

KEO07-01

The Herald of Woe

A One-Round D&D[®] LIVING GREYHAWK[™]

Keoland Regional Adventure

Version 0.6

By Benjamin McFarland

With material by Andrew Lotz, Craig Scott, and Eric Kiefer

Reviewer: Keoland Triad

Circle Reviewer: Steven Conforti

Playtesters: Mildred Cady, Jonathan Choy, Aaron Dulgar-Tulloch, Marnen Laibow-Koser, Michael Kinnelly, Benjamin Smith, Mycroft Sowizral

Westkeep is in need of supplies, yet three caravans of armor, gear, and weapons have disappeared in what should have been a short trip off the Javan and through a mere sliver of the Hool. Once ambivalent relations with the Lizardfolk have grown tense as overzealous guards blame the tribes and skirmishes flare. Can you survive long enough to discover what is going on deep within the swamp? A Keoland regional adventure for APLs 4-12, **Note:** This adventure counts as Reporting for Duty for members of Dreadwalkers, Members of the Royal Standards, and Mercenaries (Hospitaliers/Justice Blade/Lion Braich/Mountain Lions/Stargazers). This is of particular interest to members of the Silent Ones metaorganization.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20.

This is an official RPGA[®] play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc and the adventure author or authors.

Visit the LIVING GREYHAWK website at www.rpga.com.

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

RPGA SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

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 characters participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

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

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

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

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

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

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 Regional adventure, set in Keoland. Characters native to Keoland pay

one Time Unit per round, all others pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

Built by Tavish I in 304CY to shield the central portions of Keoland from incursions from the Hool and to foster settlement of the south, Westkeep has a long and colored history. The fortress changed hands in 453CY, as the Sea Princes took ownership and pushed the Keoish border north to the edge of the swamp.

The swamp served as an effective border until 590CY, when years of internal conflict weakened the area, the Keoish Royal Standards were able to recapture Westkeep. This action reestablished a southern foothold for the Kingdom and simultaneously created a new point of friction in a region dominated by the Scarlet Brotherhood.

With high, thick walls, this southern frontier bastion serves the Lion Throne directly, and its Lord Governor relies on naval resupply and reinforcement to maintain Keoland's presence. In order to do so, barges from Keoland's interior make the trek south from Cryllor or ships cross Jeklea Bay and evade the sails of the Sea Princes. Both options are fraught with peril.

Early in CY 596, the riverside supply town of Keep's End, a satellite of Westkeep, had served as a mustering point for adventurers and Royal agents sponsored by various nobles. They planned retaliatory raids against the sahuagin who live deep beneath the waters of the Azure Sea and nearby enclaves of the Scarlet Brotherhood. It would seem with the attentions of both the Von Reiklande and Neheli families, as well as Secunforth, the Lord Mayor of Seaton, focused here, there as has been a great deal of interest amongst the Court of the Land that the endeavors in Westkeep succeed...no matter the hardships that must be overcome.

Once the quiet, lesser evil of the Hool Marsh, the Bullywugs seem to have become more active in the months following Sakatha the Lizard King's most recently foiled machinations and subsequent disappearance. A leader has appeared amongst them, a demagogue of a mysterious Prophet hidden deep in the swamp, and he has begun galvanizing the tribes into action. Emboldened by his rhetoric, they've started harassing the surrounding races to join them and raiding Keoish caravans trying to run the gauntlet into Westkeep.

Unknown to all but one man, the leader is a dragonflesh half-golem formed from the skin and muscle of Aulicus, the Black Dragon Prophet. Calling himself the Herald of Woe, he seeks to find a way to return Aulicus to flesh and blood so that Aulicus might have his revenge upon the Kingdom. Who created the Herald of Woe is a mystery.

The man who knows the truth of the Prophet is the Wyrd, master of the Silent Tower. He has a Woestave, a member of a secret order within the Silent Ones, to deal with the Herald of Woe. Jallard, the Woestave, has failed and his symbol of office now rests with the Herald of Woe. The Wyrd seeks out any suitable allies in the area. Those whom he has met before in *KEO6-04 Old Sins Cast Long Shadows* might just be what he needs most right now.

ADVENTURE SUMMARY

INTRODUCTION: THE PRICE OF PROGRESS...

The Warmaster Morgan Armitage requests the help to investigate the loss of the caravans traveling through the Hool. His emissary explains that it will likely be dangerous, but the price for not acting will be greater, as the loss of the outpost will greatly weaken Keoland's southern frontier.

ENCOUNTER 1: GETTING THERE IS HALF THE...

The characters get the scent of the air, the sight of the jungle, the road leading up to the keep. Their guide gives a broken smile while presenting them with the often siege ridden castle.

ENCOUNTER 2: ONCE THEY'VE SEEN...

The characters visit the sights and observe the ragged state of preparation needed to defend Westkeep. This is not some lazy town on the interior; this is the bleeding edge.

ENCOUNTER 3: INTO THE JUNGLE.

The adventure begins with heading out from the wagon trail to the pier and up the broad lagoon to the site of the ravaged barge. The party can see the partially beached vessel that will serve as the starting point to their investigation.

ENCOUNTER 4: SWAMP STATION TOAD

On a barren moor in the Hool not far from the barge's hulk, the party finds the ruined remnants of a camp, evidence of smashed crates, a large fire pit, a cookout, and trails North and Northeast. Their choices here will indicate if they go on to Encounters 5, 6, then 8, or Encounters 6, 7 and 9. Their understanding of the scope of the Prophet's influence depends on their choices.

ENCOUNTER 5: SWAMPMEET

The party comes across a small collection of boats and rafts, both Lizardfolk and Bullywugs, trading of slaves and goods. Will they try to ambush the raiders, wait and parlay, or try to seize the prisoners after a trade has occurred?

ENCOUNTER 6: THE OFFER YOU DON'T...

The characters find a sign written in poor draconic, warning what will happen to all those who would defy the Prophet and his followers. The camp is a decimated ruin, with a large number of lizardfolk dead. The message is clear, "Join the Prophet, or die."

ENCOUNTER 7: DEMONSTRATION OF FAITH

This is the arrival of the Herald and his servants then the diaspora of the messengers to the surrounding tribes. The Prophet will meet them at the Hill of Tribes at dawn in ten days. At this point, if they have not yet made a move or been

discovered, a bullywug will accidentally stumble upon the characters.

PREPARATION FOR PLAY

Have the characters review what Keoland regional modules they have played with their character that were set in Westkeep or the Hool Marsh. Note whether or not any of the characters have a special favor with the Keoish Royal Standards, the Dreadwalkers, or the Commander of Westkeep. Check ARs from KEO6-04 *Old Sins Cast Long Shadows* for the AR item “Heralds of Woe”.

Characters who have the favor of the Royal Standards or Commander of Westkeep will be treated noticeably better by the troops of the garrison, seen as hardened veterans rather than fresh meat for the grinder.

Characters with “Heralds of Woe” suffer an unknown side effect during this adventure. Adjust all Initiative rolls they make by -2. Additionally, read and give them **Player Handout Six: The Herald of Woe** after they spend their first night in the swamp.

Introduction: The Price of Progress...

Rain. It has been raining for the last three days, a solid, heavy rain that runs a constant staccato on the smaller wooden shops and hammers futilely against the taller, old stone construction of Gradsul. Your refuge, the Dented Shield Inn, is an amalgam of the two.

Three days you’ve been waiting. Three days spent playing cards and listening to the same songs from the old bard while waiting for the weather to break and your ship to Greyhawk City to arrive. A pile of about two score and seven lions has changed hands around the card table more times than you can remember, until you can hum the first few bars of the next song before the bard is even done tuning his lute. All the while, you’ve kept an eye for the Innkeeper’s son—he’d taken three lions for watching the docks in this weather. The sooner he returns, the sooner you leave for the Jewel of the Flanaess.

(Characters should now introduce themselves.)

The bard’s song is interrupted in a bang, as the front door slams open in blast of sultry air. A figure wrapped in a drenched cloak

approaches the bar. It’s difficult to say if the person is a human female or maybe a male elf. The two speak in low tones as the Innkeeper pours a cup of mead and nods in agreement, then points over to one of the private rooms. After a moment more of hushed conversation, the newcomer nods and retires to the dining room. The musician drinks from his flagon, muttering about ‘rude interruptions.’

Listen (If the characters indicate specifically that they are stopping their game to actively eavesdrop, reduce the DCs by 5.)

DC 21: You can determine the cloaked figure is a man by the timbre of his voice.

DC 31 and speak Keoish: Provide the summary on **Player’s Handout #1**.

After a few more minutes, the Innkeeper approaches. His friendly accent is rough, from the heart of Keoland.

“Good travelers, your presence for an early supper is requested.” He motions to the door the newcomer used.

(If they refuse, indicate that going to Greyhawk City is not their plot hook. If they still refuse, the adventure is over. Award zero XP and zero GP and hand out ARs.)

The Innkeeper crosses the room and softly knocks on the door, opening it after a muffled response. At the far end of the table sits a well-dressed middle-aged man of Suel-Flan descent. His cloak hangs from a peg near the hearth. He turns a leather scroll tube in one hand while contemplating his cup in the other. He stands as you file in, blonde hair well coiffed; a pencil thin mustache caps a pointed goatee. He motions for you to sit.

(If any of the characters are members of the Keoish Royal Standards, the Dreadwalkers, or Mercenary group, read following, otherwise, skip these next three paragraphs.)

His voice is steady, exuding a confidence that lends the impression he’s issuing orders more often than he’s receiving them.

“These are for you. I’d taken the liberty of speaking with some of your associates beforehand. Once you’ve read them, I’ll explain my business.”

He opens the case and pulls several letters, sealed with heavy crimson wax seals,

and hands them to you. (Give the appropriate players **Player's Handout #2, #3, or #4.**)

Resume reading here if you passed out none of the Player's Handouts.

The gentleman sits back down and waits for you to finish, taking another drink.

"I'll not mince words. The ship you're waiting for sank this morning. I know because I had individuals on board that I expected to meet and who managed some arcane escape that included bringing the Captain. Unfortunately, they are in no state to complete the mission I'd intended for them.

He looks into the fire while speaking, "You're right in thinking that none of that has anything to do with you. Except." He taps a forefinger into the tabletop with an emphasis that rivals a crossbow quarrel. "Except that the Lion Throne has need of adventurous souls to take on a dangerous task and the Captain explained that he'd booked your transit through a broker. He thought you might be the sort of people willing to take on such a task. If your reputations are correct, I sense you will. At the very least, if you hear me out, you'll be treated to a decent meal. The proprietor's quite the capable cook."

(Assuming everyone's willing to listen, continue...)

"My name is Major Silas Fletcher. I'm an officer with the Command Staff of Warmaster Morgan Armitage. My sphere of interest is the southern frontier of Keoland, including the region surrounding Westkeep.

Maintaining the buffer of Westkeep is essential." He pauses, sipping on his mead. "We must use it to bait those who would seek a foothold against us and as a buttress against the expansion of those to our south. The situation is tense, and our troops face regular skirmishes and conflicts. Keeping them supplied has been a logistical challenge.

Complicating matters, we've lost three shipments taken by barge down the Javan and through the Hool. They should not have experienced problems. We'd tried to keep the barges' travel limited to minimize the threat of interference from the Hold of the Sea Princes." The Major takes another drink, pausing to clear his throat.

"We've instead found some organization in the swamp is raiding our barges. I need a small

band-- flexible, unorthodox, capable of shifting plans and sure to complete the task. I need you to travel to Westkeep, go to the barge unloading points, determine the ambush sites, and trace the raiders. If possible, I'd like you to recover our goods, but paramount is your investigation into these raids," he stabs his finger into the table again, "Who is behind them, and why."

The Major exhales slowly. "What say you? I won't lie. It is bound to be treacherous work, and all I can offer you is the gratitude of the troops you'll be supporting and fair claim to any loot you seize, less our lost goods, certainly the standard daily pay." Silas twirls a hand peremptorily, as if this were a given.

"In the end, you'll have done a service to the defense of the Kingdom." He claps a hand on the table top with a loud crack. "I'll let you discuss it over your meal. Consider it a token of appreciation." Silas crosses the room. He pauses as the innkeeper enters with a tray of food. "I'll take mine in the common room, Finn. But serve this lot first, they shouldn't make this decision on an empty stomach."

(Depending on the characters' choice, continue...)

The Party Accepts:

After ten minutes, the Major enthusiastically returns, "Outstanding! I've arranged for a break in the weather with the Duke's Sea Mages. Not cheap, but then neither is a barge full of chain shirts and swords. You're to board the Ocalus tonight so they can sail at dawn." He crosses the room and dons his cloak from the peg, fixing the clasp. "That should give you the afternoon to collect your things. She's carrying reinforcements and supplies for Westkeep, so don't expect a comfortable trip, even with the reserved cabins. And just a reminder," the Major pauses to grin before pulling up his hood.

"Don't count on a dry heat."

Provide the players **Player Handout #5.** The characters can take this time to purchase what they feel necessary. Items from appropriate Adventure Records and the LGCS are all available.

Gradsul (Metropolis): Conventional, AL LN, 100,000 gp Limit; Assets (247,000,000 gp), Population 49,400 (33% Keoish, 23% Suel, 23%

Oeridian, 9% half-elf, 5% elf, 3% dwarf, 2% Olman, 1% other).

Authority Figures: Duke Luschan VIII (LN Wiz9/Ftr2) Lord Mayor Solomon Rhola (LN Expert 7, Cousin of Duke Luschan VIII), Knight-Captain of the Watch Adahan Strongarm (LN Fighter 8)

Other NPCs: Drogan Kegok, Zilchus Cleric 13th level, Stromon Rilfepp, Osprem Cleric 13th level.

The Party Declines:

After ten minutes, the Major returns and seems disappointed at your response. "I see. No, it's understandable. You've your own business and this was unexpected." He raises a palm to forestall any protests. "Very well. I'll trouble you no further." He takes his cloak back off the peg and fixes the clasp. "If you'll pardon me, I've some heroes to go find. Best of luck."

The adventure is over. Award zero XP and zero GP and hand out ARs.

Encounter 1: Getting there is half the...

The travel overseas is uneventful, though the quarters are cramped. The only excitement comes when the Ocalus leaves port under the preternatural calmness of controlled weather spells combined with gusts of wind. This, along with the oarsmen's strong backs, gets the vessel to sea and past the storm hanging ominously beyond the spell effects. Before you know it, you are looking at the river wharf of Keep's End, the support town built near Westkeep. The air is heavy with the scent of sulfur and full of the sounds of carpenters and smiths. Charcoal plumes curl out of the chimneys of many Alchemist Guild workshops that have relocated here, watched over by the fortress that dominates the horizon. A wing of marsh ducks squawk overhead as the Ocalus maneuvers against the wharf, guided by a group of men hauling towlines.

A sergeant notices your reverie and glances at shore. He chuckles. "Welcome to the armpit of the Kingdom!" He leans on the rail near you. "This is where the sewer meets the sand. I'll give it two weeks and you'll wish to whatever gods you hold dear for berth on the next ship out!"

Sergeant Onape: Male human Ftr 5 (Knowledge: Local - Sheldomar Valley, +3)

Sergeant Onape (ON-a-pay) is a veteran of two campaigns and four tours of duty in Westkeep and has the scars to prove it. He's seen this region of the Hool swamp chew up more than one unit of new recruits. If the characters are friendly and joke with him, maybe offer him a drink; he'll freely discuss all he knows about the area (See below). Otherwise allow for a Gather Information Check once the characters go ashore in Encounter 2:

Gather Information

DC 10: Lizardfolk and Bullywugs are like weeds in this part of the Hool—everywhere and where you'd like them least. Sometimes they fight, sometimes they trade, but they're always there. There were some orcs for a while, but they're scarce nowadays.

DC 13: If you do trade with Lizardfolk, they prefer tools and goods to coin, and they'd rather talk that dragon-tongue of theirs.

DC 15: The swamp is a nasty place, full of things that'll bite you as soon as look at you. It's easy to catch a disease drinking the water or getting wounds infected. You've got to respect the moor.

DC 18: Something's got the Bullywugs stirred up, but the Lizardfolk have calmed down since some leader of theirs disappeared. Sack-ath-a? Whatever his name was, it's 'Boots' now.

DC 20: The Alchemists' Guild recently set up a lot of workshops in Keep's End. They found some sort of mixture that helps the barges move through the swamp. Whatever it is, it beats marching from Port Torvin and fighting Holders the entire way.

Encounter 2: Once they've seen...

You disembark with the reinforcements for the Keep, taking a deep breath of the humid air and recalling Major Fletcher's direction as you boarded the Ocalus. 'Commander Parg will be expecting you. His adjutant should give you a briefing and indicate where to begin. Good hunting!' Following the infantry to the muster area, you realize you'll arrive at the fortress with the rest of the soldiers. What sort of reception will you receive?

All about you, the town is abuzz, vendors try hawking wares to the lounging troops, children come out to watch, and women and servants gawk and gossip from the fringes.

If the characters didn't talk to Sgt Onape from Encounter 1, or didn't learn everything, allow them to make another Gather Information check here. See the above chart.

After a half hour of milling about with the mob of relaxing soldiers, your wait ends. A wagon driven by an old man arrives. "Ay-yup!" He gives the reins a heave, halting the horses. "Allo! Ah'm ta give the off-sirs a ride up to the fort'ress." His accent is thick with rural Keoland and he gives a yellow, snaggle-toothed smile. "Ya'll know where they'd be?"

A nearby Lieutenant eliminates the need for a reply. "That'd be us, good man." His voice shifts to a booming command. "STANDARDS! FOOOOORM!" He takes a quick breath before barking, "UP!" The Lieutenant turns to the Captain, "Sir! Looks like we're to head up to Westkeep!"

The Captain grins as he clammers aboard the wagon. "Very good!" He looks to your group. "Well then, I suppose you're riding up with us?" Without waiting for a response, he turns back to his fellow officer. "Lieutenant, let's move out. I don't want to spend all morning on the road, and they've lollygagged enough."

"Yessir!" replies the Lieutenant with a sharp salute. Before the Captain has lazily returned it, the Lieutenant turns on his heel to face the warriors. "STANDARDS! FOOOORWARD!" Again he takes a quick breath before following it sharply with "HARCH!" With that, your driver gives the horses a pop of the reins and the column begins the hike to Westkeep proper.

The troops keep marching in time with rhyming chants that declare themselves the greatest lovers and drinkers and the most fearsome of warriors. Somewhere, a barracks bard is smiling.

Feel free to describe how the road to Westkeep from Keep's End passes the numerous berms, trenches, stake lines and choke points that appear to have been built, rebuilt, fortified and refortified many times. Many points along the hillside leading up to the fortress look like a pitched battle has taken place or artillery fire left craters of various sizes. Several work crews of soldiers are repairing damage or filling in some of the larger holes.

The bumpy ride comes to an end in the courtyard of Westkeep, high walls providing an imposing sanctuary. You don't have long to gawk, though, as a well-armored man briskly approaches. The Lieutenant snaps to attention, providing another sharp salute, "Commander Parg, sir!" The Captain, who had been casually rising, leaps down and also salutes.

The Commander returns the salutes and approaches the Captain. The two engage in a short whispered conversation, occasionally looking and gesturing in your direction. After a moment, he steps up to address you. "Who would all of you be?"

Commander Parg: Male human Ftr 9

Commander Parg was reassigned from his post in charge of a heavy infantry unit in Mandismoor for what was considered to be an act of subordination (he called his superior an ungentlemanly name). He is now in charge of a light infantry unit and not at all happy about it. He has been commander of Westkeep for three years, during which time he has fortified the area. He is not active in the politics or the daily running of Keep's End - in fact, he actively avoids involvement and instructs his soldiers to do likewise. If characters question him on this, he will say that the entire town seems crazy—strange fixations about working and constant labor, a recent influx of perhaps twenty gnomes setting up workshops.

If any characters approach Parg concerning the siege of Westkeep, he will remember them vaguely and shift his demeanor from polite to friendly.

"Greetings! Welcome to Westkeep." His voice is hard, business-like. "I know Major Fletcher had told you my adjutant would be briefing you, but he took an arrow in the eye yesterday while investigating a skirmish raid on one of our supply parties. The only briefings he's giving now are to the Archpaladin." He sniffs once, as if even he doesn't find the joke funny. "Your mission on the other hand, has risen to be one of my top priorities.

We had another shipment turn up late. My scouts returned with reports of the ship beached about half a league into the swamp. It never had a chance to unload. They spotted it and then had to head back when a thirty foot 'gator made for their mounts." He looks over your faces as he finishes this comment.

“You’re a long way the Niole Dra. We’ve got to defend against the Sea Princes’ pirates, the Scarlet Brotherhood, the Olman tribes, the Lizardfolk, even crazy Blader cultists.” He shakes his head, as if he can’t even believe it. “This is not some lazy interior town, it’s the bleeding edge. Expect the unexpected.”

A soldier rides up bearing a bone scroll case and leaping from the saddle into a salute. “Sir! Message from the southern pickets!”

Parg returns the salute then takes the case, as if he simply expects you to wait. He pulls both a long, thin sheet of parchment from the tube and black wooden baton from his belt. In a practiced motion, he wraps the message about the baton and reads it. A few moments pass.

“Alright. Just a moment, soldier,” Parg says to the messenger. He turns to you. “I’ll send the two scouts who found the derelict out with you in the morning. They need to rest up after that ‘gator attack. You’ll leave at first light. Tonight, you stay in the guest quarters of the Keep; just speak with the Major Domo. I suggest you review your equipment and rest. Tomorrow comes quick and I want answers. I just hope you can find them!” With that, the Commander ends your conversation as he moves away, saying something that has his messenger nodding furiously.

You’re left standing alone amidst a sea of activity as soldiers disperse about their business. The sun is midway through its afternoon slide, and it appears that there are many services available in the courtyard. Chances are if you’d forgotten something, you could procure it here.

Developments: The characters can purchase whatever mundane equipment from the Player’s Handbook, tables 7-5, 7-6, and 7-8 they like. Members of the Keoish Royal Standards, Mercenary MetaOrganizations, and Dreadwalkers will find that they are “issued” up to 1 antitoxin, 1 suit of leather armor, 10 days trail rations and a spade at no cost for the duration of this adventure. There is a small auxiliary of the Combative Magicks Standard here, capable of providing up to 60 gp of special substances and items from page 128 of the PHB, and arcane scrolls of spells from the PHB up to third level, and a small shrine to Heironeous attached to a Hospitalier unit that can provide divine scrolls of spells and potions from the PHB up to third level as well as Boots of the

Tropics, detailed in DM Aid: NEW Rules and costing 2500gp. All other prices are standard.

Once the characters are prepared to retire for the day, the castle’s Major Domo (Human Expert 6), a well bred Suel man who comments over the perpetual lack of proper supplies will have a valet show the characters to their quarters. The characters may set watches or take other precautions, but the night passes uneventfully.

Encounter 3: Into the jungle...

DM NOTE: bodies left behind in this environment are not likely to be in a state acceptable for a *Raise Dead* after two or three days worth of scavengers. The party will need to carry any fallen with them if they hope to raise them. Any PC with ranks in Knowledge (Nature) will know this without a check. A *Resurrection* will still work normally on partial corpses.

Characters that delay healing wounds more than a MINUTE between battles need to make DC 10+APL Fortitude save to avoid contracting Filth Fever. (See DMG, pg 292)

The following dawn does come quick, though you’ve been awake for at least two hours before Pelor’s bright eye broke the horizon. The pair of scouts woke you with discreet knocks on your door, politely but firmly suggesting that you might want to get underway before the full heat of the day brought out all the feeding insects. Their words struck a chord and now, in the predawn light, you find yourself marching down a lonely packed dirt road surrounded by thick forest abuzz with cicada and starlings.

The Keoish Engineering Auxiliaries managed to cut back the growth four paces and built the road wide enough to allow a wagon to pass in either direction. It is smooth travel and you’ve made good time when you stop for breakfast about a half hour past daybreak. You remember Major Fletcher’s words about the heat as you see the sweating brows of your companions and feel the pressing humidity. And this is before noon!

The scouts keep the pace brisk and by midmorning you’re standing at the end of a long, weathered grey pier. It stretches sixty feet into the lagoon, supported by pontoons and moss covered piles driven into the muddy bottom. They point into the marshes. Barely

visible with the steam rising off the bog, is the barge, its bow raised up out of the water.

Scouts show your group the trail, explaining how, if you keep to high ground, reaching the barge shouldn't be too tough. "Ought to take up your mounts, though. That ground's too treacherous. Nearly lost Caleb's mare to a broken leg from a sinkhole. Figure you're on foot from here." Gathering reins from you they add, "Don't worry. We'll stable them back at Westkeep. Wouldn't dream of leaving them tied up here!"

Large-size quadruped characters (and characters who insist on Large-size mounts or quadruped animal companions) without horseshoes of the zephyr that continue are at -2 to **ALL** actions from this point forward, due to the constant need to check for dangerous ground. Mounted movement is impractical here; halve the rate of mounts with no magical means to avoid the bog. (DMG, pg 88)

Thankful, you begin threading the path out to the barge. It sits up out of the water on a sandbar, like some great corpse left half in a river. The swamp is strangely quiet, as if the animals shun this place. The main cargo hatch doors are wide open, and there is junk and broken bits of crates all over the deck. Set for unloading, there's something odd about the yardarm-- hanging from the crane is a large globe-like mold-coated fishing buoy three feet in diameter, and at least eight feet off the deck. A person is strung up against it, facing downward, arms and legs bound as if he were a human ring about the circumference.

At APL4 there is a wererat in dire rat form hiding near the pilot's house. At APL6+, there is a Bog giant disguised as a dire alligator hide floating nearby. **See DM Aid: Map #1.** No waiting monster will prevent the characters from boarding. They want the characters to investigate and free the prisoner; that's his purpose! If the characters think to make any skill checks, consider the following:

Spot:

DC 15: The man strapped about the buoy appears to be alive.

DC18: The man seems to be muttering something, maybe twitching?

DC 28: APL 4: There is a dire rat concealed amidst the wreckage near the pilot's house.

DC 28: APL 6+: There appears to be a large alligator floating in the water near the portside stern of the barge. It is perhaps 15 feet long.

Sense Motive/Knowledge (Nature):

DC 18: The creature (rat or alligator) doesn't seem to act quite right...it's quite still, as if it were just waiting for something.

Search on the deck of the barge:

DC 5: There's a lot of rope on that buoy, but it looks like it would be fairly easy to cut the man down from there.

DC 15: The rope and pulley to lower the buoy appears fairly jammed with moss, vines and foliage, not mention rusted over. You don't think it'll lower slowly, if at all.

DM NOTE: The 600 pound buoy cannot be lowered without cutting the rope. However, lowering it uncontrolled without removing the prisoner would seriously harm or kill him (3d6 dmg) and set off the trap. If the characters prepare to do so **and** seem to have a way to control the descent of the buoy, the monster attacks, interrupting the process with an attack at the rope to trigger the trap. If the Characters simply appear to be attempting to free him, the monster waits to see if they trigger the trap.

(ONLY IF A CHARACTER WITH TRAPFINDING INDICATES THEY ARE LOOKING FOR TRAPS ON THE BUOY!)

DC 24: The buoy appears to be trapped. Removing the prisoner without first disabling that trap could be a very bad idea.

Profession (Sailor):

DC 15: There shouldn't be a fishing buoy on the barge. It's not something ordinarily carried on a river barge, and a certainly not one that big. That buoy is more of an ocean fishing net buoy.

Allow the characters to investigate as they wish. The barge is half in, half out of the water, See **DM's Aid #1.** Water is in varying depths. The combat begins as the party interacts with the buoy, either triggering the trap or releasing the prisoner without doing so.

Heal: (ONLY IF THE CHARACTERS ASK!)

DC 14: The prisoner is infected with Cackle Fever.

DC 16: The prisoner is infected with Cackle Fever and Slimy Doom. A separate Heal check is required to treat each disease.

IMPORTANT: RELEASING THE PRISONER WITHOUT DISABLING THE TRAP TRIGGERS THE TRAP!

Failure to disable the buoy prior to releasing the prisoner means beginning combat! For APL 8+, keep the spot and disable device DCs, but replace the green slime with the Flotsam Ooze! Allow a DC 15 Reflex save to evade the falling Ooze. The Prisoner automatically fails this save, as he's in no position to move.

If any of the characters have levels of Druid or Ranger, and have Animal Handling, and attempt to interact with the alligator or dire rat in animal form or otherwise, begin the combat.

It is possible that characters surveying the area by air or in an airborne animal form might spy Encounter 4 about 75 feet away to the northwest and investigate it before fully reviewing the barge.

If the prisoner survives combat and trap:

The Prisoner: Donshu, Human Commoner 3, hp6 [14]. Con 10, 150lbs.

Donshu is feverish, infected with Cackle Fever and Slimy Doom. He's incoherent, and when the characters approach he will begin laughing, babbling about "Crows! Crows, pick, pick, picking! My face! My eyes! Not my eyes!" characters who assist him must make both DC 12+APL Fortitude save to avoid contracting Cackle Fever and a DC 10+APL Fortitude save to avoid contracting Slimy Doom. (See page 292 of the DMG.)

If cured, he'll be weak but conversational, and explain how the barge was ambushed, the crew overwhelmed by green men and giants. He's from Cryllor, and has no idea what bog giants or bullywugs look like. If pressed, he couldn't even really tell the characters if the ship was ambushed by lizardfolk—that's how early he was incapacitated. His diseases are the result of his captivity in the swamp.

DM NOTE: The EL of this encounter is +1 for defensive measures on the part of the creatures. This has been factored into the EL as listed.

APL 4 (EL 6)

Hicks, Male Human Wererat Fighter1: hp 23; see *Appendix 1*.

Bursting Fishing Buoy with Green Slime (NOTE: SLIME IS IN THE BUOY!): CR 4; mechanical, touch trigger, no reset; Atk +15 touch (1d6 Con damage 1st round, and 2nd round, 1d3 Con damage 3rd round, 1 point

Con damage 4th round); multiple targets (all targets in adjacent 5ft squares) Search DC 24; Disable Device DC 20.

APL 6 (EL 8)

Boggs, Male Bog Giant: hp 80; see *Appendix 2*.

Bursting Fishing Buoy with Green Slime (NOTE: SLIME IS IN THE BUOY!): CR 4; mechanical, touch trigger, no reset; Atk +15 touch (1d6 Con damage 1st round and 2nd round, 1d3 Con damage 3rd round, 1 point Con damage 4th round); multiple targets (all targets in adjacent 5-ft squares) Search DC 24; Disable Device DC 20.

APL 8 (EL 10)

Boggs, Male Bog Giant Barbarian2: hp 116; see *Appendix 3*.

Bursting Fishing Buoy with Flotsam Ooze (NOTE: OOZE IS IN THE BUOY!): hp 93; CR 9; mechanical, touch trigger, no reset; Search DC 24; Disable Device 20; Reflex Save DC 15, avoids; see *Appendix 3*

APL 10 (EL 12)

Boggs, Male Bog Giant Barbarian2/Rogue2: hp 146; see *Appendix 4*.

Bursting Fishing Buoy with Flotsam Ooze (NOTE: OOZE IS IN THE BUOY!): hp 217 CR 9; mechanical, touch trigger, no reset; Search DC 24; Disable Device 20; Reflex Save DC 15, avoids see *Appendix 4*.

APL 12 (EL 14)

Boggs, Male Bog Giant Barbarian4/Rogue3: hp 185; see *Appendix 5*.

Bursting Fishing Buoy with Fiendish Flotsam Ooze (NOTE: OOZE IS IN THE BUOY!): hp 235 CR 9; mechanical, touch trigger, no reset; Search DC 24; Disable Device 20; Reflex Save DC 15, avoids see *Appendix 4*.

Tactics: The Prisoner will try crawling away to the crates, remaining prone and never attacking. The wererat and giant will ignore him, but the ooze will spend a round consuming Donshu. Inflict the slime damage on the monster's initiative.

The wererat, Hicks, will wait until the slime trap is tripped prior to attacking. If no one goes to free the man tied to the buoy, he'll cut the rope that holds it to the yardarm, dropping it to the deck and bursting it open. Once this happens, he'll shift

into hybrid form and attack out of the ruined crates, attempting to bull rush anyone he can into empty cargo space below decks. He'll focus his attacks on those affected by slime first, next lightly armored party members, then anyone else. If someone hits him for more than 10hp, he'll use his bead of force on them. The Green Slime will be dissipated by the sunlight in four rounds and ineffective after three. Don't forget that the slime does 2d6-3 damage per round to the weathered decking, and after 10 hp of damage, the decking will collapse, dropping anyone standing in those spaces into the cargo hold 15 feet below (2d6 damage). Hicks will attempt to flee into the swamp in dire rat form when he reaches 5hp or less.

APL 6+: The Bog giant will hide in the waters close to the barge disguised as the alligator, waiting for the party to free the flotsam ooze in the buoy. If they manage to free the man tied to the buoy without releasing the contents, then the giant's first, possibly surprise-- if no one spotted him sooner, power attack will be against the buoy (AC5). If he does 17hp of damage to it (2pts for hardness, 15hp for the buoy), it shatters as if the trap had been triggered. If more than a third of his hit points are inflicted in any one attack, Boggs will grapple that target and dive underwater. His iterative attacks would allow for a touch attack/grapple followed by a grapple check to move the grapple underwater. Once there, he is unhindered by the need to breathe air, though his target will probably not be so lucky. **REMEMBER:** The Flotsam Ooze automatically grapples anyone it hits—no check needed— due to its Adhesive property. It should attempt to attack as many characters as possible.

Treasure: A potion of Cure Moderate Wounds and three vials of Silversheen are hidden in the pilot's house, and found with a DC 20 Search check. They are marked with the alchemical symbols for life and silver. A Knowledge (Arcana) or Craft (Alchemy) check, DC 10 will identify the symbols. Otherwise, see appropriate Appendix entries.

Developments: If the wererat or giant is captured, either knows little. He has been hired to stake out the ruined barge and catch further slaves for the bullywugs, and promised anything he takes as well as a good bonus for slaves. He usually uses his potion to stabilize a potential captive or two that is unfortunate enough to survive, and meets with the bullywugs nearby every ten days to trade. The bullywugs usually come from the north and leave for the northeast.

Looking about the wreck after combat will show signs of unloading on the far side of the barge. The goods were dragged, carried, and otherwise moved 75 feet away to the area of Encounter 4.

Characters that delay healing wounds more than a MINUTE between battles need to make DC 10+APL Fortitude save to avoid contracting Filth Fever. (See DMG, pg 292)

Encounter 4: Swamp Station Toad

This is little more than a higher than average sandbar, one maybe fifty feet across. A few hardy ferns and shrubs have taken up existence in sporadic clumps here and there, but the center of the low hill is what demands your attention. There is a trifecta of debris here—the remnant of a bonfire, now cold ashes and cinders, a tall pile of wrecked crates, apparently torn apart with some abandon and left behind as firewood, and finally a gruesomely stacked pile of bones, which even a cursory glance reveals the skull of at least two humans. The sheer number of bones seems to indicate many creatures, perhaps a dozen. Flies buzz about the pile, and there is a faint, sickly sweet smell emanating from a small, darkly red stained pit next to the bones.

If the characters make any skill checks, consider:

Search:

DC 12: There are obvious tracks headed off the little island and to the north and northeast. Those to the north are all strange, webbed bare feet. Those to the northeast have a many pairs of roughly man-sized webbed bare feet, several pairs of smaller booted feet, as well as about a half dozen pairs of man sized booted footprints.

DC 24: The characters find two symbols drawn in the sand and hidden beneath a rock. The top one is a circle divided into six parts like a pie. The other is a hammer inside a triangle; the symbols are near the tracks headed to the northeast.

Survival (Tracking)

DC 12: The individuals who departed with the captives were not Lizardfolk. Their trail is obvious; it should be no trouble to follow.

DC 18: You would guess that there are maybe six individuals of man size and probably five people the size of human children.

Knowledge, Local (Sheldomar Valley)

DC 12: The northeastern symbol is likely that for the Teamster's Guild. Perhaps those taken in that direction were members?

DC 18: The northern mark could be the symbol for one of the Dwarf Clans from the Good Hills; it looks very familiar, although very crude.

Encounter 5: Swampmeet

If the characters were smart enough to take rations with them, then assume they have sufficient supplies to manage the trip, stretching to half rations as necessary. Iron rations not kept in an extradimensional space or subject to a *Purify Food and Water Spell* will begin to rot and be inedible after four days.

If no one has rations amongst their equipment lists or a means to magically create food and water, then require Survival checks, as per page 83, PHB. Insufficient food will result in starvation, as per page 304, DMG. Checks will need to be made for each of the four days leading up to this encounter.

Accentuate the fact that what they find for food is limited to bony fish, frogs, and the occasional snake. All of it must be eaten raw, as starting and maintaining a fire in this environment without constant magical support is nearly impossible, requiring a DC18 Survival Check. If they can manage such a thing, accommodate them. Otherwise, ensure they get a feel for the miserable conditions surrounding them.

The characters can *always* find water; the survival check is for determining if the water is clean. On a failed survival check, have the PC make a DC 16 Fortitude save or contract Blinding Sickness—DMG page 292, unless they have a way to purify it. There is one enemy the party can never escape and that is the swamp itself.

The trail through the swamp is spotty, but your quarry didn't seem to take any precautions on their journey and you're easily led by a long line of stomped footprints, snapped branches, and four cold cook-fires over as many days. Your feet are soaked and your skin feels as if you'd gained a coating of grime and sweat with a smattering of painful insect bites. Sleeping in this environment would be hellish for anyone but the most hardened with all the strange birdcalls,

screams of hunting cats, the splash of alligators easing into the water.

Parties who utilize Overland Flight or Windwalk can avoid the discomfort and duration of the trip—Overland Flight reducing it to two days and Windwalk to a matter of minutes, but neither method will change the following descriptions:

The raiding party you pursue seems to share none of your discomfort, keeping a good pace regardless of the terrain. They've stopped infrequently, and apparently ate some sort of spiked catfish the size of a man, though they discarded its head. It also appears that one of the prisoners, a human, fell prey to their terrible appetites, given the size of the ant covered pile of shredded, blood soaked clothing and the raw, crimson-stained, splintered bones. A pair of bedraggled, muck covered boots; a wad of ruby smeared parchment stuffed in the neck of one removes all doubt and leaves your estimate at maybe nine remaining prisoners.

If the characters check the parchment they will see it is a smeared and ruined letter that was apparently used as a napkin. It is addressed to a "Dearest Emily." There are a few still legible words, "love," "soon," and "don't worry." It is signed, "Forever yours, Richart."

THE FOLLOWING IS NOT INTENDED AS A COMBAT ENCOUNTER! PLAYERS SHOULD HAVE A SENSE OF THE OVERWHELMING ODDS THEY FACE, EVEN AFTER THE MARKET DISPERSES.

At last you come to the edge of a large, open watery expanse, and the trail ends at a point where it appears three large rafts shoved off into the dark glassy lake. Seeing a stand nailed into a tree a short climb up the trunk, one of you scrambles up to take a look. What you see beyond the haze of steam rising off the water is as unexpected as it is impressive.

A score of boats and rafts of all make and design have congregated in the center of this sound. Some are no more than a platform of logs lashed together; others are ancient tree trunks hollowed into canoes. A few obviously stolen longboats or dinghies of civilized design mingle amongst jetties fashioned from hides stretched across wooden frames. Lizardfolk and Bullywugs of many tribes and areas, from the look of their accoutrements, are trading groups of slaves and goods. It

seems you have stumbled upon a floating market.

Estimating at the size of the crowd, you would guess there are maybe a hundred to a hundred and fifty bullywugs here, and perhaps half as many lizardfolk. All are engaged in commerce of one kind or another and strange voices now make a distant buzz you can discern from the regular swamp noises.

If the characters are insane enough to think that they can handle two hundred twenty-five opponents, regardless of their level, and proceed to attack without further listening to the text, collect their character sheets from them. They're done. Have each one roll a d10. If they initiated combat, then on a 1, 2, or 3, they survive. On a 1, they have been captured by the bullywugs and eaten. On a 2, they have been captured by the bullywugs and made a slave for 52 Time Units before escaping. On a three, they have been captured by lizardfolk, and are a slave for 26 Time Units before being ransomed back to the garrison at Westkeep for 250gp. They are responsible for the costs of their ransom. For all other die rolls, they are dead (but considered recoverable).

For those unfortunate party members who refuse to participate in the hopeless battle initiated by their foolish companions but have no magical means of escape (teleport, refuge, word of recall, animal form, etc), also have them roll a d10. If they surrender immediately, they are captured by Lizardfolk, and are a slave for 26 Time Units before being ransomed back to the garrison at Westkeep for 250gp. They are responsible for the costs of their ransom. On a 1 or 2, they are captured by bullywugs and held for 52 before escaping. On a 3, 4, or 5, they are captured by Lizardfolk, and are a slave for 26 Time Units before being ransomed back to the garrison at Westkeep for 250gp. They are responsible for the costs of their ransom. For all other die rolls, they are dead. The game is over for such a party.

If a combat breaks out before the swampmeet breaks up, flight is simply the only option.

Watching from the water's edge, you can see the flotilla break up. The vast majority head off into the reeds, though the three that pole towards the beach near you seem to be most worth your attention. Two are large, flat rafts comprised of a great collection of logs lashed together. They are swarming with bullywugs, more than twenty-five by your estimate. The four humans, three elves, and

one gnome that stand amongst them stick out like an ogre in a marketplace. The third is a long outrigger canoe, full of fifteen lizardfolk.

The bullywugs and lizardfolk appear to be negotiating, talking quite forcibly. Voices are rising, and the frogmen seem to be getting angry. All three boats pause, perhaps forty feet away from you, completely focused on each other. The lizardfolk appear to have acquiesced to something, and a trade is taking place. The one particularly large bullywug gives the gnome a vicious kick, pushing him across the raft and towards the outrigger coming alongside. A lizardman draws a knife and motions for the gnome to come closer.

The Lizardfolk intend to ransom the prisoners to the nearby Westkeep and have finally decided to trade the bullywugs for them. They want the prisoners' hands freed so that they don't have to worry about any of them drowning if the canoe flips.

Spot: (If any of the characters ask, or if they seem intent on combat.)

DC 8: The prisoners' hands are bound in front of them. Their feet might have some sort of shackle made of rope. That usually makes swimming quite difficult, if not impossible.

If the Characters Attack!

It is entirely possible that the characters will misconstrue the lizardfolk's intentions towards the captives as hostile.

Begin combat, the lizardfolk will fight as best they can, diving into the water, swimming up to attack the party on shore. Remember that spells cannot target through the plane of the water. The Bullywugs need to make their check for Erratic Morale. Regardless of their success, they will kick all of their prisoners into the water, and bound as they are, they cannot swim. None of the prisoners has more than a constitution of 10. The prisoners all have ten rounds before they drown (They are trying to make escape artist checks while swimming, though unable. This is considered strenuous activity, as per the "holding your breath" rules, page 84 PHB.) The water here is twenty feet deep, and the prisoners will sink downward at a rate of 5 feet/round starting on the second round.

All of the combatants, bullywugs and lizardfolk, intend on grappling their attackers and dragging them into the water. They can all breathe water or hold their breath for an extended period and know

the limitations of their foes. Each bullywug has a net and a tanglefoot bag in addition to their standard gear that they'll use to help immobilize those they want to grapple. They focus on obviously weaker targets—those in light armor, no armor first, smaller opponents, or those with more diminutive frames.

Here's a guide just in case combat occurs:

Surprise Round: Characters get a standard action; allow a **spot check of DC 20** for the two monster groups as a whole. Success for either indicates that group may have a standard action during the surprise round after the characters. If so, they take the first of their actions.

First Round:

Lizardfolk:
Dive into the water (Move action)
Swim 10' to shore, drawing weapons

Bullywugs:
Kick prisoners into the water
Dive into the water.

Second Round:

Lizardfolk:
Swim 15' (Full round action)

Bullywugs:
Swim 40' to shore. (Double move)

Third Round:

Lizardfolk:
Swim 15', arriving onshore.

Bullywugs:
Attack characters!

Fourth Round:

Lizardfolk:
Attack characters!

Bullywugs:
Attacking as described above.

Only the most foolhardy, or those who callously disregard the safety of the prisoners, should consider this option feasible.

If the Characters Wait

Should the characters wait a few moments, they'll see the lizardman cut the gnome's bonds, bearing him no ill will. After a few more moments, the exchange will be complete, and the bullywugs will pole off into the mists, and the lizardfolk will begin rowing towards the shore and make landfall near

the characters. They'll call out peacefully in Common.

As long as the characters are pleasant and willing to negotiate, the lizardfolk begin with an initial attitude of Indifferent. They want 50 gp worth of standard gear for each of the eight prisoners. Shifting their attitude to Friendly drops this price by 25 gp. Getting them to Helpful will allow one of their number to suggest that he will escort them back to Westkeep for a small sum.

Provide a +2 circumstance bonus to the check if the negotiator speaks Draconic. Increase the bonus to +3 if the negotiator provides a small gift to the lizardfolk for simply talking with the characters. If the characters threaten or intimidate the lizardfolk, drop their initial attitude to Unfriendly and increase the ransom to 75 gp.

Only one PC may make this check, and that PC may not be assisted. The lizardman chieftain doesn't want to listen to the warbling voices of many—just the one who speaks for their group.

IF THE CHARACTERS COMPLETE THIS ENCOUNTER WITHOUT COMBAT THEN AWARD XP AS IF THEY DEFEATED AN APL+1 ENCOUNTER, OTHERWISE AWARD NOTHING.

All APLs (EL 12)

32 Bullywugs, Male Humanoids War1: hp 7; see *Appendix 5*

15 Lizardfolk, Male Reptilian Humanoid War1: hp 12; see *Monster Manual*, page 167.

Tactics: See above regarding tactics.

Treasure: None.

Developments: If the prisoners are rescued and there is no one left to escort them, they'll request arms and armor, salvage as much as they can from the aftermath of the combat, and then ask for a general direction back to the barge. They can then point the characters in the direction that a smaller group of bullywugs went just before the floating market began, taking three dwarven prisoners with them. They'll mention that the bullywugs said something about telling the rest of the tribe about their victory. This will allow the characters to find the bullywugs' trail elsewhere on the lakeshore and continue on for three days to Encounter 6. In this case, the Lizardfolk are not present.

If the prisoners were released peacefully, the freed men of the barge are willing to be escorted back by a lizardfolk guide. The guide will do so for

either 50 gp in equipment that the GM should select from the characters' lists—focusing on hatchets, rope, hammers, and other utilitarian gear—or for 200gp in coin. In addition, the Lizardfolk know the general direction to the bullywug village, being its closest neighbors, and will take the characters along, if the party desires. If so, the Lizardfolk **are present** for Encounter 6.

Characters that delay healing wounds more than a MINUTE between battles need to make DC 10+APL Fortitude save to avoid contracting Filth Fever. (See DMG, pg 292)

Encounter 6: The Offer You Don't...

This encounter occurs two days after Encounter 4 or three days after Encounter 5. Remember to consider supplies as mentioned in the beginning of Encounter 5. If the Lizardfolk from Encounter 5 are with the party, they need not worry about food.

The scent of wood smoke has hung in the air for the last half-mile, and the sounds of the swamp forest have been strangely absent. Your thighs are leaden from trudging through the mire. Your legs and armpits are raw from the thin coating of grime that has sanded away at your skin in that uncomfortable space just under your wet clothes. The humidity has soaked your scalp and a tiny trickle of hot sweat slowly crawls down your spine to a place you just can't reach. You've begun wondering if any of this was remotely worth the effort when the gentle hill of dry earth just ahead momentarily brings the closest thing to a smile your lips have seen all day.

Coming out of the mangrove, you're met with a grisly, sobering sight. Across a long, low rise of ground was once a village, a cluster of probably nine or ten large huts. Now, all that remains are burnt out ovals of ash and smoldering embers. A murder of crows takes to the air in a screeching burst of feathers at your arrival.

It is obvious a massacre has taken place here—there are all the earmarks. Only three bullywug corpses lie amidst the carnage, left where they fell. Nearly thirty lizardfolk bodies are staked out, faces to the sky, arms hanging limply. A few bold ravens remain to pick for choice bits, cawing defiantly.

A low mist clings to the ground, swirling in eddies as you walk. A stray breeze clears the ground with a soft whistle and you're greeted by the final stroke of genocide: a collected pile of lizardfolk eggs, smashed and left to rot. Hung from the split haft of a spear set in the center of the pile is a sign written in both Draconic and Common. It reads in poorly scribed text:

“Join the Prophet or die!”

Allow the characters these skill checks if needed:

Knowledge (Religion)

DC 15: The Hopping Prophet could be a reference to Wastri. He is the god of Amphibians, Bigotry and Self-Deception.

Knowledge (Local: Sheldomar Valley)

DC 15: The Prophet of the Swamp was a title given to a black dragon Aulicus that foretold the coming of three weapons, one of which was used to murder the King of Keoland.

Developments: If the characters are alone, the bullywugs' trail from here into the bush and home is blatantly obvious. The frogmen make no attempt to hide their trail.

If the lizardfolk from Encounter 5, Swampmeet, are here with the party, they howl in despair. This was their home, and while they'd rebuffed the Bullywugs' offer of alliance, they'd thought that their tribe would be left in peace. Evidently, it has been made into an example.

If anyone reacts disrespectfully to the dead in front of the Lizardfolk from Encounter 5—attempting to eat smashed eggs, etc—use the result for DC12 on the chart below, regardless of any diplomacy attempts.

If the characters ask, they could make a diplomacy check to bring the Lizardfolk to the party's side as allies. Should the characters exhort the Lizardfolk to vengeance they receive a +2 bonus to the diplomacy check. This bonus is increased to +3 if the PC making the check actually speaks Draconic and not some other language when making the plea for assistance.

Diplomacy:

DC 12 or less: The lizardfolk are appalled that the characters would suggest such a thing in the face of their terrible loss. They ignore further attempts to exhort aid and refuse to even show the

characters any further directions than a pointed claw to the west.

DC 15: The lizardfolk refuse the characters offer, stating that they must mourn and bury their dead. The characters may try once more, but do not include any circumstance bonuses for this attempt. Nor can any other characters aid in this attempt, only one PC may try to convince the lizardfolk in this second try.

DC 18: The lizardfolk refuse to continue, but provide the characters with good directions to the Bullywug tribe.

DC 22: The lizardfolk will join the characters. They are vocal and angry. They calm down as they approach the Bullywugs, but continue the next encounter as written.

DC 25: Seething with quiet rage, the lizardfolk will join the characters and lead the group stealthily up to the edge of Bullywug village. Give the characters an additional round to prepare before beginning the next encounter.

Continuation:

Once the characters are finished examining the camp, and possibly parlaying with the Lizardfolk if the group accompanied the party from Encounter 5, they can continue traveling onward to the bullywug camp. The trail leads for the rest of the day's journey and the characters will arrive at Encounter 7 about a quarter hour before dusk. There is no penalty to the timeline if the PCs decide to retreat from that battle and reengage later. Have the monsters defend accordingly.

Encounter 7: Demonstration of Faith

The sounds of the encampment reach you about fifty yards before you're near enough to see it. The light of the sun makes you think you have maybe little more than a quarter of an hour before darkness falls. Taking cover in a swath of heavy ferns, you can see the clearing of the swampy forest and the structures that make up the bullywug village occupying this higher, dry portion of the moors. Although most of the foliage is cleared, more than a few trees still stand amidst the huts. Hanging down from these trees are three small cages, each housing a small humanoid whose arms and legs hang sadly, eerily swaying in an errant breeze.

There is a long, low house that seems to be the center of the buildings, and tied bundles wrapped in large leaves are being transferred inside from a massive pile by a small human and two dwarves. A forge manned by a few dwarf slaves sits to the right of the warehouse; one sadly hammering at bits of glowing metal as two others throw cut bricks of peat into a brightly burning fire. Another small-framed human furiously works at a bellows, his face streaked with soot. They all look emaciated and haggard.

Another four huts are scattered about to the left of the warehouse. In the center of the structures is a high bonfire. Striding about it, speaking over it's roar, is a tall, fetish covered Lizardfolk, busy exhorting, gesturing, preaching to the mob of bullywugs that have gathered about the ring of light to listen to his words. Its skin is dark green, ebony in some places, and about its waist is a belt of skulls. Its arms seem out of proportion to the rest of its body. Strangely, it sports a pair of draconic looking wings. In one hand, it holds a grim looking rod of bone, in the other it holds a long black stave of some wood.

Refer to **DM's Aid Map #2** for initial positions of the monsters and party. If the characters think to make any skill checks, consider the following:

Spot:

DC 15: The people in the cages could be dwarves.

DC 18: The dwarves in the cages might not be alive.

DC 20: There appears to be some sort of structure built further up in the trees. Those dwarves are definitely not alive. Is someone in the trees?

DC 24: The dwarves in those cages are beyond helping. There are three tree houses, built into the canopy of the trees and overseeing the whole of the village. The bullywugs sitting and watching on the catwalk have something in their hands.

DC 30: The dwarves in those cages are beyond helping. There are three tree houses, built into the canopy of the trees and overseeing the whole of the village. The bullywugs sitting and watching on the catwalk have bows and javelins in hand.

Listen:

DC 15: He's definitely talking about alliances, crushing something, and a Prophet.

DC 18: Everything from 15, plus ...They'll gather soon? On a hill somewhere?

DC 20: Everything from 18, plus... The bullywugs are gathering in ten days.

DC 25: Ten days from tomorrow, the bullywugs will gather on the Hill of Tribes, deep in the swamp. They will talk of war and send their emissaries out to the other tribes of the marshes. The Servants of the Prophet will crush all those who refuse to join! All hail the Prophet!

Knowledge (Religion)

DC 15: The Hopping Prophet could be a reference to Wastri. He is the god of Amphibians, Bigotry and Self-Deception.

Knowledge (Local: Sheldomar Valley)

DC 15: The Prophet of the Swamp was a title given to a black dragon Aulicus that foretold the coming of three weapons, one of which was used to murder the King of Keoland.

DC 18: None of the fetishes on the Lizardfolk match any of the symbols of the tribes of the Hool that you recognize.

Knowledge (Nature) [APL 12 ONLY]

DC 14: Dire Toads can be poisonous.

DC 20: That large creature is a Bog Giant.

If the lizardfolk from Encounter 5 have been made allies after Encounter 6, read the following:

Your lizardfolk allies listen carefully, and speak softly amongst themselves. Two of their number return the way you came, and the others appear to be preparing weapons. Their leader approaches you, his common is broken and sibilant, "You kill big talker. We take revenge on the treessss! You wait for sssign! Big crassssssh!"

If the characters hadn't noticed them before, the lizardfolk points out the tree houses, and their occupants. Ask if the characters intend to wait for the sign, as this will influence how combat progresses.

If they Act First:

Roll for initiative, and then read the following.

You begin your attack, ignoring the request of the lizardfolk and eager to take the advantage. The bullywugs, spun into a feverish

craze by their Herald, seem strangely prepared, and archers from above unleash a first volley down into your party. With howls of anger and fear, many of the bullywugs scatter as the Herald calls up the tribe to follow him. Then, screeching with vengeful glee, the lizardfolk scramble in amongst the bullywugs in the trees, savaging them with tooth and claw and leaving the ground forces to you.

Each character suffers two attacks, each at +5 to hit, for 1d8 plus Medium Spider venom (DC14 Fortitude save or 1d4 strength damage initially, 1d4 secondary strength damage.) before beginning combat.

If they Wait:

You sit, waiting as silently as you can, making no noise but the soft creak of shifting leather, and that is likely lost to the Herald's shouts that drown out the background noises of the swamp. These long, slow breaths before the battle begins always seem to last an eternity. You review your gear, checking that each piece is in its proper place; ready for the chance you'll need it. You glance amidst your companions and then back at the camp, watching the tree houses, keeping half an eye on the Herald.

He is inflaming the spirits of the bullywugs, pushing them on with dreams of conquest, loot, and glorious empire. Then, there is a high, creaking whine that becomes a vicious cracking and snapping, cascading into an avalanche of screams and breaking branches as two of the tree houses smash into the third, knocking the whole tangled knot of wood and frogman to the muck.

The bullywugs scatter with the terrible collapse, some diving for the water, others trying to free their companions from the wreckage. Bursting from the underbrush, your lizardfolk allies fall upon the wounded and fleeing, taking to them with tooth, claw and spear.

Allow the characters two rounds to prepare before beginning combat as normal.

If the lizardfolk from Encounter 5 are not with the party:

Checking your gear and straining to listen to the Herald's words, you don't notice the bullywug come up out of the water with an armload of shellfish. He is as much startled by

you as you are by him. While you scramble for weapon hilts and spell components, he drops his harvest and shouts at the top of his lungs before diving into the marsh, “Enemies! Enemies!”

Characters begin this portion of the encounter fifty feet from the edge of the village, sixty-five feet from the Herald. The bullywugs in the tree houses fire and then flee, as they fail their Erratic Morale check. Each character suffers two attacks, each at +5 to hit, for 1d8 plus Medium Spider venom (DC14 Fortitude save or 1d4 strength damage initially, 1d4 secondary strength damage.) before beginning combat. The bulk of the bullywugs flee into the bush, to watch the outcome of the battle. They will either dance about the corpses of the party or flee to tell the Herald’s defeat to the other clans on the Hill of Tribes.

When Combat Begins:

Seeing you move, the Herald turns in your direction. You can now clearly see that its flesh is stitched on in some places, and that its eyes are mismatched in size and color.

“Yes! A wonderful sacrifice! Come, manlings, and fill the gullet of the Herald of Woe! Yours is not the authority to deny the return of the Prophet of Woe!”

The Herald holds up the black staff in its left hand, and an arc of lightning crashes down from the heavens, wrapping itself about him. His eyes roll up in ecstasy and then back down to see you. He screams,

“WOE TO THOSE WHO OPPOSE!”

APL 4 (EL 7)

Lizardfolk Barbarian 2/Dragonflesh Half-Golem: hp 50; see *Appendix 1*.

2 Bullywug Male Humanoid Barbarian2/Warrior1: hp 39; see *Appendix 1*.

1 Bullywug Male Humanoid Cleric1/Warrior1: hp 18; see *Appendix 1*.

1 Bullywug Male Humanoid Rogue1/Warrior1: hp 16; see *Appendix 1*.

APL 6 (EL 9)

Lizardfolk Barbarian 4/Dragonflesh Half-Golem: hp 68; see *Appendix 2*.

2 Bullywug Male Humanoid Barbarian4/Warrior1: hp 70; see *Appendix 2*.

1 Bullywug Male Humanoid Cleric4/Warrior1: hp 45; see *Appendix 2*.

1 Bullywug Male Humanoid Rogue4/Warrior1: hp 37; see *Appendix 2*.

APL 8 (EL 11)

Lizardfolk Barbarian 5 /Wizard 1/Dragonflesh Half-Golem: hp 80; see *Appendix 3*.

2 Bullywug Male Humanoid Barbarian5/Warrior1: hp 78; see *Appendix 3*.

1 Bullywug Male Humanoid Cleric5/Warrior1: hp 54; see *Appendix 3*.

1 Bullywug Male Humanoid Rogue5/Warrior1: hp 37; see *Appendix 3*.

APL 10 (EL 13)

Lizardfolk Barbarian 7/Wizard 1/Dragonflesh Half-Golem: hp 98; see *Appendix 4*.

2 Bullywug Male Humanoid Barbarian6/Warrior1: hp 91; see *Appendix 4*.

2 Bullywug Male Humanoid Cleric6/Warrior1: hp 63; see *Appendix 4*.

APL 12 (EL 15)

Lizardfolk Barbarian 8/Wizard 2/Dragonflesh Half-Golem: hp 110; see *Appendix 5*.

2 Bullywug Male Humanoid Barbarian6/Warrior1: hp 91; see *Appendix 5*.

1 Bullywug Male Humanoid Cleric6/Warrior1: hp 63; see *Appendix 5*.

1 Advanced Fiendish Dire Toad, Extraplanar Magical Beast: hp 110; see *Appendix 5*.

Soggy, Male Bog Giant Barbarian2/Rogue2: hp 146; see *Appendix 5*.

Tactics: The Bullywugs will spend the first round consuming appropriate potions—haste, invisibility, etc— or at higher APLs, flinging globes from their Necklaces of Missiles and beginning Summon Ills. The Herald will fly into the air and invoke its Frightful Presence as it makes a Spot check to fully appraise the party’s composition. At lower APLs, he’ll then charge anyone brandishing a holy symbol as the bullywugs engage warriors. At higher APLs the Herald will begin combat by flying forward and catching the largest number of

targets with his arc of lightning, including himself. The Bullywugs make their erratic morale check after their second fatality. The Herald will fight to the death. At lower APLs, the Herald will activate his quickspark alchemical capsule the first two times he is *slowed*. Doing so will only eliminate his *slowed* status as a swift action. At higher APLs he'll make sure to use the wand of arc of lightning to heal himself, eliminate any slow effect on himself, and injure the best targets. He'll only use the quickspark capsules if his wand is disarmed. Don't forget about the barbarians' diehard feat at APL8-12!

Treasure: See appropriate Appendix entries.

Developments: Assuming the defeat of all opponents, proceed to the Conclusion. Otherwise, they'll need to return and defeat them.

Additionally, the characters will have to decide what they are doing with the Woestaff. It is a solid black wood staff, engraved with a simple tower at one end. It radiates powerful evocation and divination magic. A Knowledge (Sheldomar Valley) DC 10 or Knowledge (Arcana) will tell the characters that this is obviously a relic of the Silent Ones.

Their choices are as follows:

Return the Woestaff to the Silent Tower:

The characters will be thanked profusely and receive the AR item "Gift of the Silent Ones". A character who is already a Silent One will be offered the opportunity to become a Woestave as detailed below. Any arcane spellcaster who is not a Silent One is offered an immediate chance to join the metaorganization, at half the normal TU cost and the opportunity to become a Woestave.

Keep the Woestaff for themselves:

This must be a conscious decision to not return this item of power to the Silent Ones. The Silent Ones will not come for the staff, although it will be useless in the characters' hands. The table receives the AR item "Hatred of the Silent Ones".

Not know who to give the Woestaff to:

If the characters don't realize who the staff belongs to (perhaps they are from out of region, or new to the region), they may decide to keep it for themselves. In this case, they will be tracked down by a representative of the Silent Ones and asked for the staff. Agreement yields the same result as returning the staff and refusal the same result as keeping the staff.

Conclusion: Return to Westkeep

A better path makes the trip from the bullywug village to the docks one day. Supplies from the camp make a survival check unnecessary. The barge crew helps haul out supplies and suggest a larger armed group return for more.

A smile crosses your face as you make your way out of the boggy marshes of the swamp and on to the long dirt road back to Westkeep. At least the flies won't be as bad and your boots will have a chance to dry out. Relief quickly gives way to concern as you remember the events from the Bullywug village. The Herald of the Prophet's message still circulates, and you're certain he can't be the only servant of this new demagogue amongst the mangroves. An odd, chill wind sends a shiver down your spine.

One thing is without doubt; you know this Prophet can't be left unchallenged. With a renewed determination you pick up your pace. Whatever happens, it will be better because you chose not to sit idle. Reviewing the last few days, you consider the report you'll make to Commander Parg and Major Fletcher. Gods have mercy on Westkeep if no one listens...

The End

Epilogue: Joining the Woestaves

This occurs if a character decides to accept the Silent One offer to join the Woestaves. Read this section aloud to those characters only.

A toneless voice greets you. The man who speaks does so from behind a finely wrought black iron mask. Engraved tears fall under the eyeholes.

"Welcome, Initiate. Today is a momentous day. A day of turning tides. For hundreds of years the Silent Ones have striven to drive back the darkness. Today, we ask you to carry a torch yourself.

Today, we invite you to join the ranks of the Woestaves. Traditionally the office of the Woestave was held by only thirteen. It has become obvious that we need to expand our ranks, and you are among our first to join the new numbers.

Let me be clear; the life of a Woestave is not his own. You are a Silent One, first and foremost. You will carry out the will of the master of this tower above all. If you cannot abide that, you may leave.

You will be called upon to combat the most dire evils Keoland and the Sheldomar Valley have ever faced. If you cannot abide that, you may leave.

You may be forced to incapacitate, harm, or even kill in order to prevent knowledge of evil magic from being proliferated. Those you might have to act against might not always be agents of evil. If you cannot abide that, you may leave.

You will be given free reign where we hold sway. None of our order save myself may gainsay you in your actions. You will not be accountable to any mortal authorities for what you must do to retain the silence.

You must never reveal that which you are. You must trust in your other brethren to retrieve you should true danger befall you.

If you can swear to these things by the blood of your left hand, you will be a Woestave.”

The hooded man hands you a sharply serrated knife, hilt first, then he folds his hands into his robe.

What do you do?

Characters who refuse suffer no ill will.

Characters who agree become Woestaves, are given a Woestaff as a token of office, and are given a special AR.

EXPERIENCE POINT SUMMARY

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

Encounter 3

Objective: Defeat the Monsters.

APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.

APL 10: 360 xp.
APL 12: 420 xp.

Encounter 5

Objective: Avoid Combat.

APL 4: 150 xp.
APL 6: 210 xp.
APL 8: 270 xp.
APL 10: 330 xp.
APL 12: 390 xp.

Encounter 7

Objective: Defeat the Monsters.

APL 4: 210 xp.
APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.

Discretionary Roleplaying Award (Encounter 6)

APL 4: 135 xp.
APL 6: 180 xp.
APL 8: 225 xp.
APL 10: 270 xp.
APL 12: 315 xp.

Total possible experience

APL 4: 675 xp.
APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350xp.
APL 12: 1,575 xp.

TREASURE SUMMARY

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

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

loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter 3:

APL 4: L: 17gp, C: 15 gp, M: *Bead of Force*, 2 *Potions of Cure Moderate* (1650 gp).

APL 6: L: 15 gp, C: 100 gp, M: Huge Longspear +2, Cloak of Resistance +1, Potion of Cure Moderate Wounds (4650 gp).

APL 8: L: 15 gp, C: 100 gp, M: Huge Longspear +2, Cloak of Resistance +1, Slippers of Spider Climbing, Salve of Slipperiness, Dust of Appearance, Potion of Cure Moderate Wounds (8000 gp).

APL 10: L: 15 gp, C: 100 gp, M: Keen Huge Longspear +2, Slippers of Spider Climbing, Cloak of Resistance +2, Potion of Cure Moderate Wounds (12900 gp).

APL 12: L: 15 gp, C: 100 gp, M: Keen Huge Longspear +2, Slippers of Spider Climbing, Cloak of Resistance +2, Potion of Cure Moderate Wounds, +1 Shadow Hide Armor of Light Fortification, Bead of Force (25400 gp).

Encounter 7:

APL 4: L: 26 gp, C: 40 gp, M: 3 Shortsphear +1, Glaive +1, 4 Pt Bull's Strength, Headband of Intellect +2, Cloak of Charisma +2 (8600 gp).

APL 6: L: 25 gp, C: 315 gp, M: Shortsphear +1, Glaive +1, 2 Ring of Protection +1, Scroll of Remove Disease, 2 Amulet of Health +2, 2 Potion Cure Moderate wounds Headband of Intellect +2, Cloak of Charisma +2, Salve of Slipperiness (12687 gp).

APL 8: L: 25 gp, C: 200 gp, M: 3 Shortsphear +1, 2 Cloaks of Resistance +1, 2 Necklace of Fireballs (Type I), Glaive +1, Brooch of Shielding, Pt of Displacement, Cloak of Resistance +1, Potion of Haste, Potion of Invisibility, 3 Potion Cure Moderate Wounds, Headband of Intellect +4, Cloak of Charisma +2, Wand of Arc of Lightning 10 Charges (20375 gp).

APL 10: L: 47 gp, C: 20 gp, M: 2 Shortspears +1, 2 sets of Gauntlets of Ogre Power, 2 Potion of haste, 2 Potion of Cure Moderate Wounds, 2 Glaives +1, 2 Cloak of Resistance +2, 2 Brooches of Shielding, Headband of Intellect +4, Cloak of Charisma +2, Wand of Arc of Lightning 10 Charges, Amulet of Mighty Fists +1 (28450 gp).

APL 12: L: 47 gp, C: 20 gp, M: 2 Shortspears +1, 2 sets of Gauntlets of Ogre Power, 2 Potion of haste, 2 Potion of Cure Moderate Wounds, 2 Glaives +1, 2 Cloak of Resistance +2, 2 Brooches of Shielding, Headband of Intellect +4, Cloak of Charisma +4, Wand of Arc of Lightning 10 Charges, Amulet of Mighty Fists +1, Bead of Force, Keen Huge Longspear +2, Slippers of Spider Climbing, Cloak of Resistance +2, Potion of Cure Moderate Wounds (56850 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 43 gp, C: 55 gp, M: 10250 gp – Total: 10343 gp (650 gp).

APL 6: L: 42 gp, C: 330 gp, M: 17337 gp – Total: 17709 gp (900 gp).

APL 8: L: 42 gp, C: 300 gp, M: 29750 gp – Total: 30092 gp (1,300 gp).

APL 10: L: 62 gp, C: 120 gp, M: 42575 gp – Total: 42757 gp (2,300 gp).

APL 12: L: 62 gp, C: 120 gp, M: 82450 gp – Total: 82632 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Gift of the Silent Ones: For returning the Woestaff, the Silent Ones gift you in return. You may add one of the following spells to your spellbook from *Spell Compendium: Ironguts* (1st), *Persistent Blade* (1st), *Aiming at the Target* (2nd), *Daggerspell Stance* (2nd), *Vipergout* (3rd), *Junglerazer* (3rd), *Know Vulnerabilities* (4th), *Dragon Breath* (4th), *Blink, Greater* (5th), *Earth Reaver* (5th), *Extract Water Elemental* (6th)

Wrath of the Silent Ones: For deciding to keep the Woestaff, the Silent Ones mark you. For the next 52 TU, you take 4D6 additional damage from any damaging spell which you are allowed a saving throw against and fail. This is a curse and may be removed with a *remove curse* at CL11.

Favor of the Merchants' Guilds: The PC has helped rescue members of the Teamsters' Guild in Westkeep. To show their gratitude, they have used their contacts amongst the growing Alchemists' Guild in Keep's End to provide one time access to either the *buoyant* armor modification or the *acidic burst* weapon modification (From *Stormwrack*) at standard cost. Note the AR the favor was used: _____

Favor of the Stouthammer Clan: The PC has helped rescue members of the Stouthammer Clan of the Good Hills. As a display of their gratitude, they will provide an opportunity to purchase either a medium or smaller sized mithral suit of armor or adamantine weapon. The weapon may be of any type which the PC has access to. Note the AR the favor was used: _____

Favor of the Keoish Royal Standards: For your successful service to the Warmaster Morgan Armitage this PC gains access to purchase a +1 enhancement upgrade to any one weapon, armor or shield they own. This upgrade may not result in a final bonus greater than +4. If the PC spends 4 TU making this upgrade gathering special materials, the cost of the enhancement is reduced by 25%. This favor is NOT expended when used, although the 4 TU bonus may only be used once. This favor can only be used after playing a Keoland regional scenario or interactive.

It's Not the Heat, It's...: After an extended period spent trudging through the jungle swamp of the Hool, this PC has learned what to expect. Further Survival or Knowledge (Nature) checks made in or

concerning the Hool Marsh gain a +2 insight bonus. This character gains a +2 morale bonus on all saves against diseases.

Boots of the Tropics: These boots allow a wearer to shrug off the long-term affects of heat and humidity. The boots keep the wearer cool even in the most severe heat, preventing her from taking damage from exposure to heat, as if she were affected by an endure elements (heat). Caster level: 5th; Prerequisites: Craft Wondrous Item, endure elements, Market Price: 2,500 gp.

Item Access

APL 4:

- *Boots of the Tropics* (Adventure; AR)
- *Bead of Force* (Adventure; DMG)
- *Lion Shield* (Adventure; DMG)
- *Field Provisions Box* (Regional; MH)
- *Heward's Handy Haversack* (Adventure; DMG)
- *Quicksark Capsules* (Adventure; CV)
- *Weapon Capsule Retainer* (Adventure; CV)

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

- *Members of KRS or Mercenary Groups: Horseshoes of the Zephyr* (Regional; DMG)
- *Members of Dreadwalkers: Beastskin Armor Upgrade* (Regional; CW)
- *Salve of Slipperiness*, (Adventure; DMG)
- *Periapert of Wound Closure*, (Adventure, DMG)
- *Scarab of Golembane*, (Adventure, DMG)
- *Pearl of the Sirines*, (Adventure; DMG)
- *Arcane or Divine Scroll of Healthful Rest*, (Adventure; CV)

APL 8 (all of APLs 2, 4, 6 plus the following):

- *Wand of Arc of Lightning* (Lvl 7), (Adventure; Complete Arcane)
- *Headband of Intellect +4*, (Adventure; DMG)
- *Cloak of Charisma +4*, (Adventure; DMG)
- *+1 Blurstrike Shortsword*, (Adventure; Races of the Wild)

- *Ring of the Ram, (Adventure; DMG)*

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- *Ring of Water Walking, (Adventure; DMG)*
- *Major Ring of Energy Resistance (Electrical), (Adventure; DMG)*
- *+1 Fiery Blurstrike Shortsword, (Adventure; Races of the Wild and DMG)*
- *Iridescent Spindle Ioun Stone, (Adventure; DMG)*

APL 12 (All of APLs 4,6,8,10 plus the following):

- *Acid Resistance Armor Upgrade (Adventure, DMG)*
- *Helm of Underwater Action (Adventure, DMG)*
- *Drums of Panic (Adventure, DMG)*
- *Boots of Teleportation (Adventure, DMG)*

APPENDIX 1 – APL4

Encounter 3: Into the Jungle.

HICKS, MALE WERERAT HUMAN FIGHTER 1: CR4
LE Medium Human Shapechanger, Human Form
Init: +0
Senses: Low light vision; scent; Listen +4, Spot +4
Languages: Common
AC: 15, (+2 Natural, +2 Leather, +1 Buckler) touch 10, flat-footed 15
HP: 23 (1d8+1 plus 1d8+2 plus 1d10+1) **DR:** SR:
Immunities:
Saves: Fort +7; Ref +2, Will +4

Spd: 30 ft. (6 squares)
Space: 5ft **Reach:** 5ft
Melee: Atk +3 melee Rapier (1d6+1)
Ranged: +2 ranged Light Crossbow (1d8/19-20)
Base Atk: +2; **Grp:** +3
Attack Options:
Special Attack: -

Combat Gear: Bead of Force, Pt. Cure moderate Wounds
Abilities: Str 13, Dex 11, Con 13, Int 10, Wis 11, Cha 8
SQ/A: Alternate Form, Rat empathy/Curse of Lycanthropy, Disease
Feats: Alertness, Dodge, Improved Bull Rush, Iron Will, Weapon Finesse^B
Skills: Skills Climb +0, Handle Animal +3, Hide +1, Listen +4, Move Silently +0, Spot +4, Swim +9
Possessions: Leather Armor, Buckler, Rapier, Dagger, backpack, 50' rope, traveler's clothes, 15gp.
Alternate Form (Su): A wererat can assume a bipedal hybrid form or the form of a dire rat.
Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on DC 15 Fortitude save or contract lycanthropy.
Disease (Ex): Filth Fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is constitution based.
Rat Empathy (Ex): Communicate with Rats and dire rats, and a +4 racial bonus on Charisma-based checks against rats and dire rats.
Description: Hicks is a thin, wiry Oerdian man with thinning hair on his pate, bushy black sideburns and soul patch beard. His clothing is patched and dirty from hiding out in on this ruined barge for so long, but he's got a good deal trading

slaves for coin to the bullywugs, so he's sticking with this ruse for now.

HICKS, MALE WERERAT HUMAN FIGHTER 1: CR4
LE Medium Human Shapechanger, Dire Rat Form
Init: +3
Senses: Low light vision; scent; Listen +4, Spot +4
Languages: Common
AC: 17, touch 14, flat-footed 14 (+3 Natural, +3 Dex, +1 size)
HP: 23 (1d8+1 plus 1d8+2 plus 1d10+1) **DR:** 10/silver **SR:**
Immunities:
Saves: Fort +8; Ref +4, Will +4

Spd: 40 ft. (8 squares), Climb 20 ft.
Space: 5ft **Reach:** 5ft
Melee: Atk +7 melee Bite (1d4+1 plus disease)
Ranged: -
Base Atk: +2; **Grp:** +1
Attack Options: Curse of Lycanthropy, Disease
Special Attack: Curse of Lycanthropy, Disease

Combat Gear: Bead of Force, Pt. Cure moderate Wounds
Abilities: Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8
SQ/A: Alternate Form, Rat empathy/ Curse of Lycanthropy, Disease
Feats: Alertness, Dodge, Improved Bull Rush, Iron Will, Weapon Finesse^B
Skills: Climb +11, Handle Animal +3, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11
Possessions: Leather Armor, Buckler, Rapier, Dagger, backpack, 50' rope, traveler's clothes, 15gp.
Alternate Form (Su): A wererat can assume a bipedal hybrid form or the form of a dire rat.
Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on DC 15 Fortitude save or contract lycanthropy.
Disease (Ex): Filth Fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is constitution based.
Rat Empathy (Ex): Communicate with Rats and dire rats, and a +4 racial bonus on Charisma-based checks against rats and dire rats.

HICKS, MALE WERERAT HUMAN FIGHTER 1: CR4
LE Medium Human Shapechanger, Hybrid Form
Init: +0

Senses: Low light vision; scent; Listen +4, Spot +4

Languages: Common

AC: 16, touch 13, flat-footed 13 (+3 Natural, +3 Dex)

HP: 23 (1d8+1 plus 1d8+2 plus 1d10+1) **DR:** 10/silver **SR:**

Immunities:

Saves: Fort +8; Ref +5, Will +4

Spd: 30 ft. (6 squares)

Space: 5ft **Reach:** 5ft

Melee: +5 melee Rapier (1d6+1) or Full Atk +5 melee Rapier (1d6+1) and +0 melee Bite (1d6 plus disease)

Ranged: +5 ranged Light Crossbow (1d8/19-20)

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

Attack Options: Curse of Lycanthropy, Disease

Special Attack: -

Combat Gear: Bead of Force, Pt. Cure moderate Wounds

Abilities: Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8

SQ/A: Alternate Form, Rat empathy/ Curse of Lycanthropy, Disease

Feats: Alertness, Dodge, Improved Bull Rush, Iron Will, Weapon Finesse^B

Skills: Climb +4, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +9

Possessions: Leather Armor, Buckler, Rapier, Dagger, backpack, 50' rope, traveler's clothes, 15gp.

Alternate Form (Su): A wererat can assume a bipedal hybrid form or the form of a dire rat.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth Fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is constitution based.

Rat Empathy (Ex): Communicate with Rats and dire rats, and a +4 racial bonus on Charisma-based checks against rats and dire rats.

Encounter 7: Demonstration of Faith

LIZARDFOLK BARBARIAN²/DRAGONFLESH HALF-GOLEM: CR6

NE Medium Construct

Init: +0

Senses: Normal Vision, Darkvision 60 feet, Blindsight 50 feet; Listen +5, Spot +0

Languages: Draconic, Common

AC: 17 (+0 Dex, +7 Natural) touch 10, flat-footed

17

HP: 50 (2d8+ 2d12) +20 **DR:** 15/Silver **SR:**

Immunities: Magic Immunity

Saves: Fort +5; Ref +3, Will +0

Spd: 40 ft. (6 squares), Fly 60 ft (12 squares) (can't run)

Space: 5ft **Reach:** 5ft

Melee: Atk +9 melee Claw (1d4+5) or Full Atk 2 Claws +9 melee (1d4+5) and Bite +6 (1d4+3)

Ranged: --

Base Atk: +3; **Grp:** +9

Attack Options:

Special Attack: Frightful Presence (Will: DC 13)

Combat Gear: 2 Weapon Capsule retainers each loaded with 1 Capsule of Quickspark

Abilities: Str 20, Dex 11, Con --, Int 7(9), Wis 10, Cha 6 (8)

SQ/A: Hold Breath, Uncanny Dodge/Rage 1/day

Feats: Multiattack, Weapon Focus: Claw^B

Skills: Balance +7, Diplomacy +2, Intimidate+4, Jump +12, Listen +5, Spot +0, Swim +12, Lizardfolk have a +4 racial bonus to Balance, Jump, and Swim Checks.

Possessions: Headband of Intellect +2, Cloak of Charisma +2.

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

Fast Movement (Ex): A Barbarian's base land speed is 10' faster than the norm for his race. This benefit applies only when he is wearing no, light or medium armor.

Uncanny Dodge (Ex): A barbarian retains his dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. He still loses this bonus if immobilized.

Rage (Ex): A barbarian can fly into a screaming blood frenzy a number of times per day. He gains +4 bonus to Strength and Constitution, a +2 morale bonus to Will Saves, and a -2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 plus the (augmented) Constitution modifier. At the end of the rage, the barbarian loses the modifiers and becomes fatigued. (-2 to Strength, Dexterity, cannot charge or run.) At this level, he can do so once a day (1/day).

Rage (Ex): When it rages, the Lizardfolk has the following changed statistics:

AC 15, touch 8, flat-footed 15

hp 50 (2d8 plus 2d12) plus 20

Fort +5, **Will** +2,

Melee: Atk +11 melee Claw (1d4+7) or Full Atk 2 Claws +11 melee (1d4+7) and Bite +8 (1d4+3)

Grp +11

Abilities Str 24, Con –

Construct Traits: A half-golem is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A half-golem has Darkvision with 60' range.

Blindsight (Ex): A Dragonflesh half-golem can ascertain its surroundings by nonvisual means (mostly hearing and scent, but also by noticing vibrations and other environmental clues). This ability enables it to discern objects and creatures within 50 feet. The Dragonflesh half-golem does not usually need to make spot or Listen checks to notice creatures within range of its blindsight.

Frightful Presence (Ex): When A Dragonflesh Half-golem charges, attacks or flies overhead, it inspires terror in all creatures that have fewer Hit Dice or levels than it has. (Level 3 Characters or less in this case.) Each potentially affected opponent must succeed at a Will save (DC13) or become shaken for 5d6 rounds. A successful save leaves that opponent immune to that Dragonflesh golem's frightful presence for 24 hours.

Immunity to Magic (Ex): A Dragonflesh Half-Golem is immune to any spell or spell like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals fire or cold damage slows a dragonflesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

2 MALE BULLYWUG BARBARIAN2/WARRIOR 1: CR3
LE Medium Aquatic Humanoid

Init: +1

Senses: Normal Vision; Listen +2, Spot +0

Languages: Common

AC: 16 (+1 Dex, +2 Leather, +3 Natural) touch 11, flat-footed 15

HP: 39 (1d8+4 plus 2d12+8 plus 3) **DR:** **SR:**

Immunities:

Saves: Fort +9; Ref +1, Will +0

Spd: 30 ft. (4 squares), swim 30 ft (6 squares)

Space: 5ft **Reach:** 5ft

Melee: Atk +5 melee Shortspear (1d6+2) or Full Atk +5 melee Shortspear (1d6+2)

Ranged: +5 ranged Shortspear (1d6+2)

Base Atk: +3; **Grp:** +4

Attack Options:

Special Attack: -

Combat Gear: Shortspear +1, Pt Bull's Strength, 2 shortspears

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

SQ/A: Erratic Morale, Marsh Move, Uncanny Dodge/Rage 1/day

Feats: Endurance, Toughness^B

Skills: Hide +6*, Listen +2, Spot +0, +2 Swim, Bullywugs have a +6 racial bonus to Hide Checks in marshes due to their skill at camouflage.

Possessions: Leather Armor, 3 Shortspears, Pt Bull's Strength, 10gp.

Erratic Morale (Ex): In any given fight, there is a 50% chance that bullywugs will fight to the death, no matter how stupid that seems, and a 50% chance that they will flee for their lives when some of their number have fallen, even if they could otherwise win the fight.

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

Fast Movement (Ex): A Barbarian's base land speed is 10' faster than the norm for his race. This benefit applies only when he is wearing no, light or medium armor.

Uncanny Dodge (Ex): A barbarian retains his dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. He still loses this bonus if immobilized.

Rage (Ex): A barbarian can fly into a screaming blood frenzy a number of times per day. He gains +4 bonus to Strength and Constitution, a +2 morale bonus to Will Saves, and a –2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 plus the (augmented) Constitution modifier. At the end of the rage, the barbarian loses the modifiers and becomes fatigued. (-2 to Strength, Dexterity, cannot charge or run.) At this level, he can do so once a day (1/day).

Rage (Ex): When it rages, the bullywug has the following changed statistics:

AC 14, touch 9, flat-footed 14

hp 45 (1d8+4 plus 2d12+8 plus 3 plus 6)

Fort +11, **Will** +2,

Melee: Atk +6 melee Shortspear (1d6+4) or Full Atk +6 melee Shortspear (1d6+4)

Grp +6

Abilities Str 16, Con 22

MALE BULLYWUG CLERIC1 OF WASTRI/WARRIOR 1: CR1

LE Medium Aquatic Humanoid

Init: +0

Senses: Normal Vision; Listen +1, Spot +1

Languages: Common

AC: 15 (+2 Leather, +3 Natural) touch 10, flat-footed 15

HP: 18 (1d8+3 plus 1d8+3) **DR:** **SR:**

Immunities:

Saves: **Fort** +7; **Ref** +0, **Will** +3

Spd: 20 ft. (4 squares), swim 30 ft (6 squares)

Space: 5ft **Reach:** 5ft (10ft with Glaive)

Melee: Atk +4 melee Glaive (1d10+2) or Full Atk +4 melee Glaive (1d10+2)

Ranged: +1 ranged Shortspear (1d6+1)

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

Attack Options:

Special Attack: -

Combat Gear: Glaive +1, Pt of Bull's Strength

Abilities: Str 12, Dex 11, Con 16, Int 7, Wis 13, Cha 7

SQ/A: Erratic Morale, Marsh Move, Speak with Animal 1/day/Summoning (Clerics only), Rebuke Undead

Feats: Endurance, Weapon Focus(glaive)

Skills: Concentration +4, Hide +6*, Listen +1, Spot +1 Bullywugs have a +6 racial bonus to Hide Checks in marshes due to their skill at camouflage.

Possessions: Leather Armor, Glaive +1, 3 Shortspears, Potion of Bull's Strength, and 2 Holy Symbols of Wastri, 10gp.

Spells Prepared:

0: Create Water, Guidance, Purify Food & Drink

1: Bless, Shield of Faith, Magic Weapon^D

D: Domain spell. Domains: Animal, War

Summoning (Sp): Bullywug clerics are notorious for powerful but unpredictable summoning abilities. When a bullywug cleric uses a *summon monster* spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. In such cases, there is then a 25% chance that the summoned monsters will not be in the bullywug's control, rampaging and attacking at random. It is not uncommon for bullywugs that have summoned monsters and failed to spend all their efforts fighting their own

summoned creatures instead of attacking their original foes.

Erratic Morale (Ex): In any given fight, there is a 50% chance that bullywugs will fight to the death, no matter how stupid that seems, and a 50% chance that they will flee for their lives when some of their number have fallen, even if they could otherwise win the fight.

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

MALE BULLYWUG ROGUE1/WARRIOR 1: CR1

LE Medium Aquatic Humanoid

Init: +2

Senses: Normal Vision; Listen +3, Spot +3

Languages: Common

AC: 17 (+2 Dex, +2 Leather, +3 Natural) touch 10, flat-footed 15

HP: 16 (1d8+3 plus 1d6+3) **DR:** **SR:**

Immunities:

Saves: **Fort** +5; **Ref** +4, **Will** +0

Spd: 20 ft. (4 squares), swim 30 ft (6 squares)

Space: 5ft **Reach:** 5ft

Melee: Atk +3 melee Shortspear (1d6+2) or Full Atk +3 melee Shortspear (1d6+2)

Ranged: +3 ranged Shortspear (1d6+1)

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

Attack Options:

Special Attack: Sneak Attack (+1d6)

Combat Gear: Shortspear +1, Pt of Bull's Strength

Abilities: Str 12, Dex 14, Con 16, Int 7, Wis 10, Cha 7

SQ/A: Erratic Morale, Marsh Move/Summoning (Clerics only)

Feats: Endurance.

Skills: Hide +6*, Listen +3, Spot +3 Bullywugs have a +6 racial bonus to Hide Checks in marshes due to their skill at camouflage.

Possessions: Leather Armor, 3 Shortspears, Potion of Bull's Strength, 10gp.

Erratic Morale (Ex): In any given fight, there is a 50% chance that bullywugs will fight to the death, no matter how stupid that seems, and a 50% chance that they will flee for their lives when some of their number have fallen, even if they could otherwise win the fight.

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

APPENDIX 2 – APL 6

Encounter 3: Into the Jungle.

MALE BOG GIANT: CR6

N Large Aquatic Giant

Init: +0**Senses:** Darkvision 60', Low-light Vision; Listen+2, Spot +2**Languages:** Common**AC:** 19 (-1 Size, +3 Hide, +7 Natural) touch 9, flat-footed 19**HP:** 80 (8d8+32) **DR:** **SR:****Immunities:****Saves:** Fort +13; Ref +3, Will +3

Spd: 30 ft. (6 squares), swim 40 ft (8 squares)**Space:** 10ft **Reach:** 10ft**Melee:** Atk +16 melee Huge Longspear (2d6+12) or Full Atk +16/+11 melee Huge Longspear (2d6+12)**Ranged:** +6 ranged rock (1d6+7)**Base Atk:** +6; **Grp:** +17**Attack Options:****Special Attack:** -

Combat Gear: Huge Longspear +2, Cloak of Resistance +1, Potion of Cure Moderate Wounds
Abilities: Str 24, Dex 11, Con 19, Int 6, Wis 11, Cha 14**SQ/A:** Darkvision 60', Low-light Vision /rock catching**Feats:** Alertness, Great Fortitude, Martial Weapon Proficiency(Longspear)^B, Weapon Focus (Longspear).**Skills:** Hide +8*, Listen +2, Spot +2, Swim +15
Bog Giants have a +8 racial bonus to Hide Checks in marshes due to their skill at camouflage and may always take 10 on Swim checks even if distracted or endangered.**Possessions:** Hide Armor, Longspear+2, 4 rocks, Cloak of Resistance +1, Potion of Cure Moderate Wounds, 100gp.**Rock Throwing (Ex):** An adult giant is an accomplished rock thrower, so he or she has a +1 racial bonus on attack rolls when throwing rocks. A giant of at least large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments of 120 feet each.**Rock Catching (Ex):** A giant of at least large size can catch Small, Medium-size, or Large rocks (or projectiles of a similar shape). Once per round, a giant that would normal be hit by a rock can make a Reflex save to catch it as a free action. The DC

to catch a rock is based on the rock's size—small: 15, Medium-Size: 20, and Large: 25.

Encounter 7: Demonstration of Faith

LIZARDFOLK BARBARIAN4/ DRAGONFLESH HALF-GOLEM: CR8

NE Medium Construct

Init: +0**Senses:** Normal Vision, Darkvision 60 feet, Blindsight 50 feet; Listen +5, Spot +0**Languages:** Draconic, Common**AC:** 17 (+0 Dex, +7 Natural) touch 10, flat-footed 17**HP:** 68 (2d8+ 4d12) +20 **DR:** 15/Silver **SR:****Immunities:** Magic Immunity**Saves:** Fort +6; Ref +4, Will +1

Spd: 40 ft. (6 squares), Fly 60 ft (12 squares) (can't run)**Space:** 5ft **Reach:** 5ft**Melee:** Atk +10 melee Claw (1d4+5) or Full Atk 2 Claws +10 melee (1d4+5) and Bite +7 (1d4+3)**Ranged:** --**Base Atk:** +4; **Grp:** +10**Attack Options:****Special Attack:** Frightful Presence (Will: DC 15)

Combat Gear: 2 Weapon Capsule retainers each loaded with 1 Capsule of Quickspark, Salve of Slipperiness**Abilities:** Str 20, Dex 11, Con --, Int 8(10), Wis 10, Cha 6 (8)**SQ/A:** Hold Breath, Uncanny Dodge/Rage 1/day**Feats:** Multiattack, Weapon Focus: Claw^B**Skills:** Balance +7, Diplomacy +4, Intimidate+7, Jump +12, Listen +5, Spot +0, Swim +12, Lizardfolk have a +4 racial bonus to Balance, Jump, and Swim Checks.**Possessions:** Headband of Intellect +2, Cloak of Charisma +2, Salve of Slipperiness.**Hold Breath:** Lizardfolk can hold their breath for a number of rounds equal to four times its Constitution score before it risks drowning.**Fast Movement (Ex):** A Barbarian's base land speed is 10' faster than the norm for his race. This benefit applies only when he is wearing no, light or medium armor.**Uncanny Dodge (Ex):** A barbarian retains his dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. He still loses this bonus if immobilized.

Rage (Ex): A barbarian can fly into a screaming blood frenzy a number of times per day. He gains +4 bonus to Strength and Constitution, a +2 morale bonus to Will Saves, and a –2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 plus the (augmented) Constitution modifier. At the end of the rage, the barbarian loses the modifiers and becomes fatigued. (-2 to Strength, Dexterity, cannot charge or run.) At this level, he can do so twice a day (2/day).

Rage (Ex): When it rages, the Lizardfolk has the following changed statistics:
AC 15, touch 8, flat-footed 15
hp 67 (2d8 plus 2d12) +20
Fort +5, **Will** +2,
Melee: Atk +12 melee Claw (1d4+7) or Full Atk 2 Claws +12 melee (1d4+7) and Bite +9 (1d4+3)
Grp +11
Abilities Str 24, Con –

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Construct Traits: A half-golem is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A half-golem has Darkvision with 60' range.

Blindsight (Ex): A Dragonflesh half-golem can ascertain its surroundings by nonvisual means (mostly hearing and scent, but also by noticing vibrations and other environmental clues). This ability enables it to discern objects and creatures within 50 feet. The Dragonflesh half-golem does not usually need to make spot or Listen checks to notice creatures within range of its blindsight.

Frightful Presence (Ex): When A Dragonflesh Half-golem charges, attacks or flies overhead, it inspires terror in all creatures that have fewer Hit Dice or levels than it has. (Level 5 Characters or less in this case.) Each potentially affected opponent must succeed at a Will save (DC15) or become shaken for 5d6 rounds. A successful save

leaves that opponent immune to that Dragonflesh golem's frightful presence for 24 hours.

Immunity to Magic (Ex): A Dragonflesh Half-Golem is immune to any spell or spell like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals fire or cold damage slows a dragonflesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

2 MALE BULLYWUG BARBARIAN4/WARRIOR 1: CR4
LE Medium Aquatic Humanoid

Init: +1

Senses: Normal Vision; Listen +2, Spot +0

Languages: Common

AC: 16 (+1 Dex, +2 Leather, +3 Natural) touch 11, flat-footed 15

HP: 70 (1d8+5 plus 4d12+20 plus 3) **DR:** **SR:**

Immunities:

Saves: Fort +11; Ref +2, Will +1

Spd: 30 ft. (4 squares), swim 30 ft (6 squares)

Space: 5ft **Reach:** 5ft

Melee: Atk +6 melee Shortspear (1d6+1) or Full Atk +6 melee Shortspear (1d6+1)

Ranged: +5 ranged Shortspear (1d6+1)

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

Attack Options:

Special Attack: -

Combat Gear: Amulet of Health +2, Potion Cure Moderate wounds

Abilities: Str 13, Dex 12, Con 18 (20), Int 7, Wis 10, Cha 7

SQ/A: Erratic Morale, Marsh Move, Uncanny Dodge/Rage 2/day

Feats: Endurance, Toughness^B

Skills: +3 Handle Animal, Hide +6*, Jump +4, Listen +2, Spot +0, Bullywugs have a +6 racial bonus to Hide Checks in marshes due to their skill at camouflage.

Possessions: Leather Armor, 3 Shortspears, Amulet of Health +2, Potion Cure Moderate wounds.

Erratic Morale (Ex): In any given fight, there is a 50% chance that bullywugs will fight to the death, no matter how stupid that seems, and a 50% chance that they will flee for their lives when some

of their number have fallen, even if they could otherwise win the fight.

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

Fast Movement (Ex): A Barbarian's base land speed is 10' faster than the norm for his race. This benefit applies only when he is wearing no, light or medium armor.

Uncanny Dodge (Ex): A barbarian retains his dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. He still loses this bonus if immobilized.

Rage (Ex): A barbarian can fly into a screaming blood frenzy a number of times per day. He gains +4 bonus to Strength and Constitution, a +2 morale bonus to Will Saves, and a -2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 plus the (augmented) Constitution modifier. At the end of the rage, the barbarian loses the modifiers and becomes fatigued. (-2 to Strength, Dexterity, cannot charge or run.) At this level, he can do so twice a day (2/day).

Rage (Ex): When it rages, the bullywug has the following changed statistics:

AC 14, touch 9, flat-footed 14

hp 80 (1d8+7 plus 4d12+28 plus 3)

Fort +11, **Will** +2,

Melee: Atk +8 melee Shortspear (1d6+3) or Full Atk +8 melee Shortspear (1d6+3)

Grp +8

Abilities Str 17, Con 24

MALE BULLYWUG CLERIC4OFWASTRI/WARRIOR 1: CR4

LE Medium Aquatic Humanoid

Init: +0

Senses: Normal Vision; Listen +2, Spot +2

Languages: Common

AC: 16 (+2 Leather, +3 Natural, +1 Deflection) touch 11, flat-footed 16

HP: 45 (1d8+3 plus 4d8+12) **DR:** **SR:**

Immunities:

Saves: **Fort** +9; **Ref** +1, **Will** +6

Spd: 20 ft. (4 squares), swim 30 ft (6 squares)

Space: 5ft **Reach:** 5ft (10ft with Glaive)

Melee: Atk +7 melee Glaive (1d10+2) or Full Atk +7 melee Glaive (1d10+2)

Ranged: +4 ranged Shortspear (1d6+1)

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

Attack Options:

Special Attack: -

Combat Gear: Glaive +1, Ring of Protection +1, Potion of Bull's Strength.

Abilities: Str 12, Dex 11, Con 16, Int 7, Wis 14, Cha 7

SQ/A: Erratic Morale, Marsh Move, Speak with Animal 1/day/Summoning (Clerics only), Rebuke Undead

Feats: Combat Casting, Endurance, Weapon Focus(Glaive)

Skills: Concentration +7(+11 in combat), Hide +6*, Listen +2, Spot +2 Bullywugs have a +6 racial bonus to Hide Checks in marshes due to their skill at camouflage.

Possessions: Leather Armor, Glaive +1, 3 Shortspears, Ring of Protection +1, Scroll of Remove Disease, and 2 Holy Symbols of Wastri.

Spells Prepared:

0: Create Water, Guidance, Purify Food & Drink, Cure Minor Wounds, Resistance

1: Bless, Cure light wounds, Obscuring Mist, Shield of Faith, Magic Weapon^D

2: Cure Moderate Wounds, Summon Monster II, Silence, Spiritual Weapon^D

D: Domain spell. Domains: Animal, War

Summoning (Sp): Bullywug clerics are notorious for powerful but unpredictable summoning abilities. When a bullywug cleric uses a *summon monster* spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. In such cases, there is then a 25% chance that the summoned monsters will not be in the bullywug's control, rampaging and attacking at random. It is not uncommon for bullywugs that have summoned monsters and failed to spend all their efforts fighting their own summoned creatures instead of attacking their original foes.

Erratic Morale (Ex): In any given fight, there is a 50% chance that bullywugs will fight to the death, no matter how stupid that seems, and a 50% chance that they will flee for their lives when some of their number have fallen, even if they could otherwise win the fight.

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

MALE BULLYWUG ROGUE4/WARRIOR 1: CR4

LE Medium Aquatic Humanoid

Init: +2

Senses: Normal Vision; Listen +7, Spot +7

Languages: Common

AC: 18 (+2 Dex, +2 Leather, +3 Natural, +1 deflection) touch 11, flat-footed 16

HP: 37 (1d8+3 plus 4d6+12) **DR:** **SR:**

Immunities:

Saves: **Fort** +6; **Ref** +6, **Will** +1

Spd: 20 ft. (4 squares), swim 30 ft (6 squares)
Space: 5ft **Reach:** 5ft
Melee: Atk +6 melee Shortsppear (1d6+2) or Full
Atk +6 melee Shortsppear (1d6+2)
Ranged: +7 ranged Shortsppear (1d6+2)
Base Atk: +4; **Grp:** +5
Attack Options:
Special Attack: Sneak Attack (+2d6)

Combat Gear: Shortsppear +1, Ring of Protection +1,
Potion of Invisibility.

Abilities: Str 12, Dex 14, Con 16, Int 7, Wis 10,
Cha 8

SQ/A: Erratic Morale, Marsh Move, Uncanny
Dodge, Evasion/Summoning (Clerics only)

Feats: Endurance, Combat Expertise.

Skills: Bluff +6, Hide +10*, Listen +7, Sense
Motive +7, Spot +3 Bullywugs have a +6 racial
bonus to Hide Checks in marshes due to their skill
at camouflage.

Possessions: Leather Armor, Ring of Protection +1,
3 Shortsppears.

Erratic Morale (Ex): In any given fight, there is a
50% chance that bullywugs will fight to the death,
no matter how stupid that seems, and a 50%
chance that they will flee for their lives when some
of their number have fallen, even if they could
otherwise win the fight.

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

Uncanny Dodge (Ex): A barbarian retains his
dexterity bonus to AC even if he is caught flat-
footed or struck by an invisible attacker. He still
loses this bonus if immobilized.

Evasion (Ex): At 2nd level and higher, a rogue can
avoid even magical and unusual attacks with great
agility. If he makes a successful Reflex saving
throw against an attack that normally deals half
damage on a successful save, he instead takes no
damage. It can only be used if the rogue is
wearing light armor or no armor. A helpless rogue
does not gain the benefit of evasion.

APPENDIX 3 – APL 8

Encounter 3: Into the Jungle.

MALE BOG GIANT BARBARIAN 2: **CR8**

N Large Aquatic Giant

Init: +4

Senses: Darkvision 60', Low-light Vision; Listen+4, Spot +4

Languages: Common, Giant

AC: 19 (-1 Size, +3 Hide, +7 Natural) touch 9, flat-footed 19

HP: 116 (8d8+40 plus 2d12+10) **DR:** **SR:**

Immunities:

Saves: **Fort** +17; **Ref** +3, **Will** +5

Spd: 40 ft. (8 squares), swim 40 ft (8 squares)

Space: 10ft **Reach:** 10ft

Melee: Atk +19 melee Huge Longspear (2d6+14) or Full Atk +19/+14 melee Huge Longspear (2d6+14)

Ranged: +8 ranged rock (1d6+8)

Base Atk: +8; **Grp:** +20

Attack Options:

Special Attack: -

Combat Gear: Huge Longspear +2, Cloak of Resistance +1, Slippers of Spider Climbing, Salve of Slipperiness, Dust of Appearance, Potion of Cure Moderate Wounds

Abilities: Str 26, Dex 10, Con 21, Int 12, Wis 14, Cha 12

SQ/A: Darkvision 60', Low-light Vision, Fast Movement, Uncanny Dodge/rock catching, Rage 1/Day

Feats: Alertness, Great Fortitude, Martial Weapon Proficiency(Longspear)^B, Weapon Focus, (Longspear), Improved Initiative.

Skills: Climb +13, Hide +13*, Jump +13, Listen +4, Spot +4, Swim +15 Bog Giants have a +8 racial bonus to Hide Checks in marshes due to their skill at camouflage and may always take 10 on Swim checks even if distracted or endangered.

Possessions: Hide Armor, Longspear, 4 rocks.

Rock Throwing (Ex): An adult giant is an accomplished rock thrower, so he or she has a +1 racial bonus on attack rolls when throwing rocks. A giant of at least large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments of 120 feet each.

Rock Catching (Ex): A giant of at least large size can catch Small, Medium-size, or Large rocks (or projectiles of a similar shape). Once per round, a giant that would normal be hit by a rock can make a Reflex save to catch it as a free action. The DC

to catch a rock is based on the rock's size—small: 15, Medium-Size: 20, and Large: 25.

Fast Movement (Ex): A Barbarian's base land speed is 10' faster than the norm for his race. This benefit applies only when he is wearing no, light or medium armor.

Uncanny Dodge (Ex): A barbarian retains his dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. He still loses this bonus if immobilized.

Rage (Ex): A barbarian can fly into a screaming blood frenzy a number of times per day. He gains +4 bonus to Strength and Constitution, a +2 morale bonus to Will Saves, and a -2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 plus the (augmented) Constitution modifier. At the end of the rage, the barbarian loses the modifiers and becomes fatigued. (-2 to Strength, Dexterity, cannot charge or run.) At this level, he can do so once a day (1/day).

Rage (Ex): When it rages, the giant has the following changed statistics:

AC 17, touch 7, flat-footed 17

hp 136 (8d8+56 plus 2d12+14)

Fort +19, **Will** +7,

Melee: Atk +21 melee Huge Longspear (2d6+17) or Full Atk +21/+16 melee Huge Longspear (2d6+17)

Grp +22

Abilities Str 30, Con 26

FLOTSAM OOZE: **CR4**

N Large-Size Aquatic Ooze

Init: -1

Senses: Blindsight 60'

Languages: --

AC: 13 (-1 Size, -1 Dex, +5 natural), touch 10, flat-footed 13

HP: 93 (6d10+48) **DR:** **SR:**

Immunities:

Saves: **Fort** +10; **Ref** +1, **Will** -3

Spd: 10ft (2 squares), swim 30 ft (6 squares)

Space: 10ft **Reach:** 10ft

Melee: Atk +9 slam (1d8+6)

Ranged: --

Base Atk: +4; **Grp:** +14

Attack Options:

Special Attack: Adhesive

Combat Gear:

Abilities: Str 22, Dex 8, Con 27, Int -, Wis 1, Cha 1

SQ/A: Blindsight, Amphibious, Transparent/Adhesive

Feats:

Skills: Hide +8, Swim +10, a Flotsam Ooze's transparency provides a +8 bonus to Hide Checks, Aquatic Oozes have a +8 racial bonus to Swim Checks and can always take 10 on a Swim check, even if distracted or endangered

Possessions: --

Blindsight (Ex): An ooze is blind, but blindsight allows it to maneuver and fight as well as a sighted creature. Through this ability, it can discern objects and creatures within 60 feet. An ooze usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Ooze Traits: Aquatic oozes are immune to mind-affecting effects, poison, sleep, paralysis, stunning and polymorphing. They are not subject to critical hits or flanking.

Adhesive (Ex): A flotsam ooze exudes a sticky slime that holds fast any creature or item touching it. It automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the ooze is alive. The ooze makes one additional slam attack each round against any creature stuck to it.

A weapon that strikes a flotsam ooze sticks fast unless the wielder makes a Reflex save (DC 12). A successful Strength check (DC 16) is needed to pry it off.

The adhesive can be weakened by soap or lye, but even in such a case the ooze gets a +4 on grapple checks (for a total bonus of +7). The substance breaks down 5 rounds after the ooze dies.

Transparent (Ex): A flotsam ooze is transparent in water, and it gains the benefit of total concealment (50% miss chance) when it is in water

Encounter 7: Demonstration of Faith

LIZARDFOLK BARBARIAN5/WIZARD 1/ DRAGONFLESH

HALF-GOLEM: CR10

NE Medium Construct

Init: +0

Senses: Normal Vision, Darkvision 60 feet, Blindsight 50 feet; Listen +5, Spot +0

Languages: Draconic, Common

AC: 17 (+0 Dex, +7 Natural) touch 10, flat-footed 17

HP: 80 (2d8+ 5d12 +1d4)+20 **DR:** 15/Silver **SR:**

Immunities: Magic Immunity

Saves: Fort +6; Ref +4, Will +3

Spd: 40 ft. (6 squares), Fly 60 ft (12 squares) (can't run)

Space: 5ft **Reach:** 5ft

Melee: Atk +11 melee Claw (1d6+5) or Full Atk 2 Claws +11 melee (1d6+5) and Bite +8 (1d4+3)

Ranged: --

Base Atk: +5; **Grp:** +10

Attack Options:

Special Attack: Frightful Presence (Will: DC 17)

Combat Gear: 2 Weapon Capsule retainers each loaded with 1 Capsule of Quickspar, Wand of Arc of Lightning 10 Charges.

Abilities: Str 20, Dex 11, Con --, Int 8(12), Wis 10, Cha 6 (8)

SQ/A: Hold Breath, Uncanny Dodge/Rage 1/day

Feats: Multiattack, Improved Natural Weapon: Claw^B, Weapon Focus: Claw^B

Skills: Balance +7, Diplomacy +5, Intimidate+8, Jump +12, Listen +5, Spot +4, Swim +12, Lizardfolk have a +4 racial bonus to Balance, Jump, and Swim Checks.

Possessions: Headband of Intellect +4, Cloak of Charisma +2, Wand of Arc of Lightning 10 Charges.

Spells Prepared:

0: Acid Splash, Detect Magic, Mending

1: Shocking Grasp

Fast Movement (Ex): A Barbarian's base land speed is 10' faster than the norm for his race. This benefit applies only when he is wearing no, light or medium armor.

Uncanny Dodge (Ex): A barbarian retains his dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. He still loses this bonus if immobilized.

Rage (Ex): A barbarian can fly into a screaming blood frenzy a number of times per day. He gains +4 bonus to Strength and Constitution, a +2 morale bonus to Will Saves, and a -2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 plus the (augmented) Constitution modifier. At the end of the rage, the barbarian loses the modifiers and becomes fatigued. (-2 to Strength, Dexterity, cannot charge or run.) At this level, he can do so twice a day (2/day).

Rage (Ex): When it rages, the Lizardfolk has the following changed statistics:

AC 15, touch 8, flat-footed 15

hp 80 (2d8 plus 5d12 plus 1d4 plus 20)

Fort +5, **Will** +2,

Melee: Atk +13 melee Claw (1d6+7) or Full Atk

2 Claws +13 melee (1d6+7) & Bite +10 (1d4+3)
Grp +12

Abilities Str 24, Con –

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Construct Traits: A half-golem is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A half-golem has Darkvision with 60' range.

Blindsight (Ex): A Dragonflesh half-golem can ascertain its surroundings by nonvisual means (mostly hearing and scent, but also by noticing vibrations and other environmental clues). This ability enables it to discern objects and creatures within 50 feet. The Dragonflesh half-golem does not usually need to make spot or Listen checks to notice creatures within range of its blindsight.

Frightful Presence (Ex): When A Dragonflesh Half-golem charges, attacks or flies overhead, it inspires terror in all creatures that have fewer Hit Dice or levels than it has. (Level 7 Characters or less in this case.) Each potentially affected opponent must succeed at a Will save (DC17) or become shaken for 5d6 rounds. A successful save leaves that opponent immune to that Dragonflesh golem's frightful presence for 24 hours.

Immunity to Magic (Ex): A Dragonflesh Half-Golem is immune to any spell or spell like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals fire or cold damage slows a dragonflesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

2 MALE BULLYWUG BARBARIAN5/WARRIOR 1: CR6

LE Medium Aquatic Humanoid

Init: +1

Senses: Normal Vision; Listen +2, Spot +0

Languages: Common

AC: 16 (+1 Dex, +2 Leather, +3 Natural) touch 11, flat-footed 16

HP: 78 (1d8+4 plus 5d12+20 plus 3) **DR:** **SR:**

Immunities:

Saves: Fort +11; Ref +3, Will +2

Spd: 30 ft. (4 squares), swim 30 ft (6 squares)

Space: 5ft **Reach:** 5ft

Melee: Atk +8 melee Shortspear (1d6+2) or Full Atk +8/+3 melee Shortspear (1d6+2)

Ranged: +6 ranged Shortspear (1d6+2)

Base Atk: +6; **Grp:** +7

Attack Options:

Special Attack: -

Combat Gear: Shortspear +1, Cloak of Resistance +1, Necklace of Fireballs (Type I), Potion Cure Moderate Wounds

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

SQ/A: Erratic Morale, Marsh Move, Uncanny Dodge, Improved Uncanny Dodge /Rage 2/day,

Feats: Endurance, Toughness^B, Diehard

Skills: Handle Animal +5, Hide +6*, Jump +4, Listen +2, Spot +0, Bullywugs have a +6 racial bonus to Hide Checks in marshes due to their skill at camouflage.

Possessions: Leather Armor, 3 Shortspears, Necklace of Fireballs (Type I), Potion Cure Moderate Wounds, 50gp.

Erratic Morale (Ex): In any given fight, there is a 50% chance that bullywugs will fight to the death, no matter how stupid that seems, and a 50% chance that they will flee for their lives when some of their number have fallen, even if they could otherwise win the fight.

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

Fast Movement (Ex): A Barbarian's base land speed is 10' faster than the norm for his race. This benefit applies only when he is wearing no, light or medium armor.

Uncanny Dodge (Ex): A barbarian retains his dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. He still loses this bonus if immobilized.

Improved Uncanny Dodge (Ex): A barbarian can no longer be flanked; he can react to opponents on the opposite sides of him as easily as he can react to a single attacker. This defense denies a rogue the ability to sneak attack the barbarian by

flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Rage (Ex): A barbarian can fly into a screaming blood frenzy a number of times per day. He gains +4 bonus to Strength and Constitution, a +2 morale bonus to Will Saves, and a -2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 plus the (augmented) Constitution modifier. At the end of the rage, the barbarian loses the modifiers and becomes fatigued. (-2 to Strength, Dexterity, cannot charge or run.) At this level, he can do so twice a day (2/day).

Rage (Ex): When it rages, the bullywug has the following changed statistics:

AC 14, touch 9, flat-footed 14

hp 90 (1d8+6 plus 5d12+30 plus 3)

Fort +13, **Will** +4,

Melee: Atk +10 melee Shortspear (1d6+4) or Full Atk +10/+5 melee Shortspear (1d6+4)

Grp +9

Abilities Str 16, Con 22

MALE BULLYWUG CLERIC5OFWASTRI/WARRIOR 1: CR6

LE Medium Aquatic Humanoid

Init: +0

Senses: Normal Vision; Listen +2, Spot +2

Languages: Common

AC: 15 (+2 Leather, +3 Natural) touch 10, flat-footed 15

HP: 54 (1d8+3 plus 5d8+15) **DR:** **SR:**

Immunities:

Saves: **Fort** +10; **Ref** +2, **Will** +7

Spd: 20 ft. (4 squares), swim 30 ft (6 squares)

Space: 5ft **Reach:** 5ft (10ft with Glaive)

Melee: Atk +7 melee Glaive (1d10+2) or Full Atk +7 melee Glaive (1d10+2)

Ranged: +4 ranged Shortspear (1d6+1)

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

Attack Options:

Special Attack: -

Combat Gear: Glaive +1, Brooch of Shielding, Pt of Displacement, Cloak of Resistance +1, Potion of Cure Moderate Wounds.

Abilities: Str 12, Dex 11, Con 16, Int 7, Wis 14, Cha 7

SQ/A: Erratic Morale, Marsh Move, Speak with Animal 1/day/Summoning (Clerics only), Rebuke Undead

Feats: Combat Casting, Endurance, Weapon Focus

Skills: Concentration +8(+12 in combat), Hide +6*, Listen +2, Spot +2 Bullywugs have a +6 racial

bonus to Hide Checks in marshes due to their skill at camouflage.

Possessions: Leather Armor, Glaive+1, Brooch of Shielding, Pt of Displacement, Cloak of Resistance +1, Potion of Cure Moderate Wounds, 3 Shortspears, and 2 Holy Symbols of Wastri, 50gp.

Spells Prepared:

0: Create Water, Guidance, Purify Food & Drink, Cure Minor Wounds, Resistance

1: Bless, Cure light wounds, Obscuring Mist, Shield of Faith, Magic Weapon^D

2: Cure Moderate Wounds, Summon Monster II, Silence, Spiritual Weapon^D

3: Summon Monster III, Magic Vestment^D

D: Domain spell. Domains: Animal, War

Summoning (Sp): Bullywug clerics are notorious for powerful but unpredictable summoning abilities. When a bullywug cleric uses a *summon monster* spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. In such cases, there is then a 25% chance that the summoned monsters will not be in the bullywug's control, rampaging and attacking at random. It is not uncommon for bullywugs that have summoned monsters and failed to spend all their efforts fighting their own summoned creatures instead of attacking their original foes.

Erratic Morale (Ex): In any given fight, there is a 50% chance that bullywugs will fight to the death, no matter how stupid that seems, and a 50% chance that they will flee for their lives when some of their number have fallen, even if they could otherwise win the fight.

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

MALE BULLYWUG ROGUE5/WARRIOR 1: CR4

LE Medium Aquatic Humanoid

Init: +2

Senses: Normal Vision; Listen +7, Spot +7

Languages: Common

AC: 17 (+2 Dex, +2 Leather, +3 Natural) touch 10, flat-footed 15

HP: 41 (1d8+3 plus 5d6+12) **DR:** **SR:**

Immunities:

Saves: **Fort** +6; **Ref** +6, **Will** +1

Spd: 20 ft. (4 squares), swim 30 ft (6 squares)

Space: 5ft **Reach:** 5ft

Melee: Atk +6 melee Shortspear (1d6+2) or Full Atk +6 melee Shortspear (1d6+2)

Ranged: +6 ranged Shortspear (1d6+1)

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

Attack Options:**Special Attack:** Sneak Attack (+3d6)

Combat Gear: Shortspear +1, Pt of Haste, Pt of Invisibility.

Abilities: Str 12, Dex 14, Con 16, Int 7, Wis 10, Cha 8

SQ/A: Erratic Morale, Marsh Move, Uncanny Dodge, Evasion/Summoning (Clerics only)

Feats: Endurance, Combat Expertise, Improved Feint.

Skills: Bluff +6, Hide +10*, Listen +7, Sense Motive +7, Spot +3 Bullywugs have a +6 racial bonus to Hide Checks

Possessions: Leather Armor, 3 Shortspears, Potion of Haste, Potion of Invisibility, 50gp.

Erratic Morale (Ex): In any given fight, there is a 50% chance that bullywugs will fight to the death, no matter how stupid that seems, and a 50% chance that they will flee for their lives when some of their number have fallen, even if they could otherwise win the fight.

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

Uncanny Dodge (Ex): A barbarian retains his dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. He still loses this bonus if immobilized.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. It can only be used if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

APPENDIX 4 – APL 10

Encounter 3: Into the Jungle.

MALE BOG GIANT BARBARIAN2/ROGUE2: CR10

N Large Aquatic Giant

Init: +4

Senses: Darkvision 60', Low-light Vision; Listen+4, Spot +6

Languages: Common, Giant

AC: 19 (-1 Size, +3 Hide, +7 Natural) touch 9, flat-footed 19

HP: 146 (8d8+48 plus 2d12+12 plus 2d6+12)

DR: **SR:**

Immunities:

Saves: Fort +18; Ref +7, Will +6

Spd: 30 ft. (6 squares), swim 40 ft (8 squares)

Space: 10ft **Reach:** 10ft

Melee: Atk +20 melee Huge Longspear (19-20, x3) (2d6+14) or Full Atk +20/+15 melee Huge Longspear (19-20, x3) (2d6+14)

Ranged: +7 ranged rock (1d6+8)

Base Atk: +9; **Grp:** +21

Attack Options:

Special Attack: Sneak Attack +1d6

Combat Gear: Keen Huge Longspear +2, Slippers of Spider Climbing, Cloak of Resistance +2, Potion of Cure Moderate Wounds

Abilities: Str 26, Dex 10, Con 22, Int 12, Wis 14, Cha 12

SQ/A: Darkvision 60', Low-light Vision, Evasion, Uncanny Dodge/rock catching

Feats: Alertness, Great Fortitude, Martial Weapon Proficiency(Longspear)^B, Weapon Focus (Longspear), Improved Initiative, Power Attack.

Skills: Bluff +6, Climb +15, Hide +15*, Jump +15, Listen +4, Spot +6, Swim +15, Tumble +6 Bog Giants have a +8 racial bonus to Hide Checks in marshes due to their skill at camouflage and may always take 10 on Swim checks even if distracted or endangered.

Possessions: Hide Armor, Longspear+2, Slippers of Spider Climbing, Cloak of Resistance +2, Potion of Cure Moderate Wounds, Large Bag, 4 rocks.

Rock Throwing (Ex): An adult giant is an accomplished rock thrower, so he or she has a +1 racial bonus on attack rolls when throwing rocks. A giant of at least large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments (The range increment is 120 feet.)

Rock Catching (Ex): A giant of at least large size can catch Small, Medium-size, or Large rocks (or

projectiles of a similar shape). Once per round, a giant that would normal be hit by a rock can make a Reflex save to catch it as a free action. The DC to catch a rock is based on the rock's size—small: 15, Medium-Size: 20, and Large: 25.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. It can only be used if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion

Fast Movement (Ex): A Barbarian's base land speed is 10' faster than the norm for his race. This benefit applies only when he is wearing no, light or medium armor.

Uncanny Dodge (Ex): A barbarian retains his dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. He still loses this bonus if immobilized.

Improved Uncanny Dodge (Ex): A barbarian can no longer be flanked; he can react to opponents on the opposite sides of him as easily as he can react to a single attacker. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Rage (Ex): A barbarian can fly into a screaming blood frenzy a number of times per day. He gains +4 bonus to Strength and Constitution, a +2 morale bonus to Will Saves, and a -2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 plus the (augmented) Constitution modifier. At the end of the rage, the barbarian loses the modifiers and becomes fatigued. (-2 to Strength, Dexterity, cannot charge or run.) At this level, he can do so once a day (1/day).

Rage (Ex): When it rages, the giant has the following changed statistics:

AC 17, touch 7, flat-footed 17

hp 170 (8d8+64 plus 2d12+16 plus 2d6+16)

Fort +20, **Will** +8,

Melee: Atk +22 melee Huge Longspear (19-20, x3) (2d6+17) or Full Atk +22/+17 melee Huge Longspear (19-20, x3) (2d6+17)

Grp +23

Abilities Str 30, Con 26

FLOTSAM OOZE:

N Large-Size Aquatic Ooze

CR7

Init: -1

Senses: Blindsight 60'

Languages: --

AC: 13 (-1 Size, -1 Dex, +5 natural), touch 9, flat-footed 13

HP: 217 (14d10+112) **DR:** **SR:**

Immunities:

Saves: **Fort** +12; **Ref** +3, **Will** -1

Spd: 10ft (2 squares), swim 30 ft (6 squares)

Space: 10ft **Reach:** 10ft

Melee: Atk +16 slam (1d8+10)

Ranged: --

Base Atk: +10; **Grp:** +21

Attack Options:

Special Attack: Adhesive

Combat Gear:

Abilities: Str 24, Dex 8, Con 27, Int -, Wis 1, Cha 1

SQ/A: Blindsight, Amphibious, Transparent/Adhesive

Feats:

Skills: Hide +8, Swim +10, a Flotsam Ooze's transparency provides a +8 bonus to Hide Checks, Aquatic Oozes have a +8 racial bonus to Swim Checks and can always take 10 on a Swim check, even if distracted or endangered

Possessions: --

Blindsight (Ex): An ooze is blind, but blindsight allows it to maneuver and fight as well as a sighted creature. Through this ability, it can discern objects and creatures within 60 feet. An ooze usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Ooze Traits: Aquatic oozes are immune to mind-affecting effects, poison, sleep, paralysis, stunning and polymorphing. They are not subject to critical hits or flanking.

Adhesive (Ex): A flotsam ooze exudes a sticky slime that holds fast any creature or item touching it. It automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the ooze is alive. The ooze makes one additional slam attack each round against any creature stuck to it.

A weapon that strikes a flotsam ooze sticks fast unless the wielder makes a Reflex save (DC 12). A successful Strength check (DC 16) is needed to pry it off.

The adhesive can be weakened by soap or lye, but even in such a case the ooze gets a +4 on grapple checks (for a total bonus of +7). The substance breaks down 5 rounds after the ooze dies.

Transparent (Ex): A flotsam ooze is transparent in water, and it gains the benefit of total concealment (50% miss chance) when it is in water

Encounter 7: Demonstration of Faith

LIZARDFOLK BARBARIAN7/WIZARD 1/ DRAGONFLESH

HALF-GOLEM: CR12

NE Medium Construct

Init: +1

Senses: Normal Vision, Darkvision 60 feet, Blindsight 50 feet; Listen +5, Spot +0

Languages: Draconic, Common

AC: 18 (+1 Dex, +7 Natural) touch 11, flat-footed 18

HP: 98 (2d8+7d12+1d4+20) **DR:**15/Silver, 2/- **SR:**

Immunities: Magic Immunity

Saves: **Fort** +7; **Ref** +5, **Will** +4

Spd: 40 ft. (6 squares), Fly 60 ft (12 squares) (can't run)

Space: 5ft **Reach:** 5ft

Melee: Atk +14 melee Claw (1d6+6) or Full Atk 2 Claws +14 melee (1d6+6) and Bite +11 (1d4+4)

Ranged: --

Base Atk: +7/+2; **Grp:** +12

Attack Options:

Special Attack: Frightful Presence (Will: DC 19)

Combat Gear: 2 Weapon Capsule retainers each loaded with 1 Capsule of Quickspark, Amulet of Mighty Fists +1
Abilities: Str 20, Dex 12, Con --, Int 8(12), Wis 10, Cha 6 (10)

SQ/A: Hold Breath, Uncanny Dodge/Rage 1/day

Feats: Multiattack, Greater Resiliency^B, Improved Natural Weapon: Claw^B, Weapon Focus: Claw^B

Skills: Balance +7, Climb +9, Diplomacy +5, Intimidate+10, Jump +15, Listen +5, Spot +4, Swim +15, Lizardfolk have a +4 racial bonus to Balance, Jump, and Swim Checks.

Possessions: Headband of Intellect +4, Cloak of Charisma +2, Wand of Arc of Lightning 10 Charges, Amulet of Mighty Fists +1

Spells Prepared:

0: Acid Splash, Detect Magic, Mending

1: Shocking Grasp

Fast Movement (Ex): A Barbarian's base land speed is 10' faster than the norm for his race. This benefit applies only when he is wearing no, light or medium armor.

Uncanny Dodge (Ex): A barbarian retains his dexterity bonus to AC even if he is caught flat-

footed or struck by an invisible attacker. He still loses this bonus if immobilized.

Rage (Ex): A barbarian can fly into a screaming blood frenzy a number of times per day. He gains +4 bonus to Strength and Constitution, a +2 morale bonus to Will Saves, and a -2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 plus the (augmented) Constitution modifier. At the end of the rage, the barbarian loses the modifiers and becomes fatigued. (-2 to Strength, Dexterity, cannot charge or run.) At this level, he can do so twice a day (2/day).

Rage (Ex): When it rages, the Lizardfolk has the following changed statistics:

AC 16, touch 9, flat-footed 16

hp 92 (2d8 plus 7d12 plus 1d4 plus 20)

Fort +5, **Will** +2,

Melee: Atk +16 melee Claw (1d6+8) or Full Atk 2 Claws +16 melee (1d6+8) and Bite +13 (1d4+4)

Grp +14

Abilities Str 24, Con –

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Construct Traits: A half-golem is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A half-golem has Darkvision with 60' range.

Blindsight (Ex): A Dragonflesh half-golem can ascertain its surroundings by nonvisual means (mostly hearing and scent, but also by noticing vibrations and other environmental clues). This ability enables it to discern objects and creatures within 50 feet. The Dragonflesh half-golem does not usually need to make spot or Listen checks to notice creatures within range of its blindsight.

Frightful Presence (Ex): When A Dragonflesh Half-golem charges, attacks or flies overhead, it inspires terror in all creatures that have fewer Hit Dice or levels than it has. (Level 9 Characters or less in this case.) Each potentially affected

opponent must succeed at a Will save (DC19) or become shaken for 5d6 rounds. A successful save leaves that opponent immune to that Dragonflesh golem's frightful presence for 24 hours.

Immunity to Magic (Ex): A Dragonflesh Half-Golem is immune to any spell or spell like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals fire or cold damage slows a Dragonflesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

2 MALE BULLYWUG BARBARIAN6/WARRIOR 1: CR6
LE Medium Aquatic Humanoid

Init: +1

Senses: Normal Vision; Listen +2, Spot +0

Languages: Common

AC: 16 (+1 Dex, +2 Leather, +3 Natural) touch 11, flat-footed 15

HP: 91 (1d8+4 plus 6d12+24 plus 3) **DR:** **SR:**

Immunities:

Saves: **Fort** +10; **Ref** +3, **Will** +2

Spd: 30 ft. (4 squares), swim 30 ft (6 squares)

Space: 5ft **Reach:** 5ft

Melee: Atk +11 melee Shortspear (1d6+4) or Full Atk +11/+6 melee Shortspear (1d6+4)

Ranged: +7 ranged Shortspear (1d6+3)

Base Atk: +7; **Grp:** +8

Attack Options:

Special Attack: -

Combat Gear: Shortspear +1, Gauntlets of Ogre Power, Potion of haste, Potion of Cure Moderate Wounds.

Abilities: Str 13(17), Dex 12, Con 18, Int 7, Wis 10, Cha 7

SQ/A: Erratic Morale, Marsh Move, Uncanny Dodge, Improved Uncanny Dodge/Rage 2/day

Feats: Endurance, Toughness^B, Diehard^B

Skills: Handle Animal +5, Hide +6*, Jump +5 Listen +2, Spot +0, Swim +2, Bullywugs have a +6 racial bonus to Hide Checks in marshes due to their skill at camouflage.

Possessions: Leather Armor, 3 Shortspears, Gauntlets of Ogre Power, Potion of haste, Potion of Cure Moderate Wounds, 10gp.

Erratic Morale (Ex): In any given fight, there is a 50% chance that bullywugs will fight to the death, no matter how stupid that seems, and a 50% chance that they will flee for their lives when some of their number have fallen, even if they could otherwise win the fight.

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

Fast Movement (Ex): A Barbarian's base land speed is 10' faster than the norm for his race. This benefit applies only when he is wearing no, light or medium armor.

Uncanny Dodge (Ex): A barbarian retains his dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. He still loses this bonus if immobilized.

Improved Uncanny Dodge (Ex): A barbarian can no longer be flanked; he can react to opponents on the opposite sides of him as easily as he can react to a single attacker. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Rage (Ex): A barbarian can fly into a screaming blood frenzy a number of times per day. He gains +4 bonus to Strength and Constitution, a +2 morale bonus to Will Saves, and a -2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 plus the (augmented) Constitution modifier. At the end of the rage, the barbarian loses the modifiers and becomes fatigued. (-2 to Strength, Dexterity, cannot charge or run.) At this level, he can do so twice a day (2/day).

Rage (Ex): When it rages, the bullywug has the following changed statistics:

AC 14, touch 9, flat-footed 14

hp 105 (1d8+6 plus 6d12+36 plus 3)

Fort +13, **Will** +4,

Melee: Atk +13 melee Shortspear (1d6+6) or Full Atk +13/+8 melee Shortspear (1d6+6)

Grp +10

Abilities Str 16(20), Con 22

2 MALE BULLYWUG CLERIC6 OF WASTRI/WARRIOR

1: CR6

LE Medium Aquatic Humanoid

Init: +0

Senses: Normal Vision; Listen +2, Spot +2

Languages: Common

AC: 15 (+2 Leather, +3 Natural) touch 10, flat-footed 15

HP: 63 (1d8+3 plus 6d8+18) **DR:** **SR:**

Immunities:

Saves: **Fort** +12; **Ref** +4, **Will** +9

Spd: 20 ft. (4 squares), swim 30 ft (6 squares)

Space: 5ft **Reach:** 5ft (10ft with Glaive)

Melee: Atk +8 melee Glaive (1d10+2) or Full Atk +8 melee Glaive (1d10+2)

Ranged: +5 ranged Shortspear (1d6+1)

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

Attack Options:

Special Attack: -

Combat Gear: Glaive +1, Cloak of Resistance +2
Brooch of Shielding

Abilities: Str 12, Dex 11, Con 16, Int 7, Wis 14, Cha 7

SQ/A: Erratic Morale, Marsh Move, Speak with Animal 1/day/Summoning (Clerics only), Rebuke Undead

Feats: Combat Casting, Endurance, Weapon Focus

Skills: Concentration +9(+13 in combat), Hide +6*, Listen +2, Spot +2 Bullywugs have a +6 racial bonus to Hide Checks in marshes due to their skill at camouflage.

Possessions: Leather Armor, Glaive, 3 Shortspears, Cloak of Resistance +2 Brooch of Shielding, and 2 Holy Symbols of Wastri, 10gp.

Spells Prepared:

0: Create Water, Guidance, Purify Food & Drink, Cure Minor Wounds, Resistance

1: Bless, Cure light wounds, Obscuring Mist, Shield of Faith, Magic Weapon^D

2: Cure Moderate Wounds, Summon Monster II, Silence, Spiritual Weapon, Spiritual Weapon^D

3: Cure Serious Wounds, Summon Monster III, Magic Vestment^D

^D: Domain spell. Domains: Animal, War

Summoning (Sp): Bullywug clerics are notorious for powerful but unpredictable summoning abilities. When a bullywug cleric uses a *summon monster* spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. In such cases, there is then a 25% chance that the summoned monsters will not be in the bullywug's control, rampaging and attacking at random. It is not uncommon for bullywugs that have summoned monsters and failed to spend all their efforts fighting their own summoned creatures instead of attacking their original foes.

Erratic Morale (Ex): In any given fight, there is a 50% chance that bullywugs will fight to the death, no matter how stupid that seems, and a 50% chance that they will flee for their lives when some of their number have fallen, even if they could otherwise win the fight.

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

APPENDIX 5 – APL 12

Encounter 3: Into the Jungle.

MALE BOG GIANT BARBARIAN4/ROGUE3: CR13

N Large Aquatic Giant

Init: +4

Senses: Darkvision 60', Low-light Vision;

Listen+4, Spot +6

Languages: Common, Giant

AC: 20 (-1 Size, +4 Armor, +7 Natural) touch 9, flat-footed 21

HP: 185(8d8+48 plus 4d12+24 plus 3d6+18) **DR:** SR:

Immunities:

Saves: Fort +20; Ref +8, Will +8

Spd: 30 ft. (6 squares), swim 40 ft (8 squares)

Space: 10ft **Reach:** 10ft

Melee: Atk +23 melee Huge Longspear (19-20, x3) (2d6+14) or Full Atk +23/+18/+13 melee Huge Longspear (19-20, x3) (2d6+14) or 2 slams +19(1d4+8)

Ranged: +11 ranged rock (1d6+8)

Base Atk: +12; **Grp:** +24

Attack Options:

Special Attack: Sneak Attack +2d6

Combat Gear: Keen Huge Longspear +2, Slippers of Spider Climbing, Cloak of Resistance +2, Potion of Cure Moderate Wounds, +1 Shadow Hide Armor of Light Fortification, Bead of Force.

Abilities: Str 26, Dex 10, Con 22, Int 12, Wis 14, Cha 12

SQ/A: Darkvision 60', Low-light Vision, Evasion, Uncanny Dodge/rock catching

Feats: Alertness, Great Fortitude, Martial Weapon Proficiency(Longspear)^B, Weapon Focus (Longspear), Improved Initiative, Power Attack, Close Quarters Combat.

Skills: Bluff +6, Climb +15, Hide +20*, Jump +15, Listen +4, Spot +6, Swim +15, Tumble +6 Bog Giants have a +8 racial bonus to Hide Checks in marshes due to their skill at camouflage and may always take 10 on Swim checks even if distracted or endangered. Includes +5 from Shadow armor

Possessions: Hide Armor, Huge Keen Longspear+2, Slippers of Spider Climbing, Cloak of Resistance +2, Potion of Cure Moderate Wounds, Large Bag, 4 rocks.

Rock Throwing (Ex): An adult giant is an accomplished rock thrower, so he or she has a +1 racial bonus on attack rolls when throwing rocks. A giant of at least large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up

to five range increments (The range increment is 120 feet.)

Rock Catching (Ex): A giant of at least large size can catch Small, Medium-size, or Large rocks (or projectiles of a similar shape). Once per round, a giant that would normal be hit by a rock can make a Reflex save to catch it as a free action. The DC to catch a rock is based on the rock's size—small: 15, Medium-Size: 20, and Large: 25.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. It can only be used if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion

Fast Movement (Ex): A Barbarian's base land speed is 10' faster than the norm for his race. This benefit applies only when he is wearing no, light or medium armor.

Uncanny Dodge (Ex): A barbarian retains his dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. He still loses this bonus if immobilized.

Improved Uncanny Dodge (Ex): A barbarian can no longer be flanked; he can react to opponents on the opposite sides of him as easily as he can react to a single attacker. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Rage (Ex): A barbarian can fly into a screaming blood frenzy a number of times per day. He gains +4 bonus to Strength and Constitution, a +2 morale bonus to Will Saves, and a -2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 plus the (augmented) Constitution modifier. At the end of the rage, the barbarian loses the modifiers and becomes fatigued. (-2 to Strength, Dexterity, cannot charge or run.) At this level, he can do so twice a day (2/day).

Rage (Ex): When it rages, the giant has the following changed statistics:

AC 17, touch 7, flat-footed 17

hp 215 (8d8+64 plus 4d12+32 plus 3d6+24)

Fort +20, **Will** +8,

Melee: Atk +25 melee Huge Longspear (19-20, x3) (2d6+17) or Full Atk +25/+20/+15 melee Huge Longspear (19-20, x3) (2d6+17)

Grp +26

Abilities Str 30, Con 26

FIENDISH FLOTSAM OOZE:

N Large-Size Aquatic Extraplanar Ooze

CR10

Init: -1

Senses: Blindsight 60'

Languages: --

AC: 14 (-1 Size, -1 Dex, +6 natural), touch 9, flat-footed 15

HP: 235 (15d10+120) **DR:** 10/Magic **SR:** 20

Immunities: 10/Cold, 10/Fire

Saves: Fort +13; Ref +4, Will 0

Spd: 10ft (2 squares), swim 30 ft (6 squares)

Space: 10ft **Reach:** 10ft

Melee: Atk +18 slam (2d6+10)

Ranged: --

Base Atk: +11; **Grp:** +22

Attack Options: Smite Good slam: +18 slam (2d6+25)

Special Attack: Adhesive, Smite Good

Combat Gear:

Abilities: Str 24, Dex 8, Con 27, Int 3, Wis 1, Cha 1

SQ/A: Blindsight, Amphibious, Transparent/Adhesive

Feats: Improved Natural Armor, Improved Natural Attack, Combat Reflexes, Weapon Focus: Slam, Toughness

Skills: Hide +8, Swim +10, +7 Spot; a Flotsam Ooze's transparency provides a +8 bonus to Hide Checks, Aquatic Oozes have a +8 racial bonus to Swim Checks and can always take 10 on a Swim check, even if distracted or endangered

Possessions: --

Blindsight (Ex): An ooze is blind, but blindsight allows it to maneuver and fight as well as a sighted creature. Through this ability, it can discern objects and creatures within 60 feet. An ooze usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Ooze Traits: Aquatic oozes are immune to mind-affecting effects, poison, sleep, paralysis, stunning and polymorphing. They are not subject to critical hits or flanking.

Adhesive (Ex): A flotsam ooze exudes a sticky slime that holds fast any creature or item touching it. It automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the ooze is alive. The ooze makes one additional slam attack each round against any creature stuck to it.

A weapon that strikes a flotsam ooze sticks fast unless the wielder makes a Reflex save (DC 12). A successful Strength check (DC 16) is needed to pry it off.

The adhesive can be weakened by soap or lye, but even in such a case the ooze gets a +4 on

grapple checks (for a total bonus of +7). The substance breaks down 5 rounds after the ooze dies.

Transparent (Ex): A flotsam ooze is transparent in water, and it gains the benefit of total concealment (50% miss chance) when it is in water

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Encounter 7: Demonstration of Faith

LIZARDFOLK BARBARIAN8/WIZARD 2/ DRAGONFLESH HALF-GOLEM: CR14

NE Medium Construct

Init: +1

Senses: Normal Vision, Darkvision 60 feet, Blindsight 50 feet; Listen +5, Spot +0

Languages: Draconic, Common

AC: 18 (+1 Dex, +7 Natural) touch 11, flat-footed 18

HP: 110 (2d8+8d12+2d4+20) **DR:** 15/Silver, 2/- **SR:**

Immunities: Magic Immunity

Saves: Fort +8; Ref +5, Will +5

Spd: 40 ft. (6 squares), Fly 60 ft (12 squares) (can't run)

Space: 5ft **Reach:** 5ft

Melee: Atk +16 melee Claw (1d6+6) or Full Atk 2 Claws +16 melee (1d6+6) and Bite +11 (1d4+4)

Ranged: --

Base Atk: +9/+4; **Grp:** +14

Attack Options:

Special Attack: Frightful Presence (Will: DC 19)

Combat Gear: 2 Weapon Capsule retainers each loaded with 1 Capsule of Quickspar, Amulet of Mighty Fists +1, Bead of Force

Abilities: Str 20, Dex 12, Con --, Int 8(12), Wis 11, Cha 6 (10)

SQ/A: Hold Breath, Uncanny Dodge/Rage 3/day **Feats:** Multiattack, Greater Resiliency^B, Improved Natural Weapon: Claw^B, Weapon Focus: Claw^B, Close Quarters Combat^B

Skills: Balance +7, Climb +9, Diplomacy +5, Intimidate+10, Jump +15, Listen +5, Spot +4, Swim +15, Lizardfolk have a +4 racial bonus to Balance, Jump, and Swim Checks.

Possessions: Headband of Intellect +4, Cloak of Charisma +4, Wand of Arc of Lightning 10 Charges, Amulet of Mighty Fists +1, Bead of Force

Spells Prepared:**0: Acid Splash, Flare, Detect Magic, Mending****1: Shocking Grasp, Shocking Grasp, Shocking Grasp****Fast Movement (Ex):** A Barbarian's base land speed is 10' faster than the norm for his race. This benefit applies only when he is wearing no, light or medium armor.**Uncanny Dodge (Ex):** A barbarian retains his dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. He still loses this bonus if immobilized.**Rage (Ex):** A barbarian can fly into a screaming blood frenzy a number of times per day. He gains +4 bonus to Strength and Constitution, a +2 morale bonus to Will Saves, and a -2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 plus the (augmented) Constitution modifier. At the end of the rage, the barbarian loses the modifiers and becomes fatigued. (-2 to Strength, Dexterity, cannot charge or run.) At this level, he can do so three times a day (3/day).**Rage (Ex):** When it rages, the Lizardfolk has the following changed statistics:**AC** 16, touch 9, flat-footed 16**hp** 110 (2d8 plus 8d12 plus 2d4 plus 20)**Fort** +8, **Will** +7,**Melee:** Atk +18 melee Claw (1d6+10) or Full Atk 2 Claws +18 melee (1d6+10) and Bite +13 (1d4+6)**Grp** +16**Abilities** Str 24, Con -**Trap Sense (Ex):** Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.**Construct Traits:** A half-golem is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A half-golem has Darkvision with 60' range.**Blindsight (Ex):** A Dragonflesh half-golem can ascertain its surroundings by nonvisual means (mostly hearing and scent, but also by noticing

vibrations and other environmental clues). This ability enables it to discern objects and creatures within 50 feet. The Dragonflesh half-golem does not usually need to make spot or Listen checks to notice creatures within range of its blindsight.

Frightful Presence (Ex): When A Dragonflesh Half-golem charges, attacks or flies overhead, it inspires terror in all creatures that have fewer Hit Dice or levels than it has. (Level 13 Characters or less in this case.) Each potentially affected opponent must succeed at a Will save (DC 22) or become shaken for 5d6 rounds. A successful save leaves that opponent immune to that Dragonflesh golem's frightful presence for 24 hours.**Immunity to Magic (Ex):** A Dragonflesh Half-Golem is immune to any spell or spell like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.A magical attack that deals fire or cold damage slows a Dragonflesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

2 MALE BULLYWUG BARBARIAN6/WARRIOR 1: CR6
LE Medium Aquatic Humanoid**Init:** +1**Senses:** Normal Vision; Listen +2, Spot +0**Languages:** Common**AC:** 16 (+1 Dex, +2 Leather, +3 Natural) touch 11, flat-footed 15**HP:** 91 (1d8+4 plus 6d12+24 plus 3) **DR:** **SR:****Immunities:****Saves:** Fort +10; Ref +3, Will +2

Spd: 30 ft. (4 squares), swim 30 ft (6 squares)**Space:** 5ft **Reach:** 5ft**Melee:** Atk +11 melee Shortspear (1d6+4) or Full Atk +11/+6 melee Shortspear (1d6+4)**Ranged:** +7 ranged Shortspear (1d6+3)**Base Atk:** +7; **Grp:** +8**Attack Options:****Special Attack:** -

Combat Gear: Shortspear +1, Gauntlets of Ogre Power, Potion of haste, Potion of Cure Moderate Wounds.

Abilities: Str 13(17), Dex 12, Con 18, Int 7, Wis 10, Cha 7

SQ/A: Erratic Morale, Marsh Move, Uncanny Dodge, Improved Uncanny Dodge/Rage 2/day
Feats: Endurance, Toughness^B, Diehard^B
Skills: Handle Animal +5, Hide +6*, Jump +5 Listen +2, Spot +0, Swim +2, Bullywugs have a +6 racial bonus to Hide Checks in marshes due to their skill at camouflage.

Possessions: Leather Armor, 3 Shortspear, Gauntlets of Ogre Power, Potion of haste, Potion of Cure Moderate Wounds, 10gp.

Erratic Morale (Ex): In any given fight, there is a 50% chance that bullywugs will fight to the death, no matter how stupid that seems, and a 50% chance that they will flee for their lives when some of their number have fallen, even if they could otherwise win the fight.

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

Fast Movement (Ex): A Barbarian's base land speed is 10' faster than the norm for his race. This benefit applies only when he is wearing no, light or medium armor.

Uncanny Dodge (Ex): A barbarian retains his dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. He still loses this bonus if immobilized.

Improved Uncanny Dodge (Ex): A barbarian can no longer be flanked; he can react to opponents on the opposite sides of him as easily as he can react to a single attacker. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Rage (Ex): A barbarian can fly into a screaming blood frenzy a number of times per day. He gains +4 bonus to Strength and Constitution, a +2 morale bonus to Will Saves, and a -2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 plus the (augmented) Constitution modifier. At the end of the rage, the barbarian loses the modifiers and becomes fatigued. (-2 to Strength, Dexterity, cannot charge or run.) At this level, he can do so twice a day (2/day).

Rage (Ex): When it rages, the bullywug has the following changed statistics:

AC 14, touch 9, flat-footed 14

hp 105 (1d8+6 plus 6d12+36 plus 3)

Fort +13, **Will** +4,

Melee: Atk +13 melee Shortsphear (1d6+6) or Full Atk +13/+8 melee Shortsphear (1d6+6)

Grp +10

Abilities Str 16(20), Con 22

1 MALE BULLYWUG CLERIC6 OF WASTRI/WARRIOR
1: CR6

LE Medium Aquatic Humanoid

Init: +0

Senses: Normal Vision; Listen +2, Spot +2

Languages: Common

AC: 15 (+2 Leather, +3 Natural) touch 10, flat-footed 15

HP: 63 (1d8+3 plus 6d8+18) **DR:** **SR:**

Immunities:

Saves: **Fort** +12; **Ref** +4, **Will** +9

Spd: 20 ft. (4 squares), swim 30 ft (6 squares)

Space: 5ft **Reach:** 5ft (10ft with Glaive)

Melee: Atk +8 melee Glaive (1d10+2) or Full Atk +8 melee Glaive (1d10+2)

Ranged: +5 ranged Shortsphear (1d6+1)

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

Attack Options:

Special Attack: -

Combat Gear: Glaive +1, Cloak of Resistance +2 Brooch of Shielding

Abilities: Str 12, Dex 11, Con 16, Int 7, Wis 14, Cha 7

SQ/A: Erratic Morale, Marsh Move, Speak with Animal 1/day/Summoning (Clerics only), Rebuke Undead

Feats: Combat Casting, Endurance, Weapon Focus

Skills: Concentration +9(+13 in combat), Hide +6*, Listen +2, Spot +2 Bullywugs have a +6 racial bonus to Hide Checks in marshes due to their skill at camouflage.

Possessions: Leather Armor, Glaive, 3 Shortspear, Cloak of Resistance +2 Brooch of Shielding, and 2 Holy Symbols of Wastri, 10gp.

Spells Prepared:

0: Create Water, Guidance, Purify Food & Drink, Cure Minor Wounds, Resistance

1: Bless, Cure light wounds, Obscuring Mist, Shield of Faith, Magic Weapon^D

2: Cure Moderate Wounds, Summon Monster II, Silence, Spiritual Weapon, Spiritual Weapon^D

3: Cure Serious Wounds, Summon Monster III, Magic Vestment^D

D: Domain spell. Domains: Animal, War

Summoning (Sp): Bullywug clerics are notorious for powerful but unpredictable summoning abilities. When a bullywug cleric uses a *summon monster* spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. In such cases, there is then a 25% chance that the summoned monsters will not be in the bullywug's control, rampaging and attacking at random. It is not uncommon for

bullywugs that have summoned monsters and failed to spend all their efforts fighting their own summoned creatures instead of attacking their original foes.

Erratic Morale (Ex): In any given fight, there is a 50% chance that bullywugs will fight to the death, no matter how stupid that seems, and a 50% chance that they will flee for their lives when some of their number have fallen, even if they could otherwise win the fight.

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

1 ADVANCED MALE FIENDISH DIRE TOADS: CR7

NE Large Magical Beast, Extraplanar

Init: +2

Senses: low-light Vision, 60 ft Darkvision; Listen +7, Spot +11

Languages: --

AC: 17 (+1 Dex, +6 natural), touch 11, flat-footed 16

HP: 110 (10d8+50) **DR:** 5/magic **SR:** 15

Immunities: 10/Cold, 10/Fire

Saves: Fort +12; Ref +8, Will +9

Spd: 30 ft (6 squares)

Space: 5ft **Reach:** 5ft

Melee: Atk +10 bite (1d8 + Poison)

Ranged: tongue +7

Base Atk: +7; **Grp:** +15

Attack Options: 1/Day: smite good bite: +10 bite (1d8+10 + poison)

Special Attack: swallow whole, poison, smite good

Combat Gear:

Abilities: Str 18, Dex 12, Con 20, Int 3, Wis 15, Cha 7

SQ/A: Low-light vision/improved grab, swallow whole, poison

Feats: Alertness, Weapon Finesse (Bite), Improved Natural Weapon (Bite), Improved Natural Armor

Skills: Hide +14, Jump +15, Listen +10, Spot +11; A dire toad receives a +4 racial bonus on Hide, Listen, and Spot checks, and a +8 racial bonus on Jump checks.

Possessions: --

Poison (Ex): A Dire toad delivers its poison (Fortitude save DC 20) with each successful bite attack. The initial and secondary damage is the same. (1d6 points of Constitution damage)

Improved Grab (Ex): If a dire toad hits an opponent that is at least one size category smaller than itself with a bite attack or a tongue attack, it deals normal damage and attempts to start a

grapple as a free action without provoking an attack of opportunity (grapple bonus +15). If it gets a hold, it can try to swallow an opponent. 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 checks, but the dire toad is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite damage.

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 (grapple bonus +15). Once inside the dire toad, the opponent takes 1d8 points of bludgeoning damage plus 1d6 points of acid damage per round from the dire toad's stomach. A successful grapple check allows the swallowed creature to climb out of the stomach and return to the toad's mouth, where another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out with either claws or a light piercing or slashing weapon. Dealing at least 10 points of damage to the gizzard (AC 13) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed opponent must cut its own way out. A Large-size dire toad's stomach can hold 2 Medium-Size or 8 Small or 32 Tiny or smaller opponents.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

MALE BOG GIANT BARBARIAN2/ROGUE2: CR10

N Large Aquatic Giant

Init: +4

Senses: Darkvision 60', Low-light Vision; Listen+4, Spot +6

Languages: Common, Giant

AC: 19 (-1 Size, +3 Hide, +7 Natural) touch 9, flat-footed 19

HP: 146 (8d8+48 plus 2d12+12 plus 2d6+12)

DR: **SR:**

Immunities:

Saves: Fort +18; Ref +7, Will +6

Spd: 30 ft. (6 squares), swim 40 ft (8 squares)

Space: 10ft **Reach:** 10ft

Melee: Atk +20 melee Huge Longspear (19-20, x3) (2d6+14) or Full Atk +20/+15 melee Huge Longspear (19-20, x3) (2d6+14) or 2 slams +16(1d4+8)

Ranged: +7 ranged rock (1d6+8)

Base Atk: +9; **Grp:** +21

Attack Options:

Special Attack: Sneak Attack +1d6

Combat Gear: Keen Huge Longspear +2, Slippers of Spider Climbing, Cloak of Resistance +2, Potion of Cure Moderate Wounds

Abilities: Str 26, Dex 10, Con 22, Int 12, Wis 14, Cha 12

SQ/A: Darkvision 60', Low-light Vision, Evasion, Uncanny Dodge/rock catching

Feats: Alertness, Great Fortitude, Martial Weapon Proficiency(Longspear)^B, Weapon Focus

(Longspear), Improved Initiative, Power Attack.

Skills: Bluff +6, Climb +15, Hide +15*, Jump +15, Listen +4, Spot +6, Swim +15, Tumble +6
Bog Giants have a +8 racial bonus to Hide Checks in marshes due to their skill at camouflage and may always take 10 on Swim checks even if distracted or endangered.

Possessions: Hide Armor, Longspear+2, Slippers of Spider Climbing, Cloak of Resistance +2, Potion of Cure Moderate Wounds, Large Bag, 4 rocks.

Rock Throwing (Ex): An adult giant is an accomplished rock thrower, so he or she has a +1 racial bonus on attack rolls when throwing rocks. A giant of at least large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments (The range increment is 120 feet.)

Rock Catching (Ex): A giant of at least large size can catch Small, Medium-size, or Large rocks (or projectiles of a similar shape). Once per round, a giant that would normal be hit by a rock can make a Reflex save to catch it as a free action. The DC to catch a rock is based on the rock's size—small: 15, Medium-Size: 20, and Large: 25.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. It can only be used if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion

Fast Movement (Ex): A Barbarian's base land speed is 10' faster than the norm for his race. This benefit applies only when he is wearing no, light or medium armor.

Uncanny Dodge (Ex): A barbarian retains his dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. He still loses this bonus if immobilized.

Improved Uncanny Dodge (Ex): A barbarian can no longer be flanked; he can react to opponents

on the opposite sides of him as easily as he can react to a single attacker. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Rage (Ex): A barbarian can fly into a screaming blood frenzy a number of times per day. He gains +4 bonus to Strength and Constitution, a +2 morale bonus to Will Saves, and a –2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 plus the (augmented) Constitution modifier. At the end of the rage, the barbarian loses the modifiers and becomes fatigued. (-2 to Strength, Dexterity, cannot charge or run.) At this level, he can do so once a day (1/day).

Rage (Ex): When it rages, the giant has the following changed statistics:

AC 17, touch 7, flat-footed 17

hp 170 (8d8+64 plus 2d12+16 plus 2d6+16)

Fort +20, **Will** +8,

Melee: Atk +22 melee Huge Longspear (19-20, x3) (2d6+17) or Full Atk +22/+17 melee Huge Longspear (19-20, x3) (2d6+17)

Grp +23

Abilities Str 30, Con 26

APPENDIX 6 – ALL APLS

Encounter 5: Swampmeet.

MALE BULLYWUG WARRIOR 1: CR1

LE Medium Aquatic Humanoid

Init: +0

Senses: Normal Vision; Listen -2, Spot -2

Languages: Common

AC: 15 (+2 Leather, +3 Natural) touch 10, flat-footed 15

HP: 7 (1d8+3) **DR:** **SR:**

Immunities:

Saves: **Fort** +5; **Ref** +0, **Will** -2

Spd: 20 ft. (4 squares), swim 30 ft (6 squares)

Space: 5ft **Reach:** 5ft

Melee: Atk +1 melee (1d6, Short spear) or Full Atk +1 melee (1d6, Short spear)

Ranged: +1 ranged (1d6, Short spear)

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

Attack Options:

Special Attack: -

Combat Gear: 3 short spears, leather armor, net, tanglefoot bag.

Abilities: Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7

SQ/A: Erratic Morale, Marsh Move/-

Feats: Endurance.

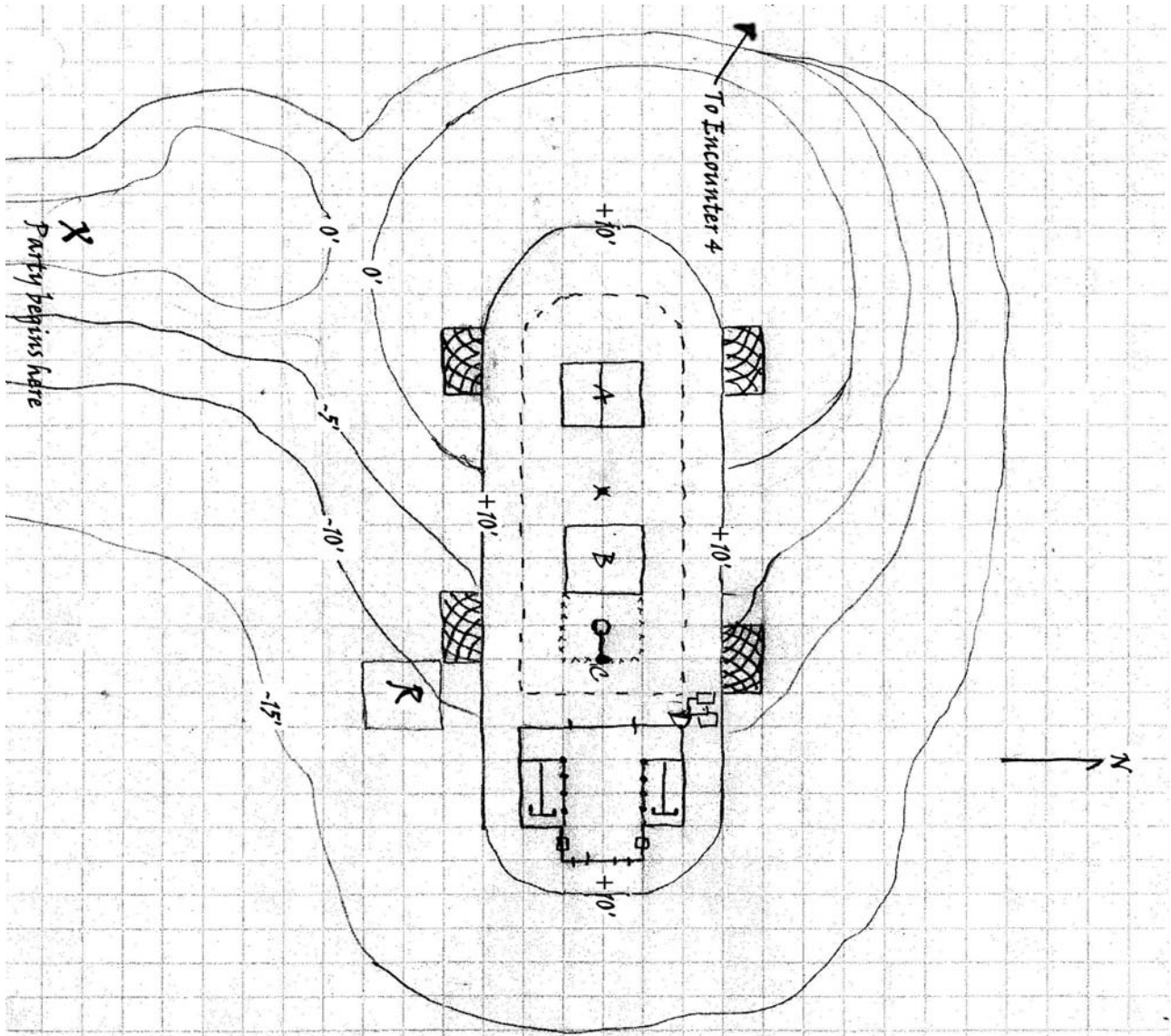
Skills: Hide +6*, Listen -2, Spot -2 Bullywugs have a +6 racial bonus to Hide Checks in marshes due to their skill at camouflage.

Possessions: Leather Armor, Short spear.

Erratic Morale (Ex): In any given fight, there is a 50% chance that bullywugs will fight to the death, no matter how stupid that seems, and a 50% chance that they will flee for their lives when some of their number have fallen, even if they could otherwise win the fight.

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

DM AID: MAP #1 – THE BARGE



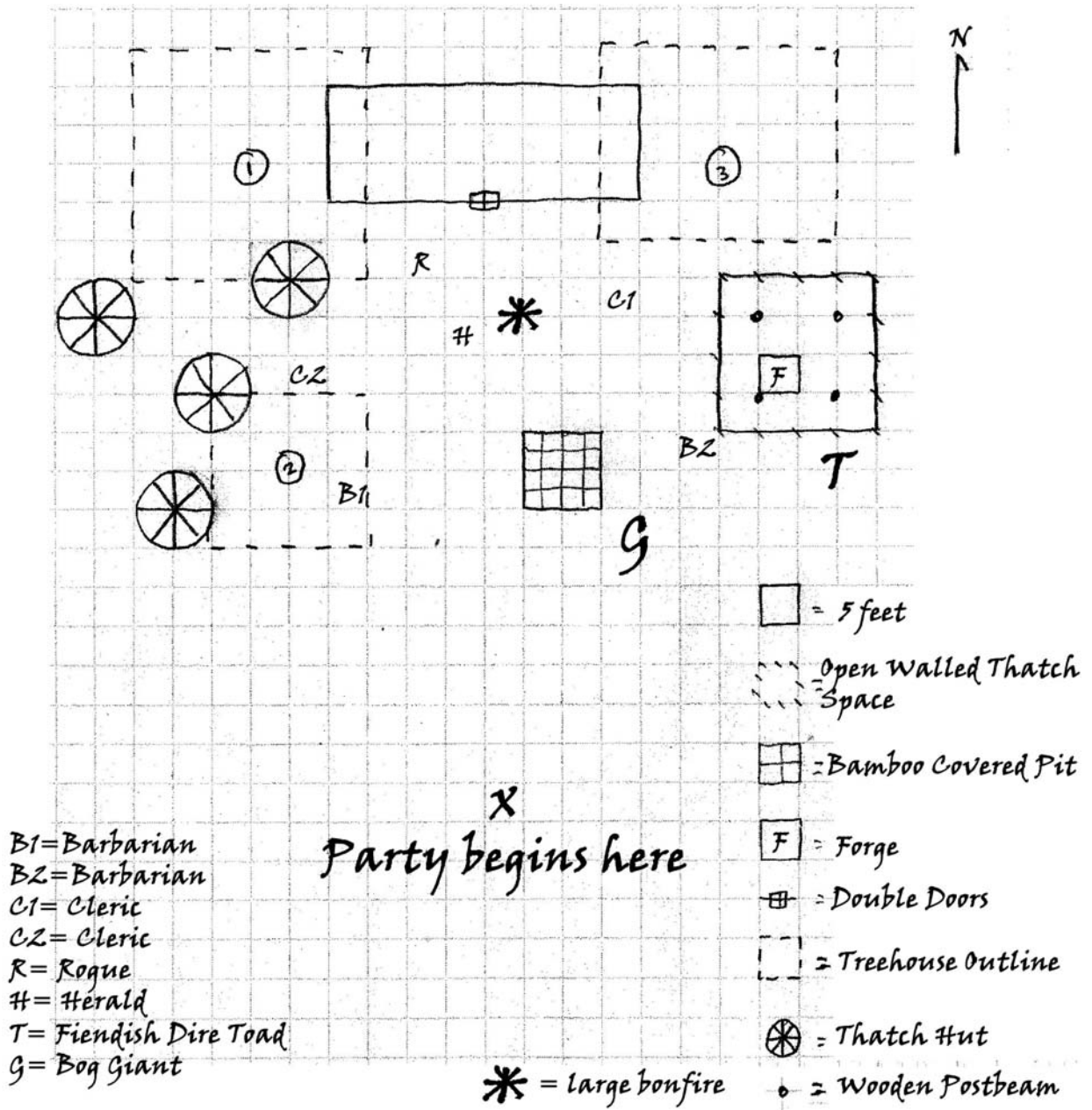
□ = 5 feet

✱ → Broken loading crane

- A. Closed Cargo Hatch
- B. Open Cargo Hatch
- C. Loading Crane and buoy
- D. Hidden Dire Rat
- R. Hidden Dire Alligator (Bog Giant)

- ☐ Crates
- ⌋ Stairs down
- ⊠ Door
- ⊕ Window
- ⌋ Railing
- ⊞ Trap Area of Effect
- ⊞ Climbable Rigging
- ⊞ Area of Cargo hold

DM AID: MAP #2 – DEMONSTRATION OF FAITH



DM AID: NEW RULES

NEW FEATS

Greater Resiliency [General] (*Complete Warrior*)

Prerequisite: Damage Reduction as a class ability or innate feature.

Benefit: Your Damage Reduction increases by 1. If it would normally rise thereafter with level it does so at its previous rate, adding the +1 normally. This feat has no effect on the type of weapon or damage that overcomes your damage reduction. If you have more than one form of damage reduction, choose which to increase when you take this feat.

Close Quarters Combat [General] (*Complete Warrior*)

Prerequisite: Base Attack Bonus +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

Normal: Creatures with Improved Grapple, improved grab, or other similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

NEW ITEMS

Boots of the Tropics: These boots allow a wearer to shrug off the long-term affects of heat and humidity. The boots keep the wearer cool even in the most severe heat, preventing her from taking damage from exposure to heat, as if she were affected by an endure elements (heat). Caster level: 5th; Prerequisites: Craft Wondrous Item, endure elements, Market Price: 2,500 gp.

Weapon Capsule Retainer: The most common method of delivering the effect of an alchemical weapon capsule is the weapon capsule retainer. This long leather thong, wrapped around a melee weapon or thrown weapon (but not a projectile weapon) just at the base of the blade or striking surface, holds a thin, fitted ring sized for a single alchemical capsule. Activating the capsule requires only a swift action and does not provoke attacks of opportunity if it is held in a properly attached weapon capsule retainer. Otherwise, applying an alchemical weapon capsule is the equivalent of applying a magical oil (a standard action that does provoke attacks of opportunity). Market Price: 100 gp.

Quickspark Alchemical Capsule: A quickspark alchemical capsule coats a melee weapon or a thrown weapon with a thin sheet of liquid that crackles and sparks with dangerous electrical energy. This substance allows the weapon to deal extra electrical damage for a short amount of time without damaging the weapon or its wielder. A weapon treated with quickspark deals 1d6 points of electrical damage with each successful strike. The capsule's effects last for 1 round, ending at the beginning of the wielder's next turn. This electricity damage does not stack with any other electricity damage the weapon deals. Prerequisites: Spellcaster, Craft(Alchemy), Market Price: 25 gp.

NEW CREATURES

BULLYWUG CR1 (CONVERTED TO 3.5 FROM MONSTER COMPANION: MONSTERS OF FAERUN, PG25)

CE (Those who worship Wastri are LE) Medium Aquatic Humanoid

Init: +0

Senses: Normal Vision

Languages: Common

AC: 15 (+2 Leather, +3 Natural), touch 10, flat-footed 15;

HP: 1d8+3; hp 7. **DR:** - **SR:** -

Immunities: Magic Immunity as Dragonflesh Golem

Saves: Fort +5, Ref +0, Will -2

Spd: 20 ft., swim 30 ft.

Space: 5ft **Reach:** 5ft

Melee: +1 melee (1d6, Shortspear)

Ranged: +1 ranged (1d6, Shortspear)

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

Attack Options: As base creature

Special Attack: As base creature plus Frightful Presence (Ex)

Combat Gear: 3 Shortspears, leather armor, divine focus(Clerics only)

Abilities: Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7

SQ/A: Erratic Morale, Marsh Move/Summoning (Clerics only)

Feats: Endurance

Skills: Hide +6*, Listen -2, Spot -2; *Bullywugs have a +6 racial bonus to Hide Checks in marshes due to their skill at camouflage.

Description:

Life as a bullywug is nasty, brutish, and wet. Bullywugs kill for sport, systematically destroy their own hunting grounds, and make a religious fetish of summoning monsters that may or may not stay within their control. Bullywugs hunt things, eat things, bully things, and worship their noxious deities. There are many bullywug clerics; as many as 10% of bullywugs in some ponds have one or more levels as a cleric. Bullywug clerics can choose from domains of Chaos, Evil, and Water. Bullywug clerics (other than those of Wastri) are more limited than those of other races, and can only choose three types of spells: *summon monster* spells—their culturally preferred choice—*inflict* spells, and their domain spells.

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

Most bullywugs encountered outside their homes are warriors; the information in the statistics block above is for one of 1st level. Favored class for bullywugs is barbarian.

Erratic Morale (Ex): In any given fight, there is a 50% chance that bullywugs will fight to the death, no matter how stupid that seems, and a 50% chance that they will flee for their lives when some of their number have fallen, even if they could otherwise win the fight.

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

Summoning (Sp): Bullywug clerics are notorious for powerful but unpredictable summoning abilities. When a bullywug cleric uses a *summon monster* spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. In such cases, there is then a 25% chance that the summoned monsters will not be in the bullywug's control, rampaging and attacking at random. It is not uncommon for bullywugs that have summoned monsters and failed to spend all their efforts fighting their own summoned creatures instead of attacking their original foes.

DRAGONFLESH HALF-GOLEM TEMPLATE CR+3

(DERIVED FROM MM2 DRAGONFLESH GOLEM AND HALF GOLEM TEMPLATE, PG 116-118 AND 209-210)

NE Medium Construct

Init: -1 from the base creature due to Dexterity adjustment

Senses: as character plus Darkvision 60 feet, Blindsight 50 feet;

Languages: same as character, but harsh and strangled

AC: Replaces whatever natural armor bonus with +7 (1/2 the Golem's bonus)

HP: As base creature plus bonus HP from Construct Trait in MM. **DR:** 15/Silver **SR:** -

Immunities: Magic Immunity as Dragonflesh Golem

Saves: as base creature, but Half-golems gain a +2 racial bonus to Fortitude saves

Spd: As creature, but add Fly 60 ft (12 squares) and (can't run)

Space: As base creature **Reach:** as base creature

Melee: As base creature, but augmented for altered strength

Ranged: -1 from the base creature due to Dexterity adjustment

Base Atk: As base creature; **Grp:** As base creature, but augmented for altered strength

Attack Options: As base creature

Special Attack: As base creature plus Frightful Presence (Ex)

Combat Gear: As base creature

Abilities: Str +5, Dex -2, Con --, Int -6, Wis +0, Cha -6

SQ/A: As base creature, but with Construct Traits, 15/Silver DR, Blindsight, and Frightful Presence.

Feats: As base creature

Skills: As base creature, modified by new ability modifiers. The drop in Intelligence does not retroactively remove skill points spent.

Possessions: as base creature

Construct Traits: A half-golem is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A half-golem has Darkvision with 60' range.

Blindsight (Ex): A Dragonflesh half-golem can ascertain its surroundings by nonvisual means (mostly hearing and scent, but also by noticing vibrations and other environmental clues). This ability enables it to discern objects and creatures within 50 feet. The Dragonflesh half-golem does not usually need to make spot or Listen checks to notice creatures within range of its blindsight.

Frightful Presence (Ex): When A Dragonflesh Half-golem charges, attacks or flies overhead, it inspires terror in all creatures that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC10+HD + Cha Modifier) or become shaken for 5d6 rounds. A successful save leaves that opponent immune to that Dragonflesh golem's frightful presence for 24 hours.

Immunity to Magic (Ex): A Dragonflesh Half-Golem is immune to any spell or spell like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals fire or cold damage slows a dragonflesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

PLAYER HANDOUT #1 – WHISPERED CONVERSATIONS

SPOKEN IN KEOISH:

Cloaked man: “Good to see you again, Finnegan! I’m sorry about the door.”

Innkeeper: “Not a problem, Major. Your usual?”

Cloaked man: “Aye, something to chase the chill.” *Chuckle*

Innkeeper: “I’m glad to see the storm hasn’t caused you too much trouble.”

Cloaked man: “Trouble enough, Finn. Trouble enough. You have one of the dining rooms free?”

Innkeeper: “Of course Major! That first one’s got the hearth going.” He points to the door, “Are you alright? Need me to fetch a cleric?”

Cloaked man: “Nothing like that, Finn. I just need to talk to that lot playing cards. Standards business. I trust on your discretion?”

Innkeeper: “As always, Major! I’ll give you a few minutes?”

Cloaked man: “Yes, and if you’d bring us all my usual supper, too? I’ll settle up with you afterwards.”

Innkeeper: “On it’s way, Major.”

Cloaked man: “You’re a good man, Finn! My thanks!”

Innkeeper: “Glad to be of service, Major.”

PLAYER HANDOUT #2 – LETTER TO ANY DREADWALKERS

Greetings Fellow Dreadwalker!

Know that this man, Major Silas Fletcher of the Keoish Royal Standards, is a trusted friend of our organization and that it would be of great assistance to our own endeavors if you would be willing to consider his proposition. Please take his words into serious consideration before reaching your decision.

Understand that should you agree to his undertaking, the rest of the Dreadwalkers will know of your willingness to cooperate with our allies and count as service to our Brotherhood.

Keep safe Dreadwalker, and may you destroy the blight wherever you find it,

Ularion Moonchild, Dreadwalker.

PLAYER HANDOUT #3 – LETTER TO ANY MERCENARIES

Hail and well met!

I write this letter to introduce Major Silas Fletcher as an ally of our Order. I would ask that you consider his requests as requests of our brothers in arms, and provide him the same consideration you would an operational commander amongst our number. He is a wise man with a great strategic mind. His understanding of the probable impact of events on our region is sound.

Having said this, I want you to know that should you choose to participate in the Major's venture, we will consider it as if you had joined in an action under our banner. Your willingness to serve under a joint commander will not go unnoticed.

May you defeat the enemy in glorious combat,

Balian, Gradsul Chapter Commander.

PLAYER HANDOUT #4 – LETTER TO ANY MEMBER OF THE KEOISH ROYAL STANDARDS

Greetings Soldier,

You are being offered the opportunity to participate in a voluntary action under the command of Major Silas Fletcher. This is strictly a volunteer mission, however successful completion on your part will be considered towards your annual term of service and will reflect favorably upon your record of service. I would urge you to strongly consider the Major's words and take part in his operation.

Gods save the Lion Throne!

Glory to Keoland!

*Colonel Marcus Cooperson,
Strategic Advisor to Warmaster Morgan Armitage*

PLAYER HANDOUT #5 – TEMPORARY DUTY ORDERS

Greetings,

Know that the bearer of this letter and their companions are currently on temporary assignment for Major Silas Fletcher of Warmaster Morgan Armitage's Strategic Planning Command and have been dispatched to Westkeep and its surrounding territories in order to investigate strange events within the Hood Swamp and recover any Keoish Royal Standard personnel or materiel they discover. You are directed to provide any reasonable and legal aid requested in conjunction with the completion of their mission and will be compensated equitably for such support. It is a low crime to interfere with this operation unless the parties involved have directly violated the law of the land. It is a low crime to inappropriately use the authority granted by these orders or retain these orders beyond the completion of the mission. Good luck and good hunting!

Gods save the Lion Throne!

Glory to Keoland!

*Colonel Marcus Cooperson,
Strategic Advisor to Warmaster Morgan Armitage*

PLAYER HANDOUT #6: THE HERALD OF WOE

As you close your eyes and drift into slumber's embrace, you find yourself facing a man wearing a long white robe with the cowl pulled up. His features are hidden behind an ornate mask crafted of the blackest iron. Trails of engraved tears fall from each eye socket. Behind the mask you can see eyes the color of lightning striking water. The last time you saw this man was after the horrors of Ultholme, the lost town of Neverfall.

In a toneless, hollow voice, the man speaks.

"Prophecy is never an easy road to travel. The Black Dragon Aulicus was possessed of many prophecies, the most famous being the Blackrazor prophecy. For this, King Kimbertos had him hunted and slain like one might hunt vermin that disturb a scullery maid.

Dragons, as a rule, have distaste for being treated like vermin.

When Aulicus was slain, it caused an unintended ripple in the fabric of the prophecies related to him, and related to our King. When Aulicus was made into a twisted undead abomination, this ripple became a wave. When Aulicus' phylactery was destroyed, this wave became a whirlpool. Such creatures of power are not to be toyed with lightly, and King Kimbertos, in his folly, has toyed where he should not.

To this matter my order has sent a powerful force. Jallard was my oldest and most trusted Woestave, and now he is no more. A creature of Aulicus, but not Aulicus, has stricken him down. His symbol of office, a black ash staff, now lies with this creature. This Herald of Woe presages the return of the Prophet of Woe.

Aulicus' own flesh calls to him from beyond the nether. It beckons him back and as long as one scale, one scrap, remains on Oerth, he is a danger. To this end, you are now my sword. Slay this creature, burn its flesh until none remain, and return to me the Woestaff it carries."

The man's form begins to waver and dissipate. His toneless voice resonates around you.

"The first virtue is silence."

