

COR7-11



Hidden Cache

A One-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

Version 1.0

by Christopher Lindsay

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Rumors of a hidden trove of magic and weapons lead you deep into the Mistmarsh. A one-round Core adventure set in the Domain of Greyhawk for characters level 1-10 (APLs 2-8).

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Divine* [David Noonan], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, James Wyatt], *COR6-19 Heir Aberrant* [Andrew Lloyd and Andrew Nuxoll], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Manual of the Planes* [Jeff Grubb, Bruce R. Cordell, David Noonan], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], *Monsters of Faerun* [James Wyatt, Rob Heinsoo], *Player's Handbook II* [David Noonan].

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D 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 of the party sum the levels of all characters participating, adding any animals as specified in *Chapter 5* of this document. Divide this total by the number of players and round to the nearest whole number, adding one to the result for tables of six characters.

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 does 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.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Domain of Greyhawk. All characters pay 2 Time Units per round.

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

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

More information about lifestyle and upkeep can be found in the Lifestyle and Upkeep section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

PREPARATIONS FOR PLAY

Prior to running this adventure, you should familiarize yourself with the scout class (*Complete Adventurer*) and the pious templar prestige class (*Complete Divine*). Additionally, you are likely to find it helpful to review the rules that govern swarms (Encounter 4 – Grand Pool), and under water combat (DMG, page 92-93).

Because the adventurers are only in Greyhawk City very briefly do not spend time applying the free city's laws pertaining to weapon and spell use.

ADVENTURE BACKGROUND

Tired of having his plans foiled by meddlesome adventurers, Turrosh Mak has put some amount of effort into feeding misinformation into the Greyhawk City rumor-mill. He has spread news of a hidden cache of magic and weapons located nearby in the Mistmarsh. Mak has even circulated copies of a map that shows the location of an ancient shrine, long thought abandoned.

Unbeknownst to Turrosh Mak, a small contingent of cultists dedicated to Wastri have recently taken possession of the lost temple, and even now make plans to take control of the surrounding area. The bullywugs and their master have been harassing the lizardfolk of the Mistmarsh in particular, hoping to wipe them out by stirring up inter-tribal conflict. Unfortunately for the bullywugs, their lack of subtlety has done quite the

opposite, uniting several of the surrounding tribes against them.

Despite the fact that the lizardfolk are confident in their ability to mete out death to the bullywugs, they have a longstanding superstitious fear of the ancient temple from which the bullywug attacks have originated. The origin and nature of these superstitions are largely a mystery, even to the lizardfolk themselves, whose fear of this ancient landmark is without reason. (It would not be superstition otherwise.) This alone, however, has been enough to keep the Mistmarsh lizardfolk from mounting an attack on the bullywugs, and has caused them to seek the assistance of outsiders instead.

ADVENTURE SUMMARY

Introduction: The PCs are resting at the Green Dragon Inn in the City of Greyhawk, and some may be involved in a lucky hand of Three Dragon Ante. Verin Tah'kis finds themselves incapable of paying off their debt to the winning gamblers, and instead offers to repay them with valuable information. If one or more PCs are gambling, and they agree to this, Verin Tah'kis tells them about Turrosh Mak's hidden cache of weapons and magic, and provides them with a treasure map, after thanking them for their benevolent generosity, of course.

If no PCs are involved in the game, they are nearby, and hear a ruckus break out where the gambler offers the map in lieu of his debt, to other gamblers who seem less than willing to accept anything but good hard coin. At this point, the PCs have the option of bailing Verin Tah'kis out of his gambling debt, receiving the map in exchange for their generosity.

NOTE: If the possibility of playing an extended round exists, the PCs can actually begin this adventure by playing a round of Three Dragon Ante, where the DM (as the NPC) cleverly throws the game... in the interest of forwarding the storyline of course. Do not use this opening, however, if your time is limited to a standard four-hour play session.

Either way, once the PCs have heard the tale of the hidden cache, and have possession of the map, it is up to them to decide whether they wish to take advantage of the opportunity or not. Nobody is hiring them to seek out this treasure, and no further compensation, other than what is implied in the tale itself, is offered. It is completely up to them to decide if the risk is worth the reward. If they do not go, the adventure is over. Fill out the ARs listing no experience or gold earned.

Encounter 1: Assuming the PCs choose to pursue the treasure, they begin their trek into the Mistmarsh using the map as their guide. If one or more PCs are skilled in Survival, they might have a go at negotiating the swamp on their own. However, if that is not the case it is possible for the PCs to procure a guide from one of the outlying hamlets bordering the swamp.

Encounter 2: As the evening approaches, the PCs encounter the lizardfolk druid Ssesthaal (and followers at higher APLs). This encounter is designed to begin with

some degree of dramatic tension. However, if the PCs are not spoiling for a fight, it is more likely that Ssesthraal plucks up the nerve to negotiate with the PCs, describing his tribe's difficulties with bullywugs that are newly arrived to the area, and ask for their assistance. The PCs must camp before they can proceed further into the Mistmarsh, and assuming they agree to assist Ssesthraal with his bullywug troubles, the PCs' rest passes without further incident.

Encounter 3: First thing the next morning, Sister Janalyn, a cleric of Wastri, stumbles upon the PCs campsite as they are making preparations for the day. She is the former associate and lover of Vhen'Dor, the self-proclaimed guardian of the ancient temple, hidden away in the Mistmarsh. Janalyn would prefer to travel about the Domain of Greyhawk, actively converting humans to the tenets of Wastri, rather than hiding out in the middle of a swamp, and beating back the local tribes of lizardfolk. It is possible for the PCs to learn something about Vhen'Dor in this encounter, assuming they do not attack Janalyn outright.

Encounter 4: The PCs come upon the temple structure about midday (of the day they are projected to reach that location) which resides in the midst of a clearing, just above the waterline. The water surrounding the ancient building is shallow enough to wade through, but deep enough to hide the bullywugs that have set up an ambush for interlopers.

Encounter 5: Assuming the PCs manage to fight their way past the bullywug guardians, they enter the temple. Dire toad "guard dogs" (possessing the fire element template at higher APLs) protect the foyer.

Encounter 6: Past the foyer, the PCs may delve deeper into the structure. The next chamber is flooded with water and algae, hiding bloodbloaters swarms that threaten any living creature passing through this area. (Vhen'Dor bypasses these creatures by pitching bloody sacrifices into the pool on his way through. He is also a good swimmer.)

Encounter 7: Past the pool lies the main temple area, where Vhen'Dor has worked hard to erect a shrine to Wastri. When the PCs arrive in this area, Vhen'Dor defends the shrine with his life. At lower APLs, Vhen'Dor is simply a fighter devoted to his dark fascist god. However, at higher APLs he also has levels of pious templar.

Encounter 8: Once the PCs have defeated Vhen'Dor, it is simple for them to locate a poorly hidden secret door that leads to a portal chamber beyond the main shrine. Here a portal to the Vast Swamp, from whence Vhen'Dor and his bullywug followers came, leads. The chamber also contains a sizeable chest with a cache of magic and weapons. Conscientious PCs might look for a means to shut down the portal.

Conclusion: The PCs discover that it is only possible to shut the portal down from the originating side (in the Vast Swamp). PCs that do so must pay extra TUs to return home. However, if the PCs negotiated successfully with Ssesthraal, the lizardfolk druid, they may

return to the Mistmarsh with proof of their success, and gain an additional boon for their trouble.

INTRODUCTION

The adventure begins with the PCs taking their rest in the Green Dragon Inn, within the City of Greyhawk. The reason for their presence in the city is up to each individual PC, and the DM is encouraged to ask each PC for some reasonable explanation that involves their desire for a break, however brief. PCs should not be involved in any specific mission or quest at the immediate onset of this adventure.

The posting board at the Green Dragon Inn has been atypically bare for the last week or so, and the adventuring population that normally finds only a brief respite within the hall of this prosperous establishment, instead lingers en masse.

Without specific purpose, many adventurers find they are given to wanton indulgence and idle entertainment. Those of more noble purpose sit and patiently watch the posting board like a hawk for any messenger that might post news, indicating that evil is afoot once again.

Several would-be heroes sit nearby, passing the time idly in a game of Three Dragon Ante. At the moment, you cannot help but notice that the conversation at the table has grown quite heated.

A scrawny, weasel-faced man's voice rises to a fevered pitch, as a large warrior lifts him off the ground with a single hand, "I'm soooooorry... But I don't have the money. Please don't huuurrt me. Please... I can give you a map... a treasure map that has recently come into my possession. I will give it to you if you will forgive my debt."

When the other card players appear to be less than interested in the map, the gambler looks about the taproom frantically looking for a sympathetic benefactor, "Caaan anyone help me out with my debt. I can give you this treasure map in exchange."

Any PC, or group of PCs, may step in to save the card player. They have the opportunity to pay Verin Tah'kis gambling debt, in exchange for the treasure map, and information regarding its origin. His debt is 10 gp x APL. If the players hesitate for more than a moment, let them know that several adventuring groups in the inn seem interested in the prospect of a treasure map, given the current lack of employment postings on the board.

Allow the PCs the opportunity to turn Verin Tah'kis down at least three times before having another adventurer step in and purchase the map. It should be fairly obvious to the PCs that this is their opportunity for adventure. If they choose not to take it, they get one more chance to make good, since Verin Tah'kis offers to sell the map and the story behind it (told to him by Verin Tah'kis) for twice what he purchased it for. If the PCs continue to remain apathetic, this adventure is over for

them. Fill out the ARs with no XP or GP earned, though the PCs are still required to pay out the requisite adventure upkeep.

Assuming the PCs purchase the map, either from the gambler or his immediate benefactor, read or paraphrase the following.

The man is grateful for the coin you've paid, and explains the map's origin, "Turrosh Mak has hidden a cache of magic and weapons in an abandoned temple in the Mistmarsh. This map shows the location of the temple. Though he does not attend to the guardianship of these items personally, their loss would cost him greatly. The map comes from a spy, likely a member of the thieves' guild here in the city, though it is impossible to be sure, since he disappeared shortly after passing it along. Perhaps agents of the warlord caught up with him, and even now seek out their prized map."

Whether the PCs hear the information from Verin Tah'kis or his benefactor, it is second or third hand; the original teller of the story is long gone. Those telling the story believe that it might be true, and assign an appropriate value to the map because of this. Since this is the case, Sense Motive checks made by the PCs are of little use, since the teller of the story is being perfectly truthful, insofar as they believe the map holds value.

Any character succeeding on a DC 15 Knowledge (geography) check can verify that the map is a fairly accurate representation of the Mistmarsh. As a general note, no actual map is provided. It is less important that the players themselves have a map, than they understand their PCs have a map, which they are perfectly capable of reading and following.

EXTENDED PLAY OPTION

If you have at least five hours to play this adventure, you might begin the game with any number of PCs playing Three Dragon Ante with the Verin Tah'kis, a scrawny, weasel-faced man. In order to facilitate the beginning of the adventure however, it is necessary for you to play as poorly as possible, losing to the PCs purposefully (though they need not know this). In order to expedite the game, you might reduce the regular buy-in of 50 gp to as little as 10 gp per player.

Verin Tah'kis has borrowed the money from Ricard Damaris (nominally a friend of the scrawny man and owner of the Green Dragon), who respects his skill with the game. Dissatisfied with the offer of the map as payment, the innkeeper threatens to call the city guard in order to collect the man's debt lawfully. The PCs can pay Ricard off, however, and take possession of the map themselves, as described above.

1: THROUGH THE MARSH

Finding the Mistmarsh takes very little effort on the part of the PCs, though negotiating its paths may prove to be

significantly more difficult if they do not possess the appropriate skills.

The Mistmarsh lies to the south and east of the city of Greyhawk, and is centered around the Neen River which flows out of Diamond Lake. The Neen flows west, where it joins with the Ery River that skirts the northern edge of the marsh before flowing into the Selintan. The road south to Hardby from Greyhawk crosses the confluence of the Ery and Neen rivers.

Allow the PCs a Knowledge (nature), Knowledge (local-Core), or bardic knowledge check to learn more about the Mistmarsh.

- **DC 10:** The Mistmarsh is a dangerous place. The swamp is full of fearsome creatures and fell hazards. It would be foolish to travel the swamp without a skilled guide.
- **DC 12:** Creatures commonly encountered in the swamp include crocodiles, leeches, snakes, giant toads, carnivorous plants, swarms of piranha, and hordes of insects. Several tribes of kobolds and lizardfolk also inhabit the swamp.
- **DC 16:** The environment in the marsh is harsh. The heat and high humidity can be overwhelming in the summer months. The waters of the marsh are quite dangerous. Wading through them is usually avoidable but attracts unfriendly attention. Quicksand and sinkholes catch the unwary. Drinking the water is a sure way to contract a disease (or worse).

HIRING A GUIDE

If the party does not include anyone skilled at Survival, they can hire a guide for this journey. A guide can be hired from any of a handful of hamlets bordering the swamp. The following guides are available:

☛ **Bine Dissiny:** N male human rogue 1; hp 8; Survival +3; Bluff +6; Sense Motive +6.

Fee: 25 gp.

Bine is more than a bit of a con artist. He claims expertise at whatever it is the PCs need from him. He also wants full payment in advance. Bine runs at the first sign of trouble (for example, when the lizardfolk druid is encountered) at which point the PCs need to make a new Survival check without him (see below). If the PCs have encountered Bine in a previous adventure (COR6-19 *Heir Aberrant*), they may be aware of his ineptitude and cowardice. Leave it up to them to remember, however.

☛ **Yart:** N female half-orc ranger 2; hp 18; Survival +7; Sense Motive -1.

Fee: 75 gp.

Yart is polite (for a half-orc). She needs the money to help pay off yet another gambling debt to the Greyhawk Thieves' Guild. Apparently, Yart has a bit of a gambling problem, and frequently puts herself in a position of debt because of this. Yart is willing to accept half payment in

advance and half upon returning from the swamp. She does not get involved in combat, but she flees when confronted with danger.

◆ **Selenie Weitz:** N female human druid 1/ranger 2; hp 21; Survival +11; Sense Motive +4.

Fee: 200 gp.

Selenie's manner makes her seem significantly older than her relative few years. Her skin is bronzed by many days in the swamps and a wicked-looking scar mars her abdomen. Selenie's price is high because she regards adventurers as troublemakers. She views the fee as proper restitution for the damage they do to "her" swamp. Like Yart, she defends herself in combat but does not help the PCs. She can cast any Open 1st-level druid spell for a fee of 50 gp. She normally prepares *slow poison* and two *cure light wounds* but prepares different spells if asked. She does not even heal an unconscious PC unless another party member pays her fee.

PCs hiring a guide can negotiate the price using a Diplomacy check against the applicant's Sense Motive. Success lowers the price by 20%.

TRAVELLING IN THE MISTMARSH

The Mistmarsh is a deep swamp that is difficult to navigate. Even with the map, it is possible for the PCs to get lost. However, their skill at negotiating the swamp has a large impact on their ability to make progress and their physical condition when they arrive at their destination. Measure the party's success at this with a Survival check. The result of the check determines their condition during the remainder of the encounters in this adventure. Ask the players to select one "guide" PC (or NPC) to make the check. The guide may "take 10" if desired but may not "take 20." Only PCs with ranks in Survival can aid the guide. If more than one PC insists on being the guide, have both make the check but use the *lowest* result to simulate the inevitable bickering and confusion that results.

The following circumstance modifiers also apply:

- +2 if the PCs brought an adequate supply of fresh water or have someone in the party who casts *create water* on a daily basis.
- +2 if the PCs brought an adequate supply of rations.
- +2 if the PCs have an *endure elements* spell cast upon them. All PCs must be so protected in order to receive this bonus.
- +4 if the PCs use the spell *commune with nature* to find out about the terrain.
- +4 if the PCs voluntarily slow their pace to give themselves ample time to rest. This bonus can be earned multiple times, but each time it is earned, an additional day of travel is added to the amount of time it takes to reach the abandoned temple.

The path given on the map does not allow for the practical use of boats, and bringing boats confers no advantage on the PCs. However, it may be useful to have

watercraft once the PCs reach the clearing in which the temple resides, though carrying such transportation through the swamp effectively doubles the time it takes to reach the clearing.

Once the total bonus has been calculated, have the guide make one Survival check for the entire trip through the swamp. The table below shows the consequences of this check:

- **DC 12 or less:** PCs begin any encounter exhausted and with 1d6 points of nonlethal damage. In addition, it takes them three more days of travel time to reach the clearing of the hidden temple.
- **DC 13-17:** PCs begin any encounter fatigued and with 1d3 points of nonlethal damage. In addition, it takes them an extra day of travel time to reach the clearing of the hidden temple.
- **DC 18-22:** Each PC must succeed on a DC 12 Fortitude save or begin each encounter fatigued.
- **DC 23-31:** PCs are relatively rested and healthy (considering that they have waded through a deadly swamp).
- **DC 32+:** PCs are not only healthy, but also move quickly through the swamp. If the PCs did not earn a +4 bonus to the check by deliberately slowing their pace, they arrive at the clearing one day sooner than normal.

TRAVEL TIME

The PCs must reach the clearing of the hidden temple in 10 days or less. If the total time required to reach the temple is 11 days or greater the PCs are unable to seal the gate that passes from the Vast Swamp to the Mistmarsh, though the rest of the adventure remains unchanged.

The base time required to reach the temple is 7 days. This travel time can be adjusted in the following ways.

- +1 day if the PCs find and hire a guide.
- -1 day if the party's guide (whether PC or NPC) made a DC 32 Survival check.
- +1 or +3 days if the party's guide made a DC 13 or lower Survival check.
- +1 or more days if the party slowed their pace to improve their Survival check.
- -4 days if the party was able to use flight (or similar methods of travel) to travel over the swamp rather than walk through it.
- -2 days if the party deals peaceably with Ssesthaal and agrees to help him.
- +1 day for each extra day the party rests to recover from a combat encounter with Ssesthaal.

2: LIZARDFOLK PATIENCE

Toward the evening of the third day of travel through the Mistmarsh, Ssesthaal, a lizardfolk druid, approaches the PCs. Ssesthaal has been charged by his tribe to solicit assistance from other lizardfolk tribes, in dealing with bands of bullywugs that are encroaching upon their

territory. They have traced the source of the bullywugs back to the hidden temple, and are mystified by the seemingly unending supply of the creatures within the ancient building and its surrounds.

Happening upon the PCs, Ssesthraal decides to attempt to enlist their assistance in exploring the temple (which he and his people are loathe to approach), find where the creatures are coming from, and eliminate the source, if possible. Ssesthraal and his tribe are extremely superstitious and believe that only death and plague surrounds the temple. They hope that by remaining outside of its walls, they can avoid both.

Coming to the end of your third grueling day of traveling through the swamp, it is less than clear just how far you've come along the route marked on your map. During the day, the surrounding mist does little to hamper the heat, and in fact it may be amplifying its effects by providing an uncomfortable level of humidity. At night, however, the mist does even less in the way of insulating you from the cold, generally making things miserable at that time as well. Each step you take through the swamp is accompanied by the slurping sound of mud pulling at your feet, and at times you can't see further than a few feet in front of your face, as the mist seems to expand and contract at random intervals.

Prior to the start of this encounter, you should have the PCs establish a marching order (single file only), for traveling through the Mistmarsh. The exposition given above can be read or paraphrased, at your preference, and is provided only to give the PCs a general sense of their current surroundings.

After the PCs have established their marching order and they have a general sense of their current environment, read or paraphrase the following:

Just ahead of you, the brush parts to reveal the presence of a single lizardfolk. The creature wears finely crafted leather armor, and a well-oiled club hangs from his waist. Various bits of fur, feathers, holly, and other such fetishes, hang from his clothes, seemingly at random. He seems to snarl in surprise at your approach.

If the PCs are playing at APL 4 or above, give them a Spot check to note the presence of Ssesthraal's three honor guards. The DC for this equals the result of the lizardfolks' Hide checks. If you wish to simplify this, you can treat the DC as though the lizardfolk were able to take 10 on the check.

If the PCs attack Ssesthraal he does his best to slow them down with his spells, before fleeing into the swamp. Specific tactics appear below. However, if the PCs attempt to parlay with the druid, he is quite interested in speaking with them. Ssesthraal provides the PCs with the following information.

- Strange frogmen have been attacking his tribe en masse. Although they have been successful at repelling these creatures so far, their attacks are growing in frequency.
- The lizardfolk have tracked the frogmen back to an abandoned structure, deep in the swamp. (If the PCs show Ssesthraal their map, he indicates that the location coincides with their current destination.)
- Sometimes giant venomous toads that eat anything that moves accompany the frogmen.
- Ssesthraal's scouts have noted the presence of a single human at the site of the temple, though they do not believe the human has left the temple yet.
- The human appears to be only lightly armored, and bears a pole with a large hooked blade on one end.

PCs that make a DC 20 Knowledge (religion) check (or DC 25 bardic knowledge check) recognize the description of the weapon as a guisarme, and realize that it is the favored weapon of Wastri, which also explains the presence of the 'frogmen' and giant toads. PCs with the Kingdom of Sunndi as their home region receive a +10 circumstance bonus to this check.

Ssesthraal would be extremely grateful to the PCs if they would do whatever they can to prevent further incursion by the frogmen. He informs them, that if they might provide him with proof of this, that they shall have his favor.

APL 2 (EL 4)

♣ **Ssesthraal**: male lizardfolk druid 1; hp 23; Appendix 1.
♣ **Lizardfolk (2)**: hp 11 each; MM 169

APL 4 (EL 6)

♣ **Ssesthraal**: male lizardfolk druid 1; hp 23; Appendix 1.
♣ **Lizardfolk (4)**: hp 11 each; MM 169.

APL 6 (EL 8)

♣ **Ssesthraal**: male lizardfolk druid 3; hp 36; Appendix 1.
♣ **Honor Guard (6)**: male lizardfolk ranger 1; hp 23 each; Appendix 1.

APL 8 (EL 10)

♣ **Ssesthraal**: male lizardfolk druid 5; hp 49; Appendix 1.
♣ **Honor Guard (8)**: male lizardfolk ranger 2; hp 29 each; Appendix 1.

Tactics: The tactics of the lizardfolk vary by APL:

APL 2: Ssesthraal begins combat by casting *entangle*, attempting to trap as many PCs as he can in the area of affect. If this is enough to slow the PCs down, Ssesthraal leaves the area, never to return. However, if that is not the case, he follows up with *obscuring mist*, and does his best to remove himself from the area shortly thereafter.

The lizardfolk, however, begin by throwing javelins at PCs as appropriate, and then fight only to waylay PCs not hindered by the druid's spells.

APL 4: Ssesthaal's tactics are the same as for APL 2. The lizardfolk, however, begin by throwing javelins at PCs as appropriate, and then fight only to waylay PCs not hindered by the druid's spells. Once Ssesthaal is safely away from the combat, the lizardfolk do their best to depart as well.

APL 6: Ssesthaal begins the encounter having already cast *barkskin* and *longstrider* on himself. His tactics remain unchanged otherwise. The honor guards drink their *potions of cat's grace* and attack the PCs using their composite longbows. The main goal is still to flee the area, however, and the lizardfolk do their best to prevent the PCs from attacking Ssesthaal.

APL 8 – Ssesthaal begins the encounter having already cast *barkskin*, *resist elements (fire)* and *longstrider* on himself. He begins combat by casting *entangle*, followed by *sleet storm* rather than *obscuring mist*. If forced to continue combat he attempts to keep his distance while casting *call lightning*, targeting PCs as appropriate. The honor guards drink their *potions of cat's grace* and attack the PCs using their composite longbows. The main goal is still to flee from the area however, and the guards do their best to prevent the PCs from attacking Ssesthaal.

Mist: At all APLs, the mist of the Mistmarsh provides the lizardfolk with concealment (20% miss chance) at any range greater than 15 feet.

Treasure: The treasure from this encounter consists only of the lizardfolk's possessions. Refer to the Treasure Summary to determine what the PCs find.

Development: If the PCs deal peaceably with Ssesthaal, agreeing to assist the lizardfolk druid and his people, he marks a shortcut on the PCs map, allowing them to cut some time off their travel to the previously abandoned temple (see the Travel Time section of Encounter 1). If the PCs attack Ssesthaal, they receive no such assistance, nor are they eligible for Favor of the Mistmarsh Lizardfolk at the end of this adventure. Either way, the PCs must rest at this time, as daylight is quickly waning.

3: WASTRI'S MOST DEVOTED

This encounter takes place the first morning after the PCs encounter with the lizardfolk. First thing in the morning, just after the PCs have completed their preparations for the day, a human cleric of Wastri named Janalyn stumbles into their camp.

Its early morning when the mists surrounding your campsite part, and a tall, beautiful Suel woman with platinum hair and striking blue eyes, strolls into your midst. Wearing little more than a long gray tunic emblazoned with a frog, she smiles slyly even as she casually twirls a light silvery mace in one

hand. "Greetings subcreatures, I'm Sister Janalyn of Wastri, and I've come with a message."

Sister Janalyn is the former lover of Vhen'Dor, the newly appointed guardian of the ancient temple featured later in this adventure. Janalyn left Vhen'Dor after a rather violent argument regarding their purpose and tactics in the Domain of Greyhawk. Though her deity forbids her from attacking Vhen'Dor directly, she feels rather put out, vengeful even, and plans to steer the PCs directly toward her former lover.

☞ **Sister Janalyn:** female human cleric 5; hp 36; DMG 114.

If the PCs seem at all hostile, Janalyn refuses to deliver her message unless they promise her safe passage. Once they have done so, she passes along the following information to them.

- Her former associate, a warrior named Vhen'Dor, has taken up residence in a formerly abandoned temple in the middle of the Mistmarsh.
- Vhen'Dor is accompanied by other servants of Wastri, including giant poisonous toads and bullywugs, and is working hard to carve out a fiefdom of his own here in the swamp.
- Vhen'Dor protects a considerable stash of weapons and magic items (Janalyn is unaware of the specific composition of this cache).
- Vhen'Dor is also safeguarding a gate through which many tribes of bullywugs are making plans to travel into the Mistmarsh. He plans to use the temple as a staging area for this strike force.

Once Janalyn has passed this information along to the PCs, she thanks them for their time, and leaves on her way to the city of Greyhawk.

She does not fight under any circumstances, fleeing if they threaten her with violence or restraint in any form. She never gets very close to them, nor does she allow them to get close to her. If they ask her why she is helping them, she indicates that she is paying off a debt. She does not say anything further, though she is referring to a perceived debt of vengeance to Vhen'Dor.

4: TEMPLE GUARDIANS

The remainder of the PCs journey through the swamp, though miserable, is without event. Once the PCs reach the temple, read or paraphrase the following:

A clearing in the mist reveals a wide-open expanse of water. A small stone temple rests in the middle of the clearing; moss clings in thick clumps to its ancient walls, and hangs from the top of the dark, yawning portal at its front.

The waters around the temple are patrolled by four bullywug scouts (three at APL 2), charged with

preventing intruders from entering the temple. Without a boat, the PCs must either wade or swim through the waters, which are about four feet deep.

The water is relatively still, however, requiring only a DC 10 Swim check to negotiate. For PCs that are tall enough to keep their head above water, it is unnecessary for them to swim at all. However, any PC wading through the water must spend 4 squares of movement to enter a square of deep water,

Characters running here must succeed on a DC 15 Balance check. PCs that attempt such a maneuver may slip and fall prone (PH 67). This means they become submersed under the water.

Whether the PCs are surprised by the bullywugs or not (see tactics), once each of the bullywugs are within 30 feet of a given target they strike. Read or paraphrase the following to the PCs:

The water around you erupts as awkward, bulbous-eyed frogmen, wearing bright crimson headbands, emerge from the waters of the shallow lake and level shortbows, firing arrows that erupt into flame as they streak toward you.

Natural swimmers, the bullywugs move effortlessly through the water and have managed to clear the area of hazards normally common to the swamp (i.e. leeches and piranha).

APL 2 (EL 3)

☛ **Temple Guardians (3):** bullywug scout 1; hp 11 each; Appendix 1.

APL 4 (EL 5)

☛ **Temple Guardians (4):** bullywug scout 2; hp 18 each; Appendix 1.

APL 6 (EL 7)

☛ **Temple Guardians (4):** bullywug scout 3; hp 26 each; Appendix 1.

APL 8 (EL 9)

☛ **Temple Guardians (4):** bullywug scout 5; hp 41 each; Appendix 1.

Tactics: The PCs must make a successful Spot check in order to avoid a surprise round. Given the circumstances, the bullywugs are assumed to have taken 10 on their Hide checks. The appropriate Spot DCs are given below.

APL 2: DC 23 Spot check.

APL 4: DC 24 Spot check.

APL 6: DC 24 Spot check.

APL 8: DC 26 Spot check.

The bullywugs keep their distance in combat, circling them, using their skirmish ability, and shortbows to greatest effect. At APLs 6 and 8 they drink *potions of cat's grace* before ambushing the PCs.

Treasure: Unless the bullywugs get the opportunity to use them in combat, they have either *potions of cure light wounds* or *potions of cure moderate wounds* with them (as listed for their APL). These are not labeled. Refer to the Treasure Summary to determine what else the PCs find.

Development: Once the PCs have defeated the bullywugs, they can proceed into the temple proper.

5: FOYER PESTS

Once the PCs proceed inside the temple, they discover the foyer, guarded by one or more dire toads. Once the PCs enter the temple, read or paraphrase the following:

Steep stairs lead down from the narrow entryway of the temple into the dimly lit foyer. Low, deep croaking heralds the arrival of the chamber's resident, as a giant toad hops into view. The creature seems to be eyeing you hungrily.

The chamber is constructed in tiers, with the rear portion of the room being recessed past the initial series of steep stairs. A series of pillars in this chamber may hide one or more of its inhabitants.

When'Dor has trained the dire toad(s) to serve as his personal watchdogs. Whenever a creature other than When'Dor approaches this chamber, and are spotted by its inhabitants, the dire toad(s) begin croaking as loud as they can, raising the alarm to their master, even as they move to attack the intruders.

APL 2 (EL 3)

☛ **Dire Toad:** hp 26; Appendix 1.

APL 4 (EL 5)

☛ **Dire Toad (2):** hp 26 each; Appendix 1.

APL 6 (EL 7)

☛ **Fire Element Dire Toad (3):** hp 26 each; Appendix 1.

APL 8 (EL 9)

☛ **Advanced Fire Element Dire Toad (3):** hp 59 each; Appendix 1.

Tactics: The dire toads in this chamber attack intruding PCs individually if possible, attempting to swallow whole any PC smaller themselves.

Treasure: At APL 2, PCs find six flasks of alchemist's fire at the rear of the chamber. Otherwise, they find nothing.

Development: Once the PCs have defeated the dire toad(s), they may proceed further into the temple. It is important that characters at APL 2 find the stash of alchemist's fire, since it makes it possible for them to survive the bloodbloaters in Encounter 6.

6: GRAND POOL

Just past the foyer, through a set of double doors lie a set of stone steps that leads into this water-filled room. Once the PCs step into this chamber, read the following:

Just through the double doors, a 10-foot wide stone stairway leads down into the water that covers the majority of this chamber's floor. A thick layer of green and brown algae floats on top of the water.

Though this room's ceiling may have been vaulted at one time, it seems to have partially collapsed from above, causing the stonework to droop so that it hangs a mere foot above the water's surface.

Though there is a set of stairs that leads up and out of this chamber on the far side, they are difficult to spot from where the PCs enter. Even flying PCs are forced to come into contact with the water, and once a PC does, they immediately attract the attention of the bloodbloater swarms that float beneath the algae in the water. PCs that attempt to walk through this chamber, find that the water is about four feet deep, forcing taller PCs to hunch as they make their way. Small or smaller PCs must swim here (DC 10 Swim check). In addition to the water resistance, the stone floor beneath is very slippery, forcing those who walk through the water to move at half speed.

Characters running here must succeed on a DC 15 Balance check. PCs that attempt such a maneuver may slip and fall prone (PH 67). This means they become submersed under the water.

This chamber is home to one or more bloodbloater swarms, which float on the water, hidden by the layer of algae that also grows upon its surface. The swarms surprise PCs that fail a Spot check opposed by the swarms' (untrained) Hide check.

The swarms are attracted to any living creature that enters the water, immediately moving toward them in an effort to feed. As a general note, bloodbloater swarms appear as swarms of tiny round jellyfish filled with crimson goo.

APL 2 (EL 1)

☛ **Bloodbloater Swarm:** hp 22; Appendix 1.

APL 4 (EL 3)

☛ **Bloodbloater Swarm (2):** hp 22 each; Appendix 1.

APL 6 (EL 5)

☛ **Bloodbloater Swarm (4):** hp 22 each; Appendix 1.

APL 8 (EL 7)

☛ **Bloodbloater Swarm (7):** hp 22 each; Appendix 1.

Tactics: The bloodbloater swarms possess no Intelligence, and so are simply attracted to the nearest living creature. If multiple PCs enter the water, however, feel free to share the wealth and attack as many of them as you can with a swarm or two, depending on their APL.

It is possible to break flasks of alchemist's fire on the ceiling above a bloodbloater swarm and still affect the creatures, dealing full damage on a successful hit. If the PCs do not think of this a DC 10 Knowledge (architecture and engineering) check notes that the ceiling is low enough for this tactic will work. PCs may also attack a swarm with a torch, though doing so has a 50% chance of extinguishing the torch on any successful attack.

Development: Once the PCs find the stairway leading out of this chamber, they are free to leave. The swarms do not pursue them outside of the water.

7: WASTRI'S SHRINE

Unless the PCs took extreme measures to hide their presence (for example, casting *silence* and so on), it is likely that Vhen'Dor is aware of their presence long before they reach Wastri's shrine.

Bright green banners emblazoned with the image of a gray toad hang from the chamber's back wall, while a smaller such vestment is draped over the front of the ancient stone altar resting in the center of the room. Four milky candles, two feet tall stand upon the corners of the altar, and bathe the chamber in a shadowy luminescence.

A tall man stands to one side of the altar, wearing a mithral shirt and holding a guisarme comfortably across his shoulders. He is bald and his bright green eyes burn with fanatic passion. "Submit to the will of Vhen'Dor, humble servant of the hopping prophet, or be destroyed."

At higher APLs, Vhen'Dor is accompanied by one or more dire toads. At APL 8 these creatures possess the fire element template as well.

Vhen'Dor brooks no argument, and expects immediate submission to his will. He is proud and arrogant, and fully intends to execute nonbelievers, which automatically include all nonhuman PCs. Human PCs are hard pressed to convince the pious templar that they are willing to serve Wastri, however, and must successfully shift his attitude from hostile to friendly (assuming they even bother with this tactic).

APL 2 (EL 4)

☛ **Vhen'Dor:** male human fighter 4; hp 30; Appendix 1.

APL 4 (EL 6)

☛ **Vhen'Dor:** male human fighter 5; hp 37; Appendix 1.

➤ **Dire Toad:** hp 26; Appendix 1.

APL 6 (EL 8)

➤ **Vhen'Dor:** male human fighter 5/pious templar 2; hp 50; Appendix 1.

➤ **Dire Toad (2):** hp 26 each; Appendix 1.

APL 8 (EL 10)

➤ **Vhen'Dor:** male human fighter 5/pious templar 4; hp 63; Appendix 1.

➤ **Fire Element Dire Toad (3):** hp 26 each; Appendix 1.

Tactics: In combat, Vhen'Dor attacks nonhuman characters first using his guisarme to trip opponents, and taking the extra attack afforded him by Improved Trip, when successful. Characters that attempt to move into an adjacent square to avoid being attacked by Vhen'Dor's reach weapon might be surprised at his versatility (see the Short Haft feat in Appendix 2.)

At APL 8, Vhen'Dor begins the encounter having precast *bull's strength* on himself.

Treasure: Refer to the Treasure Summary to determine what the PCs find here.

Development: Assuming the PCs manage to defeat Vhen'Dor, they may proceed unmolested through the rear door into the hidden cache. However, if Vhen'Dor does defeat them, he summarily executes all nonhumans, and binds surviving humans to be transported back to the Vast Swamp for conversion. During this journey, the PCs manage to escape and return to civilization. (They, however, incur an additional 1 TU cost to achieve this).

8: HIDDEN CACHE

The door leading to this chamber is unlocked and is not trapped. This chamber not only contains Vhen'Dor's stash of weapons and treasure, it houses the portal from the Vast Swamp. Assuming the PCs reach this point in the adventure less than 10 days after starting, it is possible for them to pass through the dark swirling portal. Otherwise, it appears as a cold iron archway, seemingly embedded in the stone wall.

This small chamber is basically empty with the exception of a large chest, and a five-foot wide cold iron archway embedded in the rear wall.

Passing through the portal is a one-way trip. Any character doing so however, finds the remnants of the ritual performed to open the portal (see below).

Trap: The chest is unlocked, but any character that opens the container without saying the pass-phrase 'All hail the hopping prophet,' sets off the trap (unless it is disabled of course).

APL 2 (EL 1)

➤ **Poison Needle Trap:** CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus greenblood oil poison); Search DC 22; Disable Device DC 20.

APL 4 (EL 3)

➤ **Melf's Acid Arrow Trap:** CR 3; magic device; proximity trigger (*alarm*); automatic reset; Atk +2 ranged touch; spell effect (*Melf's acid arrow*, 3rd-level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27.

APL 6 (EL 5)

➤ **Fireball Trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29.

APL 8 (EL 7)

➤ **Chain Lightning Trap:** CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest centre of trigger area plus 5d6 electricity to each of up to 11 secondary targets); Search DC 31; Disable Device DC 31.

Treasure: The PCs find a large quantity of gold pieces along with several (APL dependant) useful magic items. They do not, however, find any large cache of weapons. This may alert perceptive PCs to the fraudulent nature of the treasure map. Refer to the Treasure Summary to determine exactly what the PCs find here.

CONCLUSION

Any number of things might occur at the conclusion of this adventure. If the PCs are successful in defeating Vhen'Dor and do so before the gate closes, it is possible for them to travel to the other side of the gate, and close it down permanently from that side. Since the gate on the other side is constructed of wood, destroying it involves a simple combination of smash, cut, and/or burn. This ensures that the bullywug population cannot reopen the gate and continue to make the unsettlingly quick transition from their home to the Mistmarsh. Bringing carven remnants of the destroyed gate back with them to show the Ssesthraal earns the PCs the lizardfolks' favor. This journey costs participating PCs an extra TU to accomplish.

If the PCs defeat Vhen'Dor, but don't make it in time to deal with the portal, Ssesthraal and the lizardfolk are grateful, but not so much so that they grant their favor to the PCs in return (since the PCs were on their way to the temple anyway).

If the PCs are defeated by Vhen'Dor, it is likely that they are either dead, or are transported back to the Vast Swamp. During this journey, the PCs manage to escape and return to civilization. (They, however, incur an additional 1 TU cost to achieve this).

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.

2: Lizardfolk Patience

The PCs successfully negotiate with, or defeat the lizardfolk

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

3: Wastri's Most Devoted

The value of this encounter is in the information that Janalyn can provide.

All APLs	0 XP
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4: Temple Guardians

Defeat the bullywugs.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

5: Foyer Pests

Defeat the dire toad pets of Vhen'Dor.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

6: Grand Pool

Defeat or survive the bloodbloater swarm(s).

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP

7: Wastri's Shrine

Defeat Vhen'Dor (and his dire toad pets).

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

8: Hidden Cache

Disarm or survive the trapped chest.

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP

Story Award

The PCs travel through the gate to the Vast Swamp and destroy the gate.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Total Possible Experience

APL 2	600 XP
APL 4	900 XP
APL 6	1,290 XP
APL 8	1,650 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.

2: Lizardfolk Patience

APL 2: Loot 39 gp; Magic 13 gp scroll of *summon nature's ally II* (13 gp); Total 52 gp.

APL 4: Loot 39 gp; Magic 13 gp scroll of *summon nature's ally II* (13 gp); Total 52 gp.

APL 6: Loot 264 gp; Magic scroll of *summon nature's ally III* (31 gp), 3 *potions of cat's grace* (25 gp each); Total 370 gp.

APL 8: Loot 304 gp; Magic scroll of *summon nature's ally IV* (58 gp), 3 *potions of cat's grace* (25 gp each), 3 *potions of cure moderate wounds* (25 gp each); Total 512 gp.

4: Temple Guardians

APL 2: Loot 38 gp; Magic 12 gp 3 *potions of cure light wounds* (4 gp each); Total 50 gp.

APL 4: Loot 54 gp; Magic 16 gp 4 *potions of cure light wounds* (4 gp each); Total 70 gp.

APL 6: Loot 254 gp; Magic 16 gp 4 *potions of cure light wounds* (4 gp each); Total 270 gp.

APL 8: Loot 329 gp; Magic 75 gp 3 *potions of cure moderate wounds* (25 gp each), 280 gp 20 +1 *flaming arrows* (14 gp each); Total 684 gp.

7: Wastri's Shrine

APL 2: Loot 168 gp; Magic *potion of cure moderate wounds* (25 gp); Total 193 gp.

APL 4: Loot 168 gp; Magic *potion of cure moderate wounds* (25 gp); Total 193 gp.

APL 6: Loot 50 gp; Magic *potion of cure moderate wounds* (25 gp), +1 *mithral shirt* (175 gp), *ring of protection +2* (167 gp), *periapt of wisdom +2* (333 gp), +1 *guisarme* (192 gp); Total 942 gp.

APL 8: Loot 50 gp; Magic *potion of cure moderate wounds* (25 gp), +2 *mithral breastplate* (683 gp), *ring of protection +2* (167 gp), *periapt of wisdom +2* (333 gp), +1 *shocking guisarme* (692 gp); Total 1950 gp.

8: Hidden Cache

APL 2: Coin 400 gp; Magic *amulet of aquatic salvation* (42 gp), *arcanist's gloves* (42 gp), *jumping caltrops* (21 gp); Total 505 gp.

APL 4: Coin 500 gp; Magic *amulet of aquatic salvation* (42 gp), *anklet of translocation* (117 gp), *arcanist's gloves* (42 gp), *jumping caltrops* (21 gp); Total 722 gp.

APL 6: Coin 500 gp; Magic *amulet of aquatic salvation* (42 gp), *anklet of translocation* (117 gp), *arcanist's gloves* (42 gp), *dragon mask* (333 gp), *jumping caltrops* (21 gp); Total 1055 gp.

APL 8: Coin 600 gp; Magic *amulet of aquatic salvation* (42 gp), *anklet of translocation* (117 gp), *arcanist's gloves* (42 gp), *barricade buckler* (347 gp), *dragon mask* (333 gp), *jumping caltrops* (21 gp); Total 1602 gp.

Total Possible Treasure

APL 2: 800 gp

APL 4: 1037 gp

APL 6: 2637 gp

APL 8: 4748 gp

ADVENTURE RECORD ITEMS

☛ **Favor of the Mistmarsh Lizardfolk:** You may have a member of the Mistmarsh lizardfolk accompany you, as your cohort, if you also have the Leadership feat. You gain a +2 bonus to your Leadership score for the purpose of determining the level of this cohort. This bonus does not allow you to exceed the maximum level for cohorts. Use the rules in the *Living Greyhawk Campaign Sourcebook* to create the cohort. If your cohort dies, score through this favor.

☛ **Wastri's Unholy Enmity:** Having slain a prominent member of Wastri's following, you have been cursed and blessed in equal proportions.

You received a taint that causes you to suffer a -2 profane penalty in all social interactions with humans. This comes in the form of a strange "feeling" that they have about you, though they cannot put their finger on it. At the same time, all amphibian enemies treat you as though they had the ranger's favored enemy class ability pertinent to your race (+2 at APLs 2 and 4; +4 at APLs 6 and 8). If they already have favored enemy (your race) this affect stacks.

You also received a blessing bestowing a +2 sacred bonus on all social interaction checks with dwarves, elves, halflings, and gnomes. This comes in the form of a strange "feeling" that they have about you, though they cannot put their finger on it.

Additionally, your attacks against aquatic humanoids become more potent. Once per adventure you can (as a supernatural ability) apply the *bane (aquatic humanoids)* special ability to any one weapon you possess. The effect lasts for 10 rounds. If you lose physical contact with the weapon (for example, by handing it to someone else or dropping it), the effect ends immediately. This AR item lasts until you gain your next level after this AR.

ITEM ACCESS

APL 2:

- *Amulet of Aquatic Salvation* (Adventure; CL 5th, *Magic Item Compendium*; 250 gp)
- *Arcanist's Gloves* (Adventure; CL 3rd, *Magic Item Compendium*; 250 gp)
- *Jumping Caltrops* (Adventure; CL 11th, *Magic Item Compendium*; 250 gp)

APL 4 (all of APL 2 plus the following):

- *Anklet of Translocation* (Adventure; CL 7th, *Magic Item Compendium*; 1,400 gp)

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

- *Dragon Mask* (Adventure; CL 6th, *Magic Item Compendium*; 4,000 gp)

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

- *Barricade Buckler* (Adventure; CL 9th, *Magic Item Compendium*; 4,165 gp)

APPENDIX 1: APL 2

1: LIZARDFOLK PATIENCE

SSESTHRAAL

CR 2

Male lizardfolk druid 1

N Medium humanoid (reptilian)

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

Languages Common, Draconic

AC 16, touch 9, flat-footed 16

(-1 Dex, +2 armor, +5 natural)

hp 23 (3 HD)

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

Speed 30 ft. (6 squares)

Melee 2 claws +3 (1d4+2) and bite +1 (1d4+1) or

Melee mwk club +4 (1d6+2) and bite +1 (1d4+1)

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

Special Actions spontaneous casting (*summon* spells)

Combat Gear *scroll of summon nature's ally II*

Druid Spells Prepared (CL 3rd):

1st—*entangle* (DC 13), *obscuring mist*

0—*know direction*, *light*, *purify food and drink*

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

SQ animal companion (medium viper), hold breath, link with companion, share spells, wild empathy +1 (-3 magical beasts)

Feats Multiattack, Practiced Spellcaster

Skills Balance +8, Handle Animal +1, Jump +11, Knowledge (nature) +7, Survival +4, Swim +11

Possessions combat gear plus masterwork leather armor, masterwork club, spell component pouch

Hold Breath (Ex) Ssesthraal can hold his breath for 54 rounds before he risks drowning.

MEDIUM VIPER ANIMAL COMPANION

N Medium animal

Init +7; **Senses** scent; Listen +5, Spot +5

Languages —

AC 16, touch 13, flat-footed 13

(+3 Dex, +3 natural)

hp 9 (2 HD)

Fort +3, **Ref** +6, **Will** +1

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

Melee bite +4 (1d4-1 plus poison)

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

Atk Options poison (Fort DC 11, 1d6 Con/1d6 Con)

Abilities Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2

SQ link, share spells, tricks (attack, down, seek, stay)

Feats Improved Initiative, Weapon Finesse^B

Skills Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7

3: TEMPLE GUARDIANS

TEMPLE GUARDIAN

CR 1

Bullywug* scout** 1

* *Monsters of Faerun* 25

** *Complete Adventurer* 10

CE Medium humanoid (aquatic)

Init +2; **Senses** Listen +4, Spot +4

Languages Common

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 natural)

hp 11 (1 HD)

Fort +3, **Ref** +4, **Will** +0

Speed 20 ft. (4 squares), swim 30 ft.; marsh move

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

Ranged composite shortbow +2 (1d6+1/x3)

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

Atk Options Point Blank Shot, skirmish +1d6

Combat Gear 1 +1 *flaming arrow* (+3 to hit, 1d6+2 plus 1d6 fire damage), *potion of cure light wounds*

Abilities Str 13, Dex 15, Con 16, Int 8, Wis 10, Cha 4

SQ trapfinding

Feats Point Blank Shot

Skills Climb +5, Hide +6* (+12 in a marsh), Jump -1, Listen +4, Move Silently +6, Spot +4, Survival +4, Swim +9

Possessions combat gear plus spear, composite shortbow (Str +1) with 19 arrows

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

Skirmish (Ex) A scout deals extra damage during any round in which she moves at least 10 feet away from where he was at the start of the turn. The extra damage applies only to attacks made after the scout moves at least 10 ft. and only applies to attacks taken during the scout's turn.

4: FOYER PESTS

DIRE TOAD*

CR 3

* *Monster Manual II* 75

N Medium animal

Init +2; **Senses** low-light vision, Listen +8, Spot +9

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 (see below)

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

Atk Options improved grab, poison (Fort DC 14, 1d6 Con/1d6 Con), swallow whole

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

Feats Alertness, Weapon Finesse

Skills Hide +8, Jump +10, Listen +8, Spot +9

Improved Grab (Ex) If a dire toad hits an opponent at least one size category smaller with a bite or tongue attack, it deals normal damage and attempts to start a grapple as a free action, without provoking an attack of opportunity. If the dire toad successfully establishes a hold it can attempt to swallow whole. Alternatively, the dire toad has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 penalty on grapple check, but the dire toad is not considered grappled).

Swallow Whole (Ex) A dire toad can swallow a grabbed opponent that is at least one size category smaller than itself by making a successful grapple check. Once inside the toad, the victim takes 1d6 points of bludgeoning damage plus 1d4 points of acid damage per round from the dire toad's stomach. A successful grapple check allows the victim to climb from the toad's stomach to its mouth, where another successful grapple check frees the victim. Alternatively the victim can attempt to cut its way free with either claws or a light slashing weapon. Dealing at least 10 hit points of damage in this way creates an opening large enough to escape through (AC 13). Once a single swallowed creature escapes, muscular action closes the hole. A medium dire toad's stomach can hold 2 small or 8 tiny or smaller creatures.

5: GRAND POOL

BLOODBLOATER SWARM* CR 1

**Fiend Folio* 16

N Diminutive ooze (aquatic, swarm)

Init +1; **Senses** blindsight 60 ft., Listen —, Spot —

Languages —

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 22 (2 HD)

Immune poison, sleep, paralysis, polymorph, stunning, mind-affecting effects

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

Weakness fire vulnerability

Speed 5 ft. (1 square), swim 30 ft.

Melee swarm (1d6 plus 1 Str damage)

Reach 0 ft.

Base Atk +1; **Grp** —

Atk Options blood drain, distraction

Abilities Str 10, Dex 13, Con 22, Int —, Wis 1, Cha 1

SQ amphibious

Skills Swim +8

Blood Drain (Ex) On each round that a bloodbloater swarm deals at least 1 point of damage to a victim, it also drains blood and causes 1 point of Strength damage.

Distraction (Ex) Any nonmindless creature vulnerable to the swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save DC 10 negates the effect. Spellcasting or concentrating on spells within the area of a bloodbloater swarm requires a

Concentration check (DC 20 + spell level). Using skills involving patience and concentration requires a Concentration check DC 20.

6: WASTRI'S SHRINE

VHEN'DOR

CR 4

Male human fighter 4

LE Medium humanoid (human)

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

Languages Common, Draconic, Elven

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 30 (4 HD)

Fort +5, **Ref** +3, **Will** +1; True Believer

Speed 30 ft. (6 squares)

Melee mwk guisarme +8 (2d4+3)

Ranged mwk composite longbow +7 (1d8+2)

Reach 5 ft. (10 ft. with guisarme)

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

Atk Options Combat Expertise, Combat Reflexes, Improved Trip, Short Haft

Combat Gear *potion of cure moderate wounds*

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

Feats Combat Expertise, Combat Reflexes^B, Improved Trip^B, Short Haft^B, True Believer, Weapon Focus (guisarme)^B

Skills Climb +9, Jump +9, Handle Animal +6, Knowledge (religion) +5, Swim +9

Possessions combat gear plus mithral shirt, masterwork guisarme, masterwork composite longbow (Str +2) with 20 arrows

1: LIZARDFOLK PATIENCE**SSESTHRAAL****CR 2**

Male lizardfolk druid 1

N Medium humanoid (reptilian)

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

(-1 Dex, +2 armor, +5 natural)

hp 23 (3 HD)**Fort** +4, **Ref** +2, **Will** +4**Speed** 30 ft. (6 squares)**Melee** 2 claws +3 (1d4+2) and
bite +1 (1d4+1) or**Melee** mwk club +4 (1d6+2) and
bite +1 (1d4+1)**Base Atk** +1; **Grp** +3**Special Actions** spontaneous casting (*summon*
spells)**Combat Gear** *scroll of summon nature's ally II***Druid Spells Prepared** (CL 3rd):1st—*entangle* (DC 13), *obscuring mist*0—*know direction, light, purify food and drink***Abilities** Str 15, Dex 8, Con 14, Int 12, Wis 15, Cha
10**SQ** animal companion (medium viper), hold breath,
link with companion, share spells, wild empathy +1
(-3 magical beasts)**Feats** Multiattack, Practiced Spellcaster**Skills** Balance +8, Handle Animal +1, Jump +11,
Knowledge (nature) +7, Survival +4, Swim +11**Possessions** combat gear plus masterwork leather
armor, masterwork club, spell component pouch**Hold Breath (Ex)** Ssesthraal can hold his breath for
54 rounds before he risks drowning.**MEDIUM VIPER ANIMAL COMPANION**

N Medium animal

Init +7; **Senses** scent; Listen +5, Spot +5**Languages** —**AC** 16, touch 13, flat-footed 13

(+3 Dex, +3 natural)

hp 9 (2 HD)**Fort** +3, **Ref** +6, **Will** +1**Speed** 20 ft. (4 squares), climb 20 ft., swim 20 ft.;**Melee** bite +4 (1d4-1 plus poison)**Base Atk** +1; **Grp** +0**Atk Options** poison (Fort DC 11, 1d6 Con/1d6 Con)**Abilities** Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2**SQ** link, share spells, tricks (attack, down, seek, stay)**Feats** Improved Initiative, Weapon Finesse^B**Skills** Balance +11, Climb +11, Hide +12, Listen +5,
Spot +5, Swim +7**3: TEMPLE GUARDIANS****TEMPLE GUARDIAN****CR 2**

Bullywug* scout** 2

* *Monsters of Faerun* 25** *Complete Adventurer* 10

CE Medium humanoid (aquatic)

Init +3; **Senses** Listen +5, Spot +5**Languages** Common**AC** 17, touch 12, flat-footed 17; uncanny dodge

(+2 Dex, +2 armor, +3 natural)

hp 18 (2 HD)**Fort** +4, **Ref** +5, **Will** +0**Speed** 20 ft. (4 squares), swim 30 ft.; marsh move**Melee** spear +2 (1d8+1/x3)**Ranged** composite shortbow +3 (1d6+1/x3)**Base Atk** +1; **Grp** +2**Atk Options** Point Blank Shot, skirmish +1d6**Combat Gear** *potion of cure light wounds*, 2 +1
*flaming arrow***Abilities** Str 13, Dex 15, Con 16, Int 8, Wis 10, Cha 4**SQ** trapfinding**Feats** Point Blank Shot**Skills** Climb +6, Hide +7 (+13 in marsh), Jump +0,
Listen +5, Move Silently +7, Spot +5, Survival +5,
Swim +9**Possessions** combat gear plus leather armor, spear,
composite shortbow (Str +1) with 18 arrows**Marsh Move (Ex)** Bullywugs suffer no movement
penalties for moving in marshes or mud.**Skirmish (Ex)** A scout deals extra damage during any
round in which she moves at least 10 feet away
from where he was at the start of the turn. The
extra damage applies only to attacks made after
the scout moves at least 10 ft. and only applies to
attacks taken during the scout's turn.**4: FOYER PESTS****DIRE TOAD*****CR 3*** *Monster Manual II* 75

N Medium animal

Init +2; **Senses** low-light vision; Listen +8, Spot +9**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 (see below)**Base Atk** +3; **Grp** +3**Atk Options** improved grab poison (Fort DC 14, 1d6
Con/1d6 Con),**Abilities** Str 10, Dex 14, Con 15, Int 2, Wis 15, Cha 7**Feats** Alertness, Weapon Finesse**Skills** Hide +8, Jump +10, Listen +8, Spot +9

Improved Grab (Ex) If a dire toad hits an opponent at least one size category smaller with a bite or tongue attack, it deals normal damage and attempts to start a grapple as a free action, without provoking an attack of opportunity. If the dire toad successfully establishes a hold it can attempt to swallow whole. Alternatively, the dire toad has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 penalty on grapple check, but the dire toad is not considered grappled).

Swallow Whole (Ex) A dire toad can swallow a grabbed opponent that is at least one size category smaller than itself by making a successful grapple check. Once inside the toad, the victim takes 1d6 points of bludgeoning damage plus 1d4 points of acid damage per round from the dire toad's stomach. A successful grapple check allows the victim to climb from the toad's stomach to its mouth, where another successful grapple check frees the victim. Alternatively the victim can attempt to cut its way free with either claws or a light slashing weapon. Dealing at least 10 hit points of damage in this way creates an opening large enough to escape through (AC 13). Once a single swallowed creature escapes, muscular action closes the hole. A medium dire toad's stomach can hold 2 small or 8 tiny or smaller creatures.

5: GRAND POOL

BLOODBLOATER SWARM CR 1

**Fiend Folio* 16

N Diminutive ooze (aquatic, swarm)

Init +1; **Senses** blindsight 60 ft., Listen —, Spot —

Languages —

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 22 (2 HD)

Immune poison, sleep, paralysis, polymorph, stunning, mind-affecting effects

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

Weakness fire vulnerability

Speed 5 ft. (1 square), swim 30 ft.

Melee swarm (1d6 plus 1 Str damage)

Reach 0 ft.

Base Atk +1; **Grp** —

Atk Options blood drain, distraction

Abilities Str 10, Dex 13, Con 22, Int —, Wis 1, Cha 1

SQ amphibious

Skills Swim +8

Blood Drain (Ex) On each round that a bloodbloater swarm deals at least 1 point of damage to a victim, it also drains blood and causes 1 point of Strength damage.

Distraction (Ex) Any nonmindless creature vulnerable to the swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save DC 10 negates the effect. Spellcasting or concentrating on spells within the area of a bloodbloater swarm requires a

Concentration check (DC 20 + spell level). Using skills involving patience and concentration requires a Concentration check DC 20.

6: WASTRI'S SHRINE

VHEN'DOR

CR 5

Male human fighter 5

LE Medium humanoid (human)

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

Languages Common, Draconic, Elven

AC 17, touch 12, flat-footed 15

(+2 Dex, +5 armor)

hp 37 (5 HD)

Fort +5, **Ref** +3, **Will** +1; True Believer

Speed 30 ft. (6 squares)

Melee mwk guisarme +9 (2d4+3)

Ranged mwk composite longbow +8 (1d8+2)

Reach 5 ft. (10 ft. with guisarme)

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

Atk Options Combat Expertise, Combat Reflexes, Improved Trip, Short Haft

Combat Gear *potion of cure moderate wounds*

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

Feats Combat Expertise, Combat Reflexes^B, Improved Trip^B, Short Haft^B, True Believer, Weapon Focus (guisarme)^B

Skills Climb +10, Jump +10, Handle Animal +7, Knowledge (religion) +6, Swim +10

Possessions combat gear plus +1 *mithral shirt*, masterwork guisarme, masterwork composite longbow (Str +2) with 20 arrows

DIRE TOAD

CR 3

**Monster Manual II* 75

N Medium animal

Init +2; **Senses** low-light vision, Listen +8, Spot +9

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 (see below)

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

Atk Options improved grab, poison (Fort DC 14, 1d6 Con/1d6 Con)

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

Feats Alertness, Weapon Finesse

Skills Hide +8, Jump +10, Listen +8, Spot +9

Improved Grab (Ex) If a dire toad hits an opponent at least one size category smaller with a bite or tongue attack, it deals normal damage and attempts to start a grapple as a free action, without provoking an attack of opportunity. If the dire toad successfully establishes a hold it can attempt to swallow whole. Alternatively, the dire toad has the option to conduct the grapple normally, or simply

use its jaws to hold the opponent (-20 penalty on grapple check, but the dire toad is not considered grappled).

Swallow Whole (Ex) A dire toad can swallow a grabbed opponent that is at least one size category smaller than itself by making a successful grapple check. Once inside the toad, the victim takes 1d6 points of bludgeoning damage plus 1d4 points of acid damage per round from the dire toad's stomach. A successful grapple check allows the victim to climb from the toad's stomach to its mouth, where another successful grapple check frees the victim. Alternatively the victim can attempt to cut its way free with either claws or a light slashing weapon. Dealing at least 10 hit points of damage in this way creates an opening large enough to escape through (AC 13). Once a single swallowed creature escapes, muscular action closes the hole. A medium dire toad's stomach can hold 2 small or 8 tiny or smaller creatures.

1: LIZARDFOLK PATIENCE

SSESTHRAAL

CR 4

Male lizardfolk druid 3

N Medium humanoid (reptilian)

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

Languages Common, Draconic

AC 18, touch 9, flat-footed 18

(+2 armor, +7 natural, -1 Dex)

hp 36 (5 HD)

Fort +5, **Ref** +3, **Will** +6

Speed 40 ft. (8 squares); woodland stride, trackless step

Melee 2 claws +5 (1d4+2) and bite +3 (1d4+1) or

Melee mwk club +6 (1d6+2) and bite +3 (1d4+1)

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

Special Actions spontaneous casting (*summon* spells)

Combat Gear *scroll of summon nature's ally III*

Druid Spells Prepared (CL 5th):

2nd—*barkskin*¹, *flaming sphere* (DC 15)

1st—*entangle* (DC 14), *longstrider*¹, *obscuring mist*

0—*detect magic*, *know direction*, *light*, *purify food and drink*

† Already cast

Abilities Str 15, Dex 10, Con 14, Int 12, Wis 16, Cha 10

SQ animal companion (medium viper), hold breath, link with companion, share spells, wild empathy +3 (-1 magical beast)

Feats Multiattack, Practiced Spellcaster

Skills Balance +8, Handle Animal +3, Heal +7, Jump +11, Knowledge (nature) +8, Survival +7, Swim +11

Possessions combat gear plus masterwork leather armor, masterwork club, spell component pouch

Hold Breath (Ex) Ssesthraal can hold his breath for 54 rounds before he risks drowning.

MEDIUM VIPER ANIMAL COMPANION

N Medium animal

Init +8; **Senses** scent; Listen +6, Spot +6

Languages —

AC 19, touch 14, flat-footed 15

(+4 Dex, +5 natural)

hp 18 (4 HD)

Resist evasion

Fort +4, **Ref** +8, **Will** +2

Speed 20 ft. (4 squares), climb 20 ft., swim 20 ft.;

Melee bite +8 (1d4-1 plus poison)

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

Atk Options poison (Fort DC 11, 1d6 Con/1d6 Con)

Abilities Str 9, Dex 18, Con 11, Int 1, Wis 12, Cha 2

SQ link, share spells, tricks (attack, down, guard, seek, stay)

Feats Improved Initiative, Weapon Finesse^B, Weapon Focus (bite)

Skills Balance +12, Climb +12, Hide +13, Listen +6, Spot +6, Swim +7

HONOR GUARD

CR 2

Male lizardfolk ranger 1

N Medium humanoid (reptilian)

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

Languages Common, Draconic

AC 19, touch 12, flat-footed 17

(+2 Dex, +2 armor, +5 natural)

hp 23 (3 HD)

Fort +4, **Ref** +7, **Will** +1

Speed 30 ft. (6 squares)

Melee 2 claws +5 (1d4+3) and bite +3 (1d4+1) or

Melee mwk club +6 (1d6+3) and bite +3 (1d4+1)

Ranged mwk composite longbow +6 (1d8+3/x3)

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

Atk Options favored enemy human +2

Combat Gear *potion of cat's grace*

Abilities Str 16, Dex 15, Con 14, Int 8, Wis 13, Cha 8

SQ hold breath, wild empathy +0 (-4 magical beasts)

Feats Multiattack, Track^B, Weapon Focus (longbow)

Skills Balance +9, Jump +9, Survival +6, Swim +9

Possessions combat gear plus masterwork leather armor, masterwork composite longbow (Str +3) with 20 arrows, masterwork club

Hold Breath (Ex) A lizardfolk can hold its breath for 54 rounds before it risks drowning.

3: TEMPLE GUARDIANS

TEMPLE GUARDIAN

CR 3

Bullywug* scout** 3

* *Monsters of Faerun* 25

** *Complete Adventurer* 10

CE Medium humanoid (aquatic)

Init +3; **Senses** Listen +6, Spot +6

Languages Common

AC 17, touch 12, flat-footed 17; uncanny dodge

(+2 Dex, +2 armor, +3 natural)

hp 26 (3 HD)

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

Speed 30 ft. (6 squares), swim 30 ft.; marsh move, trackless step

Melee mwk spear +4 (1d8+1/x3)

Ranged mwk composite shortbow +5 (1d6+1/x3)

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

Atk Options Point Blank Shot, Precise Shot, skirmish +1d6, +1 AC

Combat Gear 5 +1 *flaming arrow*, *potion of cat's grace*, *potion of cure light wounds*

Abilities Str 13, Dex 15, Con 16, Int 8, Wis 10, Cha 4

SQ trapfinding

Feats Point Blank Shot, Precise Shot
Skills Climb +7, Hide +8 (+14 in marsh), Jump +7, Listen +6, Move Silently +8, Spot +6, Survival +6, Swim +9
Possessions combat gear plus leather armor, masterwork spear, masterwork composite shortbow (Str +1) with 15 arrows

Marsh Move (Ex) Bullywugs suffer no movement penalties for moving in marshes or mud.
Skirmish (Ex) A scout deals extra damage during any round in which she moves at least 10 feet away from where he was at the start of the turn. The extra damage applies only to attacks made after the scout moves at least 10 ft. and only applies to attacks taken during the scout's turn.

4: FOYER PESTS

FIRE ELEMENT* DIRE TOAD** CR 4

*Manual of the Planes 193

**Monster Manual II 75

N Medium elemental (augmented animal, fire)

Init +2; **Senses** darkvision 60 ft., low-light vision, Listen +8, Spot +9

Languages —

AC 15, touch 12, flat-footed 13
(+2 Dex, +3 natural)

hp 26 (4 HD)

Immune fire

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

Weakness vulnerable to cold

Speed 30 ft. (6 squares)

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

Ranged tongue +5 (1d4 fire plus see below)

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

Atk Options burn, heat, improved grab, poison (Fort DC 14, 1d6 Con/1d6 Con)

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

Feats Alertness, Weapon Finesse

Skills Hide +8, Jump +10, Listen +8, Spot +9

Burn (Ex) Any creature hit by the bite attack of a fire element dire toad must make a successful Reflex save DC 11 or catch fire, taking 1d4 points of fire damage for 1d4 rounds.

Heat (Ex) A fire element dire toads bite attack deals an additional 1d4 points of fire damage on a successful hit. Any creature attacking a fire element dire toad with a natural or unarmed attack takes 1d4 points of fire damage on a successful hit.

Improved Grab (Ex) If a dire toad hits an opponent at least one size category smaller with a bite or tongue attack, it deals normal damage and attempts to start a grapple as a free action, without provoking an attack of opportunity. If the dire toad successfully establishes a hold it can attempt to swallow whole. Alternatively, the dire toad has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 penalty on grapple check, but the dire toad is not considered grappled).

Swallow Whole (Ex) A dire toad can swallow a grabbed opponent that is at least one size category smaller than itself by making a successful grapple check. Once inside the toad, the victim takes 1d6 points of bludgeoning damage plus 1d4 points of acid damage per round from the dire toad's stomach. A successful grapple check allows the victim to climb from the toad's stomach to its mouth, where another successful grapple check frees the victim. Alternatively the victim can attempt to cut its way free with either claws or a light slashing weapon. Dealing at least 10 hit points of damage in this way creates an opening large enough to escape through (AC 13). Once a single swallowed creature escapes, muscular action closes the hole. A medium dire toad's stomach can hold 2 small or 8 tiny or smaller creatures.

5: GRAND POOL

BLOODBLOATER SWARM* CR 1

*Fiend Folio 16

N Diminutive ooze (aquatic, swarm)

Init +1; **Senses** blindsight 60 ft., Listen —, Spot —

Languages —

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 22 (2 HD)

Immune poison, sleep, paralysis, polymorph, stunning, mind-affecting effects

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

Weakness fire vulnerability

Speed 5 ft. (1 square), swim 30 ft.

Melee swarm (1d6 plus 1 Str damage)

Reach 0 ft.

Base Atk +1; **Grp** —

Atk Options blood drain, distraction

Abilities Str 10, Dex 13, Con 22, Int —, Wis 1, Cha 1

SQ amphibious

Skills Swim +8

Blood Drain (Ex) On each round that a bloodbloater swarm deals at least 1 point of damage to a victim, it also drains blood and causes 1 point of Strength damage.

Distraction (Ex) Any nonmindless creature vulnerable to the swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save DC 10 negates the effect. Spellcasting or concentrating on spells within the area of a bloodbloater swarm requires a Concentration check (DC 20 + spell level). Using skills involving patience and concentration requires a Concentration check DC 20.

6: WASTRI'S SHRINE

VHEN'DOR

CR 7

Male human fighter 5/pious templar* 2

**Complete Divine* 50

LE Medium humanoid (human)

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

Languages Common, Draconic, Elven

AC 19, touch 14, flat-footed 17

(+2 Dex, +2 deflection, +5 armor)

hp 50 (7 HD)

Resist mettle

Fort +8, **Ref** +3, **Will** +5; True Believer

Speed 30 ft. (6 squares)

Melee +1 *guisarme* +11/+6 (2d4+4)

Ranged mwk composite longbow +10/+5 (1d8+2)

Reach 5 ft. (10 ft. with *guisarme*)

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

Atk Options Combat Expertise, Combat Reflexes, Improved Trip, Short Haft, smite (+4 attack, +2 damage)

Combat Gear *potion of cure moderate wounds*

Pious Templar Spells Prepared (CL 2nd):

1st—*cure light wounds* (2)

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

Feats Combat Expertise, Combat Reflexes^B, Improved Initiative, Improved Trip^B, Short Haft^B, True Believer, Weapon Focus (*guisarme*)^B

Skills Climb +12, Jump +12, Handle Animal +7, Knowledge (religion) +8, Swim +12

Possessions combat gear plus +1 *mithral shirt, ring of protection* +2, *periap of wisdom* +2, +1 *guisarme*, masterwork composite longbow (Str +2) with 20 arrows

Mettle (Su) If Vhen'Dor makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, he suffers no effect from the spell.

DIRE TOAD*

CR 3

**Monster Manual II* 75

N Medium animal

Init +2; **Senses** low-light vision, Listen +8, Spot +9

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 (see below)

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

Atk Options improved grab, poison (Fort DC 14, 1d6 Con/1d6 Con)

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

Feats Alertness, Weapon Finesse

Skills Hide +8, Jump +10, Listen +8, Spot +9

Improved Grab (Ex) If a dire toad hits an opponent at least one size category smaller with a bite or tongue attack, it deals normal damage and attempts to start a grapple as a free action, without provoking an attack of opportunity. If the dire toad successfully establishes a hold it can attempt to swallow whole. Alternatively, the dire toad has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 penalty on grapple check, but the dire toad is not considered grappled).

Swallow Whole (Ex) A dire toad can swallow a grabbed opponent that is at least one size category smaller than itself by making a successful grapple check. Once inside the toad, the victim takes 1d6 points of bludgeoning damage plus 1d4 points of acid damage per round from the dire toad's stomach. A successful grapple check allows the victim to climb from the toad's stomach to its mouth, where another successful grapple check frees the victim. Alternatively the victim can attempt to cut its way free with either claws or a light slashing weapon. Dealing at least 10 hit points of damage in this way creates an opening large enough to escape through (AC 13). Once a single swallowed creature escapes, muscular action closes the hole. A medium dire toad's stomach can hold 2 small or 8 tiny or smaller creatures.

1: LIZARDFOLK PATIENCE

SSESTHRAAL

CR 6

Male lizardfolk druid 5

N Medium humanoid (reptilian)

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

Languages Common, Draconic, Elven

AC 19, touch 9, flat-footed 19

(+2 armor, +8 natural)

hp 49 (7 HD)

Fort +6, **Ref** +3, **Will** +7; +4 against spell-like abilities of fey

Speed 40 ft. (8 squares) trackless step, woodland stride

Melee 2 claws +6 (1d4+2) and bite +4 (1d4+1) or

Melee mwk club +7 (1d6+2) and bite +4 (1d4+1)

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

Special Actions spontaneous casting (*summon* spells), wild shape 1/day (5 hours)

Combat Gear scroll of *summon nature's ally VI*

Druid Spells Prepared (CL 7th):

3rd—*call lightning* (DC 17), *sleet storm*

2nd—*barkskin*[†], *flaming sphere* (DC 16), *resist energy*

1st—*cure light wounds*, *entangle* (DC 14), *longstrider*[†], *obscuring mist*

0—*detect magic*, *know direction*, *light*, *purify food and drink*

† Already cast

Abilities Str 15, Dex 8, Con 14, Int 12, Wis 16, Cha 10

SQ hold breath, animal companion (medium viper), link with companion, share spells, wild empathy +5 (+1 magical beasts)

Feats Multiattack, Practiced Spellcaster, Spell Focus (evocation)

Skills Balance +8, Heal +10, Handle Animal +5, Jump +11, Knowledge (nature) +10, Survival +10, Swim +11

Possessions combat gear plus masterwork leather armor, masterwork club, spell component pouch

Hold Breath (Ex) Ssesthraal can hold his breath for 54 rounds before he risks drowning.

MEDIUM VIPER ANIMAL COMPANION

N Medium animal

Init +8; **Senses** scent; Listen +6, Spot +6

Languages —

AC 19, touch 14, flat-footed 15

(+4 Dex, +5 natural)

hp 18 (4 HD)

Fort +4, **Ref** +8, **Will** +2

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

Melee bite +8 (1d4-1 plus poison)

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

Atk Options poison (Fort DC 11, 1d6 Con/1d6 Con)

Abilities Str 9, Dex 18, Con 11, Int 1, Wis 12, Cha 2

SQ link, share spells, evasion, tricks (attack, down, guard, seek, stay)

Feats Improved Initiative, Weapon Finesse^B, Weapon Focus (bite)

Skills Balance +12, Climb +12, Hide +13, Listen +6, Spot +6, Swim +7

HONOR GUARD

CR 3

Male lizardfolk ranger 2

N Medium humanoid (reptilian)

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

Languages Common, Draconic

AC 20, touch 13, flat-footed 17

(+3 Dex, +2 armor, +5 natural)

hp 29 (4 HD)

Fort +5, **Ref** +9, **Will** +1

Speed 30 ft. (6 squares)

Melee 2 claws +6 (1d4+3) and bite +4 (1d4+1) or

Melee mwk club +7 (1d6+3) and bite +4 (1d4+1)

Ranged mwk composite longbow +8 (1d8+3/x3) or mwk composite longbow +6/+6 (1d8+3/x3) with Rapid Shot

Base Atk +3; **Grp** +6

Atk Options favored enemy human +2

Combat Gear *potion of cat's grace*

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

SQ hold breath, wild empathy +1 (-4 magical beasts)

Feats Multiattack, Rapid Shot^B, Track^B, Weapon Focus (longbow)

Skills Balance +8, Jump +9, Survival +8, Swim +10

Possessions combat gear plus masterwork leather armor, masterwork composite longbow (Str +3) with 20 arrows, masterwork club

Hold Breath (Ex) A lizardfolk can hold its breath for 54 rounds before it risks drowning.

3: TEMPLE GUARDIANS

TEMPLE GUARDIAN

CR 5

Bullywug* scout** 5

* *Monsters of Faerun* 25

** *Complete Adventurer* 10

CE Medium humanoid (aquatic)

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

Languages Common

AC 17, touch 12, flat-footed 17; uncanny dodge

(+2 Dex, +2 armor, +3 natural)

hp 41 (5 HD)

Resist evasion

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

Speed 30 ft. (6 squares), swim 30 ft.; marsh move, trackless step

Melee mwk spear +6 (1d8+1/x3)

Ranged mwk composite shortbow +6 (1d6+2/x3)

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

Atk Options Point Blank Shot, Precise Shot skirmish (+2d6, +1 AC)

Combat Gear 5 +1 flaming burst arrow, *potion of cat's grace*, *potion of cure moderate wounds*

Abilities Str 13, Dex 15, Con 16, Int 8, Wis 10, Cha 4
SQ trapfinding

Feats Improved Initiative^B, Point Blank Shot, Precise Shot

Skills Climb +10, Hide +10 (+16 in marsh), Jump +10, Listen +8, Move Silently +10, Spot +8, Survival +8, Swim +10

Possessions combat gear plus leather armor, masterwork spear, masterwork composite shortbow (Str +2) with 15 arrows

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

Skirmish (Ex) A scout deals extra damage during any round in which she moves at least 10 feet away from where he was at the start of the turn. The extra damage applies only to attacks made after the scout moves at least 10 ft. and only applies to attacks taken during the scout's turn.

4: FOYER PESTS

ADVANCED FIRE ELEMENT* DIRE TOAD** CR 5

**Manual of the Planes* 193

***Monster Manual II* 75

N Medium elemental (augmented animal, fire)

Init +5; **Senses** darkvision 60 ft., low-light vision, Listen +8, Spot +9

Languages —

AC 16, touch 12, flat-footed 13
(-1 size, +2 Dex, +5 natural)

hp 59 (7 HD)

Immune fire

Fort +9, **Ref** +6, **Will** +7

Weakness vulnerable to cold

Speed 30 ft. (6 squares)

Melee bite +9 (1d6+6 plus 1d4 fire plus poison)

Ranged tongue +8 (1d4 fire plus see below)

Space 10 ft.

Base Atk +5; **Grp** +13

Atk Options burn, heat, improved grab, poison (Fort DC 16, 1d6 Con/1d6 Con)

Abilities Str 18, Dex 12, Con 19, Int 2, Wis 15, Cha 7

Feats Alertness, Improved Initiative, Weapon Focus (bite)

Skills Hide +6, Jump +14, Listen +8, Spot +9

Burn (Ex) Any creature hit by the bite attack of a fire element dire toad must make a successful Reflex save DC 11 or catch fire, taking 1d4 points of fire damage for 1d4 rounds.

Heat (Ex) A fire element dire toads bite attack deals an additional 1d4 points of fire damage on a successful hit. Any creature attacking a fire element dire toad with a natural or unarmed attack takes 1d4 points of fire damage on a successful hit.

Improved Grab (Ex) If a dire toad hits an opponent at least one size category smaller with a bite or tongue attack, it deals normal damage and attempts to start a grapple as a free action, without provoking an attack of opportunity. If the dire toad successfully establishes a hold it can attempt to swallow whole. Alternatively, the dire toad has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 penalty on grapple check, but the dire toad is not considered grappled).

Swallow Whole (Ex) A dire toad can swallow a grabbed opponent that is at least one size category smaller than itself by making a successful grapple check. Once inside the toad, the victim takes 1d6 points of bludgeoning damage plus 1d4 points of acid damage per round from the dire toad's stomach. A successful grapple check allows the victim to climb from the toad's stomach to its mouth, where another successful grapple check frees the victim. Alternatively the victim can attempt to cut its way free with either claws or a light slashing weapon. Dealing at least 10 hit points of damage in this way creates an opening large enough to escape through (AC 13). Once a single swallowed creature escapes, muscular action closes the hole. A medium dire toad's stomach can hold 2 small or 8 tiny or smaller creatures.

5: GRAND POOL

BLOODBLOATER SWARM* CR 1

**Fiend Folio* 16

N Diminutive ooze (aquatic, swarm)

Init +1; **Senses** blindsight 60 ft., Listen —, Spot —

Languages —

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 22 (2 HD)

Immune poison, sleep, paralysis, polymorph, stunning, mind-affecting effects

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

Weakness fire vulnerability

Speed 5 ft. (1 square), swim 30 ft.

Melee swarm (1d6 plus 1 Str damage)

Reach 0 ft.

Base Atk +1; **Grp** —

Atk Options blood drain, distraction

Abilities Str 10, Dex 13, Con 22, Int —, Wis 1, Cha 1

SQ amphibious

Skills Swim +8

Blood Drain (Ex) On each round that a bloodbloater swarm deals at least 1 point of damage to a victim, it also drains blood and causes 1 point of Strength damage.

Distraction (Ex) Any nonmindless creature vulnerable to the swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save DC 10 negates the effect. Spellcasting or concentrating on spells within the area of a bloodbloater swarm requires a

Concentration check (DC 20 + spell level). Using skills involving patience and concentration requires a Concentration check DC 20.

6: WASTRI'S SHRINE

VHEN'DOR

CR 9

Male human fighter 5/pious templar* 4

**Complete Divine* 50

LE Medium humanoid (human)

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

Languages Common, Draconic, Elven

AC 21, touch 14, flat-footed 19; Dodge, Mobility (+2 Dex, +2 deflection, +7 armor)

hp 63 (9 HD); DR 1/—

Resist mettle

Fort +9, **Ref** +4, **Will** +6; True Believer

Speed 30 ft. (6 squares)

Melee +1 *shocking guisarme* +14/+9 (2d4+7 plus 1d6 electricity)

Ranged mwk composite longbow +12/+7 (1d8+3)

Reach 5 ft. (10 ft. with *guisarme*)

Base Atk +9; **Grp** +12

Atk Options Combat Expertise, Combat Reflexes, Improved Trip, Short Haft, smite (+4 attack, +4 damage)

Combat Gear *potion of cure moderate wounds*

Pious Templar Spells Prepared (CL 4th):

2nd—*bull's strength*

1st—*cure light wounds* (2)

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

Feats Combat Expertise, Combat Reflexes^B, Dodge^B, Improved Initiative, Improved Trip^B, Mobility, Short Haft^B, True Believer, Weapon Focus (*guisarme*)^B, Weapon Specialization (*guisarme*)^B

Skills Climb +14, Jump +14, Handle Animal +8, Knowledge (religion) +10, Swim +13

Possessions combat gear plus +2 *mithral breastplate*, *ring of protection* +2, *periapt of wisdom* +2, +1 *shocking guisarme*, masterwork composite longbow (Str +3) with 20 arrows

Mettle (Su) If Vhen'Dor makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all.

FIRE ELEMENT DIRE TOAD

CR 4

**Manual of the Planes* 193

***Monster Manual II* 75

N Medium elemental (augmented animal, fire)

Init +2; **Senses** darkvision 60 ft., low-light vision, Listen +8, Spot +9

Languages —

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 26 (4 HD)

Immune fire

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

Weakness vulnerable to cold

Speed 30 ft. (6 squares)

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

Ranged tongue +5 (1d4 fire plus see below)

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

Atk Options burn, heat improved grab, poison (Fort DC 14, 1d6 Con/1d6 Con)

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

Feats Alertness, Weapon Finesse

Skills Hide +8, Jump +10, Listen +8, Spot +9

Burn (Ex) Any creature hit by the bite attack of a fire element dire toad must make a successful Reflex save DC 11 or catch fire, taking 1d4 points of fire damage for 1d4 rounds.

Heat (Ex) A fire element dire toad's bite attack deals an additional 1d4 points of fire damage on a successful hit. Any creature attacking a fire element dire toad with a natural or unarmed attack takes 1d4 points of fire damage on a successful hit.

Improved Grab (Ex) If a dire toad hits an opponent at least one size category smaller with a bite or tongue attack, it deals normal damage and attempts to start a grapple as a free action, without provoking an attack of opportunity. If the dire toad successfully establishes a hold it can attempt to swallow whole. Alternatively, the dire toad has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 penalty on grapple check, but the dire toad is not considered grappled).

Swallow Whole (Ex) A dire toad can swallow a grabbed opponent that is at least one size category smaller than itself by making a successful grapple check. Once inside the toad, the victim takes 1d6 points of bludgeoning damage plus 1d4 points of acid damage per round from the dire toad's stomach. A successful grapple check allows the victim to climb from the toad's stomach to its mouth, where another successful grapple check frees the victim. Alternatively the victim can attempt to cut its way free with either claws or a light slashing weapon. Dealing at least 10 hit points of damage in this way creates an opening large enough to escape through (AC 13). Once a single swallowed creature escapes, muscular action closes the hole. A medium dire toad's stomach can hold 2 small or 8 tiny or smaller creatures.

APPENDIX 2: NEW RULES ITEMS

FEATS

Short Haft

You have trained in polearm fighting alongside your comrades in arms, sometimes reaching past them while they shield you, and sometimes shielding them while they attack from behind you.

Prerequisites: Proficiency with a reach weapon, Weapon Focus with a reach weapon, base attack bonus +3.

Benefit: As a swift action, you can choose to lose the benefit of wielding any reach weapon other than a spiked chain or a whip. In return, you can use that weapon to threaten and attack spaces adjacent to you. With another swift action you can give up this feat's benefit in order to regain the use of your weapon's superior reach.

Special: A fighter can select Short Haft as one of his fighter bonus feats.

Source: *Player's Handbook II*, page 82

True Believer

Your deity rewards your unquestioning faith and dedication.

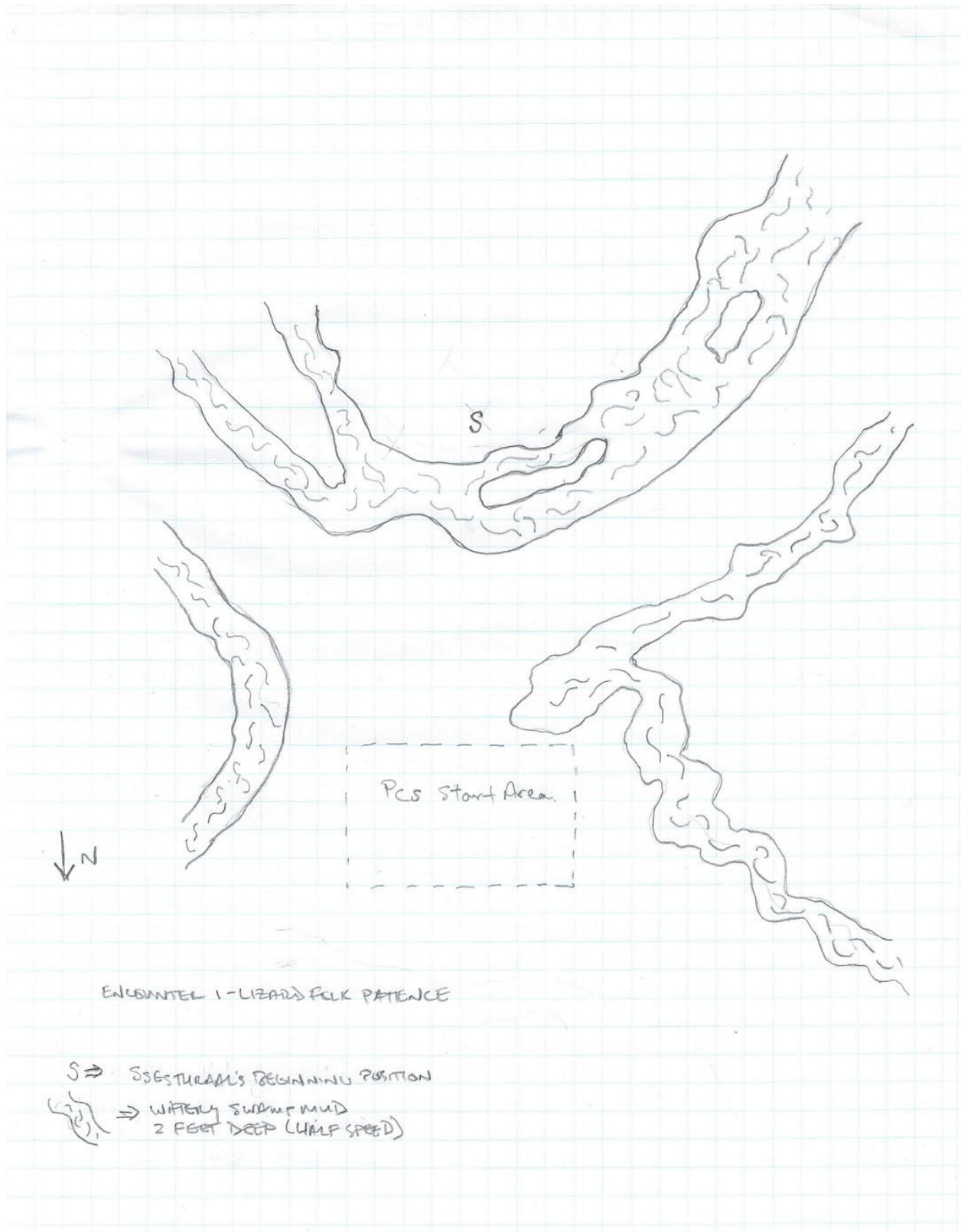
Prerequisites: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.


This feat also allows you to use a relic of the deity you worship.

Source: *Complete Divine*, page 86

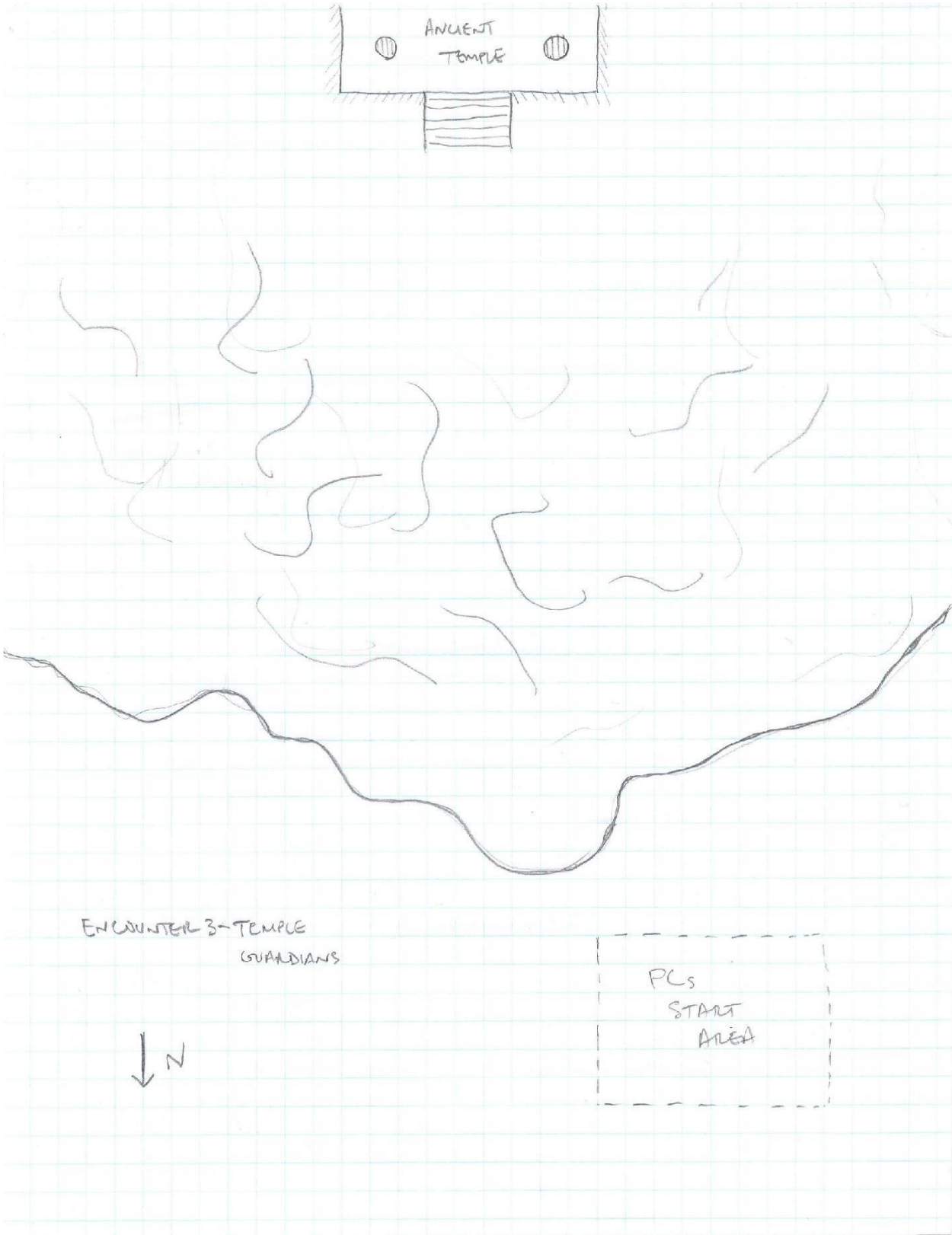
DM MAP 1: ENCOUNTER 1



ENCOUNTER 1 - LIZARD FOLK PATIENCE

- S ⇒ SGESTURAH'S BEGINNING POSITION
-  ⇒ WATERY SWAMP MUD 2 FEET DEEP (HALF SPEED)

DM MAP 2: ENCOUNTER 3



DM MAP 3: ENCOUNTERS 4-7

