symbol of Semuanya, platinum ring (50 gp), *cloak of resistance* +1, *scroll of lesser restoration*, *scroll of remove fear*, *scroll of remove paralysis*, *wand of cure light wounds*.

King's Guard (1 or 2): Male lizardfolk Bbn5; Medium Humanoid (Reptilian); CR 6; HD 2d8+5d12+21; hp 69; Init +1; Spd 40 ft.; AC 20 (touch 11, flat-footed 19); Base Atk +6; Grp +9; Atk +11 melee (1d10+4, masterwork greatclub) or +9 melee (1d4+3, claw) or +7 ranged (1d6+3, javelin); Full Atk +11/+6 melee (1d10+4, masterwork greatclub) and +7 melee (1d4+1, bite), or +9/+9 melee (1d4+3, claw) and +7 melee (1d4+1, bite), or +7 ranged (1d6+3, javelin); SA Rage 2/day; SQ Hold breath, trap sense +1, improved uncanny dodge; AL N; Save Fort +7, Ref +5, Will +4; Str 17, Dex 12, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +9, Jump +6, Listen +6, Survival +6, Swim +10; Iron Will, Multiattack, Weapon Focus (greatclub).

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

Possessions: Masterwork greatclub, dagger, 6x javelins, masterwork chain shirt, *potion of cure light wounds*, 2x tanglefoot bag, thunderstone.

Encounter 8: The First Test

Lastra: Female human (Suel) Clr7; CR 7; Medium Humanoid (human); HD 7d8+7; hp 45; Init +4; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Base Atk +5; Grp +6; Atk +8 melee (1d10+1/x3, masterwork glaive) or +6 missile (1d8/19-20/x2, masterwork light crossbow); Full Atk +8 melee (1d10+1/x3, masterwork glaive) or +6 missile (1d8/19-20/x2, masterwork light crossbow); SA Rebuke undead 3/day, spontaneous inflict; AL LE; Save Fort +7, Ref +3, Will +9; Str 12, Dex 10, Con 12, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +14, Diplomacy +5, Heal +5, Knowledge (religion) +5, Knowledge (nature) +5, Spellcraft +2, Survival +5; Improved Initiative, Martial Weapon Proficiency (glaive), Scribe Scroll, Skill Focus (concentration), Spell Focus (Enchantment), Weapon Focus (glaive).

Spells Prepared (6/6/5/4/2; Base DC = 13 + spell level): 0—*detect magic* (2), *detect poison* (2), *light mending*, 1st—*calm animals*^{*Ψ}, *command* (2)^Ψ, *cure light wounds*, *shield of faith* (2); 2nd—*cure moderate wounds*, *hold person*^Ψ, *resist energy* (2), *spiritual weapon*^{*}, 3rd—*cure serious wounds*, *dispel magic*, *dominate animal*^{*Ψ}, *water walk*, 4th—*control water*, *divine power*^{*}.

* Domain spell. *Domains:* Animal (1/day *speak with animals*); War (bonus feat: martial weapon proficiency and weapon focus (glaive)).

Ψ Due to Spell Focus (Enchantment) the DC for these spells is 14 + spell level.

Possessions: Masterwork glaive, cold iron dagger, morningstar, masterwork light crossbow, 20 bolts, +1 *full plate*, *cloak of protection* +1, *pearl of power* (1st level), wooden holy symbol Wastri, spell component pouch, *potion of remove blindness/deafness*, *scroll of remove fear*, *scroll of remove paralysis*.

Bullywug Ragers (2): Male ferral bullywugs Bbn2; CR 3; Medium Monstrous Humanoid (Aquatic); HD 2d12+10; hp 29; Init +1; Spd 30 ft. swim 30 ft.; AC 21 (touch 11, flat-footed 20); Base Atk +2; Grp +6; Atk +6 melee (1d8+4, claw) or +7 melee (1d12+6/x3, masterwork great axe) or +4 ranged (1d8/x3,

masterwork composite longbow); Full Atk +6/+6 melee (1d8+4, claw) or +7 melee (1d12+6/x3, masterwork great axe) or +4 ranged (1d8/x3, masterwork composite longbow); SA Improved grab; SQ Darkvision 60 ft., fast healing 2, marsh move, rage 1/day, uncanny dodge; AL NE; SAVE Fort +8, Ref +1, Will +1; Str 18, Dex 12, Con 20, Int 4, Wis 12, Cha 6.

Skills and Feats: Swim +10, Survival +6; Power Attack.

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

Improved Grab (Ex): If a feral creature hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Each successful grapple check it makes during successive rounds automatically deals claw damage.

Possessions: Masterwork great axe, masterwork composite longbow, 20 arrows, masterwork chain shirt, 2x tanglefoot bags, 2x *potion of cure light wounds*.

Appendix 3: APL 8

Encounter 1: Ambush

Bullywug Raiders (8): Male bullywug Rgr1/Bbn1; CR 2; Medium Size Humanoid (aquatic); HD 1d8+1d12+10; hp 25; Init +5; Spd 30 ft., swim 30 ft.; AC 18 (touch 10, flat-footed 18); Base Atk +2; Grp +5; Atk +5 melee (1d8+3/x3, battleaxe) or +3 thrown (1d6+3, javelin); Full Atk +5 melee (1d8+3/x3, battleaxe) or +3 thrown (1d6+3, javelin); SA Favored enemy (elf: +2); SQ Marsh move, rage 1/day, wild empathy; AL CE; SV Fort +9, Ref +3, Will -1; Str 16, Dex 12, Con 20, Int 9, Wis 9, Cha 5.

Skills and Feats: Hide +3 (+9 in marshes), Listen +3, Move Silently +3, Spot +3, Survival +4, Swim +9; Improved Initiative, Track.

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

Possessions: Battleaxe, dagger, 6 javelins, masterwork studded leather, heavy wooden shield, 2 tanglefoot bags.

Encounters 3 to 4: The Lizard King and Allies

Draam: Male half-fiend lizardfolk Ftr2/Bbn2/Warrior of Darkness2; CR 9; Medium Outsider (Native, Reptilian); HD 2d8+4d10+2d12+32; hp 83; Init +1; Spd 40 ft.*; AC 22 (touch 11, flat-footed 21); Base Atk +7; Grp +12; Atk +13 melee (1d10+9/19-20/x2, +1 *heavy flail*) or +12 melee (1d4+5, claw) or +8 ranged (1d6+5, javelin); Full Atk +13 melee (1d10+9/19-20/x2, +1 *heavy flail*) and +10 melee (1d6+2, bite), or +12/+12 melee (1d4+5, claw) and +10 melee (1d6+2, bite), or +8 ranged (1d6+5, javelin); SA Rage 1/day, smite good 1/day (+8 dmg); SQ Darkvision 60 ft., DR 5/magic, hold breath, immunity to poison, resistance to acid/cold/electricity/fire 10, spell-like abilities, SR 18, uncanny dodge; AL NE; Save Fort +14, Ref +5, Will +7; Str 21, Dex 12, Con 18, Int 13, Wis 12, Cha 14.

* Unlike regular half-fiends Draam does not have wings.

Skills and Feats: Balance +9, Bluff +7, Craft (Alchemy) +4, Diplomacy +4, Jump +13 (+19 when making a running jump), Knowledge (arcane) +4, Knowledge (religion) +2, Listen +5, Speak Languages (Ancient Sueloise, Common, Draconic, Infernal), Spellcraft +4, Spot +2, Survival +10, Swim +15, Tumble +4; Blind-Fight, Close Quarter-Fighting, Combat Expertise, Improved Trip, Iron Will, Multiattack.

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

Spell-like Abilities (Sp): 3/day – *darkness, poison* (DC 16); 1/day – *desecrate, unholy blight* (DC 16). Caster level 8th. The save DCs are Charisma-based.

Black Magic Oil (Su): Dweller in Darkness (bonus: Blind-Fight Feat).

Darkling Weapon (Su): With 3 rounds of preparation (involving rituals and alchemical substances that cost 50 gp), a warrior of darkness can imbue any weapon with a +1 enhancement bonus on attack and damage rolls. If the weapon already has an enhancement bonus, the warrior of darkness can instead imbue the weapon with any magic special quality that is the equivalent of a +1 bonus. The bonus or special quality only functions when the weapon is in the hands of the warrior of darkness, and it lasts 1 hour per warrior of darkness level. The warrior can only imbue one special quality in a weapon at a time.

Possessions: +1 *heavy flail*, dagger, 6x javelins, +1 *chain shirt, cloak of resistance* +1, 2x tanglefoot bags, platinum ring (50 gp).

Tchek: Male lizardfolk Clr7; CR 7; Medium Humanoid (Reptilian); HD 9d8+27; hp 75; Init +5; Spd 30 ft.; AC 25 (touch 12, flat-footed 24); Base Atk +6; Grp +8; Atk +9 melee (1d6+2, masterwork club) or +8 melee (1d4+2, claw) or +7 ranged (1d6+2, javelin); Full Atk +9/+4 melee (1d6+2, masterwork club) and +6 melee (1d4+1, bite), or +8/+8 melee (1d4+2, claw) and +6 melee (1d4+1, bite), or +7 ranged (1d6+1, javelin); SA Rebuke plants 2/day, rebuke undead 2/day, spontaneous Inflict; SQ Hold breath; AL NE; Save Fort +9, Ref +7, Will +9; Str 14, Dex 12, Con 16, Int 8, Wis 16, Cha 8.

Skills and Feats: Balance +4, Concentration +12, Jump +6, Knowledge (religion) +0, Swim +4; Improved Initiative, Multiattack, Practiced Spellcaster, Skill Focus (Concentration).

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

Spells Prepared (6/6/5/4/2; Base DC = 13 + spell level): 0–*cure minor wounds* (2), *detect magic, detect poison, light, mending*; 1st–*bless, cure light wounds* (2), *entangle**, *shield of faith* (2); 2nd–*barkskin**, *cure moderate wounds, resist energy* (2), *shield other*; 3rd–*cure serious wounds, dispel magic, dominate animal**,

magic circle against good, 4th–*freedom of movement*, *summon nature's ally IV**.

* Domain spell. *Domains*: Animal (1/day *speak with animals*); Plant (Rebuke Plants 2/day).

Note: Due to the feat Practiced Spellcaster Tchek has an effective 9th CL.

Possessions: Masterwork club, dagger, 6x javelins, +1 *chain shirt*, +1 *heavy wooden shield*, spellcomponent pouch, wooden holy symbol of Semuanya, platinum ring (50 gp), *cloak of resistance* +1, *ring of protection* +1, *scroll of lesser restoration*, *scroll of remove fear*, *scroll of remove paralysis*, *wand of cure light wounds*.

King's Guard (1 or 2): Male lizardfolk Bbn7; Medium Humanoid (Reptilian); CR 8; HD 2d8+7d12+27; hp 89; Init +1; Spd 40 ft.; AC 20 (touch 11, flat-footed 19); Base Atk +8; Grp +12; Atk +14 melee (1d10+6, masterwork greatclub) or +12 melee (1d4+4, claw) or +9 ranged (1d6+4, javelin); Full Atk +14/+9 melee (1d10+6, masterwork greatclub) and +10 melee (1d4+2, bite), or +12/+12 melee (1d4+4, claw) and +10 melee (1d4+2, bite), or +9 ranged (1d6+4, javelin); SA Rage 2/day; SQ DR 2/–, hold breath, trap sense +2, improved uncanny dodge; AL N; Save Fort +8, Ref +6, Will +5; Str 18, Dex 12, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +9, Jump +7, Listen +8, Survival +8, Swim +13; Greater Resilience, Iron Will, Multiattack, Weapon Focus (greatclub).

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

Possessions: Masterwork greatclub, dagger, 6x javelins, masterwork chain shirt, *cloak of the crocodile*, *potion of cure light wounds*, 2x tanglefoot bag, thunderstone.

Encounter 8: The First Test

Lastra: Female human (Suel) Clr9; CR 9; Medium Humanoid (human); HD 9d8+9; hp 57; Init +4; Spd 20 ft.; AC 19 (touch 11, flat-footed 19); Base Atk +6; Grp +7; Atk +9 melee (1d10+1/x3, masterwork glaive) or +7 missile (1d8/19-20/x2, masterwork light crossbow); Full Atk +9/+4 melee (1d10+1/x3, masterwork glaive) or +7 missile (1d8/19-20/x2, masterwork light crossbow); SA Rebuke undead 3/day, spontaneous inflict; AL LE; Save Fort +8, Ref +4, Will +11; Str 12, Dex 10, Con 12, Int 10, Wis 18, Cha 10.

Skills and Feats: Concentration +16, Diplomacy +7, Heal +6, Knowledge (religion) +5, Knowledge (nature) +5, Spellcraft +4, Survival +6; Greater Spell Focus (Enchantment), Improved Initiative, Martial Weapon

Proficiency (glaive), Scribe Scroll, Skill Focus (concentration), Spell Focus (Enchantment), Weapon Focus (glaive).

Spells Prepared (6/6/6/5/4/2; Base DC = 14 + spell level): 0–*detect magic* (2), *detect poison* (2), *light mending*, 1st–*calm animals**^W, *command* (2)^W, *cure light wounds*, *shield of faith* (2); 2nd–*cure moderate wounds*, *hold person*^W, *resist energy* (3), *spiritual weapon**, 3rd–*cure serious wounds*, *dispel magic*, *dominate animal**^W, *invisibility purge*, *water walk*, 4th–*control water*, *divine power**, *freedom of movement* (2); 5th–*flame strike**, *greater command*^W.

* Domain spell. *Domains*: Animal (1/day *speak with animals*); War (bonus feat: martial weapon proficiency and weapon focus (glaive)).

^W Due to Spell Focus (Enchantment) and Greater Spell Focus (Enchantment) the DC for these spells is 16 + spell level.

Possessions: Masterwork glaive, cold iron dagger, morningstar, masterwork light crossbow, 20 bolts, +1 *full plate*, *cloak of protection* +1, *pearl of power* (1st level), wooden holy symbol Wastri, spell component pouch, *potion of remove blindness/deafness*, *scroll of remove fear*, *scroll of remove paralysis*.

Bullywug Ragers (2): Male ferral bullywugs Bbn4; CR 5; Medium Monstrous Humanoid (Aquatic); HD 4d12+20; hp 53; Init +1; Spd 30 ft. swim 30 ft.; AC 22 (touch 11, flat-footed 21); Base Atk +4; Grp +8; Atk +8 melee (1d8+4, claw) or +10 melee (1d12+6/x3, masterwork great axe) or +6 ranged (1d8/x3, masterwork composite longbow); Full Atk +8/+8 melee (1d8+4, claw) or +10 melee (1d12+6/x3, masterwork great axe) or +6 ranged (1d8/x3, masterwork composite longbow); SA Improved grab; SQ Darkvision 60 ft., fast healing 2, marsh move, rage 2/day, trap sense +1, uncanny dodge; AL NE; SAVE Fort +9, Ref +2, Will +2; Str 18, Dex 12, Con 20, Int 4, Wis 12, Cha 6.

Skills and Feats: Swim +10, Survival +8; Power Attack, Weapon Focus (great axe).

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

Improved Grab (Ex): If a feral creature hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Each successful grapple check it makes during successive rounds automatically deals claw damage.

Possessions: Masterwork great axe, masterwork composite longbow, 20 arrows, +1 *chain shirt*, 2x tanglefoot bags, 2x *potion of cure light wounds*.

Appendix 4: APL 10

Encounter 1: Ambush

Bullywug Raiders (8): Male bullywug Rgr2/Bbn2; CR 4; Medium Size Humanoid (aquatic); HD 2d8+2d12+20; hp 47; Init +5; Spd 30 ft., swim 30 ft.; AC 18 (touch 10, flat-footed 18); Base Atk +4; Grp +7; Atk +8 melee (1d8+4/x3, battleaxe) or +5 thrown (1d6+4, javelin); Full Atk +8 melee (1d8+4/x3, battleaxe) or +5 thrown (1d6+4, javelin); SA Favored enemy (elf: +2); SQ Marsh move, rage 1/day, wild empathy; AL CE; SV Fort +11, Ref +4, Will +2; Str 18, Dex 12, Con 20, Int 9, Wis 10, Cha 5.

Skills and Feats: Hide +4 (+10 in marshes), Listen +5, Move Silently +4, Spot +5, Survival +7, Swim +11; Improved Initiative, Iron Will, Rapid Shot, Track.

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

Possessions: Battleaxe, dagger, 6 javelins, masterwork studded leather, heavy wooden shield, 2 tanglefoot bags.

Encounters 3 to 4: The Lizard King and Allies

Draam: Male half-fiend lizardfolk Ftr2/Bbn2/Warrior of Darkness4 CR 11; Medium Outsider (Native, Reptilian); HD 2d8+6d10+2d12+40; hp 103; Init +1; Spd 40 ft.*; AC 26 (touch 11, flat-footed 25); Base Atk +9; Grp +14; Atk +14 melee (1d10+9/17-20/x2, +1 *heavy flail*) or +14 melee (1d4+5, claw) or +10 ranged (1d6+5, javelin); Full Atk +14 melee (1d10+9/17-20/x2, +1 *heavy flail*) and +12 melee (1d6+2, bite), or +14/+13 melee (1d4+5, claw) and +12 melee (1d6+2, bite), or +10 ranged (1d6+5, javelin); SA Rage 1/day, smite good 1/day (+10 dmg); SQ Darkvision 60 ft., DR 5/magic, hold breath, immunity to poison, resistance to acid/cold/electricity/fire 10, spell-like abilities, SR 20, uncanny dodge; AL NE; Save Fort +15, Ref +6, Will +8; Str 21, Dex 12, Con 18, Int 13, Wis 12, Cha 14.

* Unlike regular half-fiends Draam does not have wings.

Skills and Feats: Balance +9, Bluff +7, Concentration +10, Craft (Alchemy) +4, Diplomacy +4, Jump +13 (+19 when making a running jump), Knowledge (arcane) +4, Knowledge (religion) +2, Listen +5, Speak Languages (Ancient Sueloise, Common, Draconic, Infernal), Spellcraft +4, Spot +2, Survival +10, Swim +16, Tumble +5; Blind-Fight, Close Quarter-Fighting, Combat Expertise, Improved Buckler Defense, Improved Critical (heavy flail), Improved Trip, Iron Will, Multiattack.

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

Spell-like Abilities (Sp): 3/day – *darkness*, *poison* (DC 17); 1/day – *desecrate*, *contagion* (DC 15), *unholy blight* (DC 16). Caster level 10th. The save DCs are Charisma-based.

Black Magic Oil (Su): Dweller in Darkness (bonus feat: Blind-Fight Feat) and Ensorcelled Flesh.

Darkling Weapon (Su): With 3 rounds of preparation (involving rituals and alchemical substances that cost 50 gp), a warrior of darkness can imbue any weapon with a +1 enhancement bonus on attack and damage rolls. If the weapon already has an enhancement bonus, the warrior of darkness can instead imbue the weapon with any magic special quality that is the equivalent of a +1 bonus. The bonus or special quality only functions when the weapon is in the hands of the warrior of darkness, and it lasts 1 hour per warrior of darkness level. The warrior can only imbue one special quality in a weapon at a time.

Black Magic Elixir (Su): Violent Knowledge (bonus feat: Improved Critical (heavy flail)).

Possessions: +1 *heavy flail*, dagger, 6x javelins, +1 *chain shirt*, +1 *buckler*, *cloak of resistance* +1, *amulet of natural armor* +1, 2x tanglefoot bags, platinum ring (50 gp).

Tchek: Male lizardfolk Clr9; CR 9; Medium Humanoid (Reptilian); HD 11d8+33; hp 91; Init +5; Spd 30 ft.; AC 25 (touch 12, flat-footed 24); Base Atk +7; Grp +9; Atk +10 melee (1d6+2, masterwork club) or +9 melee (1d4+2, claw) or +8 ranged (1d6+2, javelin); Full Atk +10/+5 melee (1d6+2, masterwork club) and +7 melee (1d4+1, bite), or +9/+9 melee (1d4+2, claw) and +7 melee (1d4+1, bite), or +8 ranged (1d6+1, javelin); SA Rebuke plants 2/day, rebuke undead 2/day, spontaneous Inflict; SQ Hold breath; AL NE; Save Fort +10, Ref +8, Will +11; Str 14, Dex 12, Con 16, Int 8, Wis 18, Cha 8.

Skills and Feats: Balance +4, Concentration +14, Jump +6, Knowledge (religion) +0, Swim +4; Improved Initiative, Multiattack, Practiced Spellcaster, Skill Focus (Concentration).

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

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

poison, light, mending, 1st-bless, cure light wounds (2), entangle, shield of faith (2); 2nd-barkskin*, bull's strength, cure moderate wounds, resist energy (2), shield other, 3rd-cure serious wounds, dispel magic, dominate animal*, invisibility purge, magic circle against good, 4th-cure critical, freedom of movement, spell immunity, summon nature's ally IV*, 5th-greater command, wall of thorns*.*

* Domain spell. *Domains:* Animal (1/day *speak with animals*); Plant (Rebuke Plants 2/day).

Note: Due to the feat Practiced Spellcaster Tchek has an effective 11th CL.

Possessions: Masterwork club, dagger, 6x javelins, +1 *chain shirt*, +1 *heavy wooden shield*, spellcomponent pouch, wooden holy symbol of Semuanya, platinum ring (50 gp), *peripart of wisdom* +2, *cloak of resistance* +1, *ring of protection* +1, *scroll of lesser restoration*, *scroll of remove fear*, *scroll of remove paralysis*, *wand of cure light wounds*.

King's Guard (1 or 2): Male lizardfolk Bbn9; Medium Humanoid (Reptilian); CR 10; HD 2d8+9d12+33; hp 109; Init +1; Spd 40 ft.; AC 22 (touch 11, flat-footed 21); Base Atk +10; Grp +14; Atk +16 melee (1d10+6, masterwork greatclub) or +14 melee (1d4+4, claw) or +11 ranged (1d6+4, javelin); Full Atk +16/+11 melee (1d10+6, masterwork greatclub) and +12 melee (1d4+2, bite), or +14/+14 melee (1d4+4, claw) and +12 melee (1d4+2, bite), or +11 ranged (1d6+4, javelin); SA Rage 3/day; SQ DR 2/–, hold breath, trap sense +3, improved uncanny dodge; AL N; Save Fort +9, Ref +7, Will +6; Str 18, Dex 12, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +9, Jump +7, Listen +10, Survival +10, Swim +15; Greater Resilience, Iron Will, Multiattack, Weapon Focus (greatclub).

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

Possessions: Masterwork greatclub, dagger, 6x javelins, +1 *chain shirt*, *amulet of natural armor* +1, *cloak of the crocodile*, *stone of alarm* or *ring of sustenance*, *potion of cure light wounds*, 2x tanglefoot bag, thunderstone.

Encounter 8: The First Test

Lastra: Female human (Suel) Clr11; CR 11; Medium Humanoid (human); HD 11d8+11; hp 69; Init +4; Spd 30 ft.; AC 20 (touch 11, flat-footed 20); Base Atk +8; Grp +9; Atk +11 melee (1d10+1/x3, masterwork glaive) or +9 missile (1d8/19-20/x2, masterwork light crossbow); Full Atk +11/+6 melee (1d10+1/x3, masterwork glaive) or +9 missile (1d8/19-20/x2, masterwork light

crossbow); SA Rebuke undead 3/day, spontaneous inflict; AL LE; Save Fort +9, Ref +4, Will +13; Str 12, Dex 10, Con 12, Int 10, Wis 20, Cha 10.

Skills and Feats: Concentration +18, Diplomacy +9, Heal +7, Knowledge (religion) +5, Knowledge (nature) +5, Spellcraft +6, Survival +6; Greater Spell Focus (Enchantment), Improved Initiative, Martial Weapon Proficiency (glaive), Scribe Scroll, Skill Focus (concentration), Spell Focus (Enchantment), Weapon Focus (glaive).

Spells Prepared (6/7/6/6/5/4/2; Base DC = 14 + spell level): 0–*detect magic* (2), *detect poison* (2), *light, mending*, 1st–*bless, calm animals**, *command* (2)^ψ, *cure light wounds, shield of faith* (2); 2nd–*cure moderate wounds, hold person**, *resist energy* (3), *spiritual weapon**, 3rd–*cure serious wounds, dispel magic, dominate animal**, *invisibility purge, protection from good, water walk*, 4th–*control water, divine power**, *freedom of movement* (2), *greater magic weapon*, 5th–*dispel good, flame strike*, greater command**, *righteous might*, 6th–*blade barrier*, heroes feast*.

* Domain spell. *Domains:* Animal (1/day *speak with animals*); War (bonus feat: martial weapon proficiency and weapon focus (glaive)).

ψ Due to Spell Focus (Enchantment) and Greater Spell Focus (Enchantment) the DC for these spells is 16 + spell level.

Possessions: Masterwork glaive, cold iron dagger, morningstar, masterwork light crossbow, 20 bolts, +2 *full plate, boots of striding and springing, cloak of protection* +1, *pearl of power* (1st level), *peripart of wisdom* +2, wooden holy symbol Wastri, spell component pouch, *potion of remove blindness/deafness*, *scroll of remove fear*, *scroll of remove paralysis*.

Bullywug Ragers (2): Male ferral bullywugs Bbn6; CR 7; Medium Monstrous Humanoid (Aquatic); HD 6d12+30; hp 77; Init +2; Spd 30 ft. swim 30 ft.; AC 24 (touch 12, flat-footed 22); Base Atk +6; Grp +11; Atk +11 melee (1d8+5, claw) or +13 melee (1d12+7/x3, masterwork great axe) or +9 ranged (1d8/x3, masterwork composite longbow); Full Atk +11/+11 melee (1d8+5, claw) or +13/+8 melee (1d12+7/x3, masterwork great axe) or +9 ranged (1d8/x3, masterwork composite longbow); SA Improved grab; SQ Darkvision 60 ft., fast healing 2, marsh move, rage 2/day, trap sense +2, improved uncanny dodge; AL NE; SAVE Fort +10, Ref +4, Will +3; Str 20, Dex 14, Con 20, Int 4, Wis 12, Cha 6.

Skills and Feats: Swim +11, Survival +10; Power Attack, Weapon Focus (great axe).

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

Improved Grab (Ex): If a feral creature hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Each successful grapple check it makes during successive rounds automatically deals claw damage.

Possessions: Masterwork great axe, masterwork composite longbow, 20 arrows, +1 *chain shirt*, *amulet of natural armor* +1, 2x tanglefoot bags, 2x *potion of cure light wounds*.

Appendix 5: Jaleng and Kahn

Jaleng: Female lizardfolk Brd2; CR 2; Humanoid (reptilian); HD 2d8+2d6+4; hp 24; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 16); Base Atk +2; Grp +2; Atk +2 melee (1d4, claw); Full Atk +2/+2 melee (1d4, claw) and +0 melee (1d4, bite); SQ Hold breath, bardic music (counter song, fascinate, inspire courage +1), bardic knowledge; AL N; SV Fort +3, Ref +7, Will +3; Str 10, Dex 12, Con 13, Int 12, Wis 10, Cha 16.

Skills and Feats: Balance +10, Diplomacy +7, Jump +9, Knowledge (nature) +3, Perform (Oratory) +9, Speak Languages (Bullywug, Common, Draconic), Swim +9; Great Fortitude, Multiattack.

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

Spells Known (3/1; Base DC = 13 + spell level): 0—*dancing lights, ghost sound, mending, message, prestidigitation*, 1st—*cure light wounds, remove fear*.

Possessions: None.

Kahn: Male lizardfolk Bbn4; CR 5; Medium Humanoid (Reptilian); HD 2d8+4d12+18; hp 56; Init +1; Spd 40 ft.; AC 19 (touch 11, flat-footed 18); Base Atk +5; Grp +9; Atk +10 melee (1d12+7/20/x3, +1 *greataxe*) or +5 melee (1d4+4, claw); Full Atk +10 melee (1d12+7/20/x3, +1 *greataxe*) and +7 melee (1d4+2, bite) OR +9/+9 melee (1d4+4, claw) and +7 (1d4+2, bite) OR +5 ranged (1d6+4, javelin); Space/Reach 5 ft./5 ft.; SA Rage 2/day; SQ Hold breath, uncanny dodge, trap sense +1; AL N; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +8, Jump +10, Listen +3, Speak Language (Common, Draconic), Survival +10, Swim +10; Multiattack, Power Attack, Track.

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

Possessions: +1 *greataxe*, dagger, 5x javelins, masterwork studded leather.

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, this will either be given at the proper scene or in another appendix.

Description

The Vast Swamp as a whole is hot, humid, wet and teeming with life. Large parts of the swamp are impassable 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 listening 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 more rare 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' of mud under 2' water for a total depth of 3 foot.

Also, if any traveller 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 travellers 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 olven inhabitation, it is still considered the 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 chose 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 particular 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 common of all are

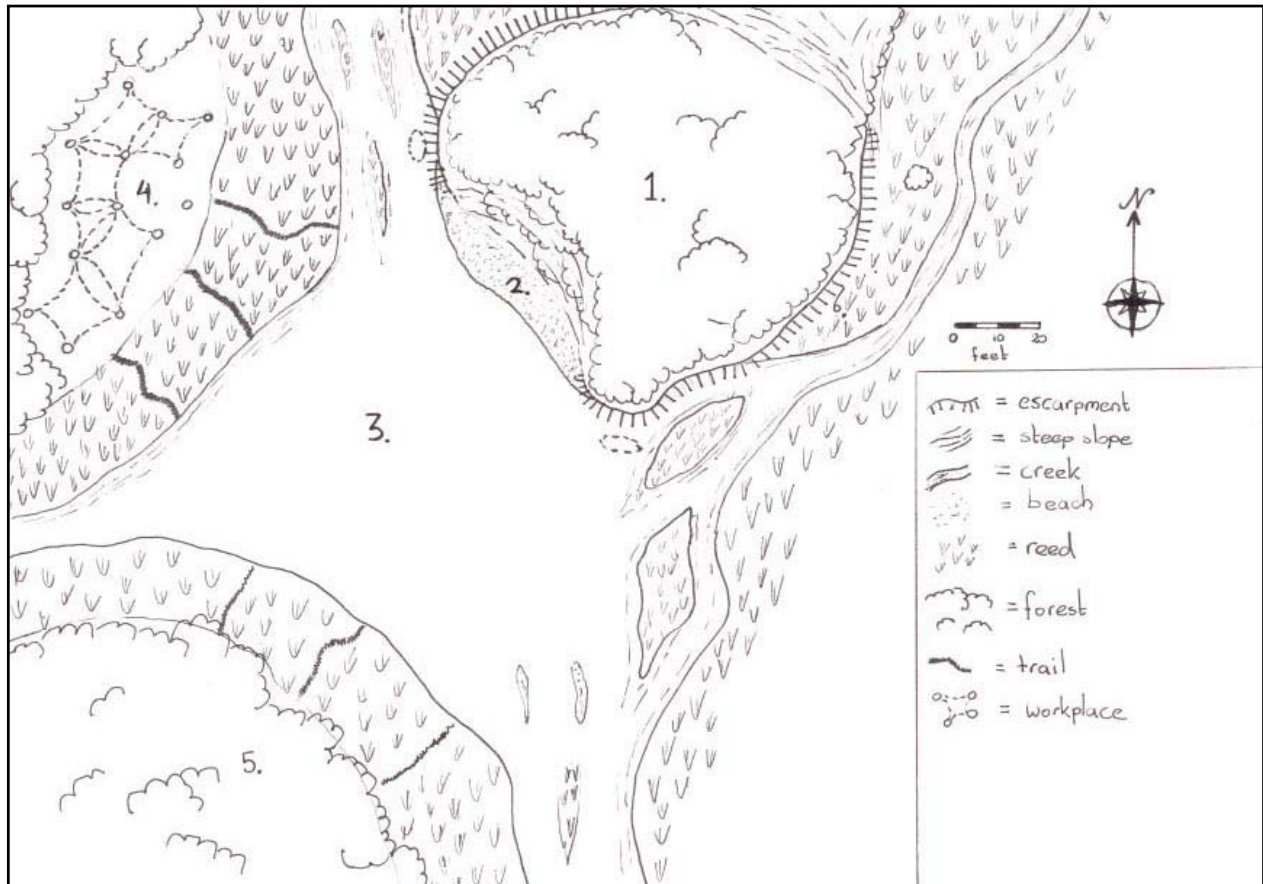
corporeal undead: hungry ghouls and fearsome bog-mummies – all that remains of unwary travellers who drowned far from home and civilisation. With the undead comes those who study them and the energy that empowers these vile creatures: necromancers and clerics of deities of death, decay and magic. Sometime 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 Chtaan 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 Chtaan 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 than one knee). Hence, running or charging requires a balance check DC 14. More rules on running encounters in swamps and in deeper water can be found in the DMG at page 88 and 92. Drowning rules can be found at the end of the DMG at page 304.

Appendix 7: The Village of the Ashgirloch Clan



👑 Fragment (thorp): Conventional; AL N; 40 gp* limit; Assets 120 gp*; Population 61; Isolated (Lizardfolk 51, kobold 10).

* Note that the lizardfolk do not use coins. All trade is done through barter. They also do not have any metallic items available for trade unless stated otherwise in the adventure.

Authority Figures: Draam, male half-fiend lizardfolk (clan-leader); Kahn, male lizardfolk (hunter of the clan); Jaleng, female lizardfolk (loremaster); Dtan, male lizardfolk (shaman); Tchek, male lizardfolk (pupil Dtan).

The lizardfolk of the Vast Swamp, collectively known as the Chtaan, usually are a nomadic people. They travel from one spot to another depending on the seasons, seeking higher ground to the north in the rain season and where the most food can be gathered and hunted. There are a few semi-permanent settlements located in areas that are particular well suited for habitation throughout the season or hold religious significance to the lizardfolk (and often both are the same). The clans that control and inhabit these sites tend to hold more influence and respect among the Chtaan. Though even these lizardfolk do not stay in these areas permanently. Their nomadic existence is too ingrained in their blood.

Fragmont is one of these villages, and the Asgirloch Clan inhabits it. Loosely translated in common, Fragmont means Knoll of Ruins. As the name suggests, center of the thorp forms a low, steep sloped hill with the ruins of some kind of stone building on top of it. Hardly anything of these ruins remains, and what remains consists mainly of piles of overgrown rubble. The lizardfolk believe one of their heroes, a servant of their deity Semuanya, sacrificed himself here for the good of the Chtaan in a battle against a powerful fiend summoned by the Frog God and that his body was buried here. Of course, it also helps that the region remains dry the whole year round, includes a large shallow pool with a nice sandy beach and more than enough food the whole year round. In the end that is much more important, and unlike most primitive human tribes, the lizardfolk are quite honest and blunt about it.

The region around the knoll is typical for the Vast Swamp, and consists of low hills overgrown with trees and bushes separated from one another by slow flowing murky creeks and large fields of reed. As with all lizardfolk settlements guards are posted on the roads to approach the village and many primitive traps make it very difficult to approach the village unseen. With the possible exception of the working place the village itself is incredibly well hidden. It is not very suited for defense, but in case of an attack the lizardfolk prefer to quickly abandon it, hide and return later when everything is save again.

1. Fragmont

The knoll known as Fragmont by the lizardfolk forms the center of the hamlet. It has very steep slopes that are at parts more like cliffs. The hill is about 50 feet high and it is densely overgrown with bushes, trees and vines. Hidden in this mass of plants lie the remains of some ancient building. There is nothing of any value, and the lizardfolk kill or chase away anybody found digging in the hill. They have no objections to people walking around over the hill, though they do not understand why somebody would want to crawl through the bushes or is interested in the origins of the ruins.

Invisible from the outside, the cellars from those ancient ruins are still relatively intact. The sole way to reach them is through two flooded corridors dug by the lizardfolk. The entrances lay underwater and are marked on the map by the oval dotted lines. In the past the lizardfolk only entered the area, now Draam has

selected it as his living quarters and throne room, showing the taint of his fiendish blood.

2. Speaking Strand

This beach at the feet of the knoll is rather peculiar since it is not muddy like most of the swamp, but consists of sand and scree. Most of the time the lizardfolk use it to bask in the sun, but in case of a clan meeting the speakers tend to step on the slope directly behind the beach, hence the name.

3. Fragmont Pool

This large shallow pool is nothing extraordinary in the Vast Swamp. Its water is murky, and because it is rather shallow, it is fairly warm. It contains relatively few plants because the lizardfolk keep it open. Lizardfolk like to rest in it. It is also used during clan meetings as some kind of rather wet town square.

4. Workplace

Usually the lizardfolk make what they need in the same area as they live, but in Fragmont they cleared a higher and dryer spot on the bank of the pool. They removed the bushes and weeds, and have woven leaves into makeshift roofs. The area also contains a fireplace for their work such as strengthening the wood for arrow and spearheads. Compared to most human workplaces the area looks rather clean. The lizardfolk are not prone to wasting their resources, even considering doing so sacrilege.

5. Living Area

The lizardfolk do not live in cabins or tents, and in the climate of the Vast Swamp it is not really needed as a protection against the environment. Though in the rain season they do make roofs by weaving leaves together. They also do not need it for privacy. Only their leaders and shamans might have their own living space, separated from the rest by walls woven with willow branches. Draam though lives in Fragmont, so there is only one area for the two shamans of the clan. Like in the workplace there is not much garbage or waste.

Note that the lizardfolk eat their meat raw, if not slightly rotten, and in the Vast Swamp there is no need for the warmth of a fire. With their thick skins they also do not suffer from the attention of various stinging insects. So there are no fireplaces to be found in the area.

6. Fields of the Young

At the feet of this cliff lays a beach like bank right at the border with the reed field. Due to its height it remains dry even in the wettest of seasons, but it is easy to reach the water below from. It is an excellent site for the lizardfolk to place their eggs until they hatch. If there are eggs in the nests, several lizardfolk females constantly guard it. Right now though there are no eggs and it is abandoned.

Appendix 8

New Rules Item

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)

Armor 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: +1

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

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

Most bullywugs encountered outside their homes are warriors; the information in the statistics block is for 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 a 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.

Feral Creature

(Source: *Savage Species*, page 115)

Feral creatures were once civilized but have now sunk into a primitive, barbarous state. Though they are generally found deep in the harsh wilderness, feral creatures occasionally wander into more civilized areas. Some eventually adapts, but most consider "civilization" too confining.

Feral creatures appear larger, tougher, and meaner than their more sophisticated cousins. Their feral nature tends to be obvious from their pronounced fangs and claws. They speak the same languages as the base creatures from which they were derived.

Creating a Feral Creature

"Feral creature" is an inherited template that can be added to any corporeal humanoid or monstrous humanoid (referred to hereafter as the base creature). A feral creature has all the base creature's characteristics except as noted here.

Size and Type: Creatures with this template become monstrous humanoids if they are not already.

Hit Dice: Change to d10.

Speed: Land speed +10 ft., other movement modes unchanged.

AC: +6 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Attacks: A feral creature gains two claw attacks if it did not already have them.

Damage: The base damage for a feral creature's claw attack varies with its size as follows: Fine 1d2, Diminutive 1d3, Tiny 1d4, Small 1d6, Medium 1d8, Large 2d6, Huge 2d8, Gargantuan 4d6, Colossal 4d8. If the base creature already has a claw attack, the feral creature uses the better base damage.

Special Attacks: A feral creature gains additional special attacks depending on its Hit Dice, as shown on the table below. It gains the special attacks indicated in the row corresponding to its monster Hit Dice, plus all those in previous rows. If the base creature possesses a duplicate ability, the feral creature uses whichever version of the ability is better.

Hit Dice	Special Attack
1-3	Improved Grab
4-7	Pounce

8-11	Rake
12+	Rend

Improved Grab (Ex): If a feral creature hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can rake if it has that ability (see below). Alternatively, it has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the feral creature is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw damage. See the *Monster Manual* for additional rules.

Pounce (Ex): If a feral creature makes a charge, it can follow with a full attack – including rake attacks if the feral creature also has the rake ability (see below).

Rake (Ex): A feral creature that gets a hold can make two rake attacks at its full melee attack bonus with its hind legs. Each successful attack does normal claw damage for that size of feral creature, plus ½ its Strength bonus (rounded down). If the feral creature pounces on an opponent, it can also rake.

Rend (Ex): A feral creature that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals double the appropriate claw damage for that size feral creature, plus double the Strength modifier.

Special Qualities: A feral creature gains additional special qualities depending on its Hit Dice, as shown on the table below. If the base creature possesses a duplicate ability, the feral creature has whichever ability is better.

Hit Dice	Darkvision	Fast Healing
1-3	60 ft.	2
4-7	60 ft.	3
8-11	90 ft.	4
12+	120 ft.	5

Abilities: +4 Str, -2 Dex, +2 Con, -4 Int (minimum 2), +2 Wis.

Climate/Terrain: Any land and underground.

Organization: Solitary, pair, gang (3-5), or tribe (61+).

Challenge Rating: Up to 3 HD, base creature's CR +1; 4 HD to 7 HD, base creature's CR +2; 8-11 HD, base creature's CR +3; 12+ HD, base creature's CR +4.

Treasure: 50% coins, standard goods and items, no scrolls.

Level Adjustment: +1

Feral Characters

Feral characters with class levels usually have levels of barbarian, and barbarian is their preferred class. Some multi-class to cleric, druid, or ranger. Few ever become bards, paladins, wizards, or sorcerers.

Warrior of Darkness

(Source: *Book of Vile Darkness*, page 75)

The warrior of darkness, sometimes called the dark knight, is a practitioner of black magic. He studies the dark arts and learns the terrible secrets involved with evil rituals and spells. However, he does not cast spells himself. Instead, he uses his arcane knowledge to make himself a more formidable combatant.

Evil fighters, often those with a few levels of wizard or sorcerer, sometimes become warriors of darkness. Less frequently, warriors of darkness come from the ranks of single-classed wizards, sorcerers, or bards, rangers, and even clerics. Warriors of darkness often keep to themselves, although they sometimes ally themselves with evil sorcerers or wizards.

Other times, they employ small groups of evil humanoids such as orcs, gnolls, and bugbears to aid them and guard their dark sanctums. They dream of power and conquest through violence and bloodshed. A warrior of darkness is not usually subtle, nor is he barbaric. Instead, he is a chilling compromise of physical might and intelligent sophistication.

Hit Die: d10.

Requirements

To qualify to become a warrior of darkness, a character must fulfil all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +5.

Skills: Craft (alchemy) 3 ranks, Knowledge (arcana) 3 ranks, Speak Language (Abyssal) or Speak Language (Infernal), Spellcraft 1 rank.

Feats: Iron Will.

Special: The character must endure a week of painful and scarring black magic rituals performed in solitude, the secrets of which takes months to study and research successfully.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+2	Black Magic Oil
2 nd	+2	+3	+0	+3	Darkling weapon
3 rd	+3	+3	+1	+3	Black magic elixir
4 th	+4	+4	+1	+4	Black Magic Oil

5 th	+5	+4	+1	+4	Scarred Flesh
6 th	+6	+5	+2	+5	Black magic elixir
7 th	+7	+5	+2	+5	Black Magic Oil
8 th	+8	+6	+2	+6	Repellent flesh
9 th	+9	+6	+3	+6	Black magic elixir
10 th	+10	+7	+3	+7	Black Magic Oil

Class Skills

The warrior of darkness's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (alchemy) (Int), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Move Silently (Dex), Ride (Dex), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier

Class Features

All the following are class features of the warrior of darkness prestige class.

Weapon and Armor Proficiency: A warrior of darkness is proficient with all simple and martial weapons, with all types of armor, and with shields.

Black Magic Oil (Su): A warrior of darkness can use his forbidden arcane arts to create a magic oil that he anoints himself with. An individual warrior of darkness makes oil that works only on him, and he can only make one dose of the oil each time this class feature is gained (at 1st, 4th, 7th, and 10th level).

Class Level +

Cha Modifier Ability/Effect

2 or lower	Dweller in darkness; character gains the Blind-Fight feat.
3–4	Demonic celerity; character gains the Combat Reflexes feat.
5–6	Ensorcelled flesh; a character's natural armor bonus improves by +1.
7–8	Hellpower; character gains +1 inherent bonus to Str, Con, Dex.
9	Rapid step; character gains inherent +10 ft. bonus to speed.
10	Unholy strike; character gains the ability to deal +2d6 damage against good creatures 3/day.
11 or higher	Malign fury; character can take a full attack action in conjunction with a move or move-equivalent action, usable 3 rounds per day.

When he attains an appropriate level, the warrior of darkness creates a new black magic oil and anoints

himself with it. He then chooses from the above list of supernatural abilities to imbue within himself permanently, picking a choice available to him based on his class level and Charisma modifier (the highest-numbered choice possible, or any lower one). A warrior of darkness cannot choose an ability more than once.

Darkling Weapon (Su): With 3 rounds of preparation (involving rituals and alchemical substances that cost 50 gp), a warrior of darkness can imbue any weapon with a +1 enhancement bonus on attack and damage rolls. If the weapon already had an enhancement bonus, the warrior of special quality that is the equivalent of a +1 bonus (see Chapter 8 of the *Dungeon Master's Guide* for a list of weapon qualities). The bonus or special quality only functions when the weapon is in the hands of the warrior of darkness, and it lasts 1 hour per warrior of darkness level. The warrior can imbue only one special quality in a weapon at a time.

Black Magic Elixir (Su): At 3rd level, a warrior of darkness can use his knowledge of black magic and alchemy to create a magical elixir that he then imbibes. An individual warrior of darkness makes elixir that works only on him, and he can only make one dose of the elixir each time this class feature is gained (at 3rd, 6th, and 9th level).

When he creates an elixir, the warrior of darkness chooses from the following list of supernatural abilities to imbue within himself permanently, picking a choice available to him based on his class level and Charisma modifier. No ability other than violent knowledge may be chosen more than once.

Class Level + Cha Modifier	Ability/Effect
3 or lower	Violent knowledge; a character gains a bonus feat from list below.
4–6	Aura of evil; character gains +1 deflection bonus to Armor Class.
7–8	Inner hellpower; character gains +1 inherent bonus to Int, Wis, or Cha.
9	Dark senses; character gains the termorsense ability (can sense location of anything within 60 feet that is in contact with the ground).
10 or higher	Demonic wings; character can use the spell <i>demon wings</i> 1/day cast at the character's warrior of darkness level.

Violent Knowledge Feat List: Combat Expertise, Cleave, Deflect Arrows, Dodge, Exotic Weapon Proficiency, Far Shot, Great Cleave, Improved Bull Rush, Improved Critical*, Improved Disarm, Improved Initiative, Improved Sunder, Improved Trip, Improved

Two-Weapon Fighting, Improved Unarmed Strike, Mobility, Mounted Archery, Mounted Combat, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Ride-By Attack, Shot on the Run, Spirited Charge, Spring Attack, Stunning Fist, Trample, Two-Weapon Fighting, Weapon Finesse, Weapon Focus*, Weapon Specialization*, Whirlwind Attack.

A character can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. Characters still must meet all prerequisites for a feat, including ability scores and base attack bonus (see Chapter 5 of the *Player's Handbook* for description of feats and their prerequisites).

Scarred Flesh (Su): Through ritual scarification, a 5th-level warrior of darkness gains damage reduction 5/good.

Repellent Flesh (Su): Through ritual, obscene, tattooing an 8th-level warrior of darkness gains spell resistance 20.

Feats

Improved Buckler Defense

(Source: *Complete Warrior*, page 100)

You can attack with an off-hand weapon while retaining a buckler's shield bonus to your Armor Class.

Prerequisite: Shield Proficiency.

Benefit: When you attack with a weapon in your off-hand, you may still apply your buckler's shield bonus to your Armor Class.

Normal: Without this feat, a character wielding a buckler who attacks with an off-hand weapon loses the buckler's shield bonus to AC until his or her next turn.

Special: A fighter may select Prone Attack as one of his fighter bonus feats.

Practiced Spellcaster [General]

(Source: *Complete Divine*, page 82)

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus.

For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his cleric caster level from 5th to 8th (since has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) much choose which class gains the feat's effect.

This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who has selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

New Magical Items

Cloak of the Crocodile

(Source: this adventure)

This cloak appears to be made of leather until the wearer enters a body of water big enough to swim in, in a warm climate. At that time the *cloak of the crocodile* adheres to the individual, and he looks nearly identical to a crocodile. He gains a +4 natural armor bonus, the ability to hold one's breathe for 4x Constitution score in rounds, and a swim speed of 30 feet (with all according bonuses), like a real crocodile.

Although the cloak does not enable the wearer to bite opponents as a crocodile does, it does have a tail that can be used to strike at opponents in the water, dealing 1d12 points of damage. This attack can be used in addition to any other attack the character has, using his base attack bonus. It is considered a natural weapon, **without any strength bonus** on both attack and damage. The wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

Moderate transmutation; CL 9th; Craft Wondrous Item, *polymorph, water breathing*; Price 7,200 gp; Weight 1 lb.

DM Aid 1: Map Lizard King's Lair

