

# Save Our Souls Round 1

## A Two-Round Dungeons & Dragons® Living Greyhawk™ Sunndi Regional Special

Version 0.1

by Pieter Sleijpen, M. Sean Molley, and Krishna Simonse

Circle Reviewers: –

Reviewers:

Playtesters:

The war of steel is done, but the war of minds is not yet won. Many souls are in peril, kept away from our truth, to be subject to the lies of the hopping prophet. This must end. This can end. With your help our values shall prevail. A two-round Sunndi regional special set in the Vast Swamp for characters level 2-15 (APLs 4-16).

Resources for this adventure [and the authors of those works] include [title \[author\]](#), [title \[author\]](#), *Fiendish Codex II* [R. D. Laws, R.J. Schwalb], *Spell Compendium* [varies], and *SND6-02S Muddled Future* [Pieter Sleijpen and Krishna Simonse].

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

## PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

## LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

## TIME UNITS AND UPKEEP

This is the first round of a 2-round Sunndi regional special set in the Vast Swamp. Characters native to Sunndi pay 2 TUs. All other characters pay 4 TUs.

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 retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). PCs may Take 10 on this roll.

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

## PREPARATION FOR PLAY

Check whether PCs played *ESA6-02S Muddied Future* since these PCs have visited the fortified monastery that takes central stage in round 1 before.

**Delft:** Encounter 1, 2 and 3

**Groningen:** Encounter 4, 5 and 6.

Each encounter in this is a complete round for one or more tables, except Encounter 7 which takes place for all tables. In case there is an unexpected change in table composition it is certainly possible to switch encounters to different areas although in that case helping each other becomes impossible.

The second round of the interactive is detailed in a different document. It is set in Hell.

## FIELD PROMOTION

Like in the previous interactive, PCs who are part of the Sunndian Army have a chance for a field promotion both at the start and the end of the interactive. In this case they can ignore the minimum served requirements of the higher ranks within the army. They still need to fulfill any other requirements such as required promotion points and skill ranks. Make sure your players are aware of this before the game starts since it has a minor impact during the battle interactive itself.

## OFFICERS IN THE SUNNDIAN ARMY

Any character with a rank higher than private within a Sunndian military meta-organization has a commander rating. These apply to the following organizations: the Barakadar, the Burrowers, Bren's Men, the Grey Scouts, Knight of the Realm [all ranks], the Royal Warders and the Sunndi Army. Due to the military nature of this mission these character's specialized training helps immensely. Such a character has a commander rating as detailed below.

Commander Rating	Equivalent Rank
0	Private
1	Corporal
2	Sergeant
3	Lieutenant
4	Captain

During the first round of the adventure each commander has a commander aura that affects allies within 30 feet of the commander that have an Intelligence score of 3 or higher. Allow PCs to make a selection from DM's Aid 1 at the start of the battle. This aura cannot be changed during the adventure.

## NEW RULE ITEMS

Core adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

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## ADVENTURE BACKGROUND

Late in 594 CY the bullywugs and Wastrians of the Vast Swamp invaded Sunndi. Their first attacks seemed to focus on Stalward, but this quickly proved to be a distraction from their true goal.

The war started for real early in 595 CY when a huge force of bullywugs, devils, humans and undead assaulted Corul and its capital Calgen. Due to the actions of a group of Sunndi heroes, the attack was not entirely unexpected, but the brutality and strength was. All the Sunndian forces could do was to slow down the assault to allow as many people to retreat into safer territory. Luckily for the Sunndian people the army proved to be highly effective in great part due to their effective use of small groups of adventurers who lead the troops. Still, things looked bleak.

Soon after, the onslaught came to a grinding halt with Corul being overrun and Eyedrin and Nondrin under almost permanent siege. The reprieve came unexpected. Whatever the reason, the Sunndian army used the pause to regroup and prepare their defenses at the Star Valley near Pitchfield in the county of Starland. This short break was far from peaceful with both sides trying to hurt one another with variable success. The Wastrians were relatively successful in sowing discord and distrust in the Sunndian Army. Sunndian heroes on the other hand managed to keep the lizardfolk of the Vast Swamp on their side and had some minor successes in disrupting the Wastrian supply lines.

While these minor skirmishes kept going on for some, it inevitably resulted in one final battle for control over Pitchfield. With the aid of adventurers, Perrenland mercenaries and the Ahlissans the Wastrians were defeated late in CY 597, but at a great cost in lives and goods. Now that the Sunndians are finally returning to their homes, they have started to realize that many are missing. Most likely died, or chose to remain at their new homes, but others have been taken by the Wastrians for reeducation at various monasteries in the Vast Swamp. King Kestor cannot allow his subjects to suffer at the hands of the Wastrians, let alone risk them being brainwashed into becoming enemies of the state, so he decided to start a rescue operation.

The biggest of these monasteries is familiar to the Sunndians, since they raided it during one of the many skirmishes when the war was at a stalemate. It lies deep in hostile territory, where even the environment poses a threat, so a direct assault to free these prisoners is not an

option. A large group of adventurers with the aid of traveling magic provided by the Wayfarer's Guild might succeed where an army might not. Unlike the previous time, there is no way to use the Guild to return home, so even though the Wastrians are much weakened since that last battle, chances of success are no bigger.

So the call is made, a plea for help from mercenaries and heroes alike to help in this dangerous mission in an attempt to save those captured in the war and by doing so saving the soul of Sunndi.

What the PCs do not know is that the Wastrians are counting on a rescue attempt. First, they set up the fortress in such a way that the PCs are mostly fighting those very same prisoners they set out to rescue. The Wastrians hope to lower the tolerance of the Sunndian citizens for adventurers and the force of chaos they are. Secondly, with the loss of the Bleak Academy as allies, they started looking for other allies and they found them in the form of devils. As a neutral good nation and former member of the Great Kingdom Sunndi is a very tempting target for these devils and they were all too willing to make a deal with the Wastrian leaders. So together they devised a means to transport everybody including the adventurers to Hell. Hopefully many adventurers would die, but above all, it would allow the Wastrians to (a) blame the adventurers for the event and (b) sacrifice themselves to rescue those trapped on Hell.

Only time will tell how the PCs will deal with these unexpected surprises...

## ADVENTURE SUMMARY

**SND8-01S *Save Our Souls*** is a 2-round Sunndi special. The first round is a somewhat traditional battle interactive in which the PCs fight the Wastrians and their assorted allies in an attempt to rescue prisoners of war. For some this is nothing more than a dangerous fight, but others can try to convince the newly converted Wastrians to switch sides. Once the battle is won though the whole fortress and everybody inside is transported to Hell.

The 2<sup>nd</sup> round is about learning what is going on, keeping those inside the fortress safe and return with as many people as possible in tact. It is mostly a role-play part, but no devil allows its prey to escape without a fight.

**Introduction:** While the PCs are spending time in Pitchfield they hear the call for adventurers and mercenaries to help finish up some loose ends of the war.

**Encounter 1 [Tower of the Wasps]:** On a fortified island right next to the fortress stands a tower that gives a perfect view on the surrounding terrain. It is from here that archers and aerial units operate. The PCs have to conquer the tower, but above all destroy the archers and aerial units or else things become much harder for the other forces during the battle.

**Encounter 2 [Barracks of the Misguided]:** A small walled compound is the prison for the humans captured

in Sunndi. After months of brainwashing, they are inclined to agree with the Wastrians, but those still stuck in the barracks are the most resistance. Can those send here to help free the prisoners convince them to rise in rebellion to their captors while being harassed by Wastrian forces?

**Encounter 3 [Abbey of the Faithful]:** The prisoners get their lessons in this small stone building, but the teachers are not nearly as willing to listen as their pupils.

**Encounter 4 [Gates of the Steadfast]:** The gates into the Fortress of the Faithful are heavily defended by fanatical loyal troops. Heroes need to defeat these or risk an attack in the back.

**Encounter 5 [Courtyard of the Rightful Fury]:** A group of prisoners fell victim to the brainwashing and embraced Wastri's faith for the moment. They placed themselves on the courtyard to form a living shield and to show those upstart heroes how wrong they are. Still, their faith and wrath is much less certain when shown the errors of their way either through words or weapons. What neither the PCs nor those facing them know, is that prisons below the courtyard are rigged to collapse and to release some horrifying experiments on all.

**Encounter 6 [Heart of the Teacher]:** The most powerful heroes are sent to deal with the leader of the Wastrians, a general that the PCs have had several opportunities to kill before, but failed to do so every time.

**Encounter 7 [An Unexpected Twist]:** Once the battle is won, something unexpected happens. The fortress and everybody in it is transported to Minaurus (3<sup>rd</sup> layer) in Hell. After a first collision with the local environment (in the form of a lethal hailstorm) the PCs have to decide what to do next.

**Conclusion:** The players get a short break to eat lunch before proceeding with part 2 of the interactive: A Trip to Hell.

## INTRODUCTION

The adventure starts in the in the Palace of Lords, which is the building from which the Congress of Lords rules Sunndi. For a couple of days now, agents of the crown have been gathering adventurers in Pitchfield. The agents did not know what the call was for except that it has to do with some loose ends of the war with the Wastrians. Whether it was the coin promised, orders, curiosity or the chance for glory the PCs have gathered in a small hall to be briefed on the upcoming mission.

*For days agents of the crown have been gathering adventurers. Despite their efforts to keep it secret, news inadvertently leaked and rumors have spread that Sunndi is preparing for one big sweep to clean*

*out the Corul and the Vast Swamp once and for all of the Wastrians and other outlaws. Whether it were these agents, or your superiors, you have all gathered here in this hall at the Palace of Lords to offer your aid in the final strike against the Wastrians. Whatever your reasons, now, after days of waiting, the mission will finally be revealed.*

Allow the players some time to settle down. After a short time, king Kestor, flanked by several soldiers, marches onto the scene to give a short briefing. He allows the PCs to give him the proper greeting, but he does not press the issue if they refuse to bow or salute. Observant PCs might realize with a DC 20 Sense Motive check is not very please about it, but that he has more pressing matters than courtly etiquette.

*"Greetings countrymen and allies," Kestor starts with a loud voice well practiced to give speeches. "Some of you might think the war with the bullywugs is over and won, but this is not so. The war of steel might be done, but the war of minds is not yet won. As some of you might know, the followers of the Hopping Prophet captured many people, soldier and commoner alike, and transported them to their foul monasteries in the Vast Swamp. A few were rescued during their transport by brave adventurers, some of whom might be here. Most were not so lucky, and since their capture they have been suffering in the Prophet's prisons."*

*"If these were ordinary prisons we would have reasons enough to go out and rescue them. Nobody who risked their life and limb for the freedom and ideals of Sunndi can be left behind. It is much worse then that, since not only are they deprived of their freedom, they are being brainwashed by the servants of the Hoping Prophet. They are fed his lies, and even the strongest of will run a risk of submitting if they thought they were abandoned, alone and subjected to both mental and physical torture. We were unable to help them with the war raging, but now we cannot stand back just because helping them might cost us live, limb and gold."*

*"Many souls are in peril, kept away from the truth, to be subject to the lies of the Hopping Prophet. This must end. This can end. With your help our values shall prevail. What do you say?"*

Hopefully the adventures gathered in the room will respond with a resounding yes or something similar. If so, it certainly draws a beaming smile from Kestor's otherwise grim face. If not, Kestor hides any disappointment while giving the PCs the time to ask any questions they might have. The most likely, including their answers, are printed below.

**Where are the prisoners kept?** The prisoners are spread over several different abbeys, but most are kept in

a fortress that is all too familiar to me and perhaps some of you as well. Two years ago adventurers were sent out to kill a group of Wastrian generals. It was in this fortress that they were hiding. The generals were killed, but our forces had to flee when the undead of the Bleak Academy arrived in force. We have maps based on the observations of those adventurers and scouts have proven they are more or less accurate.

***What defenses can we expect?*** We know that bullywugs and human followers of the Hopping Prophet guard the area. We do not know their skill. You could run into veterans of the war, or rookies who missed it because they were too young last year. Of course, even without the alliance with the Bleak Academy you are bound to face undead. The priests of the Hopping Prophet are skilled enough to create their own, and they do not have the morale compunction not to use these resources. In the past they have also used devils, and some of their priests have a way with the animals of the swamp that rivals the skill of the druids of Menowood and Rieuwood. In fact, there is evidence that they might be conducting a ritual to summon a very powerful devil.

***How do we know this?*** Besides the reports during the previous attack, we also send out a group of scouts a couple of weeks ago. We have been receiving reports through animal messengers ever since. We have used the occasional *sending* to verify the messages truly came from them. You can expect these scouts to be near the fortress and to approach you during the fighting. They might be able to give you more up-to-date information. We have no reason to think their position have been compromised, but still, be careful.

***What about former prisoners fighting on the side of the Hopping Prophet?*** Whether because they came to belief the lies of the Hopping Prophet or out of self preservation it is certainly possible some of the prisoners switched sides. Try to keep them alive so that we can reverse the process. We are not monsters, and it is not my intent to kill those we set out to free.

***Why don't we just destroy the keep with a few well-placed spells?*** I am assuming this question is a joke. You are sent out to free prisoners of war after all, not to kill them together with the enemy. I am fine, more than that, with you destroying the keep and everything within, but only *\*after\** you free all Sunndians and get them out safely.

***How do we get there?*** Like last time we have hired the Wayfarer's Guild to transport you into the neighborhood of the fortress with the aid of teleportation magic.

***How do we get back?*** Unlike the last time though, there is no way they can transport you and the freed prisoners back. You will have to walk back through the Vast Swamp, all the while protecting those you freed.

Knowing the skill of some of you, I am sure that poses no problem.

***How will the assault go?*** You will be divided into several small units. After all, that is how you adventurers seem to operate best. Each unit is assigned a particular area where you will start the assault. The individual briefing officers have the details on that area and task. Once that task is finished or has proven to be impossible, it is up to you as a group to decide what to do next. Experience has taught me that there is such a thing as too much planning.

***What if we run into unexpected problems like last time?*** You are highly skilled adventurers. Aren't adventures used to deal with the unexpected? In any event, I doubt it is going to be as hard as last time. The bullywugs have been defeated, many died on the field of battle and during the retreat. So their forces are depleted. Secondly, their alliance with the Bleak Academy is broken. Apparently adventurers ousted the leader that made the alliance and the new leader does not look nearly as favorable upon the Hopping Prophet and its minions.

***How much does it pay?*** I will admit that the question is a bit disappointing, but I understand that through jobs like these you earn a living. First and foremost, you get to keep the loot or a fair price for those items of special value to Sunndi or that have been stolen from its citizens. In addition you get the standard fee for two weeks of dangerous work dependent on your skills. [In other words: 70 gp x APL played]. Of course, if we pay your salary, you need to follow our rules and I expect you to swear loyalty to the Sunndian cause and me at least for as long as this mission lasts.

Of course you also earn recognition in the eye of the crown as well.

***What supplies can we buy?*** You can go out into the city this evening, and the quartermasters will provide you with basic goods such as food, *scrolls of purify food and drink*, clothing and the like. Most of this are for the prisoners since you are expected to provide your own equipment. The Sunndian government is a bit short in cash, and we are able and willing to sell you weapons, armor and other equipment we confiscated from the bullywugs or that you feel is absolutely necessary. [In other words: no special access and you need to pay for anything you get.]

Soldiers and other military servants of Sunndi are provided with some basic equipment of their choice. [Meaning: members of any Sunndian army meta-organization as well as the Jade Mask. They get 100 gp in alchemical equipment, which they are expected to return if unused.]

Once the PCs have no more questions, or start asking after the details of their assigned missions, Kestor

announces who is in what group and points them towards their own briefing officer. Before he goes, he does remind them that they send out a scouting party a couple of days ago. The party is still around the keep somewhere, and they should be ready for them to join their forces. Furthermore, an informant, a black haired Flan sorceress has been providing useful information. Unless she is aggressive towards the PCs or blocks their goals, she should not be harmed. He also wants the PCs to swear to be loyal to the crown, and to uphold the Sunndian Laws to the best of their capacity during said mission. This is distinct difference from previous missions; a sign Kestor holds much more stock in law and order than Hazendel ever did.

The PCs are now directed towards the table where they can discuss their specific mission with their briefing officer (the DM). During the briefing you can provide them with the maps provided at the end of this document which are based on experiences during the last mission. You can also tell them about what they can meet which is the result of the scouting mission (DMs slot o):

- **Encounter 1:** The scouts reported the presence of spider eaters, and animated ballistae in the tower. They also noted a palisade around the island and the presence of a large amount of crocodiles, which are supposedly controlled by a bullywug druid. Note that the PCs at the high level table are issued 2 *potions of fly* each to deal with the spider killers and to avoid the crocodiles. If there is low-level table as well, they get one scroll of *water walking*, but they are asked to specifically deal with the crocodiles.
- **Encounter 2:** The prisoners in this section lack hope, which is why they will fight on the side of the Wastrians. With proper incentive though they can be made to switch sides since these are still resisting the treatment. Bullywugs, dire frogs and a couple of human clerics of the Hopping Prophet guard the camp. There are 10 barracks, each with about 10 prisoners and a teacher and about 10 guards. Best chance of success lies in defeating the guards and fermenting a rebellion.
- **Encounter 3:** The abbey is the place where the leaders of the prison camp sleep and where most of the brainwashing and torture takes place. There are no reports on the power and composition of those inside the building.
- **Encounter 4:** The gates are guarded by heavily armed giant sized bullywugs who are armed with spiked chains. The marshal who was here last time apparently became a ghost still loyal to the Hopping Prophet. There is also a report on a huge reptilian monster in the water. Note that the fortress is protected against divination spells and against dimensional travel. The followers of the Hopping Prophet have been conducting experiments on bullywugs, humans and other monsters. Where they are and how they look like is unknown.
- **Encounter 5:** The prisoners whose “treatment” have been the most successful are sleeping in tents and

barracks in the courtyard. These are not highly skilled. Note that the fortress is protected against divination spells and against dimensional travel. The followers of the Hopping Prophet have been conducting experiments on bullywugs, humans and other monsters. Where they are and how they look like is unknown.

- **Encounter 6:** The general that leads the assault on Pitchfield is residing inside the main building of the fortress. Kill her. Note that the fortress is protected against divination spells and against dimensional travel. The followers of the Hopping Prophet have been conducting experiments on bullywugs, humans and other monsters. Where they are and how they look like is unknown.

Note that another thing that has changed is the fact that Kestor is hiding information. He knows that the scouts have stopped communicating recently, but he neglects to mention this. It is too late to change the plans and he hopes their potential capture was recent enough for them not to betray anything. Telling the PCs about this would just be bad for morale or force him to pay more since the risks are greater.

Once the PCs have no more questions for their briefing officer, they can go to the other PCs at the mission to ask questions and to coordinate things a bit. It is possible to cast spells on PCs of other tables as long as both DMs are aware of it. During this time the PCs can also buy the standard supplies in Pitchfield and from the army. For the moment Pitchfield has a gp cap of 3,000 gp and the PCs still need to have regular access to any items they buy.

**Development:** Early the next morning the PCs are awakened by the sounds of trumpets. They have time to prepare new spells and eat some breakfast before they are ushered into the same hall they were briefed in the day before. Here they get orders to form into the small groups consisting of the various assault teams. Once the groups are formed, the wizards of the Wayfarer’s Guild enter the room and walk towards their assigned teams. Kestor wishes them good luck and then the action is on.

*Several wizards casting their spells fill the hall with the monotone sound of arcane words. You feel an energy ripple through the hall, distorting the room not unlike the shimmering effect above a surface on a hot day. You then get a lurching sensation in your stomach as if something suddenly pulls you away with unexpected force. The surrounding area becomes a blur of colors and only the sight of the circle your companions remain unaffected.*

*The effect stops as quickly as it began, giving you an odd feeling in your stomach and momentarily disorientating you. The temperature has risen several degrees from the relatively cool hall you were, humidity seems to have sky rocketed and the smell of mud and a huff of rot assaults your*

*nostrils. The sounds of a palace has been replaced with that of birds and insects common to the Vast Swamp and it seems the mosquitoes have found you before you yourself even realized you were standing in the Vast Swamp.*

*Within moments you have recovered, and you quickly scan the area. You are standing on what appears to be a muddy square of some sort. At the north side of the square stands a small wooden platform with three stocks. Surrounding the square are several wooden barracks on platforms about 5 feet above the ground with nets as shutters. To the east you note a bigger sturdier stone building and a low earthen wall topped by a wooden palisade surrounds the whole compound. One wooden gate sided by an open wooden watchtower in the south can be seen between the barracks.*

*You see several people stare at you in utter surprise. Most are humans in studded leather and lightly armed, a few look sturdier and better armed. Around you stand other assault teams ready for the battle to begin.*

All the PCs all land in the general vicinity of the Barracks of the Misguided on the Island of Obedience (DMs Maps Encounter 2/3). Encounter 2 and 3 are set in this area, and these PCs can rush towards either the barracks (Encounter 2) or the Abbey (Encounter 3). All other PCs need to travel a short distance to get to their assignments. Traveling to these regions should be relatively easy for most involved. Check the map of the General Surroundings in the DMs section for an idea where the PCs need to go to. The PCs need to cross water, but that should pose no big problem.

Note that the wizards of Wayfarer's Guild immediately return home.



# 1: TOWER OF THE WASPS

This encounter is for 1 or 2 tables. If 1 table, then it is for APL 8 or 10, and it should only include Wasps of the Prophet and Stings of the Righteous. Each PC on this table is issued 2 *potions of fly*. If with 2 tables, the other table should be APL 6 or 8 and focus on the ground defenses of the tower. This table is issued 1 *scroll of water walking*.

Once the PCs get to the banks of the river read out aloud or paraphrase the following:

*From the spot where you are standing you look over a wide mud brown river. The murky water certainly makes it difficult to assess the danger of crossing the water, but even a weak swimmer should be able to overcome the gentle currents. More worrying are several large branches floating on the water, and the many eddies that breaks the water's. Are these as innocent as they look or are creatures hiding in the brown water?*

*The Tower of the Watchful Eye is difficult to miss from your vantage point. It towers above the tree-covered island right in the middle of the river downstream to the south. Its green-gray stones look weathered and broken even from this distance, but its pointed roof is still intact and you have no doubt that watchful eyes look into the surrounding areas from those dark arrow slits. The wooden docks and a large rowing boat tied to it confirm your suspicion that the island is not as abandoned as it appears to be at a first glance. A low wooden palisade surrounds the tower and you note movement on the ramparts behind.*

From this distance it is difficult to get a good picture of the defenses of the tower or even the best route to approach it. If the PCs have been ordered to deal with the spider killers they should get into the air and draw the spider killers to them. If they are tasked with killing the crocodiles they should get into or on the water.

## DESCRIPTION OF THE TOWER

The tower is 80 feet high, made out of weathered stone that is much sturdier than it looks. It is overgrown with a thick layer of wet mosses that make it practically impossible to climb without magic. The island itself is surrounded by a low wooden palisade. The reed fields have been removed, and the grass is too short for *entangle* spell. The trees are still there to provide cover against flying opponents.

❖ **Outer Walls:** 5 ft. thick masonry; hardness 8; hp 450 hp; Break DC 45; Climb DC 20.

❖ **Inner Walls:** 1 ft. thick masonry; hardness 8; hp 90; Break DC 35.

❖ **Outer Doors:** 2 in. thick wood; hardness 5; hp 20; Break DC 25; Open Lock DC 30.

❖ **Typical Inner Doors:** 1 in. thick wood; hardness 5; hp 10; Break DC 15; Open Lock DC 20 (if locked at all).

### 1. Muddy River

The waters surrounding the island consist of a deep slow flowing river. Crossing it requires a DC 10 Swim check or magic. Walking across the bottom is no option due to mud. The water is very muddy and visibility is almost non-existent. The lack of visibility makes it easier to approach the tower unseen by swimming underwater. At the same time it increases the risk of swimming into danger without realizing it before it is too late. After all, as most rivers in the Vast Swamp, the waters are teeming with life, most out for the blood of warm-blooded creatures (sometimes literally). A DC 15 Survival check allows PCs to make a makeshift barge from branches. Characters who cannot swim can grab on to it.

The druid and his crocodiles are hiding in the water and highly alert for the first signs of an assault. Check surprise as normal, and assume the druids and crocodiles took 10 on the Hide checks.

### 2. Reed Huts

These are a couple of simple round reed huts used by the bullywugs. They are dark, moist and muddy, precisely as the bullywugs like their beds to be. Hooks on the support pillar allow them to store their armor and weapons out of water reach.

### 3. Wooden Palisade, Dock and gate

A 10 feet high wooden palisade surrounds the island. A DC 20 Climb check is required to get over it. On the inside there is an earthen rampart until 5 feet below the top, allowing those inside to shoot at people approaching the palisade while they gain cover. There is a small dock for rowing boats with 1 rowing boat moored here. The gate is a sturdy wooden door that breaks with a DC 25 Strength check.

❖ **Gate:** 2 in. thick wood; hardness 5; hp 20; Break DC 25.

### 4. Stone Cabin

This simple stone cabin functions as a kitchen and eating room for both the bullywugs and humans present in the tower.

### 5. First Floor

The first floor is one big open area that is used to store the common supplies, mostly food, fresh water, ammunition and the tools to clean armor and weapons.

### 6. Lounge

This small room is furnished a comfortable sitting area used by the engineers and riders alike.

### 7. Dormitory Ballistae Crew

The ballistae crew uses these three small sleeping rooms. They contain bunks, and chests for private equipment. They are clean and orderly. Three engineers sleep in each

of two rooms, two in the third. Their private gear consists of a few sets of extra clothing, games, and so on but nothing of real value.

### 8. Closet

The door has a simple lock – DC 20 Open Locks to open. The closet contains cleaning supplies, blankets, more expensive liquors, and similar high quality equipment.

### 9. Sleeping Quarters Lieutenant

Luxurious, the room contains a small cabinet with a couple of books mostly about magical theories of Evocation school and a lot of weird knickknacks. One corner is furnished as a shrine dedicated to Wastri with a small statuette of Wastri at a central position.

A character who desecrates the statue or altar of Wastri through any other means than a *consecrate* spell gains the **stigma of Wastri** AR item unless he succeeds at a DC 21 Will save.

### 10. Sleeping Quarters Subcommander

This room contains a bed and simple furniture, but it is otherwise empty and it is obviously not in use.

### 11. Dormitory Riders

These are the sleeping rooms of the spider eaters riders. They contain bunks, and chests for private equipment. They are clean and orderly. Two riders sleep in each room. Their private gear consists of a few sets of extra clothing, games, and so on but nothing of real value.

### 12. Sleeping Quarters Aide

This room contains a bed and simple furniture, but it is otherwise empty and it is obviously not in use.

### 13. Spider Eater's Stables

These are the stables of the spider eaters. They look more like a wasp's nest than a stable, but unlike such a nest there is ample of space to saddle the spider eaters.

### 14. Supply Room

The door is not locked and contains the supplies for the spider eaters, including their food, riding gear and equipment to clean their stables.

### 15. Special Ammunition Vault

Unlike the other doors in the tower this one is made out of steel and the walls are clearly reinforced with steel bars.

🔒 **Vault door:** 2 in. iron door; hardness 10; hp 60; Break DC 28; Open Lock DC 30.

🔒 **Inner Walls:** 1 ft. thick reinforced masonry; hardness 8; hp 180; Break DC 45.

🔮 **Glyph of Warding:** CR 5; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 8th-level cleric, 4d8 sonic, DC 17 Reflex save half damage); multiple targets

(all targets within 5 ft.); Search DC 28; Disable Device DC 28.

**Treasure:** The room contains a large set of weapons, mostly normal ammunition for the ballistae in the top of the tower. On a few shelves though there are a couple of clay jars some of which radiate with a faint Conjuraton aura. The jars are closed with corks and appear to be used as some kind of bombs by the spider eater riders. Pulling the corks activates the bombs, as does shattering the jars. There are 4 types of jars:

- Alchemist fire (deals 1d6 damage in a 10 ft. radius, DC 15 Reflex save to prevent catching fire)
- Green slime
- Thunderstone
- *Summon jars* – these summon a swarm (most summon spider swarms, although stronger variations summon centipede swarms or even hellwasps) that remain for 10 rounds and attack everything within range.

Besides weapons there are also several flasks with expensive wine, a few boxes with incense, spellcomponents and a large stack of tanglefoot bags, thunderstones and smokesticks.

The inhabitants of the tower use these in their defense if they get the time. Only use them if the PCs are having an easy time. Otherwise they can use them in the 2<sup>nd</sup> part of the regional special.

### 16. Ballistae Room

The 4 animated ballistae are standing in this room ready to shoot normal javelins at any enemy in the air or the special bombs from area 15 at those on the ground. The ballistae follow the commands of anybody wearing a holy symbol of Wastri.

## MUDDY RIVER (APL 6 AND 8)

Unless two tables are charged with attacking the tower, you can pass this encounter while the PCs fly directly towards the tower. Otherwise 1 group is charged with clearing up the river and the island in which case they will be actively looking for the crocodiles and their master.

**Terrain:** The fight takes place in the river. The river is deep (about 10 feet on average) and slow flowing. Check the DMG for fighting in the water. The water is murky which has the same effect as an *obscuring mist*, but remember that the crocodiles use scent to track the PCs. Note that PCs under the effect of a *water walk* cannot be dragged under water by the crocodiles.

**Creatures:** Harang is a simple bullywug druid who has been ordered to keep enemies away from the tower and that is what he will do. He does not feel any particular hatred for non-humans, and he is not really all that fanatic in his devotion to Wastri.

#### APL 6 (EL 8)

👉 **Harang:** Male bullywug druid 5; hp 45; see Appendix 1.

👉 **Bite:** Crocodile animal companion; hp 55; see Appendix 1.

👉 **Striker:** Giant crocodile; hp 59; see *Monster Manual* 271.

#### APL 8 (EL 10)

👉 **Harang:** Male bullywug druid 7; hp 63; see Appendix 1.

👉 **Bite:** Giant Crocodile animal companion; hp 77; see Appendix 1.

👉 **Striker and Basher:** Giant crocodile; hp 59; see *Monster Manual* 271.

**Tactics:** Harang and his crocodiles remain hidden in the water, trying to ambush people who are crossing the water. Their tactics are fairly straightforward with the crocodiles doing most of the work. If things go badly, Harang flees. His crocodiles are normal hungry crocodiles who are trained to attack supernatural creatures, but who will flee as well, especially if Harang is killed.

**Treasure:** It is assumed the loot is all thrown in one heap at the end of the interactive to be divided over all those fighting in the raid.

**Development:** If the fight with the crocodiles and druid takes place in the open and within close range of the palisade wall on the island the bullywugs in that area will open fire. Otherwise there is nobody to help the druid, and the PCs can take their time recovering after the battle before proceeding to the island and the defenders on the palisade.

### WALLS OF WOOD (APL 6 AND 8)

Unless two tables are charged with attacking the tower, you can pass this encounter while the PCs fly directly towards the tower. Otherwise 1 group is charged with clearing up the river and the island in which case they will be actively looking for the crocodiles and their master.

**Terrain:** See the description above. The first 10 feet of water at the foot of the palisade is about 1 foot deep and is considered shallow bog for purposes of movement. The exception is the dock, where the water is 4 feet deep and is considered deep bog. See the DMG for more details.

**Creatures:** The residents of the reed huts at the riverbanks are a group of elite bullywugs assigned to this area as guards. They are excellent hunters under the leadership of a bullywug cleric of Wastri. The bullywugs not be as disciplined as the human soldiers, but they make that up by sheer ferociousness and the fact that they equally at home in as out of the water. They do not

care that much about the humans, dislike everything else and absolutely hate elves. Only the sergeant speaks Common, but they do not know much more about the Wastrians as the PCs. Obviously they know the area as the back of their hand, but they fight to the death and only magic gets them to talk.

The prisoners are chained directly behind the palisade and the bullywugs use them as shields. Unless the PCs are fighting them from a distance they should instantly realize the humans they see are chained and show signs of maltreatment. If there is another table who flew close over earlier they see the same and if there are ways to communicate they could alert the others about it.

#### All APLs

👉 **Imprisoned Sunndians (3):** Male and female human commoner 1.

#### APL 6 (EL 8)

👉 **Tower Sergeant:** Male bullywug cleric 4; hp 32; see Appendix 1.

👉 **Tower Defenders (3):** Male bullywug ranger 2/barbarian 2; hp 40; see Appendix 1.

#### APL 8 (EL 10)

👉 **Tower Sergeant:** Male bullywug cleric 6; hp 44; see Appendix 1.

👉 **Tower Defenders (3):** Male bullywug ranger 2/barbarian 4; hp 62; see Appendix 1.

**Tactics:** dsfsdf

**Treasure:** It is assumed the loot is all thrown in one heap at the end of the interactive to be divided over all those fighting in the raid.

**Development:** If everything went according to plan the PCs are finished with their part of the battle to free the prisoners and meet the other table half way. Proceed with Development section below which also contains information on what the imprisoned Sunndians and bullywugs know.

### WASPS OF THE PROPHET (APL 8 AND 10)

The Wastrians are expecting an attack, and the spider eaters are airborne before the PCs are anywhere near the tower. In this case the spider eaters prefer to fight around the tower, preferably within shooting range and sight of the archers at the top of the tower. Only when the PCs prove to be better ranged fighters than they, will they rush in for melee even if it means staying out of shooting sight.

The spider eaters are in excellent condition and loyal to their riders. The knights are all very fanatic followers of the hopping prophet with a deep hatred for anything non-human or bullywug. They are all Oeridians who flocked to the swamp to help the faithful in their war against the arrogant elves of Sunndi and their human

slaves. They all take extremely good care of their equipment.

#### APL 8 (EL 10)

🔥 **Flying Knights (3):** Male human ranger 2/fighter 3; hp 38 each; see Appendix 1.

🔥 **Spider Eaters (3):** hp 42 each; see *Monster Manual* 234.

#### APL 10 (EL 12)

🔥 **Flying Knights (3):** Male human ranger 2/fighter 3; hp 38 each; see Appendix 1.

🔥 **Terrible Spider Eaters (3):** 10 HD advanced spider eaters; hp 125 each; see Appendix 1.

**Tactics:** dfsdf

**Treasure:** It is assumed the loot is all thrown in one heap at the end of the interactive to be divided over all those fighting in the raid.

**Development:** Depending on the tactics of the PCs they might face the spider killers and their riders almost at the same time as the tower guards and siege engineers. If that is the case, remember that the engineers show their Sunndian prisoners to limit the chances of being the target of an area of effect spell. The prisoners have not been placed in the tower to simply increase the chance to remove the **Level-Headed** AR item (see below). Throughout the fight the PCs can decide to first focus on the top tower, but remember that the ballistae openings are big enough for a spider eater and rider to fly through.

## STINGS OF THE RIGHTEOUS (APL 8 AND 10)

Three Sunndian prisoners are in the ballista room to be a living shield against area of effect spells. The engineers make sure any attackers sees them as a form of protections even though they hope the PCs are not stopped by their presence. The prisoners have been particular resistant to the reeducation program and as a result they have been particularly maltreated. They are malnourished and covered with fresh wounds from torture. They would love nothing better than that their tormentors are killed, preferably by their own hands.

The engineers are not particular faithful Wastrians, and they are not responsible for the cruel treatment of the prisoners. They are simple outlaws, afraid to anger the Wastrians since than they would be without a home, a roof and food again. They immediately surrender the tower guards are dead.

The two tower guards and their officer are extremely fanatical Wastrians. All three are Suel, all three are ex-Scarlet Brotherhood agents. They are cruel, spiteful humans who are out for revenge against the world in general and so-called do-gooders in specific.

#### All APLs

🔥 **Animated Ballista (4):** Large animated wooden objects; hp 52 each; see *Monster Manual* ??.

🔥 **Tower Engineers (8):** Male and female human expert 1; hp 6 each.

🔥 **Prisoners (3):** Male and female human commoner 1; hp 4 each.

#### APL 8 (EL 10)

🔥 **Tower Lieutenant:** Female human warlock 7; hp 35; see Appendix 1.

🔥 **Tower Guards (2):** Female human fighter 5/tactical soldier 2; hp 70 each; see Appendix 1.

#### APL 10 (EL 12)

🔥 **Tower Lieutenant:** Female human warlock 9; hp 54; see Appendix 1.

🔥 **Tower Guards (2):** Female human fighter 6/tactical soldier 3; hp 90 each; see Appendix 1.

**Tactics:** The two tower guards try to block any attacks on the lieutenant while the lieutenant remains at the back sickening and damaging as many opponents as possible. She uses her *bracers of the entangling blast* inside the tower, especially when facing opponents in cramped spaces where getting stuck would be perfect. All three the soldiers fight to the death.

**Treasure:** It is assumed the loot is all thrown in one heap at the end of the interactive to be divided over all those fighting in the raid.

**Development:** If there is no second table, the defenders down stairs do not rush up to help the engineers and their bodyguards. Instead they either assume the spider eaters and their riders (if still alive) can do the job, they flee the scene (if the riders are dead) or they are fighting their own battle (if there is second table busy with the tower). Proceed with the Development section below for details on what happens next.

## DEVELOPMENT

Once the fight is over, and the area has not yet switched to Hell (see Encounter 7), the PCs can talk with the prisoners, or any captured Wastrian or when there is another table fighting at the tower rush towards its aid. If they rush towards another region, they do not arrive before events described in Encounter 7.

If there is time to talk with the six Sunndian now freed prisoners, they proof to be extremely grateful for the rescue. The stories they tell about their imprisonment are not pleasant, and if any of the teachers are still alive, they demand their execution right now. They can be convinced to let them live for trial by the authorities, although they point out such is against the ideals of Trithereon. Obviously, they don't know anything about the plans of the Wastrians. Although they have seen a beautiful Flan sorceress with a raven familiar who acted

disdainful towards everybody. The Wastrian leaders were very respectful towards her. The prisoners have spoken with her raven who apparently liked to mock the prisoners. If the PCs succeed at a DC 25 Diplomacy check they learn the raven has made deals with several prisoners for petty revenge against the guards or other prisoners. If all the stories are put together, it is almost as if the raven pushed people into lawful evil behavior.

The PCs can also try to talk with the Wastrians. It requires an Intimidate check to get them to talk. They can tell that there is a Flan sorceress here to make sure the Wastrian leaders keep up their end of a bargain. She is not particularly powerful, but the one she is working for, apparently is. They do not know anything of the plan to transport the fortress and surrounding to Hell, instead suspecting that the Wastrians are going to summon a very powerful devil when it appears the battle is lost. They know about the existence of the experiments, and that the Bleak Academy's help was vital for their success. They do not know exactly what was created besides the giant and ogre sized bullywugs. They have never been down below.

Note down whether the PCs hurt (used lethal force) the imprisoned Sunndians (and ignorance is no excuse). If no prisoner got hurt, the group gains the **Level-Headed** AR item, otherwise they don't. The behavior of the PCs towards the imprisoned Sunndians is important for the Campaign Consequences of the interactive, so mention how many, if any, got this item.

## 2: BARRACKS OF THE MISGUIDED

In principal this encounter is designed for 1 table of APL 2, 4 or 6. When there are more tables though, it can easily be split up. It is set in the same area as Encounter 3 and the two tables can rush to aid one another in case of problems. The map of the Isle of Obedience in the DM's Maps section shows a walled compound on the right side of the isle. The small black squares are the barracks. This part has not changed since the last incursion, so you can show the map during the Introduction.

### GUARDIANS OF THE MISGUIDED

The eastern part of the prisoners' compound consists of a dozen wooden barracks in a muddy area. There is hardly any plant growth around, certainly not enough for a spell such as *entangle*. Running and charging in the area requires a DC 12 Balance check unless one has the Marsh Movement ability (which both the bullywugs and toads have). If the check fails the PCs lose a move action, or if failed by more than 5 falls prone in addition to the lost move action. The earthen wall around the compound is 10 feet high and topped with 5 feet high wooden palisades. Movement up on the wall costs double, and people running down run the risk of falling down.

**Creatures:** At the moment of the attack the prisoners are all in the barracks. There are 10 common bullywugs (in 5 couples) walking along the wall. It takes time for these to arrive at the fight. Only use them before the PCs have a chance to win over the prisoners if the PCs are having a particular easy time or at APL 6. These are not part of the regular EL and as such should not be more than an irritation.

The bullywug ranger(s) and his toad(s) who patrol the region around the barracks on the other hand is a challenge. As soon as they note the arrival of the PCs they prepare for battle, ready to die for the glory of the Hopping Prophet.

#### All APLs

👉 **Bullywug Guards (10):** Male bullywug warrior 1; hp 9 each; see Appendix 1.

#### APL 2 (EL 3)

👉 **Bullywug Guard:** Male bullywug warrior 1; hp 9; see Appendix 1.

👉 **Guard Toad:** hp 26; See Appendix 1.

#### APL 4 (EL 5)

👉 **Bullywug Guard:** Male bullywug ranger 1; hp 13; see Appendix 1.

👉 **Guard Toad (2):** hp 26 each; See Appendix 1.

#### APL 6 (EL 7)

👉 **Bullywug Guards (2):** Male bullywug ranger 2/barbarian 1; hp 39 each; see Appendix 1.

👉 **Guard Toad (2):** hp 26 each; See Appendix 1.

**Tactics:** The tactics of the bullywugs is straightforward, attack the nearest PC until it stops moving. They prefer to attack non-humans, especially elves, but if there are more dangerous opponents they pick those. The toads have a preference for small sized opponents, but can be directed towards other targets. They primarily defend their handler.

The bullywugs are fanatics who fight to the death. Without a handler the toads flee if at 5 hit points or less. If the handlers are still present they fight to the death.

**Treasure:** Besides the tanglefoot bags, which the bullywugs likely have used, there is nothing of real value to find. It is assumed the common loot is all thrown in one heap to be divided over all those fighting in the raid.

**Development:** The short struggle with the bullywug patrol gives at least some of those sleeping in the barracks to prepare and rush out. Proceed with The Misguided below 7 rounds after the start of the fight with the bullywugs and the toads.

Note that the bullywugs do not know about the plan to transport the whole area into Hell. They do know that their human leaders were aware of the coming attack. They did not know the Wastrians expected to loose the battle though.

### THE MISGUIDED

These simple wooden one story barracks stand on poles, rising about 5 feet above the ground. The areas under the houses are open. Wooden stairs lead up to a porch. Each house is 15 feet wide and 30 feet long. Each barrack consist of two rooms, a small room in the front (15 by 20 feet) that is the sleeping room of the teacher and a bigger room behind which is the sleeping room for the prisoners. The prisoners sleep in bunks, and there is a small table with four chairs. The roof is made out of wood as well.

👉 **Wooden Walls:** 6 in. thick; hardness 5; hp 60; Break DC 20; Climb DC 21.

👉 **Wooden Polls:** 1 ft. thick; hardness 5; hp 120; Break DC 25.

👉 **Wooden Doors:** 1 in. thick; hardness 5; hp 10; Break DC 15.

**Creatures:** Each barrack is lead by a Wastrian, the "teacher" of those imprisoned in each barrack. These teachers are all Oeridians or Suel, most were outlaws who fled from Sunndi and who ended up in the folds of the Hopping Prophets, finding a home and family for the first time of their lives. They are fanatic, and stern, but in a way feel for their charges. In their eyes they were once

like them, and they think they are doing the right thing even if that meant hurting them. Unlike the misguided they are true Wastrians and killing or hurting them poses no threat to the PCs' reputation. In fact, most have been very cruel towards their charges, and the prisoners feel no pity towards them. Note that though there are a dozen teachers, only one rushes out quick enough to oppose the PCs during the first wave (see Development). The PCs might face more depending on how they deal with the first wave.

Besides the teachers each barrack contains 10 human prisoners, all caught in Sunndi. Most of the prisoners remaining are soldiers, followers of Trithereon, who were much more resistant to the brainwashing techniques than the commoners. The prisoners' hope is broken, and at the start of the battle they keep outside any struggle, fearing severe punishment once the PCs are beaten (and they assume at the start the PCs will be beaten). A couple of prisoners have been broken some time ago, and these actively help the Wastrians fight the PCs – the so-called Misguided. There are a couple in each barrack who rush towards the PCs all at the same time. Like the teacher there are more than 5 of these, but it takes them time to arrive at the battle scene as well. Depending on the PCs actions there might arrive more, or they might be stopped (see the Development section).

#### APL 2 (EL 3)

➤ **Teacher:** Male human cleric 1; hp 9; see Appendix 1.

➤ **The Misguided (5):** Male and female human warrior 1; hp 6 each; see Appendix 1.

#### APL 4 (EL 5)

➤ **Teacher:** Male human cleric 1; hp 9; see Appendix 1.

➤ **The Misguided (5):** Male and female human fighter 1/monk 1; hp 16 each; see Appendix 1.

#### APL 6 (EL 7)

➤ **Teacher:** Male human cleric 3; hp 21; see Appendix 1.

➤ **The Misguided (6):** Male and female human fighter 1/monk 2; hp 22 each; see Appendix 1.

**Tactics:** The Teacher directs the fighters from the back. They are not cowards though, and if necessary they mix into the fighting, using their magic to the best of their ability, including healing the Misguided. The Misguided use overwhelming tactics, risking attacks of opportunities to grapple PCs (especially small sized ones and heavily armed PCs who prove difficult to hit) and aiding one another on attack rolls and grapple checks. Like all Wastrians their favorite targets are half-breeds, followed by elves, dwarves, halflings and gnomes. They are not fools though, and if there is a better human target, they take the human target.

The teachers fight to the death, expecting no quarter from the PCs (let alone the Sunndian authorities). The Misguided on the other hand surrender when the teacher is down and more than half of their numbers are

disabled (assuming that there is no second wave by that time).

**Treasure:** Besides the magical scrolls in the teacher's possession, there is nothing special to find. It is assumed the common loot is all thrown in one heap to be divided over all those fighting in the raid.

**Development:** When the PCs land in the area, the bullywug patrol is the first line of defense. During that fight a small group of inhabitants manage to get themselves ready and rush outside to face the PCs (the first wave of Misguided). Depending on how the PCs act, they might face more of these waves. The second wave arrives after 5 rounds, the third 5 rounds later and so on until the fifth wave.

Throughout the fighting more and more prisoners arrive at the scene, watching and waiting for the outcome. They fully expect the PCs to lose, but their wills are not completely broken and it only takes a bit of nudging to get them to rebel against their captors and start aiding the PCs. Using Intimidation to do this does not work. The PC that does this does NOT gain the **Level-Headed** AR item regardless of what the group as a whole does (see Conclusion). PCs who try to get them to rebel must make a DC [13 + APL] Diplomacy check as a full round action. They do not get the penalty for rushed Diplomacy on this check. For every 2 Misguided or teacher that drops they gain a +2 circumstance bonus on this check. For each PC who drops or is disabled they gain a -2 circumstance penalty. If they use lethal force against the Misguided they gain a -2 penalty. If a Misguided appears to die, the penalty doubles to -4. Obvious followers of Trithereon gain a +2 bonus on the check. Heroes of the War gain a bonus as per the description of their decorations. Once the PCs succeed in 3 of these checks the prisoners rise up in rebellion and the fight is basically over although the PCs can certainly still actively help. Regardless of the success of the Diplomacy check the PCs must at least defeat the 1<sup>st</sup> wave of attackers.

Once the fight is over, and the area has not yet switched to Hell (see Encounter 7), the PCs can either talk with the prisoners, any captured Wastrian or rush towards the Abbey of the Faithful to help the Sunndians fighting in that area (see Encounter 3). If they rush towards the Abbey, the players should remain seated for the moment while you go towards that table to check whether they are still busy and to discuss things with the DM. Also notify the senior DM since it might cost more than time than is available to merge tables. Once the senior DM gives permission, the DM should finish the current round and then the two tables can merge with the PCs arriving as reinforcements at the start of the next round.

If there is time to talk with the prisoners, they prove to be extremely grateful for the rescue. The stories they tell about their imprisonment are not pleasant, and if any of the teachers are still alive, they demand their

execution right now. They can be convinced to let them live for trial by the authorities, although they point out such is against the ideals of Trithereon. Obviously, they don't know anything about the plans of the Wastrians. Although they have seen a beautiful Flan sorceress with a raven familiar who acted disdainful towards everybody. The Wastrian leaders were very respectful towards her. The prisoners have spoken with her raven who apparently liked to mock the prisoners. If the PCs succeed at a DC 25 Diplomacy check they learn the raven has made deals with several prisoners for petty revenge against the guards or other prisoners. If all the stories are put together, it is almost as if the raven pushed people into lawful evil behavior.

The PCs can also try to talk with the Wastrians. The Misguided are eager to talk and know as much as the other prisoners. The teachers require a regular Intimidate check to talk. They can tell that the Flan woman is here to make sure the Wastrian leaders keep up their end of a bargain. She is not particularly powerful, but the one she is working for, apparently is. They do not know anything of the plan to transport the fortress and surrounding to Hell, instead suspecting that the Wastrians are going to summon a very powerful devil when it appears the battle is lost. They know about the existence of the experiments, and that the Bleak Academy's help was vital for their success. They do not know exactly what was created besides the giant and ogre sized bullywugs. They have never been down below.

Note down whether the PCs used lethal damage against the Misguided or the Intimidate skill to get the imprisoned Sunndians to rebel. PCs who used lethal force against the Misguided do NOT gain the **Level-Headed** AR item. If a Misguided died, or a normal prisoner was hurt in any way, the whole group does NOT gain that AR item. The behavior of the PCs towards the imprisoned Sunndians is important for the Campaign Consequences of the interactive, so mention how many, if any, got this item.



## 3: ABBEY OF THE FAITHFUL

This encounter is designed for a single table of APL 4, 6 or 8. It is set on the same terrain as Encounter 2 and the two tables can rush to aid one another in case of problems.

### THE ABBEY

A map of the abbey can be found in the DM's Map section. Little has changed since the previous assault, and you can show the map to the players during the briefing.

It is the only stone building in the compound, although the roof and the upper part of the bell tower is made out of wood. The exterior walls are made out of superior masonry. The interior walls, floors and ceiling are mostly wooden. The exterior doors are all strong wooden doors with average locks. The interior doors are all good wooden doors. Unless specified otherwise they do not have a lock. More information on the doors and walls can be found in the DMG 60 and 61.

The whole abbey except for the kitchen and dinning room lies under an *unhallow* effect. A *cause fear* effect is tied to it that effects non-Wastrians and which is used to great effect in the teaching of the Sunndian prisoners. Note that PCs with more than 4 levels are immune to its effect.

#### 1. Shrine

This is a simple Spartan praying area for the faithful of the Hopping Prophet. The benches are made out of sturdy wood, and strong thick wooden pillars and beams support the ceiling. The only decorations are a life size statue of a toad-like human man in monk's robes and two stained glass on the southern side of the room next to the altar. The benches contain steel bars that can be used to lock manacles into place. Treat the area with benches as difficult terrain unless one succeeds in a DC 15 Balance check.

At the start of the battle the PCs find a group of Sunndian prisoners chained to the benches listening to the sermon of a priest of Wastri (at APL 4 this is a simple commoner who poses no threat to the PCs). If any non-Wastrian rushes in with armor and/or weapons one or both stained glass windows animate. Note that the prisoners are not aware of the existence of these glass golems.

A character who desecrates the statue or altar of Wastri through any other means than a *consecrate* spell gains the **stigma of Wastri** AR item unless he succeeds at a DC 21 Will save.

#### 2. Kitchen

This is a typical large kitchen. It is here that the food for the inhabitants of the camp is cooked. The prisoners do the work here. At the time it is empty.

#### 3. Pantry

The pantry is locked with an average lock. It contains the luxurious food and drink for use in the kitchen. The Headmaster and the Master of Obedience has the key.

#### 4. Dinning Room

This is a simple Spartan Dinning room. It is undecorated, and the tables and benches are made out of strong heavy wood and they are bolted to the floor. Iron rings allow people to be chained to the tables. It looks clean, and it is empty during the assault.

#### 5. Balcony

This is an empty wooden balcony.

#### 6. and 7. Teaching Rooms

These rooms are a mix between a teaching and torture room. There are several rows of uncomfortable looking chairs and on the wall hang a chalkboard. In the teacher's table lies a set of torture tools and iron bolts in the floor and wall allow prisoners to be chained without a chance to escape.

#### 8. Private Shrine

This is a more luxurious shrine of Wastri for use by the Headmaster and the Master of Obedience. It is much more opulent with thick carpets and decorative tappets along the wall.

A character who desecrates the statue or altar of Wastri through any other means than a *consecrate* spell gains the **stigma of Wastri** AR item unless he succeeds at a DC 21 Will save.

#### 9. Sleeping Room Master of Obedience

These are the living quarters of the Master of Obedience. The room is sparsely furnished, and except for a small statuette of Wastri undecorated. At APL 4 he is not present during the attack. At all other APLs he starts here praying. At the first sign of combat he and the Headmaster prepare and rush down towards the source of the noise.

#### 10. Sleeping Room Headmaster

These are the living quarters of the Headmaster. The room is luxuriously furnished and heavily perfumed to hide the stench of the Headmaster's zombie. He starts the battle here praying. At the first sign of combat he and the master of obedience prepare by buffing himself, bolstering his zombie and then rushes down towards the source of the noise.

#### 11., 12. and 13. Bell Tower

These are dusty cobweb filled stairwell leading up into the bell tower. There is bronze bell in here.

### HALLS OF MEDITATION

The likely place for the first battle of this group is in the shrine of Wastri were a group of Sunndian prisoners is

forced to listen to the preaching of a cleric of Wastri. These prisoners are in a terrible conditions, they are deadly pale and wide-eyed and under the effect of a *cause fear*. They would love nothing more than to get out, but they are chained to the benches with normal manacles and forced to listen. If the fear effect is removed, they still keep their distance from the fighting, realizing they are outclassed.

One or both of the stained glass windows contain a stained glass golem (made to look like a female and a male bullywug). The PCs note these with a DC 30 Spot check otherwise the golems gain surprise. The golems attack any non-Wastrian who marches inside who wears armor or weapons or who attacks a follower of Wastri.

The preacher is a fanatic follower of Wastri. At APL 4 he is a simple commoner who hides behind the golem and otherwise flees or surrenders (what ever seems more prudent). At APL 6 and 8 he is a priest who supports the golem by for example curing them with a *mending* spell. Throughout the fight he predicts doom to the enemies of Wastri.

#### All APLs

☛ **Sunndian Prisoners (APL):** Male and female human warrior 1; hp 6 each. (Non-combatants)

#### APL 4 (EL 5)

☛ **Stained Glass Golem:** hp 86; see Appendix 1.

#### APL 6 (EL 7)

☛ **Preacher:** Female human cleric 5; hp 33; see Appendix 1.

☛ **Stained Glass Golem:** hp 86; see Appendix 1.

#### APL 8 (EL 9)

☛ **Preacher:** Female human cleric 7; hp 52; see Appendix 1.

☛ **Stained Glass Golems (2):** hp 86 each; see Appendix 1.

**Tactics:** The tactics of the golems are simple, attack the nearest opponent until it stops moving, drops its weapons or it is directed otherwise by the priest of Wastri. Note that it does not recognize a humanoid without weapons as a threat until that person actually attacks it with its fists (or other natural attack), but once that happens there is no way for that person to surrender except by dropping to the floor and trying to appear unconscious. The golems fight to the death or until there are no more opponents. Unless directed by a priest of Wastri they do not leave the shrine.

The priest fights with his spells first and only goes into melee when necessary. He first uses his ranged spells against the PCs, curing the golem with a *mending* cantrip when necessary. He has no qualms about hitting the prisoners for example with a *fireball* at APL 8 (the *goggles of the sun*). He fights to the death.

**Treasure:** At low APLs the preacher has a couple of magical scrolls that might be important during the interactive. At APL 8 he also has *goggles of the sun*, these make the wearer immune to blinding effects and allow them to exchange a 3<sup>rd</sup> or higher-level spell to be exchanged for a *fireball* cast at the CL of the user (DC 14 Reflex ½). An *identification* is needed to use the *fireball* casting effect, but the blinding immunity is automatic for the wielder.

It is assumed the loot is all thrown in one heap at the end of the interactive to be divided over all those fighting in the raid.

**Development:** Unless the PCs fight in absolute silence the headmaster and the master of obedience here the sounds of combat. They take 1 round to realize a fight is going on, 3 rounds to prepare and 1 round to rush down. See below for their stats.

## HALLS OF LEARNING

Headmaster Akaril is in charge of the reeducation in this camp. He is a cruel, vain man with a love luxury. He is a fat bulky man with blond greasy hair, a swarthy skin and blue eyes. His face looks a bit like that of a toad as is common among the high-ranking priests of the Hopping Prophet. He never goes anywhere without the backup of a trusty zombie.

At APL 6 and 8 the Master of Obedience is here as well. He is the executioner of the camp, and he loves inflicting pain upon others. He is a tall gaunt Suel man. His back is covered with the scars of whipping, some fairly recently. The wounds are self-inflicted as a sign of devotion to Wastri.

#### APL 4 (EL 5)

☛ **Headmaster Akaril:** Male human cleric 3; hp 21; see Appendix 1.

☛ **Ogre Zombie:** hp 55; see *Monster Manual* 267.

#### APL 6 (EL 7)

☛ **Headmaster Akaril:** Male human cleric 5; hp 33; see Appendix 1.

☛ **Master of Obedience:** Male human monk 3; hp 20; see Appendix 1.

☛ **Ogre Zombie:** hp 55; see *Monster Manual* 267.

#### APL 8 (EL 9)

☛ **Headmaster Akaril:** Male human cleric 7; hp 52; see Appendix 1.

☛ **Master of Obedience:** Male human monk 5; hp 32; see Appendix 1.

☛ **Umbur Hulk Zombie:** hp 55; see *Monster Manual* 267.

**Tactics:** Akaril prefers to hide behind his zombie using his spells both offensive and defensive. If he has time he buffs himself and the zombie starting with bolstering the zombies HD (at APL 6 anyway). The zombie just hits

what ever its master tells him to squash. The Master of Obedience tries to stun people more than to deal damage, leaving the damage dealing to others. All three fight to the death.

**Treasure:** At low APLs the headmaster has a couple of magical scrolls that might be important during the interactive. At APL 8 he also has *goggles of the sun*. The Master of Obedience has a couple of potions and at APL 8 a set of *ki-straps*. These increase the DC of the wielders' stunning attacks by 2.

It is assumed the loot is all thrown in one heap at the end of the interactive to be divided over all those fighting in the raid.

giant and ogre sized bullywugs. They have never been down below.

Note down whether the PCs used lethal damage against the Faithful. PCs who used lethal force against them do NOT gain the **Level-Headed** AR item. If any of the faithful died the whole group does NOT gain that AR item. The behavior of the PCs towards the imprisoned Sunndians is important for the Campaign Consequences of the interactive, so mention how many, if any, got this item.

## DEVELOPMENT

Once the fight is over, and the area has not yet switched to Hell (see Encounter 7), the PCs can either talk with the prisoners, any captured Wastrian or rush towards the Barracks to help the Sunndians fighting in that area (see Encounter 2). If they rush towards the barracks, the players should remain seated for the moment while you go towards that table to check whether they are still busy and to discuss things with the DM. Also notify the senior DM since it might cost more time than is available to merge tables. Once the senior DM gives permission, the DM should finish the current round and then the two tables can merge with the PCs arriving as reinforcements at the start of the next round.

If there is time to talk with the faithful, they prove to be extremely grateful for the rescue. The stories they tell about their imprisonment are not pleasant, and if any of the teachers are still alive, they demand their execution right now. They can be convinced to let them live for trial by the authorities, although they point out such is against the ideals of Trithereon. Obviously, they don't know anything about the plans of the Wastrians. Although they have seen a beautiful Flan sorceress with a raven familiar who acted disdainful towards everybody. The Wastrian leaders were very respectful towards her. The prisoners have spoken with her raven that apparently liked to mock the prisoners. If the PCs succeed at a DC 25 Diplomacy check they learn the raven has made deals with several prisoners for petty revenge against the guards or other prisoners. If all the stories are put together, it is almost as if the raven pushed people into lawful evil behavior.

The PCs can also try to talk with the Wastrians. An Intimidate check is required to get the Wastrians to talk. They can tell that the Flan woman is here to make sure the Wastrian leaders keep up their end of a bargain. She is not particularly powerful, but the one she is working for, apparently is. They do not know anything of the plan to transport the fortress and surrounding to Hell, instead suspecting that the Wastrians are going to summon a very powerful devil when it appears the battle is lost. They know about the existence of the experiments, and that the Bleak Academy's help was vital for their success. They do not know exactly what was created besides the

## 4: GATES OF THE STEADFAST

This encounter is designed for a single table of APL 8 and 10. It is set on the same terrain as Encounter 5 and Encounter 6 and the three/four tables can rush to aid one another in case of problems. A detailed map can be found in the DM Maps section.

### DESCRIPTION

The gates are made of thick steep earthen ramparts topped with sharp wooden spikes. They are covered with wet slippery mosses, making climbing them virtually impossible while the angle of the walls allows those on top to fire down without exposing them selves. Unlike the rest of the fortress, the first parts of the gate are not protected against scrying and dimensional travel.

#### 1. Docks

This small earthen island rises about 5 above the mire of the swamp. The slopes are covered with rough rocks that are kept clean of plant-life. Hence walking up is relatively easy. A sturdy wooden bridge leads over the water towards the First Gate.

#### 2. First Gate

This covered corridor is dark and moist with a cobblestone floor and a domed ceiling. The gates at both ends are closed and made out of with steel reinforced double doors. These are barricaded from the tower (area 5) by sliding steel pins down. The ceiling in the corridor has several arrow slits in it which allow guards in area 5 to shoot down on intruders.

🛡️ **Strong Wooden Gates:** 4 in. thick wood; hardness 5; hp 40; Break DC 30.

#### 3. Gate's Courtyard

The floor of the courtyard is covered with cobblestones. Most of it is covered with tarp under which the two giant bullywugs are preparing for the battle to come. Tied to the poles of these tarps are Sunndian prisoners. They are maltreated, and unconscious. The PCs should easily spot them, and they form a deterrent against using area of effect damaging spells.

#### 4. Guard Bunkers

These two large bunkers are dark, moist and a bit chilly. Pools have been dug in a corner to provide the bullywug guards a place to sleep. There are also tables, benches and other equipment that make life a bit easier. All in all though, it is rather Spartan and certainly not a place where most humans would feel comfortable.

#### 5. First Gate Tower

The gate tower is covered and made out of sturdy stone. Arrow slits provide allow the bullywug archers stationed here to shoot at area 1, 2 and 3. The room itself functions as a weapon room, containing several barrels with arrows,

food, and drink. It is surprisingly empty, making clear that the Wastrians are not expecting a siege of any kind.

#### 6. First Gate Ramparts

These flat open areas are surrounded by battlements providing cover for those on top against those below. These are not used by the bullywugs during the battle unless the PCs leave the bullywugs in area 5 alive while approaching area 7.

#### 7. Walled Bridge

This stone bridge is walled on both sides, but open on top to give the defenders of the first and second gate ample of opportunity to harass any intruders. Unlike last time, there is no a wooden trapdoor in the bridge which stands open at the time of the assault. The bridge is 5 feet above the water below, which is 5 feet deep and it is here that the hydra lairs. It attacks any non-Wastrian (using the holy symbol to recognize people) that crosses the bridge or swims in the water nearby.

#### 8. Second Gate

This area is the same as area 2.

#### 9. Second Gate Murder Holes

These small damp areas provide archers access to area 8. There is nothing of interest here.

#### 10. Second Gate Tower

This region is similar to area 5. As that area there are 10 bullywug archers in the room ready to shoot anybody in area 7 or on the courtyard.

#### 11. The Moat

The moat is 10 feet deep and consists of murky water. Vision underwater is hampered as if the region is covered by an *obscuring mist*. Except for the area around the gate, swimming is severely hampered by the many thorny bushes, rusted weapons and other sharp objects that litter the area. Each round of swimming in the area requires a DC 20 Swim check to prevent 1d6 points of damage. Anybody damaged by these objects must also make a DC 13 Fortitude save to prevent contracting Filth Fever.

### FIRST LINE OF DEFENSE

These defenses are placed in the first gate area: area 1 to 6. They giants start under cover in area 3. The ghost begins in area 4. The archers are shooting from area 5. They are simple bullywugs, and should pose no more than a hindrance.

Hurshu is a human Wastrian who was killed by adventurers here during the last assault. He returned as a ghost, refusing to admit defeat. If anything the experience has made him even more stubborn and has instilled him with a deep and abiding hatred for Sunndians in general and adventurers in specific. The bullywug brutes are strong, simple minded but dedicated

followers of Wastri who love to trip and than kill opponents. They all fight to the death.

#### All APLs

☛ **Sunndian Prisoners (5):** Male or female human commoner 1.

☛ **Bullywug Archers (10):** male bullywug warrior 1; hp 9 each; see Appendix 1.

#### APL 8 (EL 11)

☛ **Hurshu:** Male human ghost marshal 2/bard 3; hp xx; see Appendix 1.

☛ **Bullywug Brutes (2):** male bullywug giants; hp 102 each; see Appendix 1.

#### APL 10 (EL 12)

☛ **Hurshu:** Male human ghost marshal 2/bard 5; hp xx; see Appendix 1.

☛ **Bullywug Brutes (2):** male bullywug giants; hp 119 each; see Appendix 1.

**Tactics:** Hurshu is waiting in area 6, and at the first sign of trouble he rushes outside to support the brutes both with his auras and his singing. It should be noted that the bullywug brutes have made their save against Hurshu's horrific appearance and are hence immune to it. The same is true for the prisoners (who have been damaged by it though). The archers are not, but Hurshu tries to remain out of their sight. Once the buffing is complete, Hurshu starts corrupting gaze, preferably at wizards and ranged attackers, but barbarians and other characters with a low charisma are his second favorite opponents.

The tactics of the brutes is fairly simple: try and trip everything that tries to approach them. Once down do as much damage as possible. Note that if they can make a full attack, they tend to start with normal attacks using power attack, switching only to trips with the secondary attack. Note that they quaff their *potions of bull's strength* shortly before combat unless taken by complete surprise.

**Treasure:** It is assumed the loot is all thrown in one heap at the end of the interactive to be divided over all those fighting in the raid.

## SECOND LINE OF DEFENSE

These defenses are placed in area 7 and 10. The archers are stationed in area 10. They are simple bullywugs, and should pose no more than a hindrance. The Wastrian Captain is a typical bullywug cleric of Wastri: not to bright, stubborn and with a strong hatred for anything non-human or non-amphibious. The hydra is well-fed and well-treated by the Wastrians and reasonably loyal, but not to the point of dieing for them.

#### All APLs

☛ **Bullywug Archers (10):** male bullywug warrior 1; hp 9 each; see Appendix 1.

#### APL 8 (EL 10)

☛ **Wastrian Captain:** male bullywug cleric 8; hp xx; see Appendix 1.

☛ **Monster in the Moat:** 9-headed hydra; hp 97; see *Monster Manual* 155.

#### APL 10 (EL 12)

☛ **Wastrian Captain:** male bullywug cleric 10; hp xx; see Appendix 1.

☛ **Monster in the Moat:** 11-headed hydra; hp 118; see *Monster Manual* 155.

**Tactics:** The bullywug cleric remains underwater as long as possible, using his spells to cure and buff the hydra. He also directs the hydra, so if the PCs start using too many range attacks he and the hydra simply dive down. They know that their opponents cannot allow them to live since they pose too big a threat to the less strong opponents. Note though that the bullywug does not have any special sight. The hydra's tactics are fairly simple: attack what ever walks in front of its jaws unless directed otherwise by the bullywug. The archers use the same tactics as the archers in the First Line of Defense.

Note that since the hydra is partially underwater it gets cover increasing its AC by 4. The bullywug cleric has cast any 10 minute per level buff spells before the PCs arrive. He starts casting 1 minute per level spells as soon as the fighting starts – either in area 3 or here.

The bullywugs fight to the death. The hydra flees when at 10% of its hit points, especially if the cleric is dead.

**Treasure:** It is assumed the loot is all thrown in one heap at the end of the interactive to be divided over all those fighting in the raid.

## DEVELOPMENT

Once the fight is over, and the area has not yet switched to Hell (see Encounter 7), the PCs can either talk with any captured Wastrian or rush towards the courtyard (Encounter 5) or the Wastrian General (Encounter 6) to help the Sunndians fighting in that area. If they rush towards the courtyard or the general, the players should remain seated for the moment while you go towards that table to check whether they are still busy and to discuss things with the DM. Also notify the senior DM since it might cost more than time than is available to merge tables. Once the senior DM gives permission, the DM should finish the current round and then the two tables can merge with the PCs arriving as reinforcements at the start of the next round. Remember, it is impossible to *teleport* or *dimension door* within the fortress for non-Wastrians.

If there is time to talk with the Sunndian prisoners, they proof to be extremely grateful for the rescue. The stories they tell about their imprisonment are not pleasant. Obviously, they don't know anything about the plans of the Wastrians. Although they have seen a beautiful Flan sorceress with a raven familiar who acted

disdainful towards everybody. The Wastrian leaders were very respectful towards her. The prisoners have spoken with her raven that apparently liked to mock the prisoners. If the PCs succeed at a DC 25 Diplomacy check they learn the raven has made deals with several prisoners for petty revenge against the guards or other prisoners. If all the stories are put together, it is almost as if the raven pushed people into lawful evil behavior.

The PCs can also try to talk with the Wastrians. An Intimidate check is required to get the Wastrians to talk. They can tell that the Flan woman is here to make sure the Wastrian leaders keep up their end of a bargain. She is not particularly powerful, but the one she is working for, apparently is. They do not know anything of the plan to transport the fortress and surrounding to Hell, instead suspecting that the Wastrians are going to summon a very powerful devil when it appears the battle is lost. They know about the existence of the experiments, and that the Bleak Academy's help was vital for their success. They do not know exactly what was created besides the giant and ogre sized bullywugs. They have never been down below.

Note down whether the PCs used lethal damage against the Faithful. PCs who used lethal force against them do NOT gain the **Level-Headed** AR item. If any of the faithful died the whole group does NOT gain that AR item. The behavior of the PCs towards the imprisoned Sunndians is important for the Campaign Consequences of the interactive, so mention how many, if any, got this item.

## 5: COURTYARD OF THE RIGHTFUL FURY

This encounter is for 1 or 2 tables. Either way the encounter is designed for APL 10, 12 and 14. It is set on the same terrain as Encounter 4 and Encounter 6 and the three/four tables can rush to aid one another in case of problems.

This encounter is set on the central square of the fortress. This area is segregated in several areas by large earthen ramparts. These ramparts are hollow, providing sturdy covered corridors that crisscross the courtyard. These corridors are designed so that the defenders can reach the walls even when under the attack by flying opponents. The sides are closed as well except for arrow slits and the occasional steel door. The courtyard itself is overgrown with low grass. Several tents in these smaller courtyards provide the sleeping area for those prisoners who proved to be most susceptible to the brainwashing techniques.

### MOBS OF THE MISGUIDED

The prisoners living in the courtyard are not happy about seeing the unpredictable violent adventurers appear out of nowhere and they are ready to defend themselves, quickly forming a large dangerous mob. Since these prisoners have been on the side of the Wastrians for some time they have been treated much better and it shows. Still, forceful conversion is never really successful and throughout the fight the PCs can certainly try to win them back.

At APL 12 and 14 a Wastrian agitator (with or without a bodyguard) is hiding among the crowd. They try to oppose any diplomacy to the best of their ability, using their magic and weapons if needed. These are both fanatic Wastrians, but while they are aware of the experiments below, even they do not about the soon to take place trip into Hell.

#### APL 10 (EL 10)

🔥 **Mob of commoners** (2): hp xx; see Appendix 1.

#### APL 12 (EL 12)

🔥 **Agitator**: Male human warmage 10; hp xx; see Appendix 1. <steal from core special>

🔥 **Mob of commoners** (2): hp xx; see Appendix 1.

#### APL 14 (EL 14)

🔥 **Agitator**: Male human warmage 12; hp xx; see Appendix 1. <steal from core special>

🔥 **Agitator Guard**: <steal from Encounter 6>

🔥 **Mob of commoners** (2): hp xx; see Appendix 1.

**Tactics**: The tactics of the mob is fairly straight forward. The agitator tries to hide amongst the crowd, claiming cover in the process. Most of the time he spends his actions opposing any Diplomatic overtures by the PCs. If

that proves unnecessary, because the PCs start using violence, he uses his magic and marshal abilities to his best capabilities. His bodyguard simply tries to protect him.

Throughout the fight the PCs can try to calm down things. To succeed at this they must succeed at three DC 25 Diplomacy checks, one made per round (but this includes the penalties for a rushed check). For each round after the first that the PCs do not use lethal force, they gain a +5 circumstance bonus to the check. Reminding them that they do not have to fear the Wastrians anymore and that any crimes they might have committed during their imprisonment are forgiven also gives a +5 bonus. On APL 12 and 14 the DC is not set, but it is instead a check opposed by the agitator unless the agitator is unable to speak or spend a standard action on Diplomacy. Once the PCs succeed at three checks the crowd calms down and surrenders. The same happens if the crowd is dispersed through violence.

**Treasure**: It is assumed the loot is all thrown in one heap at the end of the interactive to be divided over all those fighting in the raid.

**Development**: As soon as the fight with the mobs start or 8 rounds pass, whatever comes first, the ground cracks open when the cellars below collapse. Any PC on the floor must make a DC 20 Reflex save or fall prone. PCs near the center of the courtyard also take 2d6 points of damage when they fall down in the cellar 15 feet below. A DC 15 Tumble check reduces the damage to 1d6. PCs at the edge of the hole can make a DC 15 Reflex save to prevent falling in the hole.

The whole courtyard turns into difficult terrain due to the rubble. While most experiments below die in the collapse a couple manages to escape. These immediately attack anything that moves. If at this point the agitator is still alive, he blames the PCs for the incident, but keeps fighting against them. The mobs though disperse, either because most of their members are dead and wounded in the cellar or because the monsters scare them away.

### ESCAPED EXPERIMENTS

The Wastrians have been experimenting on creatures to create the perfect amphibians for years now, but most experiments have not been too successful. Some of these have been placed in the cellars below the fortress to be released at the right time. That a few would die in the process are considered acceptable losses.

The creatures that survive are a strange cross between dire toads and humans who instead of poison deliver entangling slime with their tongues. They are insane, and filled with lust for blood.

#### APL 10 (EL 12)

#### APL 12 (EL 14)

#### APL 14 (EL 16)

**Treasure:** It is assumed the loot is all thrown in one heap at the end of the interactive to be divided over all those fighting in the raid.

**Tactics:** asdad

### DEVELOPMENT

Once the fight is over, and the area has not yet switched to Hell (see Encounter 7), the PCs can either talk with any captured Wastrian, the misguided commoners or rush towards the gate (Encounter 4) or the Wastrian General (Encounter 6) to help the Sunndians fighting in that area. If they rush towards the gate or the Wastrian general, the players should remain seated for the moment while you go towards that table to check whether they are still busy and to discuss things with the DM. Also notify the senior DM since it might cost more than time than is available to merge tables. Once the senior DM gives permission, the DM should finish the current round and then the two tables can merge with the PCs arriving as reinforcements at the start of the next round. Remember, it is impossible to *teleport* or *dimension door* within the fortress for non-Wastrians.

If there is time to talk with the Sunndian commoners, they do not consider themselves truly rescued and they are unsure what to think of the PCs. It takes a DC 25 Diplomacy or Intimidate check to get them to talk (although using Intimidate is not particular smart since it confirms their opinion on adventurers being uncontrolled brutes who only care about money and glory). The stories they tell about their imprisonment are not pleasant. Obviously, they don't know anything about the plans of the Wastrians. Although they have seen a beautiful Flan sorceress with a raven familiar who acted disdainful towards everybody. The Wastrian leaders were very respectful towards her. The prisoners have spoken with her raven who apparently liked to mock the prisoners. If the PCs succeed at a DC 25 Diplomacy check they learn the raven has made deals with several prisoners for petty revenge against the guards or other prisoners. If all the stories are put together, it is almost as if the raven pushed people into lawful evil behavior.

The PCs can also try to talk with the Wastrians. An Intimidate check is required to get the Wastrians to talk. They can tell that the Flan woman is here to make sure the Wastrian leaders keep up their end of a bargain. She is not particularly powerful, but the one she is working for, apparently is. They do not know anything of the plan to transport the fortress and surrounding to Hell, instead suspecting that the Wastrians are going to summon a very powerful devil when it appears the battle is lost. They know about the existence of the experiments, and that the Bleak Academy's help was vital for their success. They do not know exactly what was created besides the giant and ogre sized bullywugs. They have never been down below.

Note down whether the PCs used lethal damage against the commoner mobs. PCs who used lethal force against them or used Intimidate to get them to talk do NOT gain the **Level-Headed** AR item. If any of the commoners died the whole group does NOT gain that AR item. The behavior of the PCs towards the imprisoned Sunndians is important for the Campaign Consequences of the interactive, so mention how many, if any, got this item.



## 6: HEART OF THE TEACHER

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This encounter is for 1 table. Either way the encounter is designed for APL 14 and 16. It is set on the same terrain as Encounter 4 and Encounter 5 and the three/four tables can rush to aid one another in case of problems. Unlike the lower APLs this part consists of only 1 challenging fight. APL and circumstances are going to cause this to likely last as long as the two-fight low APL tables.

<Krishna what did you had in mind with the favored soul Wastrian general?>

**APL 14 (EL ??)**

**APL 16 (EL ??)**

**Development:** Once the fight is over, and the area has not yet switched to Hell (see Encounter 7), the PCs can either talk with any captured Wastrian or rush towards the courtyard (Encounter 5) or the gate (Encounter 4) to help the Sunndians fighting in that area. If they rush towards the gate or the courtyard, the players should remain seated for the moment while you go towards that table to check whether they are still busy and to discuss things with the DM. Also notify the senior DM since it might cost more than time than is available to merge tables. Once the senior DM gives permission, the DM should finish the current round and then the two tables can merge with the PCs arriving as reinforcements at the start of the next round. Remember, it is impossible to *teleport* or *dimension door* within the fortress for non-Wastrians.

## 7: AN UNEXPECTED TWIST

The first part should take about 3 hours, 1 hour for the Introduction and 2 hours for the fight. When finished early proceed with this encounter and give the players the break afterward. Otherwise the senior DM will signal when it is time to start with this encounter, which might be in the middle of a fight. If that is the case, that fight is immediately finished when all opponents flee for the hail or surrender. The exceptions are the experiments and general – they keep fighting. Remember, only the general and her most trusted followers even knew about the switch. All other Wastrians are just as scared about the transformation.

Read aloud or paraphrase the following when the region is transported to Minaurus, the 3<sup>rd</sup> layer of Hell. Note that flash of light and the sound of thunder happen even inside buildings. The change in scenery might not be seen immediately though.

*A flash of light bright enough to blind you and thunder loud enough to deafen shatters what little peace was left in this part of the Vast Swamp. Your senses are only overwhelmed by a few seconds, but once they return you immediately note the changes in your surroundings. The clear blue sky has been replaced by a grey-yellow fog. The sun is gone. There is not even a dot of brightness you usually see in the mist. Instead the light seems to be coming from all directions. The stench of rotting eggs is stronger than before, but it is the smell of brimstone, tar and soot that are not commonly associated with the Vast Swamp.*

*Looking around, you note that the direct surroundings look exactly like they did a few second ago. The fortress, its surrounding buildings and the people in them are still there. It is then that you realize the constant drizzle is covering everything in a thin layer of sooth. In the distance you hear an alien hair-rising howl, followed by others even further away.*

Allow the PCs a few seconds to get their bearings. At this point it is unclear whether somebody summoned this strange foul weather or something more powerful took place. The fog blocks sight beyond 100 feet. Since the PCs and everything around and in the fortress are transported to the 3<sup>rd</sup> layer of Hell, good and chaotic aligned people feel uncomfortable as if watched constantly by something malign. Once they are ready to start exploring or approach other groups, read aloud or paraphrase:

*You hear the ticking sound of hail rushing towards you like a wave or a gust of wind. Then you see and feel the hail stones. The size of eggs and blackened by sooth they slam into you with force, almost immediately drawing blood. With shock you realize it is not just ice, but that the hail contains small extremely sharp shards of metal.*

This is a short hailstorm typical for Minaurus. It lasts 6 rounds and deals 1d4 point of damage (bludgeoning, lawful and evil). The PCs should be within meters of shelter if not already inside. Unless they stay outside on purpose they only take 1d4 points of damage. Once the storm is gone they can go outside again to try and learn what happened.

## CONCLUSION

And with this hailstorm the first part of SND8-01S ends. The players have a half an hour break to eat their lunch before we proceed with part 2. During the break the players can freely discuss events that took place during the battle and this strange change in weather. The characters get together for a meeting at the start of part 2 anyway.

Note that the assumption is that all special loot is thrown on one heap, giving access to all these items even if one particular group never run across it. The division is based on skill, hence the reason that there still is a division by APL. The scout mission (DMs' slot o) is included on the AR.

The only other item the PCs can earn in this section is the **Level-Headed** AR item. Note down who earned it.

**Level-Headed:** You earned a favor with King Kestor. In addition to regular uses you can spend it to gain 1 time access to one item from the list below. If you spend 1 additional favor with count or king Kestor at the same time you gain a 10% price reduction: weapon or armor upgrade ghost touch, choker of life protection (MIC), gauntlets of ghost fighting (MIC) or shirt of wraith stalking (MIC).

## 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.

### Fight 1

Defeated the opponents of the first fight

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

### Fight 2

Defeated the opponents of the 2<sup>nd</sup> fight (half this amount if switched to hell)

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

### Discretionary roleplaying award

APL 2	20 XP
APL 4	40 XP
APL 6	60 XP
APL 8	80 XP
APL 10	100 XP
APL 12	120 XP
APL 14	140 XP
APL 16	160 XP

### Total Possible Experience

APL 2	260 XP
APL 4	400 XP
APL 6	540 XP
APL 8	680 XP
APL 10	820 XP
APL 12	960 XP
APL 14	1,100 XP
APL 16	1,240 XP

## TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information

about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

## ADVENTURE RECORD ITEMS

**Boots of the Marshlands:** This footgear is a great boon to those traversing the marshlands of the world. The wearer gains a +4 competence bonus on Swim checks, and is not hindered when moving through shallow bog terrain. It treats an area of deep bog as shallow bog for purposes of movement and Tumble checks.

Faint transmutation; CL 1st; Craft Wondrous Item, *webfoot*; Price 3,000 gp; Weight 1 lb.

**Level-Headed:** You earned a favor with King Kestor. In addition to regular uses you can spend it to gain 1 time access to one item from the list below. If you spend 1 additional favor with count or king Kestor at the same time you gain a 10% price reduction: weapon or armor upgrade *ghost touch*, *choker of life protection* (MIC), *gauntlets of ghost fighting* (MIC) or *shirt of wraith stalking* (MIC).

**Stigma of Wastri:** Your skin has a hint of green-brown color and has become moist to touch. Followers of Wastri

instantly recognize you as an enemy of the faith. In addition your skin has lost some of its protective properties. You require 1.5x as much water as normal. In a desert and on a saltwater ocean environment you have a -4 penalty on the Fortitude save to resist environmental heat effects and you gain 2x as much damage. Your protection against heat in such environments also counts as 1 level lower than normal (to a minimum of 0).

The curse can be removed by a *remove curse* cast at 17th level caster, *miracle* or *wish*. By spending a favor with the clergy of Wastri, 1 TU and 150 gp the curse can be removed as well

## ITEM ACCESS

APL 2 and 4:

- *Acrobatic boots* (Adventure; 900 gp; MIC)
- *Boots of the Marshlands* (Adventure; 3,000 gp; see above)
- *Elixir of hiding* (Adventure; DMG)
- *Elixir of sneaking* (Adventure; DMG)
- *Oil of iron silence* (Adventure; SC)
- *Scroll of iron silence* (Adventure; SC)

APL 6 (all of APLs 2-4 plus the following):

- *Bracers of the entangling blast* (Adventure; 2,000 gp; MIC)
- *Cloak of predatory vigor* (Adventure; 1,400 gp; MIC)
- *Necklace of fireballs* (type I) (Adventure; DMG)

APL 8 and 10 (all of APLs 2-6 plus the following):

- *Goggles of the sun* (Adventure; 4,000 gp; MIC)
- *Ki straps* (Adventure; 5,000 gp; MIC)
- *Retributive amulet* (Adventure; 9,000 gp; MIC)

APL 14 and 16 (all of APLs 2-12)

- *+1 glaive of dispelling* (Adventure; CL 5; 8,308 gp; MIC)
- *Circlet of rapid casting* (Adventure; 15,000 gp; MIC)
- *Crystal mask of mind armor* (Adventure; 10,000 gp; MIC)
- *Ring of spell-battle* (Adventure; CL 14; 12,000 gp; MIC)

## APPENDIX 1: APL 2

### 2: BARRACKS OF THE MISGUIDED

#### Guardians of the Misguided

##### BULLYWUG GUARD

CR 1/2

Male bullywug\* warrior 1

\**Monsters of Fear* 25

NE Medium Humanoid (aquatic)

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

**Languages** Common

**AC** 15, touch 12, flat-footed 15

(+2 armor, +3 natural)

**hp** 9 (1 HD)

**Fort** +6, **Ref** +0, **Will** -1

**Speed** 20 ft. in leather (4 squares), base movement 20 ft., swim 30 ft.; Marsh Move

**Melee** spear +1 (1d8/x3)

**Ranged** longbow +1 (1d8/x3)

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

**Atk Options**

**Special Actions**

**Combat Gear**

**Abilities** Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7  
**SQ**

**Feats** Endurance

**Skills** Hide +0 (+6 in marshes), Listen -2, Spot -2, Swim +8

**Possessions** combat gear plus spear, dagger, sap, longbow, 20 arrows, leather armor.

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

##### GUARD TOAD\*

CR 3

\**Monster Manual II* 74

N Medium Animal

Init +2; **Senses** low-light vision; Listen +9, Spot +13

**Languages** –

**AC** 15, touch 10, flat-footed 13

(+2 Dex, +3 natural)

**hp** 26 (4 HD)

**Fort** +6, **Ref** +6, **Will** +6

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

**Melee** bite +5 (1d4 plus poison)

**Ranged** tongue +5 (–)

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

**Atk Options** improved grab, swallow whole

**Special Actions**

**Combat Gear**

**Abilities** Str 10, Dex 14, Con 15, Int 2, Wis 15, Cha 7  
**SQ**

**Feats** Alertness, Weapon Finesse

**Skills** Hide +12, Jump +11, Listen +7, Spot +11

**Possessions** combat gear plus

**Improved Grab (Ex)** One size category smaller, delivered with bite, successful grapple deals bite damage.

**Swallow Whole (Ex)** One size category smaller, deals 1d6 bludgeoning and 1d4 acid damage per round. Gizzard has AC 13, 10 hp.

**Poison (Ex)** DC 14 Fortitude, 1d6 Con/1d6 Con.

#### The Misguided

##### TEACHER

CR 1

Male human cleric 1

LE Medium Humanoid (human)

Init -1; **Senses** Listen +2, Spot +2

**Languages** Common

**AC** 16, touch 9, flat-footed 16

(-1 Dex, +6 armor, +1 shield)

**hp** 9 (1 HD)

**Fort** +3, **Ref** -1, **Will** +4

**Speed** 20 ft. in banded mail (4 squares), base movement 30 ft.;

**Melee** mwk glaive +2 (1d10+3/x3) or

**Melee** light mace +2 (1d6+2) or

**Melee** spiked gauntlet +2 (1d4+2)

**Ranged** light crossbow -1 (1d8/19-20)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

**Base Atk** +0; **Grp** +2

**Atk Options** rebuke undead 4/day, spontaneous inflict

**Special Actions**

**Combat Gear** *scroll of obscuring mist*, *scroll of shield of faith*

**Cleric Spells Prepared** (CL 1st):

1st—*cure light wounds*, *magic weapon*<sup>D</sup>, *shield of faith*

0—*detect poison*, *detect magic*, *guidance*

**D:** Domain spell. Deity: Wastri. Domains: Law, War

**Abilities** Str 14, Dex 8, Con 13, Int 10, Wis 15, Cha 12

**SQ**

**Feats** Improved Buckler Defense, Skill Focus

(concentration), Weapon Focus (glaive), Weapon Proficiency (glaive)

**Skills** Concentration +8, Knowledge (history) +2,

Knowledge (religion) +4, Spellcraft +2

**Possessions** combat gear plus masterwork glaive, light mace, dagger, spiked gauntlets, light crossbow, 20 bolts, banded mail, buckler, wooden holy symbol, spell component pouch.

##### THE MISGUIDED (5)

CR 1/2

Male and female human warrior 1

N Medium Humanoid (human)

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

**Languages** Common

**AC** 15, touch 10, flat-footed 15

(+3 armor, +2 shield)

**hp** 6 (1 HD)

**Fort** +5, **Ref** +0, **Will** -1

**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft.;

**Melee** longspear +2 (1d8+1/x3) or

**Melee** shortspear (1d6+1) or

**Melee** sap (1d6+1 nonlethal)

**Ranged** javelin +1(1d6+1)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

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

**Atk Options**

**Special Actions**

**Combat Gear**

---

**Abilities** Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8

**SQ**

**Feats** Endurance, Great Fortitude

**Skills** Climb +2, Profession (soldier) +3, Swim -1

**Possessions** combat gear plus long spear, short  
spear, sap, dagger, javelins (5), studded leather,  
heavy wooden shield

**2: BARRACKS OF THE MISGUIDED****Guardians of the Misguided****BULLYWUG GUARD****CR 1**

Male bullywug\* ranger 1

*\*Monsters of Fear* 25

NE Medium Humanoid (aquatic)

**Init** +1; **Senses** Listen +5, Spot +5**Languages** Common**AC** 20, touch 11, flat-footed 19

(+1 Dex, +4 armor, +2 shield, +3 natural)

**hp** 13 (1 HD)**Fort** +7, **Ref** +3, **Will** +1**Speed** 20 ft. in chain shirt (4 squares), base movement 20 ft., swim 30 ft.; Marsh Move**Melee** longsword +3 (1d8+2/19-20)**Ranged** longbow +2 (1d8/x3)**Base Atk** +1; **Grp** +3**Atk Options** favored enemy – elf: +2, Point Blank Shot**Special Actions****Combat Gear** tanglefoot bag**Abilities** Str 14, Dex 13, Con 18, Int 8, Wis 13, Cha 4  
**SQ****Feats** Point Blank Shot, Track**Skills** Hide +3 (+9 in marshes), Listen +5, Move Silently +3, Spot +5, Survival +5, Swim +4**Possessions** combat gear plus longsword, dagger, sap, longbow, 20 arrows, mwk chain shirt, mwk heavy wooden shield.**Marsh Move (Ex)** Bullywugs suffer no movement penalties for moving in marshes or mud.**GUARD TOADS\* (2)****CR 3***\*Monster Manual II* 74

N Medium Animal

**Init** +2; **Senses** low-light vision; Listen +9, Spot +13**Languages** –**AC** 15, touch 12, flat-footed 13

(+2 Dex, +3 natural)

**hp** 26 (4 HD)**Fort** +6, **Ref** +6, **Will** +6**Speed** 30 ft. (6 squares).**Melee** bite +5 (1d4 plus poison)**Ranged** tongue +5 (–)**Base Atk** +3; **Grp** +3**Atk Options** improved grab, swallow whole**Special Actions****Combat Gear****Abilities** Str 10, Dex 14, Con 15, Int 2, Wis 15, Cha 7  
**SQ****Feats** Alertness, Weapon Finesse**Skills** Hide +12, Jump +11, Listen +7, Spot +11**Possessions** combat gear plus**Improved Grab (Ex)** One size category smaller, delivered with bite, successful grapple deals bite damage.**Swallow Whole (Ex)** One size category smaller, deals 1d6 bludgeoning and 1d4 acid damage per round. Gizzard has AC 13, 10 hp.**Poison (Ex)** DC 14 Fortitude, 1d6 Con/1d6 Con.**The Misguided****TEACHER****CR 1**

Male human cleric 1

LE Medium Humanoid (human)

**Init** -1; **Senses** Listen +2, Spot +2**Languages** Common**AC** 16, touch 9, flat-footed 16

(-1 Dex, +6 armor, +1 shield)

**hp** 9 (1 HD)**Fort** +3, **Ref** -1, **Will** +4**Speed** 20 ft. in banded mail (4 squares), base movement 30 ft.;**Melee** mwk glaive +2 (1d10+3/x3) or**Melee** light mace +2 (1d6+2) or**Melee** spiked gauntlet +2 (1d4+2)**Ranged** light crossbow -1 (1d8/19-20)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with glaive)**Base Atk** +0; **Grp** +2**Atk Options** rebuke undead 4/day, spontaneous inflict**Special Actions****Combat Gear** *scroll of obscuring mist, scroll of shield of faith***Cleric Spells Prepared** (CL 1st):1st—*cure light wounds, magic weapon<sup>D</sup>, shield of faith*0—*detect poison, detect magic, guidance***D:** Domain spell. Deity: Wastri. Domains: Law, War**Abilities** Str 14, Dex 8, Con 13, Int 10, Wis 15, Cha 12**SQ****Feats** Improved Buckler Defense, Skill Focus

(concentration), Weapon Focus (glaive), Weapon Proficiency (glaive)

**Skills** Concentration +8, Knowledge (history) +2,

Knowledge (religion) +4, Spellcraft +2

**Possessions** combat gear plus masterwork glaive, light mace, dagger, spiked gauntlets, light crossbow, 20 bolts, banded mail, buckler, wooden holy symbol, spell component pouch.**THE MISGUIDED (5)****CR 2**

Male and female human fighter 1/monk 1

LN Medium humanoid (human)

**Init** +2; **Senses** Listen +1, Spot +1**Languages** Common**AC** 14, touch 14, flat-footed 12

(+2 Dex, +1 Wis, +1 Deflection); Dodge, 5 ranks Tumble

**hp** 16 (2 HD)**Fort** +7, **Ref** +6, **Will** +5

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**Speed** 30 ft. in no armor (6 squares), base movement 30 ft.;

**Melee** unarmed strike +4 (1d8+2) or

**Melee** unarmed strike +2/+2 (1d8+2)

**Ranged** light crossbow +3 (1d8/19-20)

**Base Atk** +1; **Grp** +7

**Atk Options** Improved Grapple

**Special Actions**

**Combat Gear** 2x *potions of mage armor*

---

**Abilities** Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8

**SQ**

**Feats** Dodge, Improved Grapple, Improved Natural Attack (unarmed strike), Weapon Focus (unarmed strike)

**Skills** Balance+8, Jump +8, Knowledge (religion) +4, Swim +7, Tumble +7

**Possessions** combat gear plus dagger, *vest of resistance* +1, *ring of protection* +1

### 3: ABBEY OF THE FAITHFUL

Halls of Meditation

#### STAINED GLASS GOLEM\* CR 5

\*MM II 115

N Medium Construct

**Init** +0; **Senses** darkvision 60 ft.; Listen +1, Spot +1

---

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

**hp** 86 (12 HD); fast repair 5; DR 5/adamentine

**Immune** mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain, any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless), magic immunity

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

---

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

**Melee** rake +10/+10 (1d8+1/19-20)

**Base Atk** +9; **Grp** +10

**Atk Options**

**Special Actions**

**Combat Gear**

---

**Abilities** Str 13, Dex 10, Con —, Int —, Wis 13, Cha 7

**SQ**

**Feats**

**Skills** Hide +0 (+20 when standing motionless in window frame)

**Possessions** combat gear plus

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**Magic Immunity (Ex)** A stained glass golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *shatter* spell affects it normally. A *mending* spell heals 2d6 points of damage the golem has taken. Sonic attacks affect it normally.

Halls of Learning

#### HEADMASTER AKARIL CR 3

Male human cleric 3

LE Medium Humanoid (human)

**Init** -1; **Senses** Listen +2, Spot +2

**Languages** Common

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**AC** 19, touch 9, flat-footed 19  
(-1 Dex, +8 armor, +2 shield)

**hp** 21 (3 HD)

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

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**Speed** 20 ft. in banded mail (4 squares), base movement 30 ft.;

**Melee** mwk glaive +4 (1d10+3/x3) or

**Melee** light mace +4 (1d6+2) or

**Melee** spiked gauntlet +4 (1d4+2)

**Ranged** light crossbow +1 (1d8/19-20)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

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

**Atk Options** rebuke undead 4/day, spontaneous inflict

**Special Actions**

**Combat Gear** *scroll of calm emotions*, *scroll of obscuring mist*, *scroll of shield of faith* (2)

**Cleric Spells Prepared** (CL 3rd):

2nd—*calm emotions*<sup>D</sup> (DC 14), *hold person* (DC 14), *spiritual weapon*

1st—*cure light wounds*, *magic weapon*<sup>D</sup>, *protection from chaos*, *shield of faith*

0—*detect poison*, *detect magic*, *guidance* (2)

**D:** Domain spell. Deity: Wastri. Domains: Law, War

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**Abilities** Str 14, Dex 8, Con 13, Int 10, Wis 15, Cha 12

**SQ**

**Feats** Improved Buckler Defense, Skill Focus (concentration), Weapon Focus (glaive), Weapon Proficiency (glaive)

**Skills** Concentration +10, Knowledge (history) +3, Knowledge (religion) +6, Spellcraft +3

**Possessions** combat gear plus masterwork glaive, light mace, dagger, spiked gauntlets, light crossbow, 20 bolts, masterwork full plate, +1 *buckler*, *vest of resistance* +1, wooden holy symbol, spell component pouch.



## 1: TOWERS OF THE WASPS

### Muddy River

#### HARANG

CR 5

Male bullywug druid 5

(*Monsters of Faerun* p. 25)

CE Medium humanoid (aquatic)

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

**Languages** Common

**AC** 21, touch 12, flat-footed 20

(+1 Dex, +1 deflection, +4 armor, +5 natural)

**hp** 45 (5 HD)

**Fort** +9, **Ref** +5, **Will** +7

**Speed** 25 ft. in hide armor (5 squares), base movement 30 ft., swim 40 ft.;

**Melee** shortspear +3 (1d6)

**Ranged** sling +4 (1d4)

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

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

**Combat Gear** scroll of *resist energy* (CL 3<sup>rd</sup>), scroll of *lesser restoration* (CL 3<sup>rd</sup>)

**Druid Spells Prepared** (CL 5th):

3rd—*greater magic fang*\*, *wind wall* (DC 16)

2nd—*barkskin*\*, *bear's endurance*\*, *nature's favor*

1st—*beastland ferocity*\*, *entangle* (DC 14), *faerie fire*, *longstrider*\*

0—*cure minor wounds*, *flare* (DC 13), *guidance*, *resistance*, *resistance*

\* Already cast (share spells - animal companion)

**Abilities** Str 10, Dex 13, Con 18 (14), Int 8, Wis 16, Cha 12

**SQ** Animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 1/day, marsh move

**Feats** Companion Spellbond, Lightning Reflexes

**Skills** Concentration +12, Handle Animal +9, Hide +7\*, Knowledge (nature) +1, Survival +13

**Possessions** combat gear plus +1 *hide armor*, +1 *cloak of resistance*, +1 *ring of protection*

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

**Nature Sense (Ex):** A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

**Woodland Stride (Ex):** May move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Areas that have been magically manipulated still affect her.

**Trackless Step (Ex):** Leaves no trail in natural surroundings and cannot be tracked (unless she so desires).

**Resist Nature's Lure (Ex):** +4 bonus on saving throws against the spell-like abilities of fey.

**Wild Shape (Ex):** 1/day – Turn into any Small or Medium animal and back again. See PH, p.37

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

New Feat: Companion Spellbond (PH2 p.77)

New Spells: *nature's favor* (SC p.146), *beastland ferocity* (SC p.25)

**Shared Spells:** *barkskin*, *bear's endurance*, *beastland ferocity*, *longstrider* (all included in stat block)

#### BITE

CR --

Male crocodile (animal companion)

N Medium animal

Init +1; **Senses** Listen +5, Spot +5

**Languages** understands master's commands

**AC** 19, touch 11, flat-footed 18

(+1 Dex, +8 natural)

**hp** 55 (5 HD)

**Fort** +10, **Ref** +5 (evasion), **Will** +2

**Speed** 30 ft. (6 squares), swim 40 ft.;

**Melee** bite +9 (1d8+8) or tail slap +9 (1d12+8)

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

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

**Special Actions** Improved Grab

**Abilities** Str 20, Dex 13, Con 22 (18), Int 1, Wis 12, Cha 2

**SQ** Hold breath, low-light vision, link, share spells, +2 tricks, evasion

**Feats** Alertness, Skill Focus (Hide)

**Skills** Hide +7\*, Listen +5, Spot +5, Swim +13

**Possessions** None

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

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

**Tricks:** attack, defend, down, fetch, stay

**Skills:** \*A crocodile gains a +4 racial bonus on Hide checks when in the water. Furthermore, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

**Shared Spells** (must stay within 30' of master): *barkskin*, *bear's endurance*, *beastland ferocity*, *longstrider* (all included in stat block)

**Pre-Cast Spells** (no range requirement): *greater magic fang* (+1 magical enhancement to all natural weapons; included in stat block)

## Walls of Wood

### TOWER SERGEANT

CR 4

Male bullywug cleric 4

(*Monsters of Faerun*, p.25)

LE Medium humanoid (aquatic)

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

Languages Common

AC 21, touch 12, flat-footed 21

(+2 deflection, +6 armor, +3 natural)

Miss Chance 20% (*blur*)

hp 32 (4 HD) plus 9 temporary hp (*aid*)

Fort +7, Ref +3, Will +7 (+1 vs. fear)

Speed 15 ft. in chainmail (3 squares), base movement 20 ft., swim 30 ft.

Melee glaive +8 (1d10+6/x3)

Ranged sling +4 (1d4+4)

Space 5 ft.; Reach 10 ft.

Base Atk +3; Grp +5

Special Actions rebuke undead 4/day

Combat Gear necklace of fireballs (*type I*), divine scroll of *summon monster II* (CL 3), *potion of shield of faith* +2 (CL 1), *potion of blur* (CL 1)

Cleric Spells Prepared (CL 4th):

2nd—*spiritual weapon* (D), *aid*\*, *bull's strength*\*, *bear's endurance*\*

1st—*magic weapon* (D), *bane*, *bless*, *protection from good*, *summon monster I*

0—*guidance*, *inflict minor wounds* (x2), *light*, *resistance*

D: Domain spell. Deity: Wastri. Domains: Animal, War

\* Already Cast (effects included in stat block)

Abilities Str 18 (14), Dex 10, Con 16 (12), Int 8, Wis 16, Cha 13

SQ Marsh move, summoning

Feats Combat Casting, Lightning Reflexes, Martial Weapon Proficiency (glaive)<sup>B</sup>, Weapon Focus (glaive)<sup>B</sup>

Skills Concentration +7 (+11 defensive), Hide -4\*, Swim -4

Possessions combat gear plus +1 chain mail, 2 holy symbols of Wastri, glaive, sling, 10 sling stones

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

Summoning (Sp): When a bullywug cleric uses a *summon monster* spell, there is 50% chance that one more monster than the spell would ordinarily summon will appear. In such cases, there is then a 25% chance that the summoned monster will not be in the bullywug's control, rampaging and attacking at random.

Skills: \*Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage. (Not included above)

Pre-Cast Spells: *aid*, *bull's strength*, *bear's endurance*, *potion of shield of faith* +2, *potion of blur* (all included in stat block)

### TOWER DEFENDERS (RAGING) CR 4

Male bullywug ranger 2 / barbarian 2

(*Monsters of Faerun*, p.25)

LE Medium humanoid (aquatic)

Init +1; Senses Listen +8, Spot +7

Languages Common

AC 17, touch 9, flat-footed 17 (uncanny dodge) (+1 Dex, +5 armor, +3 natural, -2 raging)

hp 40 (4 HD)

Fort +10, Ref +4, Will +5

Speed 30 ft., swim 30 ft.

Melee +1 battleaxe +9 (1d8+6/x3) and mw hand axe +8 (1d6+3/x3)

Ranged longbow +5 (1d8/x3)

Space 5 ft.; Reach 5 ft.

Base Atk +4; Grp +9

Atk Options favored enemy (elves) +2

Special Actions rage 1/day (7 rounds, included)

Combat Gear cloak of predatory vigor

Abilities Str 20 (16), Dex 13, Con 18 (14), Int 10, Wis 12, Cha 8

SQ combat style (two-weapon fighting), illiteracy, fast movement, favored enemy (elves) +2, marsh move, rage 1/day, uncanny dodge, wild empathy

Feats Track<sup>B</sup>, Iron Will, Two-Weapon Fighting<sup>B</sup>, Weapon Focus (battleaxe)

Skills Hide +5\*, Listen +8, Move Silently +5, Spot +7, Survival +8, Swim +10

Possessions +1 chain shirt, +1 battleaxe, mw hand axe, longbow, 20 arrows

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

Skills: \*Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage. (Not included above)

Rage: Bonuses for raging are included in the stat block as this is the default combat orientation for the creature. When not raging, decrease Strength by 4, decrease Constitution by 4, decrease hit points by 8, decrease Will save by 2, and increase AC by 2. A fit of rage lasts for 7 rounds and the barbarian is fatigued when the rage ends.

## 2: BARRACKS OF THE MISGUIDED

### Guardians of the Misguided

### BULLYWUG GUARDS (2) (RAGE) CR 3

Male bullywug\* ranger 2/barbarian 1

\**Monsters of Faerun* 25

NE Medium Humanoid (aquatic)

Init +1; Senses Listen +6, Spot +6

Languages Common

AC 19, touch 9, flat-footed 18

(+1 Dex, +5 armor, +2 shield, +3 natural, -2 rage)

hp 39 (3 HD)

Fort +13, Ref +5, Will +6

Speed 30 ft. in chain shirt (4 squares), base movement 30 ft., swim 30 ft.; Marsh Move

Melee mwk longsword +8 (1d8+4/19-20)

Ranged mwk mighty composite longbow +4 (1d8+2/x3)

Base Atk +3; Grp +7

**Atk Options** favored enemy – elf: +2, Point Blank Shot, Power Attack, Rapid Shot  
**Special Actions** rage 1/day  
**Combat Gear** *potion of cure moderate wounds*  
**Abilities** Str 18, Dex 13, Con 22, Int 8, Wis 13, Cha 4  
**SQ**  
**Feats** Iron Will, Point Blank Shot, Rapid Shot, Track  
**Skills** Hide +4 (+10 in marshes), Listen +6, Move Silently +4, Spot +6, Survival +7, Swim +9  
**Possessions** combat gear plus masterwork longsword, dagger, sap, masterwork mighty composite longbow, 20 arrows, +1 *chain shirt*, mwk heavy wooden shield, *cloak of resistance* +1.  
**Marsh Move (Ex)** Bullywugs suffer no movement penalties for moving in marshes or mud.

## GUARD TOADS\* (2) CR 3

\**Monster Manual II* 74  
 N Medium Animal  
**Init** +2; **Senses** low-light vision; Listen +9, Spot +13  
**Languages** –  
**AC** 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)  
**hp** 26 (4 HD)  
**Fort** +6, **Ref** +6, **Will** +6  
**Speed** 30 ft. (6 squares).  
**Melee** bite +5 (1d4 plus poison)  
**Ranged** tongue +5 (–)  
**Base Atk** +3; **Grp** +3  
**Atk Options** improved grab, swallow whole  
**Special Actions**  
**Combat Gear**  
**Abilities** Str 10, Dex 14, Con 15, Int 2, Wis 15, Cha 7  
**SQ**  
**Feats** Alertness, Weapon Finesse  
**Skills** Hide +12, Jump +11, Listen +7, Spot +11  
**Possessions** combat gear plus  
**Improved Grab (Ex)** One size category smaller, delivered with bite, successful grapple deals bite damage.  
**Swallow Whole (Ex)** One size category smaller, deals 1d6 bludgeoning and 1d4 acid damage per round. Gizzard has AC 13, 10 hp.  
**Poison (Ex)** DC 14 Fortitude, 1d6 Con/1d6 Con.

## The Misguided

### TEACHER CR 3

Male human cleric 3  
 LE Medium Humanoid (human)  
**Init** -1; **Senses** Listen +2, Spot +2  
**Languages** Common  
**AC** 19, touch 9, flat-footed 19 (-1 Dex, +8 armor, +2 shield)  
**hp** 21 (3 HD)  
**Fort** +5, **Ref** +1, **Will** +6  
**Speed** 20 ft. in banded mail (4 squares), base movement 30 ft.;  
**Melee** mwk glaive +4 (1d10+3/x3) or  
**Melee** light mace +4 (1d6+2) or

**Melee** spiked gauntlet +4 (1d4+2)  
**Ranged** light crossbow +1 (1d8/19-20)  
**Space** 5 ft.; **Reach** 5 ft. (10 ft. with glaive)  
**Base Atk** +2; **Grp** +4  
**Atk Options** rebuke undead 4/day, spontaneous inflict  
**Special Actions**  
**Combat Gear** *scroll of calm emotions*, *scroll of obscuring mist*, *scroll of shield of faith* (2)  
**Cleric Spells Prepared** (CL 3rd):  
 2nd—*calm emotions*<sup>D</sup> (DC 14), *hold person* (DC 14), *spiritual weapon*  
 1st—*cure light wounds*, *magic weapon*<sup>D</sup>, *protection from chaos*, *shield of faith*  
 0—*detect poison*, *detect magic*, *guidance* (2)  
**D**: Domain spell. Deity: Wastri. Domains: Law, War  
**Abilities** Str 14, Dex 8, Con 13, Int 10, Wis 15, Cha 12  
**SQ**  
**Feats** Improved Buckler Defense, Skill Focus (concentration), Weapon Focus (glaive), Weapon Proficiency (glaive)  
**Skills** Concentration +10, Knowledge (history) +3, Knowledge (religion) +6, Spellcraft +3  
**Possessions** combat gear plus masterwork glaive, light mace, dagger, spiked gauntlets, light crossbow, 20 bolts, masterwork full plate, +1 *buckler*, *vest of resistance* +1, wooden holy symbol, spell component pouch.

## THE MISGUIDED (5) CR 3

Male and female human fighter 1/monk 2  
 LN Medium humanoid (human)  
**Init** +2; **Senses** Listen +1, Spot +1  
**Languages** Common  
**AC** 14, touch 14, flat-footed 12 (+2 Dex, +1 Wis, +1 Deflection); Dodge, Mobility, 5 ranks Balance, 5 ranks Tumble  
**hp** 22 (3 HD)  
**Fort** +8, **Ref** +7, **Will** +6  
**Speed** 30 ft. in no armor (6 squares), base movement 30 ft.;  
**Melee** unarmed strike +5 (1d8+2) or  
**Melee** unarmed strike +3/+3 (1d8+2) or  
**Melee** mwk guisarme +5 (2d4+3/x3)  
**Ranged** light crossbow +4 (1d8/19-20)  
**Base Atk** +2; **Grp** +8  
**Space** 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)  
**Atk Options** Improved Grapple  
**Special Actions**  
**Combat Gear** 2x alchemist fire, 2x *potions of mage armor*, 2x tanglefoot bags  
**Abilities** Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8  
**SQ**  
**Feats** Dodge, Combat Reflexes, Improved Grapple, Improved Natural Attack (unarmed strike), Mobility, Weapon Focus (unarmed strike)  
**Skills** Balance+9, Jump +9, Knowledge (religion) +5, Swim +8, Tumble +10

**Possessions** combat gear plus dagger, masterwork guisarme, *vest of resistance* +1, *ring of protection* +1

### 3: ABBEY OF THE FAITHFUL

#### Halls of Meditation

##### PREACHER

CR 5

Female human cleric 5  
LE Medium Humanoid (human)  
**Init** -1; **Senses** Listen +2, Spot +2  
**Languages** Common

**AC** 20, touch 9, flat-footed 20  
(-1 Dex, +9 armor, +2 shield)  
**hp** 33 (5 HD)

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

**Speed** 20 ft. in banded mail (4 squares), base movement 30 ft.;

**Melee** +1 *glaive* +5 (1d10+4/x3) or

**Melee** light mace +5 (1d6+2) or

**Melee** spiked gauntlet +5 (1d4+2)

**Ranged** light crossbow +2 (1d8/19-20)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

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

**Atk Options** rebuke undead 4/day, spontaneous inflict

##### Special Actions

**Combat Gear** *scroll of calm emotions*, *scroll of obscuring mist*, *scroll of shield of faith* (2)

**Cleric Spells Prepared** (CL 3rd):

3rd—*cure serious wounds*, *dispel magic*, *magic circle against chaos*<sup>D</sup>

2nd—*calm emotions*<sup>D</sup> (DC 16), *hold person* (DC 16), *resist energy*, *spiritual weapon*

1st—*cure light wounds*, *magic weapon*<sup>D</sup>, *protection from chaos*, *shield of faith* (2)

0—*detect poison*, *detect magic*, *guidance*, *mending* (2)

**D:** Domain spell. Deity: Wastri. Domains: Law, War

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

##### SQ

**Feats** Improved Buckler Defense, Skill Focus (concentration), Spell Focus (Enchantment), Weapon Focus (glaive), Weapon Proficiency (glaive)

**Skills** Concentration +12, Knowledge (history) +4, Knowledge (religion) +8, Spellcraft +4

**Possessions** combat gear plus +1 *glaive*, light mace, dagger, spiked gauntlets, light crossbow, 20 bolts, +1 *full plate*, +1 *buckler*, *vest of resistance* +2, wooden holy symbol, spell component pouch.

##### STAINED GLASS GOLEM\*

CR 5

\*MM II 115

N Medium Construct

**Init** +0; **Senses** darkvision 60 ft.; Listen +1, Spot +1

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

**hp** 86 (12 HD); fast repair 5; DR 5/adamentine

**Immune** mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain, any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless), magic immunity

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

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

**Melee** rake +10/+10 (1d8+1/19-20)

**Base Atk** +9; **Grp** +10

##### Atk Options

##### Special Actions

##### Combat Gear

**Abilities** Str 13, Dex 10, Con —, Int —, Wis 13, Cha 7  
**SQ**

##### Feats

**Skills** Hide +0 (+20 when standing motionless in window frame)

**Possessions** combat gear plus

**Magic Immunity (Ex)** A stained glass golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *shatter* spell affects it normally. A *mending* spell heals 2d6 points of damage the golem has taken. Sonic attacks affect it normally.

#### Halls of Learning

##### HEADMASTER AKARIL

CR 5

Male human cleric 5  
LE Medium Humanoid (human)  
**Init** -1; **Senses** Listen +2, Spot +2  
**Languages** Common

**AC** 20, touch 9, flat-footed 20  
(-1 Dex, +9 armor, +2 shield)

**hp** 33 (5 HD)

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

**Speed** 20 ft. in banded mail (4 squares), base movement 30 ft.;

**Melee** +1 *glaive* +5 (1d10+4/x3) or

**Melee** light mace +5 (1d6+2) or

**Melee** spiked gauntlet +5 (1d4+2)

**Ranged** light crossbow +2 (1d8/19-20)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

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

**Atk Options** rebuke undead 4/day, spontaneous inflict

##### Special Actions

**Combat Gear** *scroll of calm emotions*, *scroll of obscuring mist*, *scroll of shield of faith* (2)

**Cleric Spells Prepared** (CL 3rd):

3rd—*cure serious wounds*, *dispel magic*, *magic circle against chaos*<sup>D</sup>

2nd—*calm emotions*<sup>D</sup> (DC 16), *hold person* (DC 16), *resist energy*, *spiritual weapon*

1st—*cure light wounds*, *magic weapon*<sup>D</sup>, *protection from chaos*, *shield of faith* (2)

0—*detect poison*, *detect magic*, *guidance*, *mending* (2)

**D:** Domain spell. Deity: Wastri. Domains: Law, War

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

**SQ**

**Feats** Improved Buckler Defense, Skill Focus (concentration), Spell Focus (Enchantment), Weapon Focus (glaive), Weapon Proficiency (glaive)

**Skills** Concentration +12, Knowledge (history) +4, Knowledge (religion) +8, Spellcraft +4

**Possessions** combat gear plus +1 *glaive*, light mace, dagger, spiked gauntlets, light crossbow, 20 bolts, +1 *full plate*, +1 *buckler*, *vest of resistance* +2, wooden holy symbol, spell component pouch.

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**MASTER OF OBEDIENCE**

**CR 3**

Male human monk 3

LE Medium Humanoid (human)

**Init** +2; **Senses** Listen +3, Spot +3

**Languages** Common

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**AC** 16, touch 16, flat-footed 14

(+2 Dex, +3 Wis, +1 deflection); Deflect Arrows, 5 ranks Balance, 5 ranks Tumble

**hp** 20 (3 HD)

**Fort** +4, **Ref** +5, **Will** +6

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**Speed** 40 ft. in no armor (8 squares), base movement 40 ft.;

**Melee** unarmed strike +5 (1d6+2) or

**Melee** unarmed strike +3/+3 (1d6+2)

**Base Atk** +2; **Grp** +8

**Atk Options** Improved Grapple, Stunning Fist 3/day (DC 16)

**Special Actions**

**Combat Gear** 2x *potions of enlarge person*, 2x *potions of mage armor*, 2x tanglefoot bags

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

**SQ**

**Feats** Ability Focus (stunning fist), Deflect Arrows, Improved Grapple, Stunning Fist, Weapon Focus (unarmed strike)

**Skills** Balance +11, Jump +10, Knowledge (religion) +7, Sense Motive +10, Tumble +11

**Possessions** combat gear plus *cloak of resistance* +1, *ring of protection* +1

## 1: TOWERS OF THE WASPS

## Muddy River

## HARANG

CR 7

Male bullywug druid 7

(Monsters of Faerun p. 25)

CE Medium humanoid (aquatic)

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

Languages Common

AC 23, touch 12, flat-footed 22

(+1 Dex, +1 deflection, +5 armor, +6 natural)

hp 63 (7 HD)

Fort +11, Ref +7, Will +9

Speed 25 ft. in hide armor (5 squares), base movement 30 ft., swim 40 ft.;

Melee shortspear +5 (1d6)

Ranged sling +6 (1d4)

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +5

Combat Gear scroll of *resist energy* (CL 3<sup>rd</sup>), scroll of *lesser restoration* (CL 3<sup>rd</sup>)

Druid Spells Prepared (CL 7th):

4th—*flame strike* (DC 17)3rd—*greater magic fang\**, *jagged tooth\**, *wind wall* (DC 16)2nd—*barkskin\**, *bear's endurance\**, *healing sting*, *nature's favor*1st—*beastland ferocity\**, *entangle* (DC 14), *enrage animal*, *faerie fire*, *longstrider\**0—*cure minor wounds*, *create water*, *flare* (DC 13), *guidance*, *resistance*, *resistance*

\* Already cast (share spells - animal companion)

Abilities Str 10, Dex 13, Con 18 (14), Int 8, Wis 16, Cha 12

SQ Animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 3/day, marsh move

Feats Companion Spellbond, Lightning Reflexes, Natural Spell

Skills Concentration +14, Handle Animal +11, Hide +7\*, Knowledge (nature) +1, Survival +15

Possessions combat gear plus +2 *hide armor*, +2 *cloak of resistance*, +1 *ring of protection*

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

Nature Sense (Ex): A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Woodland Stride (Ex): May move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Areas that have been magically manipulated still affect her.

Trackless Step (Ex): Leaves no trail in natural surroundings and cannot be tracked (unless she so desires).

Resist Nature's Lure (Ex): +4 bonus on saving throws against the spell-like abilities of fey.

Wild Shape (Ex): 3/day – Turn into any Small or Medium animal and back again. See PH, p.37

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

New Feat: Companion Spellbond (PH2 p.77)

New Spells: *nature's favor* (SC p.146), *beastland ferocity* (SC p.25), *healing sting* (SC p.110), *enrage animal* (SC p.82)Shared Spells: *barkskin*, *bear's endurance*, *beastland ferocity*, *longstrider* (all included in stat block)

## BITE

CR --

Male crocodile (animal companion)

N Medium animal

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

Languages understands master's commands

AC 23, touch 12, flat-footed 21

(+2 Dex, +11 natural)

hp 77 (7 HD)

Fort +11, Ref +7 (evasion), Will +3 (+7 vs. enchantment)

Speed 30 ft. (6 squares), swim 40 ft.;

Melee bite +12 (2d6+9/19-20) or tail slap +10 (1d12+7)

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +10

Special Actions Improved Grab

Abilities Str 21, Dex 14, Con 22 (18), Int 1, Wis 12, Cha 2

SQ Hold breath, low-light vision, link, share spells, +3 tricks, evasion, devotion

Feats Alertness, Improved Natural Attack (bite), Skill Focus (Hide)

Skills Hide +10\*, Listen +5, Spot +5, Swim +13

Possessions None

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

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

Tricks: attack, defend, down, fetch, heel, stay

Skills: \*A crocodile gains a +4 racial bonus on Hide checks when in the water. Furthermore, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

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**Shared Spells** (must stay within 30' of master):  
*barkskin*, *bear's endurance*, *beastland ferocity*,  
*longstrider* (all included in stat block)

**Pre-Cast Spells** (no range requirement): *greater magic fang* (+2 magical enhancement to bite),  
*jagged tooth* (bite crit range increases to 19-20);  
already included in stat block

## Walls of Wood

### TOWER SERGEANT

CR 6

Male bullywug cleric 6

(*Monsters of Faerun*, p.25)

LE Medium humanoid (aquatic)

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

**Aura** *invisibility purge* (30 ft.)

**Languages** Common

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**AC** 22, touch 13, flat-footed 22

(+3 deflection, +6 armor, +3 natural)

**Miss Chance** 20% (*blur*)

**hp** 44 (6 HD) plus 11 temporary hp (*mass aid*)

**Fort** +9, **Ref** +5, **Will** +9 (+1 vs. fear)

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**Speed** 15 ft. in chainmail (3 squares), base  
movement 20 ft., swim 30 ft.

**Melee** mw glaive +10 (1d10+6/x3)

**Ranged** sling +4 (1d4+4)

**Space** 5 ft.; **Reach** 10 ft.

**Base Atk** +4; **Grp** +6

**Special Actions** rebuke undead 4/day

**Combat Gear** *necklace of fireballs* (type I), divine  
scroll of *summon monster III* (CL 5), *potion of haste*  
(CL 5), *potion of shield of faith* +3 (CL 6), *potion of*  
*blur* (CL 4)

**Cleric Spells Prepared** (CL 6th):

3rd—*dominate animal* (D), *flame of faith*, *invisibility*  
*purge*\*, *mass aid*\*

2nd—*spiritual weapon* (D), *bull's strength*\*, *bear's*  
*endurance*\*, *hold person* (DC 15), *summon*  
*monster II*

1st—*magic weapon* (D), *bane*, *bless*, *protection*  
*from good*, *summon monster I*

0—*guidance*, *inflict minor wounds* (x2), *light*,  
*resistance*

**D**: Domain spell. Deity: Wastri. Domains: Animal, War

\* Already Cast (effects included in stat block)

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**Abilities** Str 18 (14), Dex 10, Con 16 (12), Int 8, Wis  
16, Cha 13

**SQ** Marsh move, summoning

**Feats** Brew Potion, Combat Casting, Lightning  
Reflexes, Martial Weapon Proficiency (glaive)<sup>B</sup>,  
Weapon Focus (glaive)<sup>B</sup>

**Skills** Concentration +9 (+13 defensive), Hide -4\*,  
Swim -4

**Possessions** combat gear plus +1 *chain mail*, +1  
*cloak of resistance*, 2 holy symbols of Wastri, mw  
glaive, sling, 10 sling stones

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

**Summoning (Sp)**: When a bullywug cleric uses a  
*summon monster* spell, there is 50% chance that  
one more monster than the spell would ordinarily

summon will appear. In such cases, there is then a  
25% chance that the summoned monster will not  
be in the bullywug's control, rampaging and  
attacking at random.

**Skills**: \*Bullywugs have a +6 racial bonus on Hide  
checks when in marshes because of their skill at  
camouflage. (Not included above)

**Pre-Cast Spells**: *mass aid*, *bull's strength*, *bear's endurance*, *potion of shield*  
*of faith* +3, *potion of blur* (all included in stat block)

**Tactics**: Quaff *potion of haste*, cast *flame of faith* to turn glaive into a +1  
*flaming burst glaive*, start summoning or wade into melee or throw  
beads from your *necklace of fireballs*.

New Spells: <i>flame of faith</i> (SC p.95), <i>mass aid</i> (SC p.8)
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### TOWER DEFENDERS (RAGING) CR 6

Male bullywug ranger 2 / barbarian 4

(*Monsters of Faerun*, p.25)

LE Medium humanoid (aquatic)

**Init** +1; **Senses** Listen +9, Spot +7

**Languages** Common

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**AC** 17, touch 9, flat-footed 17 (uncanny dodge)  
(+1 Dex, +5 armor, +3 natural, -2 raging)

**hp** 62 (6 HD) plus 11 temporary hp (*mass aid*)

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

---

**Speed** 30 ft., swim 30 ft.

**Melee** +1 *battleaxe* +11 (1d8+6/x3) and  
+1 *hand axe* +11 (1d6+3/x3)

**Ranged** mw comp. longbow +8 (1d8+3/x3)

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

**Base Atk** +6; **Grp** +11

**Atk Options** favored enemy (elves) +2

**Special Actions** rage 2/day (7 rounds, included)

**Combat Gear** *cloak of predatory vigor*

---

**Abilities** Str 20 (16), Dex 13, Con 18 (14), Int 10, Wis  
12, Cha 8

**SQ** combat style (two-weapon fighting), illiteracy, fast  
movement, favored enemy (elves) +2, marsh  
move, rage 2/day, trap sense +1, uncanny dodge,  
wild empathy

**Feats** Track<sup>B</sup>, Iron Will, Two-Weapon Fighting<sup>B</sup>,  
Weapon Focus (battleaxe), Weapon Focus (hand  
axe)

**Skills** Hide +5\*, Listen +9, Move Silently +5, Spot +7,  
Survival +8, Swim +11

**Possessions** +1 *chain shirt*, +1 *battleaxe*, +1 *hand*  
*axe*, mw composite longbow (+3 Str), 20 arrows

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

**Skills**: \*Bullywugs have a +6 racial bonus on Hide  
checks when in marshes because of their skill at  
camouflage. (Not included above)

**Rage**: Bonuses for raging are included in the stat  
block as this is the default combat orientation for  
the creature. When not raging, decrease Strength  
by 4, decrease Constitution by 4, decrease hit  
points by 12, decrease Will save by 2, and increase  
AC by 2. A fit of rage lasts for 7 rounds and the  
barbarian is fatigued when the rage ends.

## Wasps of the Prophet

### FLYING KNIGHT

CR 5

Male human ranger 2 / fighter 3

LE Medium humanoid (human)

**Init** +5; **Senses** Listen +6, Spot +6

**Languages** Common

**AC** 20, touch 15, flat-footed 15

(+5 Dex, +5 armor)

**hp** 38 (5 HD)

**Fort** +8, **Ref** +9, **Will** +4

**Speed** 30 ft. in mithral shirt (6 squares), fly 60 ft. (good) with *potion of fly*;

**Melee** longsword +6 (1d8+1/19-20)

**Ranged** +1 *comp. longbow* +12 (1d8+1/x3) or

**Ranged** +1 *comp. longbow* +10/+10 (1d8+1/x3)

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

**Base Atk** +5; **Grp** +6

**Atk Options** Point-Blank Shot, Rapid Shot, favored enemy (dwarves) +2

**Special Actions** Mounted Combat (Ride check to negate a hit against mount)

**Combat Gear** *potion of fly* (CL 5<sup>th</sup>), *potion of cat's grace* (CL 5<sup>th</sup>), *retributive amulet*

**Abilities** Str 13, Dex 20 (16), Con 14, Int 10, Wis 12, Cha 8

**SQ** Combat style (archery), favored enemy (dwarves) +2, wild empathy

**Feats** Iron Will, Mounted Combat, Point-Blank Shot, Precise Shot, Rapid Shot<sup>B</sup>, Track<sup>B</sup>, Weapon Focus (longbow)

**Skills** Handle Animal +3, Hide +10, Jump +9, Listen +6, Move Silently +10, Ride +13, Spot +6

**Possessions** combat gear plus +1 *composite longbow* (+1 Str), +1 *mithral shirt*, longsword, 20 arrows

### SPIDER EATER

CR 5

*Monster Manual*, page 234

N Large magical beast

**Init** +1; **Senses** Listen +10, Spot +11, darkvision 60 ft., scent

**Languages** trained for combat riding

**AC** 14, touch 10, flat-footed 13; [+1 Dodge]

(-1 size, +1 Dex, +4 natural)

**hp** 42 (4 HD)

**Immune** freedom of movement

**Fort** +9, **Ref** +5, **Will** +2

**Speed** 30 ft. (6 squares), fly 60 ft. (good)

**Melee** sting +8 (1d8+5 plus poison) and bite +3 (1d8+2)

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +13

**Special Actions** Implant, poison (DC 17)

**Abilities** Str 21, Dex 13, Con 21, Int 2, Wis 12, Cha 10

**SQ** Darkvision 60 ft., freedom of movement, scent

**Feats** Alertness, Dodge

**Skills** Listen +10, Spot +11

**Possessions** exotic saddle

**Poison (Ex):** Injury, Fortitude DC 17, initial damage none, secondary damage paralysis for 1d8+5 weeks. The save DC is Constitution-based.

**Freedom of Movement (Su):** Spider eaters have a continuous freedom of movement ability as the spell (caster level 12<sup>th</sup>). When the spider eater serves as a mount, this effect does not extend to its rider.

**Implant (Ex):** Requires a paralyzed victim of at least Large size, so probably won't matter.

**Skills:** Spider eaters have a +4 racial bonus on Listen and Spot checks.

## Stings of the Righteous

### TOWER LIEUTENANT

CR 7

Female human warlock 7

(*Complete Arcane*, p.7)

LE Medium humanoid (human)

**Init** +2; **Senses** Listen +1, Spot +1

**Languages** Common

**AC** 17, touch 12, flat-footed 15

(+2 Dex, +5 armor)

**hp** 35 (7 HD); **DR** 2 / cold iron

**Fort** +8 **Ref** +5, **Will** +7

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

**Melee** dagger +4 (1d4-1/19-20)

**Ranged** *eldritch blast* +8 ranged touch (4d6)

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

**Base Atk** +5; **Grp** +4

**Atk Options** *eldritch spear*, *sickenning blast*, *eldritch chain*

**Special Actions** *detect magic* (at will)

**Combat Gear** arcane scroll of *mirror image* (CL 3), divine scroll of *dispel magic* (CL 5), arcane scroll of *haste* (CL 5), arcane scroll of *slow* (CL 5), *bracers of the entangling blast*

**Warlock Invocations** (CL 7th):

lesser—*eldritch chain* (blast shape)

least—*dark one's own luck*, *eldritch spear* (blast shape), *sickenning blast* (Fort DC 16) (eldritch essence)

**Abilities** Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 18

**SQ** *detect magic*, deceive item, no arcane spell failure in light armor

**Feats** Point-Blank Shot, Precise Shot, Skill Focus (Use Magic Device), Weapon Focus (rays)

**Skills** Concentration +12, Spellcraft +11, Use Magic Device +18 (take 10 for +28)

**Possessions** combat gear plus +2 *cloak of Charisma*, +1 *vest of resistance*, +1 *chain shirt*, dagger

**Eldritch Blast (Sp):** An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. It is usable at will, an unlimited number of times per day. It deals the listed amount of damage. It is the equivalent of a 1<sup>st</sup>-level spell. It is subject to spell resistance, deals half damage to objects, and



cannot be improved by metamagic feats (but can be modified by invocations).

**Invocations (Sp):** Invocations (including *eldritch blast* itself) may be used at will, an unlimited number of times per day. Using an invocation is a standard action that provokes attacks of opportunity. Invocations can be disrupted and they can be used on the defensive with a successful Concentration check. They are subject to spell resistance. A warlock's caster level with his invocations is equal to his class level. If he chooses, a warlock may apply one blast shape and one eldritch essence invocation as part of an *eldritch blast*.

**Detect Magic (Sp):** The warlock can use *detect magic* (as the spell) at will, with a caster level equal to his class level.

**Damage Reduction (Su):** Cold iron bypasses the warlock's DR.

**Deceive Item (Ex):** The warlock may take 10 on Use Magic Device checks even if distracted or threatened. (All of the scrolls listed under the warlock's Combat Gear may be activated with a DC 28 UMD check, so there is no need to roll UMD checks to activate those items – the warlock automatically takes 10 and succeeds.)

Active Invocation: *dark one's own luck* (+4 on all Fortitude saves for 24 hours, already included in stat block). This invocation cannot be used again as long as the first activation remains.

Invocation Notes:

*eldritch spear* increases the range of the *eldritch blast* to 250 feet (no range increment);

*sickening blast* forces a struck living creature to make a Fortitude save (DC 16) or become sickened for 1 minute (in addition to the base damage from the *eldritch blast*, which allows no save);

*eldritch chain* allows the warlock to "jump" an *eldritch blast*, making a second attack against one secondary target within 30 feet of the primary target, dealing half the damage dealt to the first target. (If the *eldritch blast* misses the first target, no second target is allowed.)

Note that because they are both blast shape invocations, *eldritch spear* and *eldritch chain* may not be used at the same time, but either may be combined with *sickening blast*.

## TOWER GUARD

CR 7

Female human fighter 5 / tactical soldier 2

(*Miniatures Handbook* p. 22)

LE Medium humanoid (human)

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

**Languages** Common

**AC** 24, touch 11, flat-footed 23

(+1 Dex, +9 armor, +4 shield)

**hp** 70 (7 HD)

**Fort** +12, **Ref** +3, **Will** +2

**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.

**Melee** +1 *bastard sword* +15/+10 (1d10+8/19-20)

**Ranged** mw comp longbow +9/+4 (1d8+4/x3)

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

**Base Atk** +7; **Grp** +13

**Atk Options** Power Attack

**Special Actions** Flanker, Sidestep

**Combat Gear** ~~*potion of bull's strength*~~ (CL 3), ~~*potion of bear's endurance*~~ (CL 3)

**Abilities** Str 22 (18), Dex 12, Con 18 (14), Int 13, Wis 10, Cha 8

**SQ** None

**Feats** Cleave, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Power Attack, Shield Specialization (heavy), Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

**Skills** Climb +8, Jump +8, Ride +8, Swim +2, Sense Motive +7

**Possessions** combat gear plus +1 *bastard sword*, +1 *full plate*, +1 *heavy steel shield*, +1 *cloak of resistance*, mw composite longbow [+4 Str]

**Flanker (Ex):** A tactical soldier can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She may designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is impassable or occupied.

**Sidestep (Ex):** Bonus feat (MH p. 28) – Once per round, when the tactical soldier makes an attack of opportunity, she may take a 5-foot step after the attack. This doesn't count against the limit of one 5-foot step per round or against any movement she takes on her own turn.

**Shield Specialization (Ex):** Feat (PH2 p.82) +1 AC bonus when using a heavy shield (included in stat block).

Active Spells (included in stat block): *bull's strength*, *bear's endurance*.

Skill bonuses listed already include total -6 armor check penalty (-12 for Swim).

## 3: ABBEY OF THE FAITHFUL

Halls of Meditation

### PREACHER

CR 7

Female human cleric 7

LE Medium Humanoid (human)

**Init** -1; **Senses** Listen +2, Spot +2

**Languages** Common

**AC** 20, touch 9, flat-footed 20

(-1 Dex, +9 armor, +2 shield)

**hp** 52 (7 HD)

**Immune** blinding effects

**Fort** +8, **Ref** +3, **Will** +9

**Speed** 20 ft. in banded mail (4 squares), base movement 30 ft.;

**Melee** +1 glaive +8 (1d10+5/x3) or  
**Melee** light mace +8 (1d6+3) or  
**Melee** spiked gauntlet +8 (1d4+3)  
**Ranged** light crossbow +4 (1d8/19-20)  
**Space** 5 ft.; **Reach** 5 ft. (10 ft. with glaive)  
**Base Atk** +5; **Grp** +7  
**Atk Options** rebuke undead 4/day, spontaneous inflict  
**Special Actions**  
**Combat Gear** *goggles of the sun, scroll of calm emotions, scroll of obscuring mist, scroll of shield of faith* (2)  
**Cleric Spells Prepared** (CL 4th):  
 4th—*divine power, freedom of movement, order's wrath*<sup>D</sup>  
 3rd—*blindness/deafness* (DC 17), *cure serious wounds, dispel magic, magic circle against chaos*<sup>D</sup>  
 2nd—*calm emotions*<sup>D</sup> (DC 17), *hold person* (DC 17), *resist energy* (2), *spiritual weapon*  
 1st—*command* (DC 16), *cure light wounds, magic weapon*<sup>D</sup>, *protection from chaos, shield of faith* (2)  
 0—*detect poison, detect magic, guidance* (2), *mending* (2)  
**D:** Domain spell. Deity: Wastri. Domains: Law, War  
**Abilities** Str 16, Dex 8, Con 13, Int 10, Wis 18, Cha 12

**SQ**  
**Feats** Improved Buckler Defense, Improved Toughness, Skill Focus (concentration), Spell Focus (Enchantment), Weapon Focus (glaive), Weapon Proficiency (glaive)  
**Skills** Concentration +14, Knowledge (history) +5, Knowledge (religion) +10, Spellcraft +5  
**Possessions** combat gear plus +1 glaive, light mace, dagger, spiked gauntlets, light crossbow, 20 bolts, +1 full plate, +1 buckler, vest of resistance +2, wooden holy symbol, spell component pouch.

## STAINED GLASS GOLEMS\* (2) CR 5

\*MM II 115  
 N Medium Construct  
**Init** +0; **Senses** darkvision 60 ft.; Listen +1, Spot +1  
**AC** 15, touch 10, flat-footed 15 (+5 natural)  
**hp** 86 (12 HD); fast repair 5; DR 5/adamentine  
**Immune** mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain, any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless), magic immunity  
**Fort** +4, **Ref** +4, **Will** +5  
**Speed** 30 ft. (6 squares)  
**Melee** rake +10/+10 (1d8+1/19-20)  
**Base Atk** +9; **Grp** +10  
**Atk Options**  
**Special Actions**

## Combat Gear

**Abilities** Str 13, Dex 10, Con —, Int —, Wis 13, Cha 7  
**SQ**

## Feats

**Skills** Hide +0 (+20 when standing motionless in window frame)

**Possessions** combat gear plus

**Magic Immunity (Ex)** A stained glass golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *shatter* spell affects it normally. A *mending* spell heals 2d6 points of damage the golem has taken. Sonic attacks affect it normally.

## Halls of Learning

### HEADMASTER AKARIL

CR 7

Male human cleric 7  
 LE Medium Humanoid (human)  
**Init** -1; **Senses** Listen +2, Spot +2  
**Languages** Common

**AC** 20, touch 9, flat-footed 20 (-1 Dex, +9 armor, +2 shield)

**hp** 52 (7 HD)

**Immune** blinding effects

**Fort** +8, **Ref** +3, **Will** +9

**Speed** 20 ft. in banded mail (4 squares), base movement 30 ft.;

**Melee** +1 glaive +8 (1d10+5/x3) or

**Melee** light mace +8 (1d6+3) or

**Melee** spiked gauntlet +8 (1d4+3)

**Ranged** light crossbow +4 (1d8/19-20)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

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

**Atk Options** rebuke undead 4/day, spontaneous inflict

## Special Actions

**Combat Gear** *goggles of the sun, scroll of calm emotions, scroll of obscuring mist, scroll of shield of faith* (2)

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

4th—*divine power, freedom of movement, order's wrath*<sup>D</sup>

3rd—*blindness/deafness* (DC 17), *cure serious wounds, dispel magic, magic circle against chaos*<sup>D</sup>

2nd—*calm emotions*<sup>D</sup> (DC 17), *hold person* (DC 17), *resist energy* (2), *spiritual weapon*

1st—*command* (DC 16), *cure light wounds, magic weapon*<sup>D</sup>, *protection from chaos, shield of faith* (2)

0—*detect poison, detect magic, guidance* (2), *mending* (2)

**D:** Domain spell. Deity: Wastri. Domains: Law, War

**Abilities** Str 16, Dex 8, Con 13, Int 10, Wis 18, Cha 12

## SQ

**Feats** Improved Buckler Defense, Improved Toughness, Skill Focus (concentration), Spell Focus (Enchantment), Weapon Focus (glaive), Weapon Proficiency (glaive)

**Skills** Concentration +14, Knowledge (history) +5, Knowledge (religion) +10, Spellcraft +5  
**Possessions** combat gear plus +1 *glaive*, light mace, dagger, spiked gauntlets, light crossbow, 20 bolts, +1 *full plate*, +1 *buckler*, *vest of resistance* +2, wooden holy symbol, spell component pouch.

## MASTER OF OBEDIENCE CR 5

Male human monk 5  
 LE Medium Humanoid (human)  
**Init** +2; **Senses** Listen +3, Spot +3  
**Languages** Common

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**AC** 18, touch 18, flat-footed 16  
 (+2 Dex, +3 Wis, +1 class, +2 deflection); Deflect Arrows, 5 ranks Balance, 5 ranks Tumble  
**hp** 32 (5 HD)  
**Fort** +6, **Ref** +7, **Will** +8

---

**Speed** 40 ft. in no armor (8 squares), base movement 40 ft.;  
**Melee** unarmed strike +7 (1d6+3) or  
**Melee** unarmed strike +6/+6 (1d6+3)  
**Base Atk** +3; **Grp** +10  
**Atk Options** Improved Grapple, Stunning Fist 5/day (DC 19)  
**Special Actions**  
**Combat Gear** 2x *potions of enlarge person*, 2x *potions of mage armor*, 2x tanglefoot bags

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**Abilities** Str 16, Dex 14, Con 12, Int 10, Wis 16, Cha 8  
**SQ**  
**Feats** Ability Focus (stunning fist), Deflect Arrows, Improved Grapple, Stunning Fist, Weapon Focus (unarmed strike)  
**Skills** Balance +11, Jump +10, Knowledge (religion) +7, Sense Motive +10, Tumble +11  
**Possessions** combat gear plus *cloak of resistance* +2, *ring of protection* +2, *ki straps*

## 4: GATES OF THE STEADFAST

First Line of Defense

### HURSHU CR 7

Male human ghost marshal\* 2/bard 3  
 \**Miniature Handbook* 11  
 LE Medium Undead (Incorporeal)  
**Init** +2; **Senses** darkvision 60 ft.; Listen +15, Spot +9  
**Aura** horrific appearance 60 ft., marshal aura 60 ft. (*art of war* and *resilient troops*)  
**Languages** Ancient Sueloise, Common

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**AC** 17, touch 17, flat-footed 15  
 (+2 Dex, +5 deflection); 5 ranks Balance  
**Miss Chance** 50%  
**hp** 38 (5 HD)  
**Immune** undead immunities  
**Resist** +8 turn resistance  
**Fort** +6, **Ref** +7, **Will** +9

---

**Speed** 30 ft. fly (perfect) (6 squares);  
**Melee** rapier +2 (1d6-1/18-20) (ethereal only)  
**Base Atk** +3; **Grp** – (+2)  
**Atk Options** corrupting gaze

**Special Actions** Bardic music 3/day (inspire courage +1, countersong, inspire competence)

### Combat Gear

#### Bard Spells Known (CL 3rd):

1st (3/day)—*grease* (DC 16), *inspirational boost*, *Tasha's hideous laughter* (DC 16)  
 0 (3/day)—*detect magic*, *light*, *mage hand*, *message*, *prestidigitation*, *read magic*

† Already cast

**Abilities** Str – (8), Dex 14, Con –, Int 12, Wis 13, Cha 20

### SQ

**Feats** Ability Focus (corrupting gaze), Improved Toughness, Improved Turn Resistance, Skill Focus (diplomacy)

**Skills** Bluff +13, Diplomacy +18, Hide +10, Knowledge (religion) +9, Knowledge (local: the Splintered Sun) +9, Listen +15, Perform (oratory) +11, Search +9, Spellcraft +7, Spot +9, Survival +5, Tumble +8

**Possessions** combat gear plus *cloak of resistance* +1

**Marshal aura (Ex)** 60 ft. radius, +5 bonus on disarm, trip, bull rush, and sunder attempts; +1 on all saves.

**Corrupting Gaze (Su)** A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a DC 19 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

**Horrific Appearance (Su)** Any living creature within 60 feet that views a ghost must succeed on a DC 17 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

## BULLYWUG BRUTES (2) CR 7

Male hill giant  
 NE Large Giant  
**Init** +1; **Senses** low-light vision; Listen +3, Spot +6  
**Languages** Common

**AC** 24, touch 10, flat-footed 23  
 (–1 size, +1 Dex, +5 armor, +9 natural)

**hp** 102 (12 HD)

**Fort** +13, **Ref** +4, **Will** +5

**Speed** 30 ft. in breastplate (6 squares), base movement 40 ft., swim 40 ft.; Marsh Move

**Melee** mwk spiked chain +17/+12 (2d6+10/19-20) or  
**Melee** slam +15/+15 (1d4+7)

**Ranged** light crossbow +9 (1d10/19-20)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with spiked chain)

**Base Atk** +9; **Grp** +20

**Atk Options** Trip (+18)

### Special Actions

**Combat Gear** *potion of fly*, 2x *potion of cure serious wounds*, *potion of remove blindness*

**Abilities** Str 25, Dex 12, Con 19, Int 6, Wis 10, Cha 7

**SQ**

**Feats** Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Power Attack, Improved Critical (spiked chain), Weapon Focus (spiked chain)

**Skills** Climb +7, Hide -3 (+3 in marshes), Jump +7, Listen +3, Spot +7, Swim +9

**Possessions** combat gear plus masterwork spiked chain, light crossbow, 20 bolts, masterwork breastplate

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

**Second Line of Defense****BULLYWUG ARCHERS (10) CR 1/2**

Male bullywug\* warrior 1

\**Monsters of Fear* 25

NE Medium Humanoid (aquatic)

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

**Languages** Common

**AC** 15, touch 12, flat-footed 15  
(+2 armor, +3 natural)

**hp** 9 (1 HD)

**Fort** +6, **Ref** +0, **Will** -1

**Speed** 20 ft. in leather (4 squares), base movement 20 ft., swim 30 ft.; Marsh Move

**Melee** spear +2 (1d8+1/x3)

**Ranged** longbow +2 (1d8/x3)

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

**Atk Options**

**Special Actions**

**Combat Gear**

**Abilities** Str 12, Dex 12, Con 16, Int 7, Wis 7, Cha 7  
**SQ**

**Feats** Point Blank Shot

**Skills** Hide +1 (+7 in marshes), Listen -2, Spot -2, Swim +9

**Possessions** combat gear plus spear, dagger, sap, longbow, 20 arrows, leather armor.

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

**WASTRIAN CAPTAIN CR 8**

Male bullywug cleric 8

LE Medium Humanoid (aquatic)

**Init** -1; **Senses** Listen +2, Spot +2

**Languages** Common

**AC** 23, touch 9, flat-footed 23  
(-1 Dex, +9 armor, +2 shield, +3 natural)

**hp** 85 (8 HD)

**Immune** blinding effects

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

**Speed** 15 ft. in banded mail (4 squares), base movement 20 ft., swim 30 ft.; Marsh Move

**Melee** +1 glaive +9/+4 (1d10+5/x3) or

**Melee** light mace +9/+4 (1d6+3) or

**Melee** spiked gauntlet +9/+4 (1d4+3)

**Ranged** light crossbow +5 (1d8/19-20)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

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

**Atk Options** rebuke undead 3/day, spontaneous inflict

**Special Actions**

**Combat Gear** *goggles of the sun*, *scroll of calm emotions*, *scroll of obscuring mist*, *scroll of shield of faith* (2)

**Cleric Spells Prepared** (CL 8th):

4th—*cure serious wounds*, *freedom of movement*, *order's wrath*<sup>D</sup>, *spell immunity*

3rd—*cure serious wounds*, *dispel magic*, *magic circle against chaos*<sup>D</sup>, *magic circle against good*

2nd—*aid*, *bull's strength*, *calm emotions*<sup>D</sup> (DC 16), *resist energy* (2)

1st—*command* (DC 15), *cure light wounds*, *magic weapon*<sup>D</sup>, *protection from chaos*, *shield of faith* (2)

0—*detect poison*, *detect magic*, *guidance* (2), *mending* (2)

**D:** Domain spell. Deity: Wastri. Domains: Law, War

**Abilities** Str 16, Dex 8, Con 19, Int 8, Wis 16, Cha 10  
**SQ**

**Feats** Improved Buckler Defense, Improved Toughness, Skill Focus (concentration), Spell Focus (Enchantment), Weapon Focus (glaive), Weapon Proficiency (glaive)

**Skills** Concentration +17, Knowledge (religion) +4, Spellcraft +9

**Possessions** combat gear plus +1 glaive, light mace, dagger, spiked gauntlets, light crossbow, 20 bolts, +1 full plate, +1 buckler, vest of resistance +2, wooden holy symbol, spell component pouch.

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

Spell immunity: hydra: *ray of enfeeblement*, *scorching ray*  
*Magic circle against good*: hydra

## 1: TOWER OF THE WASPS

### Wasps of the Prophet

#### FLYING KNIGHT

CR 5

Male human ranger 2 / fighter 3

LE Medium humanoid (human)

**Init** +5; **Senses** Listen +6, Spot +6

**Languages** Common

**AC** 20, touch 15, flat-footed 15

(+5 Dex, +5 armor)

**hp** 38 (5 HD)

**Fort** +8, **Ref** +9, **Will** +4

**Speed** 30 ft. in mithral shirt (6 squares), fly 60 ft. (good) with *potion of fly*,

**Melee** longsword +6 (1d8+1/19-20)

**Ranged** +1 *comp. longbow* +12 (1d8+1/x3) or

**Ranged** +1 *comp. longbow* +10/+10 (1d8+1/x3)

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

**Base Atk** +5; **Grp** +6

**Atk Options** Point-Blank Shot, Rapid Shot, favored enemy (dwarves) +2

**Special Actions** Mounted Combat (Ride check to negate a hit against mount)

**Combat Gear** *potion of fly* (CL 5<sup>th</sup>), *potion of cat's grace* (CL 5<sup>th</sup>), *retributive amulet*

**Abilities** Str 13, Dex 20 (16), Con 14, Int 10, Wis 12, Cha 8

**SQ** Combat style (archery), favored enemy (dwarves) +2, wild empathy

**Feats** Iron Will, Mounted Combat, Point-Blank Shot, Precise Shot, Rapid Shot<sup>B</sup>, Track<sup>B</sup>, Weapon Focus (longbow)

**Skills** Handle Animal +3, Hide +10, Jump +9, Listen +6, Move Silently +10, Ride +13, Spot +6

**Possessions** combat gear plus +1 *composite longbow* (+1 Str), +1 *mithral shirt*, longsword, 20 arrows

#### TERRIBLE SPIDER EATER

CR 7

*Monster Manual*, page 234, Advanced +6 HD

N Huge magical beast

**Init** +0; **Senses** Listen +13, Spot +14, darkvision 60 ft., scent

**Languages** trained for combat riding

**AC** 15, touch 8, flat-footed 15; [+1 Dodge]

(-2 size, +7 natural)

**hp** 125 (10 HD)

**Immune** freedom of movement

**Fort** +14, **Ref** +7, **Will** +4

**Speed** 30 ft. (6 squares), fly 60 ft. (perfect)

**Melee** sting +17 (2d6+9 plus poison) and bite +12 (2d6+4)

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

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

**Atk Options** snatch (requires bite)

**Special Actions** Implant, poison (DC 22)

**Abilities** Str 29, Dex 11, Con 25, Int 2, Wis 12, Cha 10

**SQ** Darkvision 60 ft., freedom of movement, scent

**Feats** Alertness, Dodge, Hover, Snatch

**Skills** Listen +13, Spot +14

**Possessions** exotic saddle

**Poison (Ex):** Injury, Fortitude DC 22, initial damage none, secondary damage paralysis for 1d8+5 weeks. The save DC is Constitution-based.

**Freedom of Movement (Su):** Spider eaters have a continuous freedom of movement ability as the spell (caster level 12<sup>th</sup>). When the spider eater serves as a mount, this effect does not extend to its rider.

**Snatch (Ex):** When the terrible spider eater hits with a bite attack, it may choose to start a grapple as a free action (exactly as if it had the improved grab special attack; +27 grapple). The spider eater can drop a creature it has snatched as a free action, or use a standard action to fling it aside. A flung creature travels 1d6x10 feet and takes 1d6 points of damage per 10 feet traveled. If the spider eater flings a snatched opponent while flying, the opponent takes this amount of damage or the standard falling damage (1d6 per 10 feet), whichever is greater.

**Implant (Ex):** Requires a paralyzed victim of at least Large size, so probably won't matter.

**Skills:** Spider eaters have a +4 racial bonus on Listen and Spot checks.

### Stings of the Righteous

#### TOWER LIEUTENANT

CR 9

Female human warlock 9

(*Complete Arcane*, p.7)

LE Medium humanoid (human)

**Init** +2; **Senses** Listen +1, Spot +1

**Languages** Common

**AC** 17, touch 12, flat-footed 15

(+2 Dex, +5 armor)

**hp** 54 (9 HD); **fast healing** 1; **DR** 2 / cold iron

**Fort** +11, **Ref** +7, **Will** +9

**Speed** 30 ft. (6 squares); fly 30 ft. (good) (*fell flight*)

**Melee** dagger +5 (1d4-1/19-20)

**Ranged** *eldritch blast* +9 ranged touch (5d6)

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

**Base Atk** +6; **Grp** +5

**Atk Options** *eldritch spear*, *sickening blast*, *eldritch chain*

**Special Actions** *detect magic* (at will)

**Combat Gear** *arcane wand of fireball* (CL 5, 5 charges), *arcane scroll of mirror image* (CL 3), *divine scroll of dispel magic* (CL 5), *arcane scroll of haste* (CL 5), *arcane scroll of slow* (CL 5), *bracers of the entangling blast*

**Warlock Invocations** (CL 9th):

lesser—*eldritch chain* (blast shape), *fell flight*

least—*dark one's own luck*, *eldritch spear* (blast shape), *sickening blast* (Fort DC 18) (eldritch essence)

---

**Abilities** Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 18

**SQ** *detect magic*, deceive item, fiendish resilience 1, no arcane spell failure in light armor

**Feats** Ability Focus (eldritch blast), Point-Blank Shot, Precise Shot, Skill Focus (Use Magic Device), Weapon Focus (rays)

**Skills** Concentration +15, Spellcraft +13, Use Magic Device +20 (take 10 for +30)

**Possessions** combat gear plus +2 *cloak of Charisma*, +2 *vest of resistance*, +1 *chain shirt*, dagger

---

**Eldritch Blast (Sp):** An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. It is usable at will, an unlimited number of times per day. It deals the listed amount of damage. It is the equivalent of a 1<sup>st</sup>-level spell. It is subject to spell resistance, deals half damage to objects, and cannot be improved by metamagic feats (but can be modified by invocations).

**Invocations (Sp):** Invocations (including *eldritch blast* itself) may be used at will, an unlimited number of times per day. Using an invocation is a standard action that provokes attacks of opportunity. Invocations can be disrupted and they can be used on the defensive with a successful Concentration check. They are subject to spell resistance. A warlock's caster level with his invocations is equal to his class level. If he chooses, a warlock may apply one blast shape and one eldritch essence invocation as part of an *eldritch blast*.

**Detect Magic (Sp):** The warlock can use *detect magic* (as the spell) at will, with a caster level equal to his class level.

**Damage Reduction (Su):** Cold iron bypasses the warlock's DR.

**Deceive Item (Ex):** The warlock may take 10 on Use Magic Device checks even if distracted or threatened. (All of the items listed under the warlock's Combat Gear may be activated with a DC 30 UMD check, so there is no need to roll UMD checks to activate those items – the warlock automatically takes 10 and succeeds.)

**Fiendish Resilience (Su):** Once per day, as a free action, the warlock gains fast healing 1 for 2 minutes.

Active Invocations: *fell flight* (gain fly speed equal to land speed with good maneuverability, lasts 24 hours); *dark one's own luck* (+4 on all Fortitude saves for 24 hours, already included in stat block, cannot be used again as long as the first activation remains).

Invocation Notes:

*eldritch spear* increases the range of the *eldritch blast* to 250 feet (no range increment);

*sickening blast* forces a struck living creature to make a Fortitude save (DC 18) or become sickened for 1 minute (in addition to the base damage from the *eldritch blast*, which allows no save);

*eldritch chain* allows the warlock to “jump” an *eldritch blast*, making a second attack against one secondary target within 30 feet of the primary target, dealing half the damage dealt to the first target. (If the *eldritch blast* misses the first target, no second target is allowed.)

Note that because they are both blast shape invocations, *eldritch spear* and *eldritch chain* may not be used at the same time, but either may be combined with *sickening blast*.

---

## TOWER GUARD

CR 7

Female human fighter 6 / tactical soldier 3

(*Miniatures Handbook* p. 22)

LE Medium humanoid (human)

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

**Languages** Common

---

**AC** 25, touch 11, flat-footed 24

(+1 Dex, +10 armor, +4 shield)

**hp** 90 (9 HD)

**Fort** +14, **Ref** +6, **Will** +7

---

**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.

**Melee** +1 *bastard sword* +17/+12 (1d10+8/17-20)

**Ranged** mw comp longbow +11/+6 (1d8+4/x3)

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

**Base Atk** +9; **Grp** +15

**Atk Options** Power Attack

**Special Actions** Flanker, Sidestep, Interpose (3/day)

**Combat Gear** ~~*potion of bull's strength*~~ (CL 3), ~~*potion of bear's endurance*~~ (CL 3)

---

**Abilities** Str 22 (18), Dex 12, Con 19 (15), Int 13, Wis 10, Cha 8

**SQ** None

**Feats** Cleave, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Iron Will, Power Attack, Shield Specialization (heavy), Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

**Skills** Climb +9, Jump +9, Ride +10, Swim +3, Sense Motive +10

**Possessions** combat gear plus +1 *bastard sword*, +2 *full plate*, +1 *heavy steel shield*, +2 *cloak of resistance*, mw composite longbow [+4 Str]

---

**Flanker (Ex):** A tactical soldier can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She may designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is impassable or occupied.

**Sidestep (Ex):** Bonus feat (MH p. 28) – Once per round, when the tactical soldier makes an attack of opportunity, she may take a 5-foot step after the attack. This doesn't count against the limit of one 5-foot step per round or against any movement she takes on her own turn.

**Interpose (Ex):** When an enemy threatens the tactical soldier in melee and makes a successful attack against an adjacent ally of hers, the tactical soldier may take the damage (and other effects) of the blow as if she had been hit instead. Usable 3/day.

**Shield Specialization (Ex):** Feat (PH2 p.82) +1 AC bonus when using a heavy shield (included in stat block).

Active Spells (included in stat block): *bull's strength*, *bear's endurance*.

Skill bonuses listed already include total -6 armor check penalty (-12 for Swim).

## 4: GATES OF THE STEADFAST

### First Line of Defense

#### HURSHU

CR 9

Male human ghost marshal\* 2/bard 5

\**Miniature Handbook* 11

LE Medium Undead (Incorporeal)

**Init** +2; **Senses** darkvision 60 ft.; Listen +15, Spot +9

**Aura** horrific appearance 60 ft., marshal aura 60 ft.

(*art of war* and *resilient troops*)

**Languages** Ancient Sueloise, Common

**AC** 22, touch 17, flat-footed 20

(+2 Dex, +5 armor, +5 deflection); 5 ranks Balance

**Miss Chance** 50%

**hp** 52 (7 HD)

**Immune** undead immunities

**Resist** +8 turn resistance

**Fort** +6, **Ref** +8, **Will** +12

**Speed** 30 ft. fly (perfect) (6 squares);

**Melee** rapier +2 (1d6-1/18-20) (ethereal only)

**Base Atk** +4; **Grp** – (+3)

**Atk Options** corrupting gaze

**Special Actions** Bardic music 5/day (inspire courage +1, countersong, inspire competence)

#### Combat Gear

**Bard Spells Known** (CL 5th):

2nd (3/day)—*glitterdust* (DC 18), *heroism* † †, *silence*

1st (5/day)—*grease* (DC 17), *expeditious retreat*, *inspirational boost*, *Tasha's hideous laughter* (DC 17)

0 (3/day)—*detect magic*, *light*, *mage hand*, *message*, *prestidigitation*, *read magic*

† Already cast

**Abilities** Str – (8), Dex 14, Con –, Int 12, Wis 13, Cha 22

#### SQ

**Feats** Ability Focus (corrupting gaze), Improved Toughness, Improved Turn Resistance, Iron Will, Skill Focus (diplomacy)

**Skills** Bluff +14, Diplomacy +19, Hide +10, Knowledge (religion) +9, Knowledge (local: the Splintered Sun) +9, Listen +15, Perform (oratory) +12, Search +9, Spellcraft +7, Spot +9, Survival +5, Tumble +8

**Possessions** combat gear plus +1 *ghost touch chain shirt*, *cloak of charisma* +2, *vest of resistance* +1

**Marshal aura (Ex)** 60 ft. radius, +5 bonus on disarm, trip, bull rush, and sunder attempts; +1 on all saves.

**Corrupting Gaze (Su)** A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a DC 21 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

**Horrific Appearance (Su)** Any living creature within 60 feet that views a ghost must succeed on a DC 19 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

#### BULLYWUG BRUTES (2)

CR 8

Male stone giant

NE Large Giant

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

Listen +3, Spot +14

**Languages** Common

**AC** 27, touch 11, flat-footed 25

(-1 size, +2 Dex, +5 armor, +11 natural)

**hp** 119 (14 HD);

**Fort** +17, **Ref** +10, **Will** +9

**Speed** 30 ft. in breastplate (6 squares), base movement 40 ft., other movement mode 40 ft.; Marsh Move

**Melee** mwk spiked chain +20/+15 (2d6+12) or

**Melee** slam +19/+19 (1d4+8)

**Ranged** light crossbow +11 (1d10/19-20)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with spiked chain)

**Base Atk** +10; **Grp** +22

**Atk Options** Combat Reflexes, Improved Trip (+21), Power Attack

#### Special Actions

**Combat Gear** 2x *potions of bull's strength*, *potion of fly*, 2x *potion of cure serious wounds*, *potion of remove blindness*

**Abilities** Str 27, Dex 15, Con 19, Int 13, Wis 12, Cha 8

#### SQ

**Feats** Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Trip, Power Attack.

**Skills** Climb +13, Hide +8 (+14 in marshes), Jump +13, Spot +14, Swim +14

**Possessions** combat gear plus masterwork spiked chain, light crossbow, 20 bolts, masterwork breastplate, *cloak of resistance* +1

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

\* Includes the effects of a *heroism* spell. Note that this does NOT stack with bardic music.

### Second Line of Defense

## BULLYWUG ARCHERS (10) CR 1/2

Male bullywug\* warrior 1

\* *Monsters of Fear* 25

NE Medium Humanoid (aquatic)

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

**Languages** Common

---

**AC** 15, touch 12, flat-footed 15

(+2 armor, +3 natural)

**hp** 9 (1 HD)

**Fort** +6, **Ref** +0, **Will** -1

---

**Speed** 20 ft. in leather (4 squares), base movement 20 ft., swim 30 ft.; Marsh Move

**Melee** spear +2 (1d8+1/x3)

**Ranged** longbow +2 (1d8/x3)

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

**Atk Options**

**Special Actions**

**Combat Gear**

---

**Abilities** Str 12, Dex 12, Con 16, Int 7, Wis 7, Cha 7  
**SQ**

**Feats** Point Blank Shot

**Skills** Hide +1 (+7 in marshes), Listen -2, Spot -2, Swim +9

**Possessions** combat gear plus spear, dagger, sap, longbow, 20 arrows, leather armor.

---

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

## WASTRIAN CAPTAIN CR 10

Male bullywug cleric 10

LE Medium Humanoid (aquatic)

**Init** +3; **Senses** Listen +2, Spot +2

**Languages** Common

---

**AC** 23, touch 9, flat-footed 23

(-1 Dex, +9 armor, +2 shield, +3 natural)

**hp** 103 (10 HD)

**Immune** blinding effects, *freedom of movement*

**Fort** +13, **Ref** +4, **Will** +10

---

**Speed** 15 ft. in banded mail (4 squares), base movement 20 ft., swim 30 ft.; Marsh Move

**Melee** +1 *glaive* +10/+5 (1d10+5/x3) or

**Melee** light mace +10/+5 (1d6+3) or

**Melee** spiked gauntlet +10/+5 (1d4+3)

**Ranged** light crossbow +6 (1d8/19-20)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with *glaive*)

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

**Atk Options** rebuke undead 3/day, spontaneous inflict

**Special Actions**

**Combat Gear** *goggles of the sun*, *scroll of calm emotions*, *scroll of obscuring mist*, *scroll of shield of faith* (2)

**Cleric Spells Prepared** (CL 10th):

5th—*flame strike* (DC18), *greater command* (DC 19), *spell resistance*

4th—*cure serious wounds*, ~~*freedom of movement*~~ (2), *order's wrath*<sup>D</sup>, ~~*spell immunity*~~

3rd—*cure serious wounds*, *dispel magic*, *magic circle against chaos*<sup>D</sup>, ~~*magic circle against good*~~

2nd—*aid*, *bull's strength* (2), *calm emotions*<sup>D</sup> (DC 16), *resist energy* (2)

1st—*command* (DC 15), *cure light wounds*, *magic weapon*<sup>D</sup>, *protection from chaos*, *shield of faith* (2)

0—*detect poison*, *detect magic*, *guidance* (2), *mending* (2)

---

**D:** Domain spell. Deity: Wastri. Domains: Law, War

**Abilities** Str 16, Dex 8, Con 19, Int 8, Wis 16, Cha 10  
**SQ**

**Feats** Improved Buckler Defense, Improved Initiative, Improved Toughness, Skill Focus (concentration), Spell Focus (Enchantment), Weapon Focus (*glaive*), Weapon Proficiency (*glaive*)

**Skills** Concentration +19, Knowledge (religion) +4, Spellcraft +11

**Possessions** combat gear plus +1 *glaive*, light mace, dagger, spiked gauntlets, light crossbow, 20 bolts, +2 *full plate*, +2 *buckler*, *vest of resistance* +2, wooden holy symbol, spell component pouch.

---

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

Spell immunity: hydra: *ray of enfeeblement*, *scorching ray*

*Magic circle against good*: hydra

*Freedom of movement*: hydra

## 5: COURTYARD OF THE RIGHTFUL FURY

**Mobs of the Misguided**

**Mob of commoners** (2): hp xx; see Appendix 1.



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## 5: COURTYARD OF THE RIGHTFUL FURY

### Mobs of the Misguided

**Agitator:** Male human warmage 10; hp xx; see Appendix 1. <steal from core special>

**Mob of commoners (2):** hp xx; see Appendix 1.

---

## 5: COURTYARD OF THE RIGHTFUL FURY

### Mobs of the Misguided

**Agitator:** Male human warmage 12; hp xx; see Appendix 1. <steal from core special>

**Agitator Guard:** <steal from Encounter 6>

**Mob of commoners (2):** hp xx; see Appendix 1.



## APPENDIX 2: NEW RULES ITEMS

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### FEATS

List alphabetically. Include source and page reference like so:

#### **Scorpion's Resolve**

Like the scorpion, you are not easily distracted.

**Benefit:** You gain a +4 bonus on saving throws against mind-affecting spells and abilities.

**Source:** *Sandstorm* 53

### MAGIC ITEMS

List alphabetically; see above.

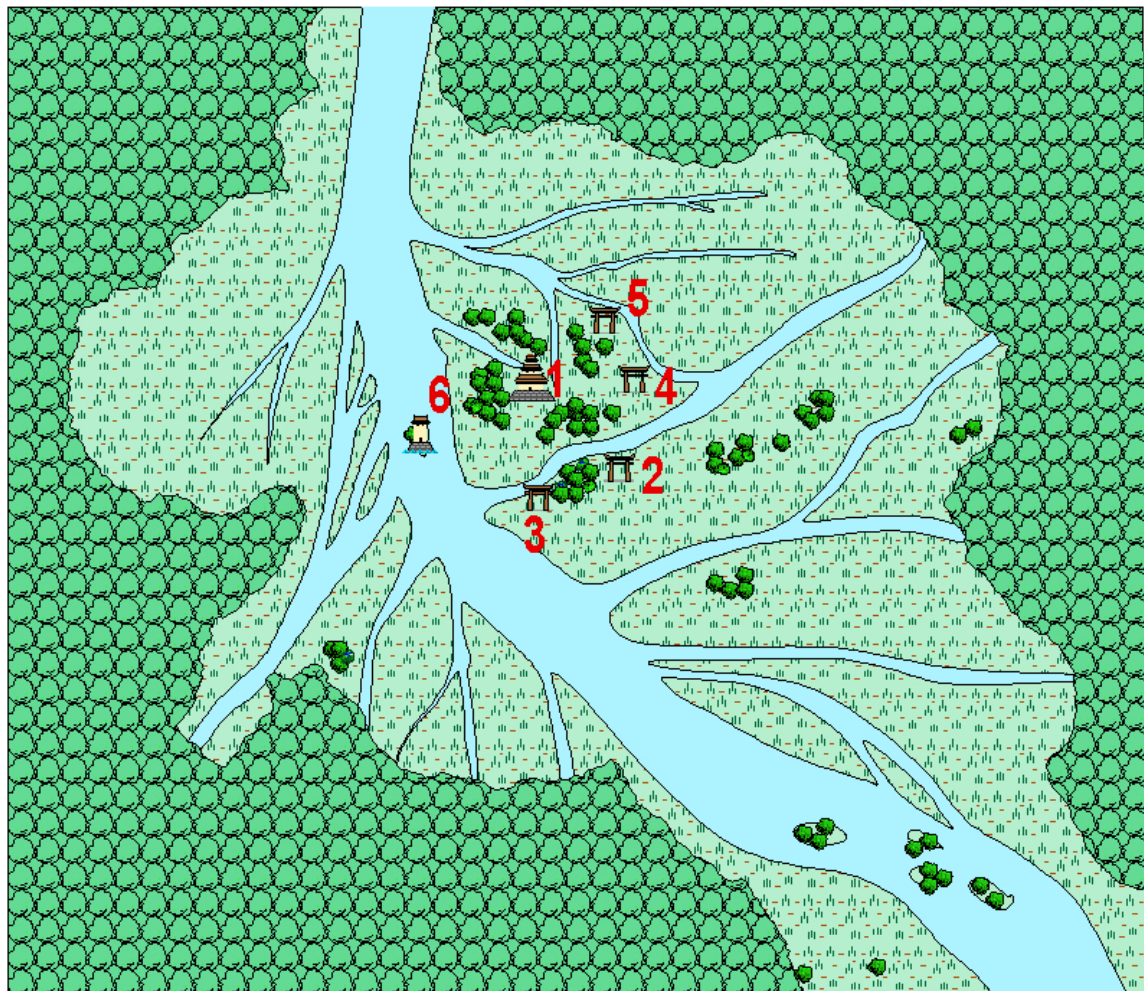
### MUNDANE EQUIPMENT

List alphabetically; see above.

### SPELLS

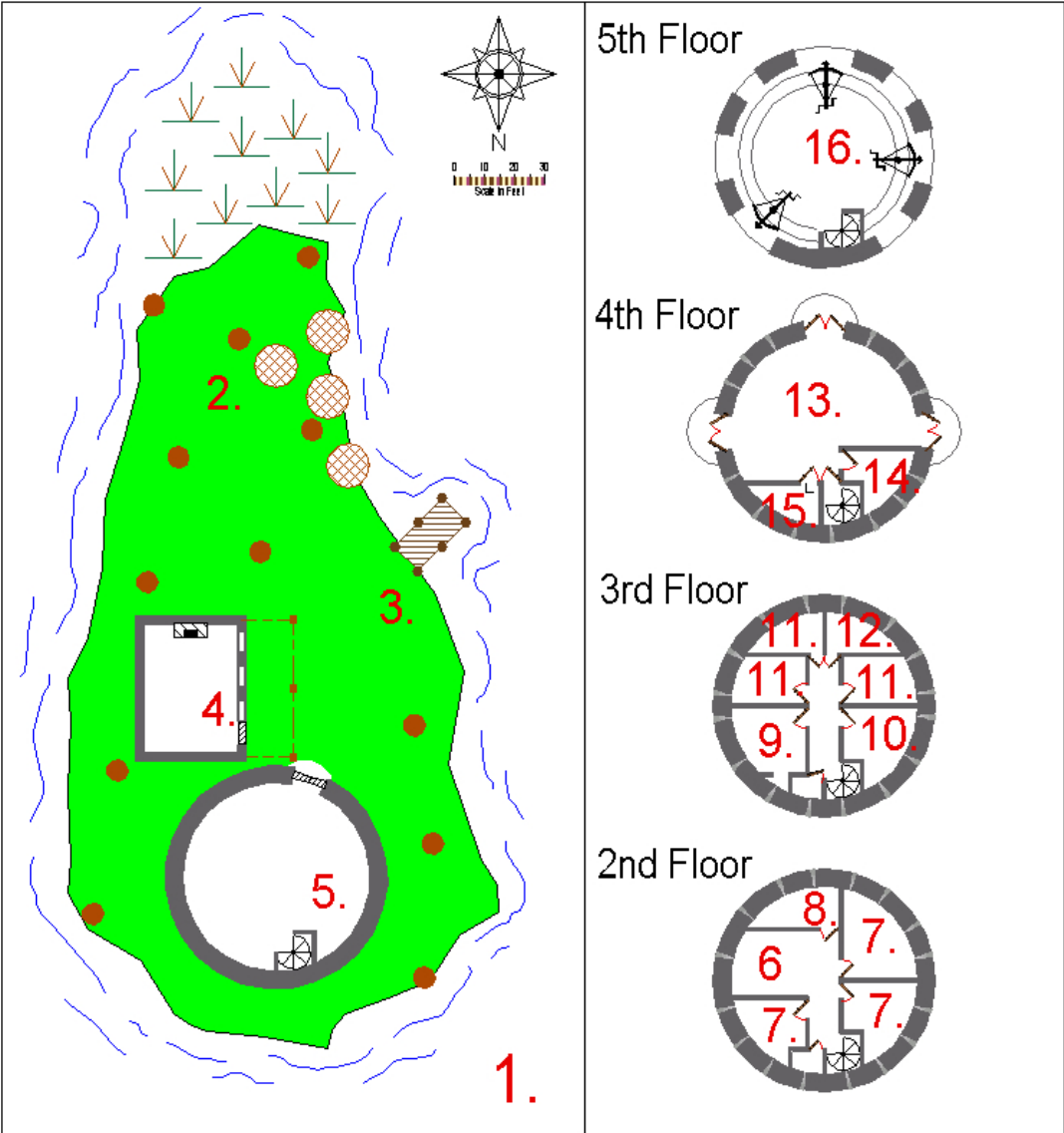
List alphabetically; see above.

## THE SURROUNDINGS

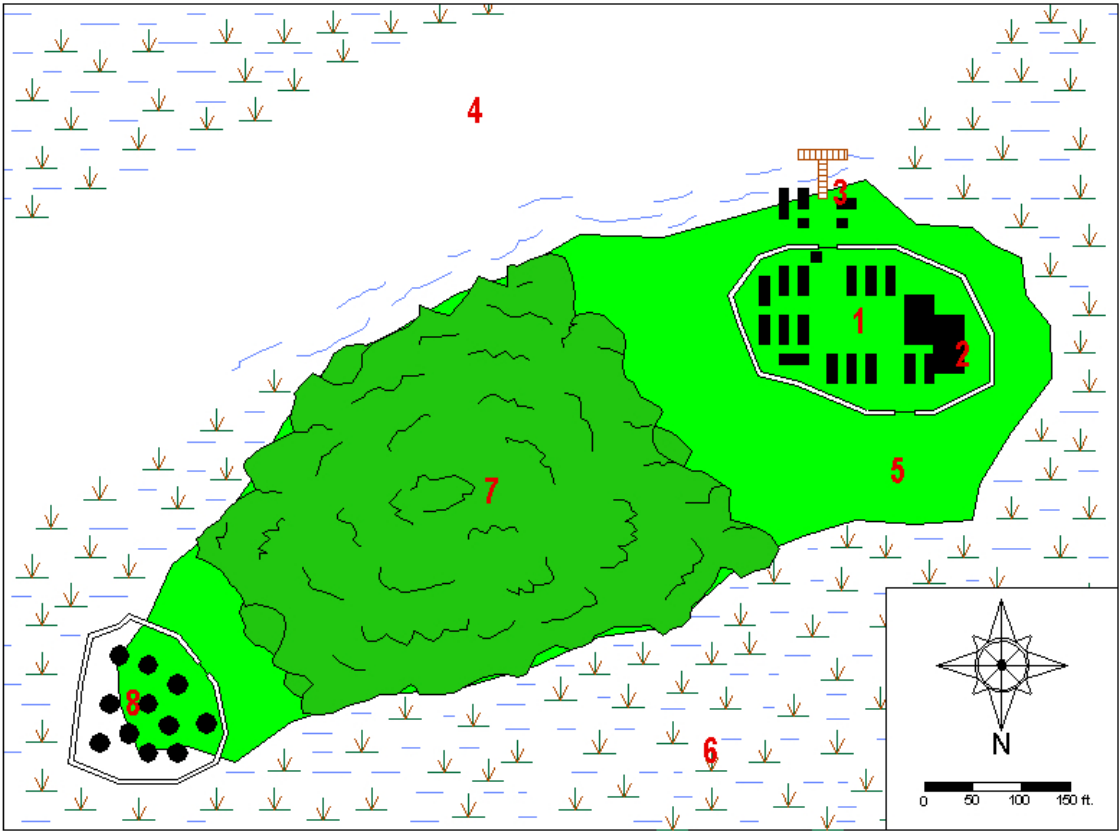


1. Encounter 4 (Gates of the Steadfast), Encounter 5 (Courtyard of Rightful Fury) and Encounter 6 (Heart of the Teacher)
2. Encounter 2 (Barracks of the Misguided) and Encounter 3 (Abbey the Faithful)
3. Minor Bullywug Camp (abandoned)
4. Minor Bullywug Camp (abandoned)
5. Minor Bullywug Camp (abandoned)
6. Encounter 1 (Tower of the Wasps)

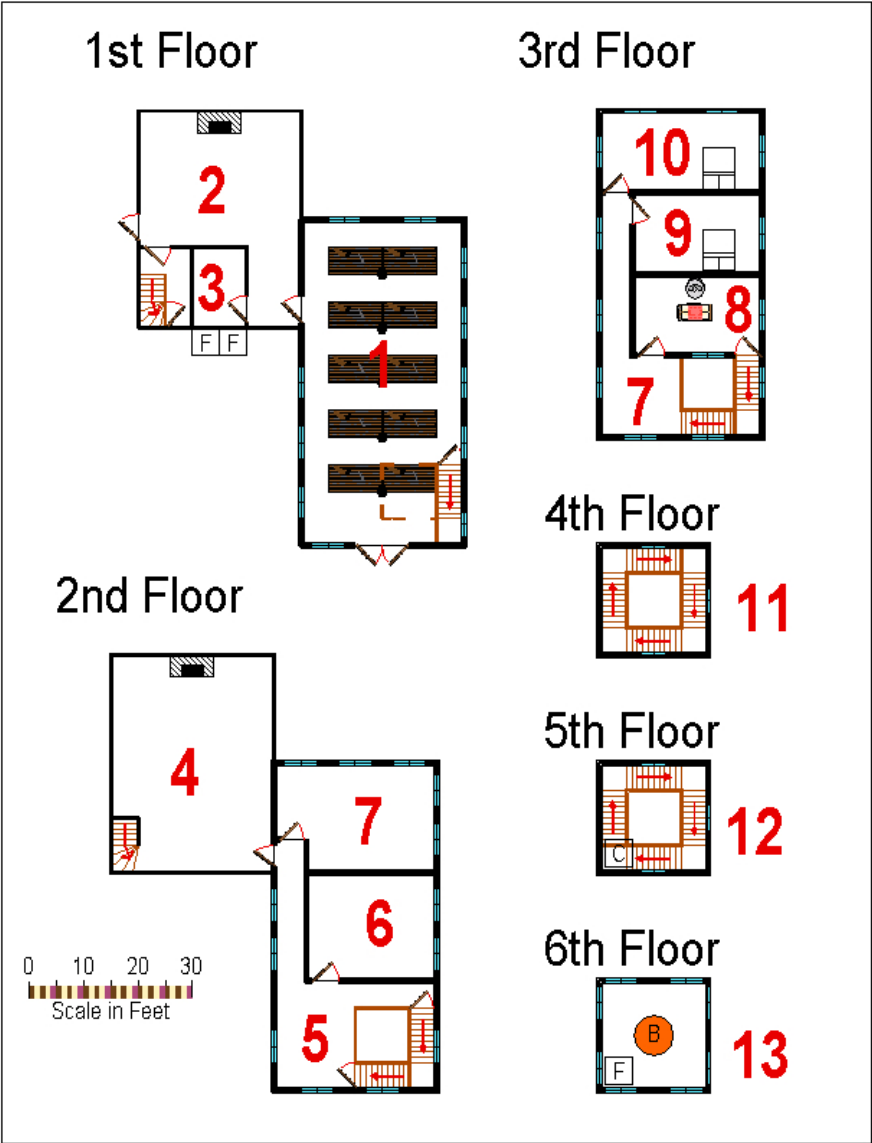
1: TOWER OF THE WASPS



2 AND 3: ABBEY OF THE FAITHFUL (THE ISLE)

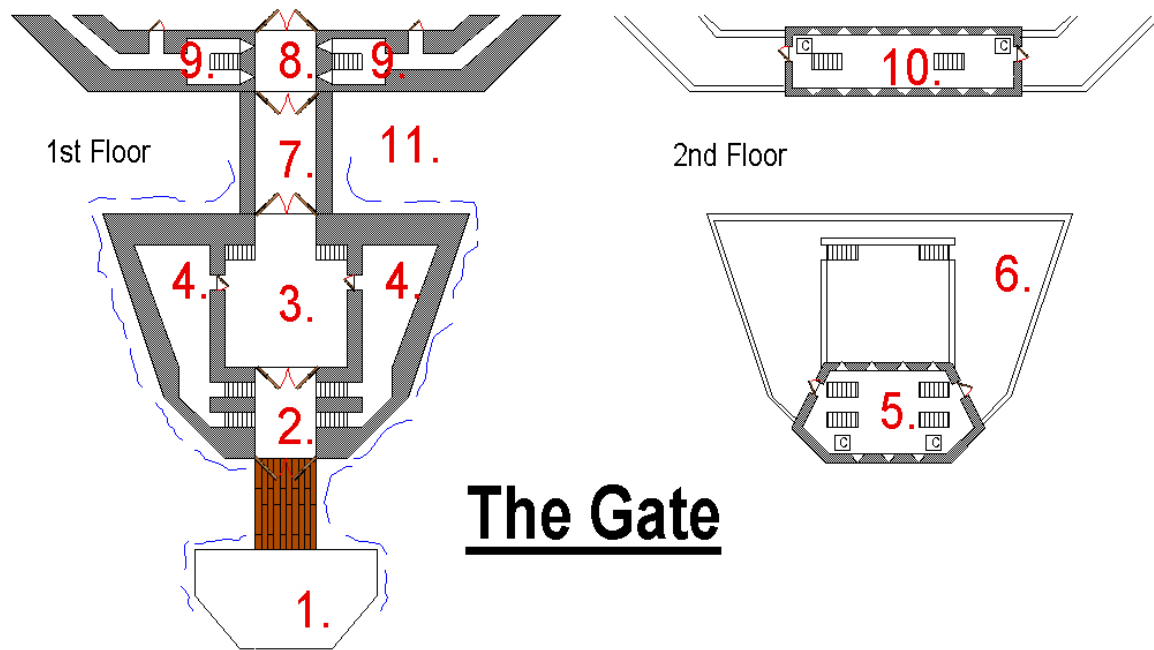


3: ABBEY OF THE FAITHFUL

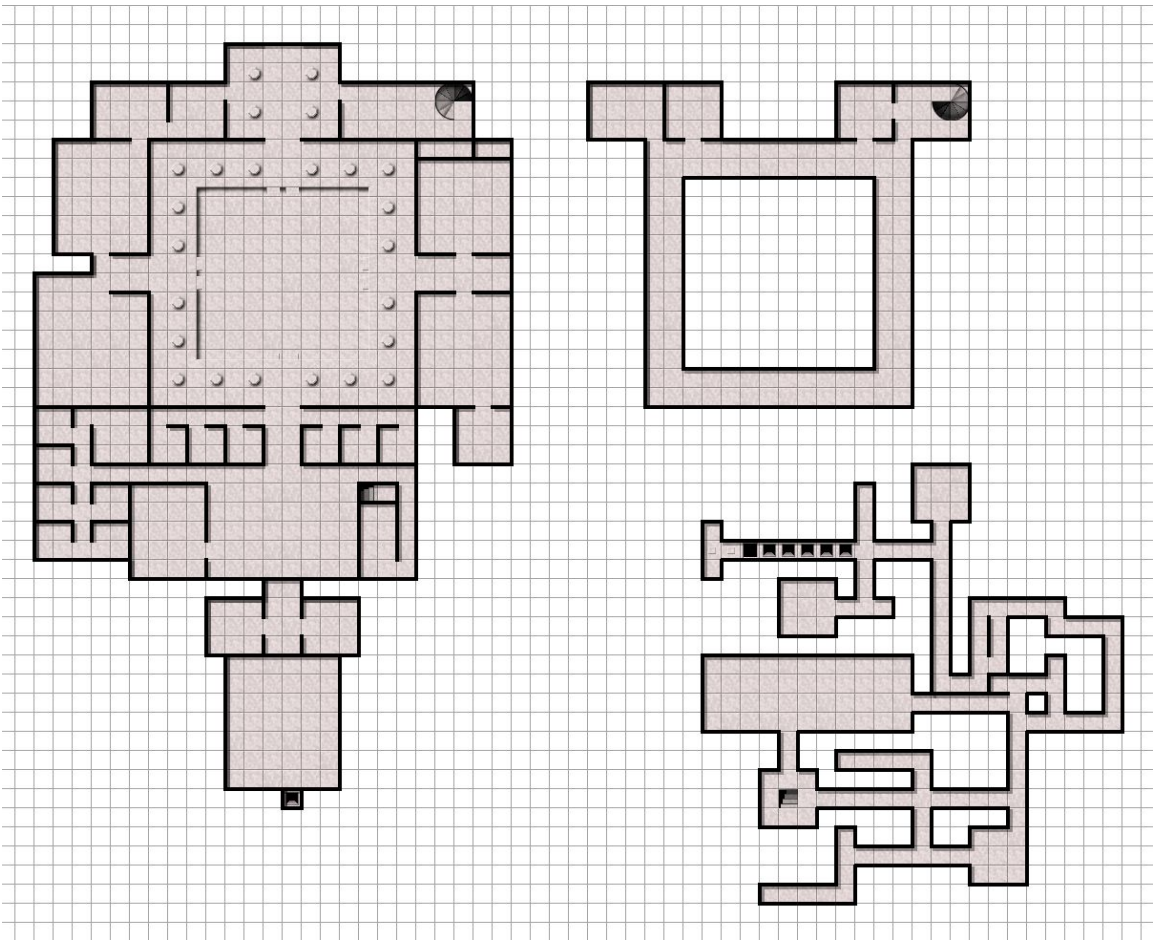




#### 4: GATES OF THE STEADFAST



6: HEART OF THE TEACHER



## DM'S AID 1: COMMAND AURA

Any character with a rank higher than private within a Sunndian meta-organization has a commander rating. These apply to the following organizations: the Barakadar, the Burrowers, Bren's Men, the Grey Scouts, Knight of the Real [all ranks], the Royal Warders and the Sunndi Army. Due to the military nature of this mission these character's specialized training helps immensely. Such a character has a commander rating as detailed below.

### *Commander Equivalent Rating*

	<i>Rank</i>
0	Private
1	Corporal
2	Sergeant
3	Lieutenant
4	Captain

During this adventure each commander has a commander aura that affects allies within 30 feet of the commander that have an Intelligence score of 3 or higher. Allow PCs to make a selection from the list below at the start of the battle. This aura cannot be changed.

#### **Animal Commander:**

You are adept at using warbeasts to assault your foes—and bringing them back alive when the battle is done.

**Prerequisites:** Commander rating 1, any neutral alignment, wild empathy class feature.

**Benefit:** Animal and magical beast allies within 30 feet of you gain a +2 morale bonus on saving throws. This aura affects allies with Intelligence scores of 1 or higher.

#### **Archery Commander:**

You have a knack for directing arrows from the archers in your command.

**Prerequisite:** Commander rating 2, any chaotic alignment, Point Blank Shot.

**Benefit:** Allies within 30 feet of you gain a +1 morale bonus on ranged attacks.

#### **Deathslayer Commander:**

Your allies battle undead with exceptional fervor.

**Prerequisite:** Commander rating 2, any good alignment, ability to turn undead.

**Benefit:** Living allies within 30 feet of you deal an extra 1d6 points of damage on melee attacks made against undead creatures. This benefit is considered a morale bonus.

#### **Defensive Commander:**

The orders you give in combat always keep the safety of your troops paramount.

**Prerequisite:** Commander rating 2, lawful good alignment.

**Benefit:** Allies within 30 feet of you gain a +1 morale bonus to Armor Class.

#### **Dwarf Commander:**

You are adept at inspiring your troops to stand fast against giants and other foes of the dwarf people.

**Prerequisite:** Commander rating 3, dwarf, lawful good alignment.

**Benefit:** Dwarf allies within 30 feet of you gain a +2 morale bonus to Armor Class, or a +4 morale bonus to AC against giants.

#### **Elf Commander:**

You are particularly good at safeguarding the elves under your command.

**Prerequisite:** Commander rating 3, elf, chaotic good alignment.

**Benefit:** Elf allies within 30 of you gain a +2 morale bonus on saving throws.

#### **Feral Commander:**

You can whip animals under your command into a bloodthirsty frenzy.

**Prerequisite:** Commander rating 3, any neutral alignment, Handle Animal 5 ranks.

**Benefit:** animal and magical beast allies within 30 feet of you gain a +2 morale bonus on attack rolls. This aura affects allies with intelligence scores of 1 or higher.

#### **Maneuvering Commander:**

You keep your soldiers always on the move, looking for the weakest points in your enemies' defenses.

**Prerequisite:** Commander rating 2, chaotic good alignment.

**Benefit:** Any ally who starts her turn within 30 feet of you and moves at least 10 feet gains a +2 morale bonus on the next melee attack roll she makes during her turn.

#### **Melee Commander:**

You are most effective when inspiring your soldiers to take the fight to the enemy in hand-to-hand combat.

**Prerequisite:** Commander rating 3, any lawful alignment, base attack bonus +2 or higher.

**Benefit:** Allies within 30 feet of you gain a +1 morale bonus on melee attack rolls.

#### **Mobile Commander:**

Your troops are exceptionally fleet of foot.

**Prerequisite:** Commander rating 3, any chaotic alignment.

**Benefit:** Any ally who begins his turn within 30 feet of you gains a 5-foot bonus to his speed. This benefit is considered a morale bonus.

**Opportunistic Commander:**

You can direct your soldiers to take advantage whenever your enemies are distracted or overwhelmed.

**Prerequisite:** Commander rating 1, any chaotic alignment.

**Benefit:** Allies within 30 feet of you deal an extra 1d6 points of damage on any successful attack of opportunity. This benefit is considered a morale bonus.

**Protective Commander:**

Your allies benefit from your protective guidance.

**Prerequisite:** Commander rating 1, any lawful alignment.

**Benefit:** Allies within 30 feet of you gain a +1 morale bonus on saving throws.

**Spellslinging Commander:**

The spellcasters in your command are inspired by your presence and can channel extra energy into their combat spells.

**Prerequisite:** Commander rating 3, ability to cast 1<sup>st</sup>-level spells, Spellcraft 5 ranks.

**Benefit:** Any area spell cast by an ally within 30 feet of you deals an extra 1d6 points of damage. Only spells that deal damage gain this bonus. This benefit is considered a morale bonus.

## ENEMY AURAS

The officers of the enemy can select some additional auras that are only available to evil aligned characters.

**Bloodthirsty Commander:**

You are most effective when you direct your troopers to finish off wounded enemies.

**Prerequisite:** Commander rating 3, any evil alignment.

**Benefit:** Allies within 30 feet of you gain a +1 morale bonus on damage rolls against wounded creatures.

**Necromantic Commander:**

Your unliving allies battle the living with exceptional fervor.

**Prerequisite:** Commander rating 2, any evil alignment, ability to command or rebuke undead.

**Benefit:** Undead allies within 30 feet of you that have an Intelligence score of 1 or higher deal an extra 1d6 points of damage on melee attacks made against living creatures. This benefit is considered a morale bonus.