

TSS4-06

Wind Reaping

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

Version 1.0

Round One

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Bullywugs. Wastrians. Enemies so despised in Sunndi, the law itself allows them to be slain on sight. Skulking in the Vast Swamp, long have they dreamt of the day all non-humans are eradicated from the face of the Oerth.

Until now.

Now, they move...

Sequel to the Sunndi Regional, Harvest Time, this is part 2 of the When the Wind Blows series.

This scenario is for APLs 4-12.

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

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Introduction

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

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

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

Preparation

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

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

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

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

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

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

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

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

Scoring

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

LIVING GREYHAWK Levels of Play

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

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

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

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

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

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

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

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

to attack must succeed at a DC 10 Handle Animal or

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

Time Units and Upkeep

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

Adventure Background

This is the second in the series *When the Wind Blows*, describing why great numbers of Bullywugs come boiling out of the Vast Swamp every 20 or so years and ravage the land. In part 1, *SND3-01 Harvest Time*, the adventurers found out all is not well, as the Bullywugs that live in the Vast Swamp made their first attack on the people of Sunndi. In *Wind Reaping*, the Bullywugs attack in full force, their raiding parties swarming across the land, burning and killing all along the border.

Adventure Summary

Introduction:

Like *Harvest Time*, *Wind Reaping* takes place in Longwood, a village on the edge of the Vast Swamp near Menowood. It has been 8 months since *Harvest Time*, and the village is restless with the rumour of war. So far, they've been lucky and left undisturbed, but the threat of an attack grows with each day. Therefore, Mayor Chaldea Starglow, accompanied by her granddaughter, the Royal Warder of the Vast Swamp, or Marsh Warder, Chelda Windfang, traveled to Eyedrinn, the seat of the County of Stalward, to speak with Lord Yarinto, Count of Stalward, and request his aid. Chaldea's daughter Eriane Windfang, and her husband Beor Windfang, also a Royal Warder of the Vast Swamp, currently lead the village. Felan, the half-olven innkeeper, and Kregar, mayor Chaldea's celestial hawk familiar, aid them.

Encounter 1: Bad Tidings

The scenario starts with the party relaxing at the Olve and Bear, when a commotion outside disturbs the peace: the Warder Beor Windfang arrives, half supporting, half dragging a nearly dead lizardman to the temple of Pelor and

Esterian, the village priest. Shortly after, Beor's wife Eriane hurries past as well, and Felan, handing business to his companion Elsterr, is also headed to the temple. Obviously, bad things are about to happen...

Encounter 2: Inside the Temple

When the party goes to investigate, they learn that the lizardman is Ghakarr, of the Sht'ker a tribe that lives about a week's travel southeast into the swamp. Ghakarr is the sole survivor of a large hunting party exterminated by bullywugs. Careful questioning will make it clear the bullywugs are headed this way, and could arrive as early as tomorrow. Longwood is a border town and can withstand quite a bit, but not a massive attack by an army and the only sensible choice is evacuation. Of course, people are not always sensible, and Eriane, with two children to care for, is as reluctant to leave as most other villagers.

Encounter 3: A Plea for Help

The Guard Tower to the east can hold off an army for much longer, hopefully long enough for the Sunndian Army to arrive; Kregar is sent off to get them. The Guard Tower is about 10 miles to the east, and would normally take only a couple of hours. With the complete village in tow though, half a day or more seems much more likely, never mind the time needed to pack, and there is the distinct possibility of a bullywug attack along the way.

Encounter 4: Planning

With the help of Ghakarr, the leaders of the town and the party begin to make evacuation plans if the bullywugs are on the move.

Encounter 5: Kregar's Report

When Kregar comes back from his scouting trip, he brings bad news indeed.

Encounter 6: Evacuation

It is up to the party to convince Felan, Beor, and Eriane, that everyone should leave as soon as possible, and then, with their help, to convince the village. With dusk approaching, this is no easy task...

Assuming the party succeeds, packing will still take many hours, and the refugee caravan will not be ready to leave until dawn. By then everyone is frantic to leave, hoping against hope to reach the Guard Tower before the bullywugs arrive.

Encounter 7: On the Road

On the road, amphibians, such as toads and newts, harass the party and refugees. Although these tiny animals are

incapable to pose anything even remotely resembling a threat, they certainly try.

Encounter 8: Amphibians

Unfortunately, the bullywugs will arrive before the villagers reach the Tower, and the party will have to defend the refugees, first against a scouting party.

Encounter 9: Amphibious Rage

Next, a second group of bullywugs attacks.

Encounter 10: The End of the Road

At the very foot of the Guard Tower, a third wave of bullywugs attacks, and the rest of the army is coming close on their heels.

Encounter 11, Waiting...

Safe inside the tower but unable to get out, there is nothing to do but wait.


Troubleshooting: At high APLs, it may be that the party has the means to go out into the swamp and fight the bullywugs on their own ground. If so, by all means let them; simply hand them the 3 encounters all in one go. Add in a lot of the bullywug raiders as well; at these levels bullywugs in the listed encounters are the elite of the army, but of course there are lots of low-level "soldiers" as well.

On the other hand, in the unlikely case the party chooses not to interfere at all, the bullywugs will overrun the village during the night, slaughtering everyone in sight. In this case the party does get all foes in one big lump, and will probably have to try and flee like everyone else

Introduction

The scenario starts with the adventurers enjoying a late afternoon drink at the Olve and Bear Inn in the village of Longwood, near the border with the Vast Swamp. The dominant topic is the numerous attacks of bullywugs all along the border with the Vast Swamp. People are afraid and angry, but unsure what to do; they don't want to leave their homes, but the bullywugs have already burned several villages to the ground. Allow the players some time to introduce themselves, and get a feel of the town; if somebody wants to have done some shopping, that's fine, but keep an eye on the clock. In game, the PCs gather at the Olve and Bear around the fourth bell after noon and the scenario begins. Continue with Encounter 1.

Encounter 1: Bad Tidings

 **Longwood (village):** Conventional; AL NG; 200 gp limit; Population: 364 (64% human, 21% olven, 7% noniz, 5% hobniz, 3% other; Trade furs, leather, wine, woodcarvings.

Authority Figure: Mayor Chaldea Starglow (LG human female Ftr4/Wiz5 [former adventuress]).

Important NPCs: Esterian (NG, olven male Clr5 of Pelor), Felan (NG half-olven male Exp3 [innkeeper]), Beor (CG human male Rgr6 [Marsh Warder]), Karzat (CG half-euroz male Exp4 [blacksmith]).

Longwood was founded fairly recently, in 583 CY, when the innkeeper Felan, his family and several friends settled and rebuilt the ruins of an older village destroyed in one of the many battles that had ravaged so much of Sunndi's southern frontier. As a reminder of those days, the stockade surrounding the village is kept in excellent repair. Longwood is reasonably prosperous, though not exceptionally so.

Ask the players if they played *SND3-01 Harvest Time*, *SND3-02 Murky Waters*, or *Lizard King*. Those that played *Harvest Time* will recognize Beor and Eriane on sight; those that played either *Murky Waters* or *Lizard King* know a Chtaan when they see one. Adjust the boxed text as appropriate.

Everyone knows that the Road of Fame is covered in rocks and pitfalls, and that many horrid monsters lurk along its margins. Dragons, vampires, insane priests and wizards – there's good reason why not everyone chooses to take the way of the Hero. Even the more mundane roads that brought you to the village of Longwood can be plagued by bandits intent on taking your money and your life.

Newts though, do not rank highly among the expected dangers.

Few people go in fear of frogs, and toads are not well known for their teeth. And yet these are precisely the terrors that you faced during the last days as you approached to the borders of the Vast Swamp. Pretty yellow flowers lined the way –from which hopping mad frogs would jump at you, cling to your belt and savage your clothes with no result whatsoever except looking ridiculous – and quite unnerving. Whenever you camped, toads would likewise croak a challenge and leap at you,

while silent newts would slither up and nibble your ears at night. Other roadside travelers suffered the same troubles, else you might have thought to be cursed. But if curse it be, then it is quite indiscriminate as the raving amphibians attack anything that moves –including each other.

In the village of Longwood itself though, the creatures have long been exterminated, though frog soup, frog leg fricassee and other delicacies are still sold at very low prices. It will be most pleasant to walk around without the constant pestering.

As the fourth bell of the afternoon tolls, the midday heat is slowly fading, but it is still unpleasantly hot, and a refreshing drink seems an excellent idea. The Olve and Bear, with its beautiful wood paneling and first-rate beer, sounds like a good plan, and service is quick and warm, if somewhat subdued by the ever growing threat of the bullywug invasion. Most conversations around you centre on various raids and bloodshed by the bullywug invaders. Some are even talking of leaving for safer areas like Pitchfield. The great Guard Towers Hazendel ordered build only a few years back have so far succeeded in holding the tide of raids, but if this goes on much longer, surely they must fall. Others are less convinced, and disagree strongly, firmly believing in the protection of the King, and point out that this is exactly why the mayor, Chaldea Starglow, and Marsh Warder Chelda have gone to speak with Lord Yarinto, Count of Stalward. Some even hold the threat of invasion to be vastly overstated, no more than fear mongering by greedy merchants seeking to drive up prices for their own gain. Whatever the truth may be, right here and now, all is quiet and you enjoy your drinks in peace, with not a newt in sight.

The peace of the afternoon is suddenly broken by shouts from outside - people calling in surprised alarm.

If the party goes out to investigate, they see an enormous bear of a man half guiding, half carrying what seems to be a cross between a human and a lizard; he is followed by what looks like half the inhabitants of Longwood, wanting to know what the creature is and what is going on. The human however does not respond, and determinedly continues towards the temple of Pelor.

A successful DC 15 Bardic Knowledge check or Knowledge (Splintered Sun) reveals the creature is a lizardman. A successful DC 20 Bardic Knowledge check or Knowledge (Splintered Sun) reveals that the lizardman is of the Chtaan. A successful DC 25 Bardic Knowledge check or Knowledge (Splintered Sun) reveals that the human is Beor Windfang, one of the two local Royal Warders. Of course, PCs who played *SND3-01 Harvest Time* will recognize Beor on sight, while those that played *SND 3-02*

Murky Waters or *The Lizard King* will recognize the Chtaan for what he is (though not his tribe).

While the PCs decide what to do next, Felan, the half olven innkeeper of the Olve and Bear, asks his companion Elsterr to keep an eye on business as he hurries after Beor and the lizard like creature. PCs who played *Harvest Time* (or succeed at a DC 25 Bardic Knowledge check or Knowledge (Splintered Sun) check) also recognize one of the villagers close to Beor as Eriane, his wife and the mayor's daughter.

If the party inquires after the yellow flowers, show them Player's Handout 1: The Yellow Flower.

A Knowledge Nature will reveal the following:

- DC 10: You've never seen this flower before
- DC 15: This flower is usually *very* rare in Sunndi (except currently it's growing everywhere)
- DC 20: The flower is not native to Sunndi, and should not be growing here at all, let alone in such quantities. That's probably why it is so sickly.
- DC 25: It's definitely a swamp flower, but it's not native to the Vast Swamp either.
- DC 35: This is weird. These are sun children; the nearest place these plants should grow is the Tilvanot Peninsula...

A DC 25 Bardic Lore check reveals these flowers were last seen some 20 years ago –during the last bullywug invasion. The strange behavior of the amphibians remains unexplained; let the PCs roll whatever checks you please, then tell them they've never have no idea. They haven't... Should they ask, then yes, the little yellow flowers with their fern-like leaves grow everywhere, though most of the plants seem sickly and bug-ridden. At any point during the scenario except indoors, a DC 10 Search check will turn up one or more patches of yellow flowers.

If the party follows everyone else to the temple, read or paraphrase:

The main deity of Longwood is Pelor, and His radiant face reflects the light of the afternoon sun from the front of the temple. Beneath it at the open door, you see a young olven priest listening to the human's tale as he quickly examines the lizard creature. The human, whose name appears to be Beor, explains how he found the Chtaan (this seems to be the creature) in the swamp several days ago, feverish and all but dead from his festering wounds. The innkeeper Felan and a middle-aged woman stand nearby listening closely, and help Beor lift the Chtaan when the priest invites them inside. The people of Longwood stay outside, talking to each other in excited, worried voices.

If the PCs offer to help, they are also invited inside. Any PC who played *SND3-01 Harvest Time* will recognize the woman as Eriane, and she will recognize them, and ask them to come inside as well. If none of the PCs played *Harvest Time*, Esterian, the priest, will introduce himself to any obvious divine casters, and request their help with the wounded Chtaan. If neither option is available, any PC of level 8 or up is asked to assist regardless; either because they can be recognized as powerful people or because one of the NPCs has heard of them.

If none of the above applies, and no other way to get the party inside presents itself (like the PCs asking), they will have to wait outside with the villagers. If the party does go inside, the NPCs introduce themselves as appropriate: Esterian, priest of Pelor, Felan, the innkeeper, Beor Windfang, Royal Warder of the Vast Swamp, and Eriane Windfang, master leather worker, daughter of mayor Chaldea and Beor's wife.

Encounter 2: Inside the Temple

Ask if any of the PCs speaks Draconic. Those that do can speak with the Chtaan normally; adjust the boxed text as appropriate.

Read or paraphrase:

The cool shade inside the temple seems almost cold after the oppressive heat outside, and the beautiful stained glass windows burn brightly, casting a riot of colors on the floors. Before the altar, lies the Chtaan, motionless and apparently dead. Then he moves – no, something moves on him: a bloated maggot looses its grip on a leg wound and falls to the floor.

A DC 15 Heal check reveals the Chtaan is still alive, though barely so. It takes a DC 20 Heal check to notice the discoloration to the side of his head that denotes a cracked skull. Rules wise, the Chtaan is at -3 hit points but stable, and could have been healed by Beor, but the marsh fever he attracted is draining his Constitution at an alarming rate. To fully heal him, he needs a *remove disease* spell, have 8 points of Constitution restored, and 20 hit points healed. Luckily, to revive him, the *remove disease* and 4 hit points are enough, and Esterian can do both if the PCs can't.

When all spell casting is done, read or paraphrase:

As the last syllables of the healing rite fade from hearing, the Chtaan slowly opens two slitted, brightly yellow eyes, and weakly tries to move. A faint hiss is quickly smothered by a hacking cough and the scaly face contorts in what can

only be pain. Beor immediately holds out a water skin from his belt, and the Chtaan drinks greedily before looking at you all and hissing something unintelligible. After some hesitation, Beor hisses something in reply, though it takes no expert to realize his response is far from fluid.

If any of the PCs speak Draconic, then they can help Beor quickly find out what is going on. Have the PCs interact with Chtaan on behalf of Beor.

The Chtaan is asking the regular questions: "where am I," "who are you", "what happened?" Beor speaks halting, heavily accented draconic, and while he can make himself understood, most complex topics are beyond him. Still, he can interpret for the party if none of them speak Draconic.

With Beor's help, the party can learn the following:

The Chtaan is called Ghakarr, and was part of a large hunting party. They encountered many, many frog folk, who were raving mad and extremely aggressive. The frog folk basically exterminated the Chtaan. Ghakarr isn't too sure of what happened afterwards. He remembers screaming frog folk cutting up living and dead Chtaan and then the sky exploding into darkness.

If one or more PCs speak draconic, they can converse directly with Ghakarr, and learn some more information if they ask the right questions:

There were 12 Chtaan in the hunting party. They were hunting giant crocodiles. All were experienced hunters and heavily armed. Two days away from home, they were ambushed by at least a hundred bullywugs, most of them screaming and frothing at the mouth. They tried to retreat, and then simply to flee as fast as they could, but the bullywugs were faster than them and cut them down on the run. Ghakarr is sure two thirds of the hunting party was dead before they had run a hundred yards. Then he himself was overtaken by 3 bullywugs, and though he is reasonably sure he killed at least one, they fought on long after they should be dead, and kept coming back at him –until one hit him hard on the head. After that his memory is fuzzy at best; he remembers trying to go home to give warning, but obviously he didn't.

If asked, Beor can testify he found Ghakarr 3 days south of Longwood, several days northwest of where he should be. It doesn't take much imagination what the fate of the Sht'ker tribe has been...

If asked for more details, Ghakarr mentions the bullywug's unnatural speed and extreme aggressiveness. They ignored any danger to themselves, and some even

attacked each other! If pressed, Ghakarr admits that last bit may have been his imagination, but it certainly seemed real.

Encounter 3: A Plea for Help

Read or paraphrase:

There is a heavy silence when Ghakarr is done with his sorry tale. Esterian and the others look pale and frightened. Esterian is the first to speak.

"Is... Is there a way to determine where those monsters are now?"

He shivers, as from cold.

Give the PCs a few moments to come with suggestions, then, if they don't, continue:

After a few moments, Eriane stirs and replies,

"Kregar. He can fly out and find them. That many bullywugs... He can spot them a mile away."

Beor nods, and shakes himself. "And what if they are headed here? We can't possibly defend ourselves from that many bullywugs. We need the army! Kregar can warn them, but what if they can't be here in time?"

Eriane shudders and shakes her head, "Let's not jump to conclusions, love! I will ask Kregar to scout for us. Let's wait until he returns! The bullywugs may have found their match in Ghakar's tribe, or simply move elsewhere!"

With that, she leaves the temple in haste, almost as if she can prevent the bullywugs from coming by acting quickly.

Felan looks after her and shakes his head sadly, but only says "I will tell the villagers of what we learned; they should know what we may face."

Beor nods, and the half olve leaves as well. As Ghakarr looks at everyone with unblinking eyes, Esterian turns to you.

"If the bullywugs... If they are indeed headed here, we will need all the help we can get. Can you help us? Will you?"

Kregar is the celestial hawk familiar of mayor Chaldea. He speaks Common, and can indeed scout for the bullywugs. This will take him 2 hours. If the party can come up with a quicker way to find the bullywugs, feel free to use it; likewise for alerting the army.

Should the party feel up to taking out the bullywug army on their own, make it clear that, while possible, this is *dangerous*, with the challenge rating at least APL+6. Then again, it does allow the party to go in fully buffed and on

their own terms – who knows, they might survive. A little magic can go a long way...

If the party never went inside the temple but are waiting outside, they get the story from Felan, who in that case only has the information Beor could get from Ghakarr. If the party offers to help they can go inside now and question the Chtaan themselves if they can, and can go on with the scenario from there on.

If the party does not offer to help, the bullywugs will overrun the village during the night, forcing the PCs to flee or be slaughtered.

If the party sticks to the regular scenario, continue normally.

While he hopes the party will help from the goodness of their hearts, Esterian, and Beor for that matter, recognizes that not all people are of such stock, and, if asked, will offer reward as well. Note that he will offer most of this as free gifts should the party not ask for rewards, but politely refrains from mentioning so.

For starters, of course the party can keep any loot they may acquire. Esterian himself will gladly offer his aid in healing, including 6 *potions of cure light wounds*. If that is not enough, he will also offer temple gold (50gp per APL for each PC). This he will offer only if needed to secure the PCs' help, although if they don't take it, he will use it to help pay for a *raise dead* should one (or more) be needed. He will also speak on behalf of the party to his superiors, so that they only need to pay for the diamonds for a *raise dead*. Esterian is also willing to speak to mayor Chaldea, a warrior and wizard both, and convince her to open up her spellbooks and teach various rare skills. Both she and his religious superiors may also be willing to part with various magical items to help those defending the land and its people.

Once the party agrees to help, Beor wants to know what they can do. He points out that Longwood cannot withstand an army for long; the palisades would not hold even if they had sufficient people to man it. About 10 miles east of Longwood stands one of the Guard Towers that line Sunndi's southern frontier, and the garrison there could help out. However, even with the help of the Guard Tower and the wooden fence, a hundred bullywugs would overrun the town. The stone walls and full garrison of the Guard Tower seem to be the only way to survive this bullywug invasion. The army at Eyedrinn could destroy the bullywugs, but it would take them two days at least to get here, perhaps three. By then Longwood would be long destroyed.

Although neither Beor nor Esterian says it outright, it should become clear that the only hope for survival for the villagers is evacuation. The Guard Tower can shelter them

for a long time. Food would be a problem, but can be taken along from the village, and things would be crowded but safe. Obviously, Beor and Esterian do not relish the thought of having to flee, and neither do Felan and Eriane when they return. They can, however, be convinced by the party, either through role-play and arguments, or a DC 20 Diplomacy check (note that there's no need to do both!).

If the party cannot convince them, they insist to wait for Kregar's report before making any decisions. This will take another hour, during which time Felan will return to the inn, both to see to work and to calm down the villagers, while Eriane and Beor return home to watch over their children. If asked, Beor will stay to translate for the party if they want to speak with Ghakarr. Esterian will stay to care for Ghakarr, who is still exhausted from his ordeal. In this case, continue with Encounter 5: Kregar's Report.

If the party does convince them of the need to evacuate, Felan still goes to the inn, but he goes to pack, and warn the villagers, while Eriane suggests they move to her mother's workroom, where there is a large map of the area. Give the Players' Handout 2: Longwood and Surroundings, and read or paraphrase:

Reluctantly, Eriane and the others agree that evacuation seems the only way to survive the rampaging bullywugs. While of course, they may not be coming this way, it seems decidedly unlikely.

Eriane shakes her head worriedly, and says "Kregar has been gone for about an hour now, but there is no way to tell when he'll be back. I think we had best go to my mother's workroom, the mayor's office. There is a large map of the area there, and perhaps Ghakarr can point out the site where they were attacked. Beor can show where he found Ghakarr, and when Kregar returns, he can tell where the bullywugs are now. It will give us a clearer image of the situation, and perhaps be helpful with the evacuation..."

*Felan nods, and adds, "I'll go back to the Olve, and close up. If things are as bad as it seems, we'll need time to pack, and we do *not* need frightened people drinking themselves into a stupor."*

Esterian sighs sadly "I think I have some packing of my own to do –and some unpacking as well; it has been a while since I bore arms in Pelor's name, but I still can!"

As Felan and Esterian leave, Eriane gestures at you to follow her.

Encounter 4: Planning

Assuming the party follows rather than come up with ideas of their own, read or paraphrase: (DM suggestion – modify this if any of the PCs speak Draconic. The PCs should be interacting with Ghakarr in the italicized (box) text and doing so in an effective way.)

Outside, frightened villagers besiege you all with dozens of questions, not waiting for answers or even for breath it seems. Felan is calling for silence in a loud voice, and as Eriane and Beor lead you onwards through the throng, Felan tries his best to answer, making his way to the Olve and Bear all the while.

You are brought to a sturdy, two-story house, one of the few entirely stone buildings in Longwood. The house is still fairly new - metal numbers on the front of the building proclaim that it was built in 586 CY. The first floor is dedicated to an office while the second floor contains the living areas. Inside, you are led to a well-furnished room, with tall bookcases between taller windows. A large desk dominates the left half of the room. To the right of the desk stands a perch for a hunting bird. A large map of the area hangs on the wall behind the desk. In the right half of the room are several comfortable chairs around a low table next to a fireplace, now cold and dark.

Eriane walks over to the map, while Beor, in his stilted draconic, hisses at Ghakarr. After a few tries, Ghakarr seems to understand, and points out an area on the map. Beor looks at the spot closely, then points out where he found the Chtaan. Although the Chtaan village is closer, both spots are uncomfortably close to Longwood as well...

It is getting towards dinnertime, and outside, things quiet down a bit as most people go home to eat. Still, a sense of fear and looming disaster hangs over the village...

Give the players some time to study the map and come up with plans to speed up the evacuation and protect the caravan. When they run out of ideas (or time), Kregar returns with alarming news.

Encounter 5: Kregar's Report

If the party convinced Beor and the others, they are inside the mayor's house when Kregar returns. Read or paraphrase:

As you discuss your options for the umpteenth time, a piercing shriek splits the air. Looking up, you see a snowy

white hawk balancing on the windowsill, staring at you with fierce, golden eyes.

Eriane hurries over and opens the window: "Kregar! What have you found?"

The hawk hops in and sails over to his perch before screeching: "Bleew'gs! Coming here! Scores of bleew'gs! They'll arrive tonight, tomorrow and kill! Kill! Kill!!!"

Beor and Eriane both turn as pale as Kregar's feathers...

The bullywugs are indeed on their way to Longwood, and will most likely arrive around dawn. Kregar counted at least 6 score of them: 80 or so bullywugs on their way to Longwood, while another 40 lie dead in the ruins of the gutted Chtaan village. The frogfolk seemed very agitated, and fights would continuously erupt between them, only to be calmed down by heavily tattooed bullywugs waving smoking pots. Kregar does not doubt for a second that the Longwood villagers will be slaughtered to a man if they are still here around dawn.

If the party did not convince the NPCs, or for some reason is not at the mayor's house, let them make a DC 12 Listen check to hear Kregar's ear-piercing shriek and determine where the noise came from. In this case, they arrive just in time to see somebody open the window Kregar is waiting at. This is a servant letting in the bird. Eriane, likewise having heard the screeching, is hurrying towards the building, and gestures the PCs to follow her. Inside, Kregar will give his report as above.

Encounter 6: Evacuation

Note: This is a role-playing encounter, and can take as much time as you let it. If you are pressed for time, you can reduce it to the rolls, but of course that will take away a lot of the fun as well. Also keep in mind, that the player is not the PC. Do not penalize the players for not being as witty, dashing and diplomatic as their character, especially if this is the night slot on the third day of a convention. If the dice says the DC is beaten, it is; the villager is convinced and the xp is earned.

If the party convinces (turns to Friendly) all the villagers listed below, or gets enough help to get an accumulated Circumstance bonus of +10 or more, assume they convince the rest of the village with little trouble.

Now that it is clear that Longwood is about to be overrun, the evacuation must not be delayed any longer. However, few of the villagers are willing to leave; for most, it means

leaving behind most if not all of their worldly possessions, and as of yet, there's not a bullywug to be seen...

The party will have to convince the villagers to flee, and while some will agree readily, others will object very strongly.

In order to succeed, the party must, through Diplomacy, Bluff or Intimidation, convince a significant part of the population; significant either in numbers or importance. In effect, they must turn the villagers' attitude to Friendly, as given under the Diplomacy skill in the PHB, page 72. Below is a list of more or less significant villagers, with their current attitude, and a circumstance modifier. If an NPC's attitude is turned to Friendly, he will agree to leave. If it is turned to Helpful, add the listed Circumstance modifier to all subsequent checks as the NPC actively helps the party to convince others.

Note that creative use of spells (say, divinations to show the threat is real, or illusions of PCs defeating bullywugs) may help to convince the villagers. Assign a circumstance bonus as appropriate.

For your convenience, the table from the PHB is given here:

Initial Attitude	New Attitude (DC to achieve)				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	< 20	20	25	35	50
Unfriendly	< 5	5	15	25	40
Indifferent	—	< 1	1	15	30
Friendly	—	—	< 1	1	20
Helpful	—	—	—	< 1	1

☛ **Esterian**, priest of Pelor

Attitude: Friendly; *Circumstance Bonus:* 4.

At this point, Esterian presumably already has been convinced, but in case he was not, he is listed here. As the village priest, he has great influence, and his support is important. Having heard Ghakar's tale, he is not terribly hard to convince; Kregar's word is enough to convince him. A single successful check will turn him to Helpful, granting the +4 Circumstance bonus to all further checks the party makes.

☛ **Beor**, Royal Warder of the Vast Swamp

Attitude: Friendly; *Circumstance Bonus:* 3

Beor is halfway convinced already, he had personal experience with the bullywugs less than a year ago. He's a bit of an outsider, but as a Marsh Warder and son-in-law of the mayor is still an influential man.

☛ **Felan**, Innkeeper of the Olive & Bear

Attitude: Indifferent; *Circumstance Bonus:* +3

Felan is more or less convinced, but, although he doesn't say it, really hates to leave his inn behind. Most of the beautiful woodcarvings are his, and he invested heavily in the inn, both in money, time, and soul. Chances of finding anything left afterwards are very small indeed... If the party does gain his help though, he is an influential man in Longwood.

☛ **Eriane**, leatherworker.

Attitude: Indifferent; *Circumstance Bonus:* +1

Eriane is torn. She has two young children to care for and as refugees can't take much along, they'll be nothing more than beggars. However, she also has a husband who means the world to her and who barely escaped from his last encounter with bullywugs alive. And Kregar spoke quite clearly about the danger they are facing now. At least her daughter Chelda is safely away. Should the party win her help, Eriane holds some influence as the mayor's daughter, but, she is used to letting either her mother or her husband take the lead, and has little influence of her own.

☛ **Darya**, weaver

Attitude: Indifferent; *Circumstance Bonus:* +1

Darya is a young, good looking woman who has known little hardship in her life, and sincerely believes that Pelor will protect the faithful. That Pelor may see fit to protect them by having adventurers guide them away from their current life is an entirely new notion, and one that will take some effort for her to believe.

☛ **Jannen**, farmer

Attitude: Indifferent; *Circumstance Bonus:* 1

Farmer Jannen may be known to some of the players; if this is so, his attitude is Friendly, as they saved his life in the last rainy season. Jannen is a practical man, but his knowledge of things not related to farming is limited. He readily accepts that the bullywugs present a great danger, and that they would all be much safer at the Guard Tower. Surely though, if the bullywugs are so close, they will catch up with the villagers and attack on the road, and wouldn't that be far more dangerous? Shouldn't they use what time they have to fortify the village and face the danger here, on familiar ground? For instance, his Daisy (the oxen) can be a formidable foe, as he proved on that dangerous trip not so long ago (referring to the Sunndi mini module *Rain*, where the party encountered a hungry hydra). Setting Daisy loose in the fields will give any bullywug reason for pause. Jannen will bring up this and similar arguments and suggestions, convinced that they will be better off if they stay.

☛ **Karzat, smith**

Attitude: Indifferent; *Circumstance Bonus:* +2

Karzat is a silent, solid figure who rarely strays from his smithy. As a half-euroz orphan born in Ahlissa, he has seen far more than his share of unpleasantness, including what an army set on destruction can do to a village. Longwood is the first place he ever found where the people looked beyond his heritage and appreciated his gift with metal, and the thought of being forced on the road again galls him. In his case, he is not so much unwilling to leave, as he is longing to take the battle to the bullywugs. He wants to *fight* for his home.

☛ **Roald, miller and baker.**

Attitude: Unfriendly; *Circumstance Bonus:* +3

Roald despises anything that upsets the daily order of his well-structured life. His first (loud) reaction is to deny the existence of any bullywug army, and berate the party for rabblousing, trouble-making ruffians. The thought of having to leave behind his beautiful mill and bakery, and exchanging his large house and the rich, comfortable life he spends there for the hardships of life as a refugee are abhorrent to him. The notion of exposing his wife and six children to such terrors does nothing to improve his mood.

In the end, the party should be able to convince the villagers it is better to leave. It is by now late in the evening, which does nothing to improve the general mood of urgency and rising panic. Everywhere, people are packing as much of their belongings as they can gather (baker Roald loading no less than 3 carts), their pace growing more frantic as time passes on.

Eriane does one more thing before she, too sets to packing: she sends Kregar to her mother, and to the count of Stalward, to raise the alarm and spread the word.

The party meanwhile has two choices; leaving as soon as possible (roughly 5 hours from now, around midnight), travel through the night, and hope to arrive at the Tower at dawn, or rest 8 hours, giving the villagers more time to pack, and the spellcasters the chance to change spells.

If they choose to hurry, nothing particular happens; run the encounters as listed.

If the party chooses to rest and restudy, they will be able to pick spells more appropriate to the dangers they will face (including Esterian). However, in this case the bullywugs in the second combat encounter will have been joined by another band, raising the EL to APL+3.

When all is ready, ask the players how they will position themselves, at the front of the back of the caravan. Beor, Karzat and Esterian will guard the opposite end, while the 3 remaining guardsmen (the others went with

the mayor) guard the middle, acting as flankers. Use this for descriptions only; Longwood has over 350 inhabitants, which is a lot more than will fit on the battle mat.

Encounter 7: On the Road

Once all is said and done and the villagers and party are ready to leave, read or paraphrase:

Distant stars glitter overhead as the entire village of Longwood gets ready to leave, their belongings packed as best they can on wagons, carts, or their own backs. An oppressive mood of bitterness and fear hangs over the villagers as they set out to leave behind all they have.

Esterian looks at you, the sorrow in his eyes belying the image of the fierce battle priest his plate mail gives him. "We are as ready as we can hope to be... Too much... too much is left behind, but there is nothing more we can do. Let us go, and may Pelor protect us all."

He gestures for the people to start moving, and takes his own place in the long line.

Slowly, the stars overhead turn towards morning, as you make your way towards the distant Guard Tower. At first, nothing seems able to break the gloomy spell, until a surprised shout goes up from among the refugees. Within moments, more shouts and curses can be heard –and then you yourselves are under attack as well! Small, dark shadows sail through the air, striking you in various places and clinging to your body while they savage your clothes with their toothless maws: frogs, toads, and yes, scuffling along the ground, newts. It would appear that whatever curse or strange influence caused these strange attacks as you made your way to Longwood is still in effect.

Give the party a chance to react, although there is not really much they can do. If asked, the villagers explain that any frogs and other amphibians have long since ended in the cooking pot, making the village relatively safe from these "attacks". Also, anyone checking will find the weird yellow flowers growing in abundance along the road, especially in the wetter areas. The villagers have never seen the plant before either, although it grew in increasing numbers in and around the village since last spring.

Once the party indicates they are ready to continue, continue with Encounter 8.

Encounter 8: Amphibians

Read or paraphrase:

Despite the amphibian savagery, you press on towards the Guard Tower. You still have a long road ahead of you. Dawn is already coloring the heavens, but the sun has not yet actually risen.

Have everyone roll a DC 15 Listen Check (5 for the bullywugs coming in to attack, +10 for the noise of the creaking wagons and walking people. Anyone scouting ahead gets a +1 bonus for every 10' he is away from the caravan, to a maximum of +5). Those that make it hear the bullywugs coming and are not surprised. For every 10 points someone beats the DC by, he or she gets a full round to prepare (rounding down - so someone making DC 35 would hear something coming 2 rounds before the actual attack).

If the party has a flying scout (like a raven familiar), the scout can make a Spot check as well. A DC 10 spot check reveals the bullywugs in time for the surprise round. For every 5 points someone beats the DC by (rounding down), he or she gets a full round to prepare. Then, it is time to roll initiative.

If the party is traveling at the front, they get attacked by 3 bullywugs. If the party is at the back, Karzat, Beor and Esterian are attacked instead, fighting for their lives while the party presumably hurries towards the battle.

Karzat and the others fail to do any significant damage (at low APLs, feel free to have them be attacked by and kill some extra bullywugs; at the higher APLs, they're lucky to escape with their lives). Note that if the PCs do not move to the rescue, they will be killed in short order, whereupon the bullywugs turn on the rest of the caravan, slaughtering everyone in sight until either the PCs attack, or there is nobody left. The refugees of course won't stand around idly, but will run as fast as they can, scattering into the surrounding marshland. The bullywugs won't pursue while there are other targets nearby, but otherwise will cut down anyone they can reach. Including, of course, the party.

When the battle is over, Esterian will offer healing to those that need it.

APL 4 (EL 5)

☛ Bullywug raiders, Bbn2 (3): hp 33 each; see *Appendix 1*

APL 6 (EL 7)

☛ Bullywug raiders, Bbn 4 (2): hp 61 each; see *Appendix 2*

☛ Bullywug War Chief, Bbn3/War chief 1 (1): hp 60, *Appendix 2*

APL 8 (EL 9)

☛ Bullywug raiders, Bbn6 (2): hp 99 each; see *Appendix 3*

☛ Bullywug War Chief, Bbn3/War Chief3 (1): hp 83, *Appendix 3*

APL 10 (EL 11)

☛ Bullywug raiders, Bbn8 (2): hp 127 each; see *Appendix 4*

☛ Bullywug War Chief, Bbn3/Warchief 5 (1): hp 112, *Appendix 4*

APL 12 (EL 13)

☛ Bullywug raiders, Bbn10 (2): hp 145 each; see *Appendix 5*

☛ Bullywug War Chief, Bbn5/Warchief 5 (1): hp 138, *Appendix 5*

Tactics: See Appendix 9: Map of Encounter 8.

Combat starts with the bullywugs charging from the bushes. If the party is at the rear of the caravan and the bullywugs attack Beor and the others, they concentrate on Karzat (he being a half-orc).

If there's a choice, the bullywugs will go for olves first, other non-humans second, and humans last, but mostly, they'll go for whoever is nearest. Like most religious zealots, they're less concerned with survival than with smiting the enemy, but otherwise, they use whatever tactics seem best (given they have Int 8). All bullywugs are in constant rage, and this is reflected in their stat blocks.

DM's Note: Be sure to read Appendix 7, the War Chief. His presence gives the bullywugs several bonuses, which are ***not*** yet reflected in the stat blocks, as they vanish with his death. Also note that on APL12, the damage the bullywugs get from the increased Strength is reduced by the Damage Reduction barbarians of their level get.

Treasure:

APL 4: Loot: 86 gp; Magic: 3 x +1 leather scale mail (99 gp each), 6 x potion of cure moderate wounds (25 gp each)

APL 6: Loot: 6 gp; Magic: 3 x +1 leather scale mail (99 gp each), 3 x +1 greataxe (193 gp each)

APL 8: Loot: 6 gp; Magic: 3 x +1 dragonhide breastplate (142 gp each), 3 x +1 greataxe (193 gp each), 3 x vest of

resistance +1 (167 gp) 6 x potion of cure moderate wounds (25 gp each)

APL 10: Loot: 186 gp; Magic: 3 x +1 keen greataxe (693 gp each), 6 x potion of cure moderate wounds (25 gp each)

APL 12: Loot: 6 gp; Magic: 3 x +1 dragonhide breastplate (142 gp each), 3 x +1 keen greataxe (693 gp each), 3 x vest of resistance +1 (167 gp each), 3 x amulet of natural amour +1 (167 gp each) 3 x ring of protection +1 (167 gp each), 3x potion of cure serious wounds (63 gp each)

detect magic Results:

amulet of natural armour +1 (Faint Transmutation)

cloak of resistance +1 (Faint Abjuration)

+1 dragonhide breastplate (Faint Abjuration)

+1 greataxe (Faint Transmutation)

+1 leather scale mail (Faint Abjuration)

potion of cure moderate wounds (Faint Conjunction)

potion of cure serious wounds (Faint Conjunction)

ring of protection +1 (Faint Abjuration)

After the battle, everyone moves on to Encounter 9.

Encounter 9: Amphibious Rage

This encounter takes place about an hour after Encounter 8.

DM's note: If the party rested in the village to restudy spells, this encounter will be slightly more dangerous, with 2 extra bullywugs at each APL. In this case, the encounter is APL+3, although hopefully the party has some good spells at the ready.

Read or paraphrase:

As day is dawning, you press onward in silent urgency. The last attack, though minor in itself, gave irrefutable proof the bullywugs are coming, and nobody wants to be on the road when the murderous army strikes. The creaking of the wagons and the laboured breathing of the people seem exceptionally loud in the still morning air. Ahead, the road crosses a sluggish river by a wooden span. The bridge is simple but strong, and Felan, with the keen eyes of his olven ancestors, calls out that he can see the Guard Tower in the distance.

PCs with Low Light vision can likewise make out the tower in the distance across the river.

Again, have everyone roll a Listen Check; this encounter is much like the last, save the foes are stronger.

The DC is still 15 (5 for the bullywugs coming in to attack, +10 for the noise of the creaking wagons and walking people. Anyone scouting ahead gets a +1 bonus for every 10' he is away from the caravan, to a maximum of +10). Those that make it hear the bullywugs coming and are not surprised. For every 10 points someone beats the DC by, he or she gets a full round to prepare (rounding down - so someone making DC 35 would hear something coming 2 rounds before the actual attack.

If the party has a flying scout (like a raven familiar), the scout can make a Spot check as well; a DC 10 spot check reveals the bullywugs in time for the surprise round; for every 5 points someone beats the DC by (rounding down), he or she gets a full round to prepare

And again, it is time to roll initiative.

As before, the bullywugs will slaughter everyone in sight unless killed by the party. Afterwards, Esterian will offer healing again.

APL 4 (EL 6)

👉 **Bullywug raiders, Bbn2 (4):** hp 33 each; see *Appendix 1*

APL 6 (EL 8)

👉 **Bullywugs, Bbn4 (3):** hp 61 each; see *Appendix 2*

👉 **Bullywug War Chief Bbn3/Warchief 1 (1)** hp 60, *Appendix 2*

APL 8 (EL 10)

👉 **Bullywugs, Bbn6 (3):** hp 99 each; see *Appendix 3*

👉 **Bullywug War Chief, Bbn3/Warchief 3 (1)** hp 83, *Appendix 3*

APL 10 (EL 12)

👉 **Bullywugs, Bbn8 (3):** hp 127 each; see *Appendix 4*

👉 **Bullywug War Chief, Bbn3/Warchief 5 (1)** hp 112, *Appendix 4*

APL 12 (EL 14)

👉 **Bullywugs, Bbn10 (3):** hp 145 each; see *Appendix 5*

👉 **Bullywug War Chief, Bbn3/Warchief 7 (1)** hp 138, *Appendix 5*

Tactics: See Appendix 10: Map of Encounter 9

If there's a choice, the bullywugs will go for olves first, other non-humans second, and humans last, but mostly, they'll go for whoever is nearest. Like most religious zealots, they're less concerned with survival than with smiting the enemy, but otherwise, they use whatever tactics seem best (Int 8). All bullywugs are in constant rage, and this is reflected in their stat blocks.

DM's note: Be sure to read Appendix 7, the War Chief. His presence gives the bullywugs several bonuses, which are ***not*** yet reflected in the stat blocks, as they vanish with his death. Also note that on APL12, the damage the bullywugs get from the increased Strength is reduced by the Damage Reduction barbarians of their level get.

Treasure:

APL 4: Loot: 115 gp; Magic: *4 x +1 leather scale mail* (99 gp each), *8 x potion of cure moderate wounds* (25 gp each)

APL 6: Loot: 8 gp; Magic: *4 x +1 leather scale mail* (99 gp each), *4 x +1 greataxe* (193 gp each)

APL 8: Loot: 8 gp; Magic: *4 x +1 dragonhide breastplate* (142 gp each), *4 x +1 greataxe* (193 gp each), *4 x vest of resistance +1* (167 each) *8 x potion of cure moderate wounds* (25 gp each)

APL 10: Loot: 248 gp; Magic: *4 x +1 keen greataxe* (693 gp each), *8 x potion of cure moderate wounds* (25 gp each)

APL 12: Loot: 6 gp; Magic: *4 x +1 dragonhide breastplate* (142 gp each), *4 x +1 keen greataxe* (693 gp each), *4 x vest of resistance +1* (167 each), *4 x amulet of natural armour +1* (167 gp each); *4 x ring of protection +1* (167gp each); *4 x potion of cure serious wounds* (63gp each).

detect magic Results:

amulet of natural armour +1 (Faint Transmutation)

cloak of resistance +1 (Faint Abjuration)

+1 dragonhide breastplate (Faint Abjuration)

+1 greataxe (Faint Transmutation)

+1 leather scale mail (Faint Abjuration)

potion of cure moderate wounds (Faint Conjunction)

potion of cure serious wounds (Faint Conjunction)

ring of protection +1 (Faint Abjuration)

Encounter 10: The End of the Road

Read or paraphrase:

Having survived another pitched battle, you wearily cross the bridge and continue on to the tower. But before you have gone very far, you see six riders approaching!

Within moments, five soldiers and a sergeant clad in the colours of Sunndi have reached the head of the caravan and start peppering you with questions. Eriane explains the sorry tale of Longwood, and the sergeant nods grimly, offering the protection of the tower.

Then he asks: 'Are there any among you still fit to fight? If more of the accursed toad men are on the loose, we'll need a rear guard while these good folk pass through the gates!'

Karzat, Beor and Esterian, as well as the Longwood militia immediately step up, weary but still ready to defend the townspeople.

If the PCs likewise offer their help, they and the others form a rear guard for the caravan. See Appendix 11: The Guard Tower, for a map of the area.

If the party does not offer to help, Eriane and Beor will speak up and praise their bravery, and explicitly ask them to help.

Should the party refuse, the villagers will be surprised and upset, but the sergeant will cut short any discussion, as obviously haste is required.

Assuming the party does offer to help, read or paraphrase:

Less than half an hour later, a general sigh of relief runs through the column of weary refugees, as you reach the Guard Tower safely and the drawbridge is lowered to let everyone in. Of course, letting a complete village move inside is no swift task, and you have ample time to examine the terrain and pick a good place to guard the caravan. You stand anxiously ready to face whatever dangers may come at you, while behind you, the frightened villagers are barely restrained by good manners and the soldiers of the garrison from rushing the gates in a panicked mob. After what seems like ages, most of the people are inside, but still not all are safe, and the tension in the air can be cut with a knife.

Once more, Listen checks are in order. The DC is 25 (5 standard, +5 for the remaining villagers, +15 for the distance). Those that make it hear the bullywugs coming and can act in the surprise round. Those that make it by 10 or more (rounding down) get an extra full round to prepare as they hear the bullywugs from further off. Then roll initiative. On their initiative, the bullywugs (but not their spellcasters) will burst from the bushes and move to within 70' of the gate (their maximum movement this round). Anyone not surprised can also act.

Part of the bullywugs will engage with the NPCs, leaving the Bullywugs listed to fight the party

While the rearguard thus keeps the bullywugs at bay, the refugees hurry inside, making way for the rearguard to retreat as well –which is good, for after 8 rounds, the entire bullywug army arrives and anyone caught outside will be butchered. A fighting retreat is still possible, but making a stand outside the walls is suicide.

APL 4 (EL 7)

☛ Bullywugs, Bbn2 (3): hp 33 each; see *Appendix 1*

☛ Sunnaugi, Wastrian Wizard (1), male human Wiz3: hp 15; see Appendix 1

☛ Banruru, Wastrian Cleric (1), male human Clr3: hp 21; see Appendix 1

APL 6 (EL 9)

☛ Bullywugs, Bbn4 (2): hp 61 each; see *Appendix 2*

☛ Bullywug War Chief, Bbn3/Warchief 1 (1): hp 60; see *Appendix 2*

☛ Sunnaugi, Wastrian Wizard (1), male human Wiz5: hp 25; see Appendix 2

☛ Banruru, Wastrian Cleric (1), male human Clr5: hp33; see Appendix 2

APL 8 (EL 11)

☛ Bullywugs, Bbn6 (3): hp 99 each; see *Appendix 3*

☛ Bullywug War Chief, Bbn3/Warchief 3 (1): hp 83; see *Appendix 3*

☛ Sunnaugi, Wastrian Wizard (1), male human Wiz7: hp 35; see Appendix 3

☛ Banruru, Wastrian Cleric (1), male human Clr7: hp45; see Appendix 3

APL 10 (EL 13)

☛ Bullywugs, Bbn8 (2): hp 127 each; see *Appendix 4*

☛ Bullywug War Chief, Bbn3/Warchief 5 (1): hp 112; see *Appendix 4*

☛ Sunnaugi, Wastrian Wizard (1), male human Wiz9: hp 45; see Appendix 4

☛ Banruru, Wastrian Cleric (1), male human Clr9: hp66; see Appendix 4

APL 12 (EL 15)

☛ Bullywug Raiders, Bbn10 (2): hp 145 each; see *Appendix 5*

☛ Bullywug War Chief, Bbn3/Warchief 7 (1): hp 138; see *Appendix 5*

☛ Sunnaugi, Wastrian Wizard (1), male human Wiz11: hp 55; see Appendix 5

☛ Banruru, Wastrian Cleric (1), male human Clr11: hp77; see Appendix 5

Tactics: See Appendix 11: Map of Encounter 10

The bullywug raiders behave just as in the two previous encounters, ready to give their all for the greater glory of Wastri.

The cleric and the wizard feel the same way, and will mostly act the same, but consider themselves to be far too important to the great scheme to be wasted in a skirmish like this, and will fight accordingly. Both prefer to fight from a distance, and, while they won't just waste such

valuable resources, are not particularly attached to the bullywugs.

Treasure:

APL 4: Loot: 217 gp; Magic: 3 x +1 leather scale mail (99 gp each), 7 x potion of cure moderate wounds (25 gp each), pearl of power L1 (83 gp), +1 glaive (193 gp)

APL 6: Loot: 385 gp; Magic: 3 x +1 leather scale mail (99 gp each), 3 x +1 greataxe (193 gp each), pearl of power L1 (83 gp), 2 x potion of cure moderate wounds (25 gp each), +1 glaive (193 gp)

APL 8: Loot: 418 gp; Magic: 3 x +1 dragonhide breastplate (142 gp each), 3 x +1 greataxe (193 gp each), 3x vest of resistance +1 (167 each) 6 x potion of cure moderate wounds (25 gp each), headband of intellect +2 (333 gp), +1 glaive (193 gp), periapt of wisdom +2 (333 gp)

APL 10: Loot 623 gp; Magic: 3 x +1 keen greataxe (693 gp each), 6 x potion of cure moderate wounds (25 gp each), 5 x pearl of power L1 (83 gp each), headband of intellect +2 (333 gp), +1 glaive (193 gp), +1 full plate (233 gp), periapt of wisdom +2 (333 gp), vest of resistance +1 (167 each)

APL 12: Loot (443 gp); Magic: 3 x +1 dragonhide breastplate (142 gp each), 3x keen +1 greataxe (693 gp each), 3 x vest of resistance +1 (167 each), 3 x amulet of natural armor +1 (167 gp each) 3 x ring of protection +1 (167 gp each), 3 x potion of cure serious wounds (45 gp each), headband of intellect +4 (1333 gp), +1 glaive (193 gp) full plate +1 (233 gp), periapt of wisdom +4 (1333 gp)

***detect magic* Results:**

pearl of power 1 (Strong Transmutation)

potion of cure moderate wounds (Faint Conjuraton)

headband of intellect +2 (Moderate Transmutation)

headband of intellect +4 (Moderate Transmutation)

periapt of wisdom +2 (Moderate Transmutation)

periapt of wisdom +4 (Moderate Transmutation)

+1 *glaive* (Faint Transmutation)

+1 *full plate* (Faint Abjuration)

Encounter 11: Waiting...

Unless the party actually thinks of a way to exterminate some 3 score bullywugs, there is nothing for them to do now but wait for the Army of Sunndi to come to the rescue. The soldiers manning the Guard Tower can hold off the bullywugs for quite a while, and Kregar by now should have raised the alarm. Halmus, the Captain of the Tower, scornfully dismisses a group of Wastrian priests, coming forward under flags of truce to demand surrender. There really is nothing left to do but wait.

However, anyone looking outside can make a Spot check to notice something peculiar. Anyone beating DC15 sees an ominous column of smoke rising from the direction of Longwood. Anyone beating DC 25 sees something else as well: the bullywug raiders, bereft of anything else to attack, are now turning upon each other just as ferociously as they fought the refugees before. Just as Kregar mentioned before, only the Wastrian priests with their stinking smoke pots are preventing the bullywugs from exterminating *themselves*. Moreover, their barbaric rage, rather than wearing off after a while, seems only to increase as they endure forced idleness.

As the day passes, more and more bullywugs arrive, massively swelling the enemy ranks and easily replacing those killed in fights among themselves. Then, as the day passes towards late afternoon, the now enormous bullywug army begins to move north, soon fading from sight, until only a small contingent is left, no more than 30 or 40 bullywugs -still quite enough to keep the refugees cooped up inside. These bullywugs (having been fed a Heroes Feast for breakfast) are far quieter than before, and much less noisy. And so it is likely that nobody notices their departure deep into the night, as a solid fog covers all.

Next morning, when Pelor rises, His rays fall upon an empty land...

Conclusion

With the disappearance of the bullywugs, the PCs and the villagers alike are free to go. Longwood has been burned to the ground, and will take considerable effort to rebuild.

Since the Guard Tower can not house so many people for more than a few days at best, the villagers will have to find refuge elsewhere. To this end, Halmus, Captain of the Guard Tower, requests that the party bring the villagers to Eyedrinn, and present the report he wrote to Lord Yarinto, Count of Stalward. If the party refuses, Halmus will instead use soldiers for the escort, and the scenario ends here. If the party accepts, they will reach Eyedrinn safely, meeting a large contingent of soldiers headed for Longwood halfway. With the soldiers are Mayor Chaldea and her granddaughter, both extremely relieved to see their family and friends alive.

In Eyedrinn, the party is presented to Lord Yarinto, who asks for a full report before rewarding them for their bravery and resourcefulness. He also asks the party to hand over most of the spoils of battle (as in, all loot over the gold cap except what's used for *raise dead*s etc), so these bereft people may have some funds to rebuild their lives with.

If the party mentions them, Mayor Chaldea, who is present during the interview, is very interested in both the yellow flowers and the behavior of the amphibians the party encountered, remembering stories about a strange

weed and rabid frogs from her youth. The same stories that mentioned the "War Wind", a strong, hot wind from the south -much like the wind that was blowing 8 months ago, during last year's harvest time...

☛ **Favor of Count Jarinto of Stalward:** As a reward for rescuing the villagers of Longwood, Count Jarinto will arrange for any one weapon of your choice to be enchanted (at normal cost), with the following enhancements: *axiomatic, keen, mighty cleaving, bane-aquatic*. Likewise, any one set of armor can be enhanced with *acid, electricity, fire and/or cold resistance*. In addition the favor can be used for standard things, though to become a knight in Count Jarinto's service one's alignment need to be LN or N.

☛ **Favor of Chaldea Starglow:** In thanks for your courage in saving the entire village of Longwood, you may copy spells from her spellbook as if she were a fellow PC.

Chaldea's Spellbook: 1st- *acid orb lesser, burning hands, endure elements, expeditious retreat, magic missile, magic weapon, sonic orb lesser, true strike, unseen servant, mage armor, shield, feather fall*, 2nd- *alter self, bull's strength, cat's grace, darkvision, false life, rope trick, see invisibility*; 3rd- *greater magic weapon fireball, haste, keen edge, lightning bolt, slow*, 4th- *evard's black tentacles, polymorph, acid orb, sonic orb*

☛ **Favor of Longwood:** In gratitude for their rescue, the villagers of Longwood are willing to craft certain special items, normal and masterwork. All items listed under Items Found with frequency Regional can be purchased now, after a Sunndi Regional, or, at the extra cost of 1TU, after any other Living Greyhawk scenario.

Campaign Consequences

Did the party succeed in convincing the villagers to evacuate?

Did the party succeed in bringing the villagers to the Guard Tower?

Did the party mention the flowers and amphibians to Mayor Chaldea?

Please send the answers to poc@sunndi.org

The End

Experience Point Summary

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

Encounter 6: Evacuation

Experience objective: Convince the villagers to evacuate

APL4	100 XP
APL6	100 XP
APL8	100 XP
APL10	100 XP
APL12	100 XP

Encounter 8: Amphibians

Experience objective: Protect the caravan

APL4	150 XP
APL6	210 XP
APL8	270 XP
APL10	330 XP
APL12	390 XP

Encounter 9: Amphibious Rage

Experience objective: Protect the caravan

APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	420 XP

Encounter 10: The End of the Road

Experience objective: Protect the caravan

APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP

Discretionary Role-playing Award

APL4	35 XP
APL6	80 XP
APL8	125 XP
APL10	170 XP
APL12	215 XP

Total Possible Experience:

APL4	675 XP
APL6	900 XP
APL8	1125 XP
APL10	1350 XP
APL12	1575 XP

Treasure Summary

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

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

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

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

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

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

Encounter 8: Amphibians

APL 4: Loot: 86 gp; Magic: 3 x +1 leather scale mail (99 gp each), 6 x potion of cure moderate wounds (25 gp each)

APL 6: Loot: 6 gp; Magic: 3 x +1 leather scale mail (99 gp each), 3 x +1 greataxe (193 gp each)

APL 8: Loot: 6 gp; Magic: 3 x +1 dragonhide breastplate (142 gp each), 3 x +1 greataxe (193 gp each), 3 x vest of resistance +1 (167 each) 6 x potion of cure moderate wounds (25 gp each)

APL 10: Loot: 186 gp; Magic: 3 x +1 keen greataxe (693 gp each), 6 x potion of cure moderate wounds (25 gp each)

APL 12: Loot: 6 gp; Magic: 3 x +1 dragonhide breastplate (142 gp each), 3 x +1 keen greataxe (693 gp each), 3 x vest of resistance +1 (167 each), 3 x amulet of natural amour +1 (167 gp each) 3 x ring of protection +1 (167 gp each), 3x potion of cure serious wounds (63 gp each)

Encounter 9: Amphibious Rage

APL 4: Loot: 115 gp; Magic: 4 x +1 leather scale mail (99 gp each), 8 x potion of cure moderate wounds (25 gp each)

APL 6: Loot: 8 gp; Magic: 4 x +1 leather scale mail (99 gp each), 4 x +1 greataxe (193 gp each)

APL 8: Loot: 8 gp; Magic: 4 x +1 dragonhide breastplate (142 gp each), 4 x +1 greataxe (193 gp each), 4 x vest of resistance +1 (167 each) 8 x potion of cure moderate wounds (25 gp each)

APL 10: Loot: 248 gp; Magic: 4 x +1 keen greataxe (693 gp each), 8 x potion of cure moderate wounds (25 gp each)

APL 12: Loot: 6 gp; Magic: 4 x +1 dragonhide breastplate (142 gp each), 4 x +1 keen greataxe (693 gp each), 4 x vest of resistance +1 (167 each), 4 x amulet of natural armour +1 (167 gp each); 4 x ring of protection +1 (167gp each); 4 x potion of cure serious wounds (63gp each).

Encounter 10: The End of the Road

APL 4: Loot: 217 gp; Magic: 3 x +1 leather scale mail (99 gp each), 7 x potion of cure moderate wounds (25 gp each), pearl of power L1 (83 gp), +1 glaive (193 gp)

APL 6: Loot: 385 gp; Magic: 3x +1 leather scale mail (99 gp each), 3 x +1 greataxe (193 gp each), pearl of power L1 (83 gp), 2 x potion of cure moderate wounds (25 gp each), +1 glaive (193 gp)

APL 8: Loot: 418 gp; Magic: 3 x +1 dragonhide breastplate (142 gp each), 3 x +1 greataxe (193 gp each), 3x vest of resistance +1 (167 each) 6 x potion of cure moderate wounds (25 gp each), headband of intellect +2 (333 gp), +1 glaive (193 gp), periapt of wisdom +2 (333 gp)

APL 10: Loot 623 gp; Magic: 3 x +1 keen greataxe (693 gp each), 6 x potion of cure moderate wounds (25 gp each), 5 x pearl of power L1 (83 gp each), headband of intellect +2

(333 gp), +1 glaive (193 gp), +1 full plate (233 gp), periapt of wisdom +2 (333 gp), vest of resistance +1 (167 each)

APL 12: Loot (443 gp); Magic: 3 x +1 dragonhide breastplate (142 gp each), 3x keen +1 greataxe (693 gp each), 3 x vest of resistance +1 (167 each), 3 x amulet of natural armor +1 (167 gp each) 3 x ring of protection +1 (167 gp each), 3 x potion of cure serious wounds (45 gp each), headband of intellect +4 (1333 gp), +1 glaive (193 gp) full plate +1 (233 gp), periapt of wisdom +4 (1333 gp)

Total Possible Treasure

APL 4: Loot 418 gp; Magic: +1 10 x leather scale mail (99gp each), 20 x potion of cure moderate wounds (25 gp each), pearl of power L1 (83 gp), +1 glaive (192 gp). Total: 2,183 gp

Cap: 650 gp

APL 6: Loot 22 gp; Magic: 10x +1 leather scale mail (99 gp each), 10 x +1 greataxe (193 gp each), pearl of power L1 (83 gp), 2 x potion of cure moderate wounds (25 gp each), +1 glaive (193 gp). Total: 3,268 gp;

Cap 900 gp

APL 8: Loot 432 gp; Magic: 10 x +1 dragonhide breastplate (142 gp each), 10 x +1 greataxe (193 gp each), 10 x vest of resistance +1 (167 each) 20 x potion of cure moderate wounds (25 gp each), headband of intellect +2 (333 gp), +1 glaive (193 gp), periapt of wisdom +2 (333 gp). Total: 6,411 gp;

Cap 1,300 gp.

APL 10: Loot 1057 gp; Magic: 10 x +1 keen greataxe (693 gp each), 20 x potion of cure moderate wounds (25 gp each), 5 x pearl of power L1 (83 gp each), headband of intellect +2 (333 gp), +1 glaive (193 gp), +1 full plate (233 gp), periapt of wisdom +2 (333 gp), vest of resistance +1 (167 gp) Total: 10,150gp;

Cap: 2,300 gp.

APL 12: Loot 456 gp; Magic: 10 x +1 dragonhide breastplate (142gp each), 10 x +1 keen greataxe (693 gp each), 10 x vest of resistance +1 (167 gp each), 10 x amulet of natural armor +1 (167 gp each) 10 x ring of protection +1 (167 gp each), 10 x potion of cure serious wounds (63 gp each)), headband of intellect +4 (1333 gp), +1 glaive (193gp) +1 full plate (233 gp), periapt of wisdom +4 (1333gp). Total: 17,638gp.

Cap: 3,300 gp.

Special

New Items: See Appendix 8.

Wrist Sheath, Leather Scale.

New Spells: See Appendix 8.

- L1: *lesser acid orb; lesser cold orb, lesser electric orb; lesser fire orb; lesser sonic orb.*
- L2: *ice knife, indifference*
- L3: *ice burst, negative energy burst*
- L4: *acid orb, electric orb, sonic orb*
- L5: *energy buffer, ghostform*

Items for the Adventure Record

☛ **Favor of Count Jarinto of Stalward:** As a reward for rescuing the villagers of Longwood, Count Jarinto will arrange for any one weapon of your choice to be enchanted (at normal cost), with the following enhancements: *axiomatic, keen, mighty cleaving, bane-aquatic*. Likewise, any one set of armor can be enhanced with *acid, electricity, fire and/or cold resistance*. In addition the favor can be used for standard things, though to become a knight in Count Jarinto's service one's alignment need to be LN or N.

☛ **Favor of Chaldea Starglow:** In thanks for your courage in saving the entire village of Longwood, you may copy spells from her spellbook as if she were a fellow PC. Chaldea's Spellbook: 1st- *acid orb lesser, burning hands, endure elements, expeditious retreat, magic missile, magic weapon, sonic orb lesser, true strike, unseen servant, mage armor, shield, feather fall*; 2nd- *alter self, bull's strength, cat's grace, darkvision, false life, rope trick, see invisibility*; 3rd- *greater magic weapon fireball, haste, keen edge, lightning bolt, slow*; 4th- *evard's black tentacles, polymorph, acid orb, sonic orb*

☛ **Favor of Longwood:** In gratitude for their rescue, the villagers of Longwood are willing to craft certain special items, normal and masterwork. All items listed under Items Found with frequency Regional can be purchased now, after a Sunndi Regional, or, at the extra cost of 1TU, after any other Living Greyhawk scenario.

🛡️ **Sunnaugi's spellbook:** APL4: 1st—*acid orb, lesser, cold orb, lesser, electric orb, lesser, feather fall, fire orb, lesser, mage armor, magic missile, protection from good, ray of enfeeblement, shield, sonic orb, lesser, true strike*; 2nd—*false life, glitterdust, ice knife, indifference, invisibility, scorching ray, see invisibility*
APL 6: All of APL4, plus the following: 2nd—*resist energy, touch of idiocy*; 3rd—*dispel magic, fireball, fly, haste, ice burst, negative energy burst, slow*
APL 8: All of APL6 plus the following: 3rd— *hold person, lightning bolt*, 4th — *acid orb, dimension door, enervation, greater invisibility, sonic orb*;

APL 10: All of APL8 plus the following: 4th — *electric orb, mass enlarge person*, 5th — *cone of cold, energy buffer, feeblemind, ghostform*

APL 12: All of APL10 plus the following: 5th — *dominate person, waves of fatigue*; 6th — *chain lightning, disintegrate*.

Item Access

APL 4 (All of APL 2 plus the following)
*pearl of power*L1 (Regional, Caster Level 5, DMG)
pearl of power, L2 (Regional, Caster Level 7, DMG)
scroll of acid orb (Regional, Caster Level 7, Tome & Blood)
scroll of sonic orb (Regional, Caster Level 7, Tome & Blood)
mighty whip (Regional, Arms & Equipment)
whip-dagger (Regional, Arms & Equipment)
mighty whip-dagger, (Regional, Arms & Equipment)
Leather Scale (Regional, Arms & Equipment)
Large versions of any weapon found in the PHB. Metal weapons can be made from steel, cold iron or silver. (Regional, PHB)

Sunnaugi's spellbook (Adventure; see above)

APL 6 (All of APL 4 plus the following)
Sunnaugi's spellbook (Adventure; see above)

APL 8 (All of APLs 4-6 plus the following)
Dragonhide Breastplate (Adventure, Caster Level, DMG)
vest of resistance +1 (Adventure, Caster Level, DMG)
Sunnaugi's spellbook (Adventure; see above)

APL 10 (All of APLs 4-8 plus the following)
+1 keen greataxe (Adventure, Caster Level, DMG)
Sunnaugi's spellbook (Adventure; see above)

APL 12 (All of APLs 4-10 plus the following)
amulet of natural armor +1 (Adventure, Caster Level, DMG)
potion of cure serious wounds (Adventure, Caster Level, DMG)
Sunnaugi's spellbook (Adventure; see above)

Appendix 1: APL 4

Encounter 8: Amphibians

Bullywug raider (3), male bullywug Bbn2: CR 2; Medium-size humanoid (aquatic); 2d12+14; hp 33; Init 1; Spd 30 ft., swim 40 ft.; AC 16, touch 9, flat-footed 15; Base Atk +2; Grp +6; Atk +7 melee (1d12+6/x3, greataxe); Full Atk +7 melee (1d12+6/x3, greataxe); SA Rage 1/day; SQ Marsh move; AL NE; SV Fort +10, Ref +1, Will +2; Str 19, Dex 12, Con 24, Int 8, Wis 11, Cha 6.

Skills and Feats: Hide +2 (+8 in swamps), Jump +9, Listen +5; Power Attack.

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, masterwork greataxe, +1 leather scale mail, *potion of cure moderate wounds*.

Encounter 9: Amphibious Rage

Bullywug raider (4), male bullywug Bbn2: CR 2; Medium-size humanoid (aquatic); 2d12+14; hp 33; Init 1; Spd 30 ft., swim 40 ft.; AC 16, touch 9, flat-footed 15; Base Atk +2; Grp +6; Atk +7 melee (1d12+6/x3, greataxe); Full Atk +7 melee (1d12+6/x3, greataxe); SA Rage 1/day; SQ Marsh move; AL NE; SV Fort +10, Ref +1, Will +2; Str 19, Dex 12, Con 24, Int 8, Wis 11, Cha 6.

Skills and Feats: Hide +2 (+8 in swamps), Jump +9, Listen +5; Power Attack.

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that

these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, masterwork greataxe, +1 leather scale mail, *potion of cure moderate wounds*.

Encounter 10: The End of the Road

Bullywug raider (3), male bullywug Bbn2: CR 2; Medium-size humanoid (aquatic); 2d12+14; hp 33; Init 1; Spd 30 ft., swim 40 ft.; AC 16, touch 9, flat-footed 15; Base Atk +2; Grp +6; Atk +7 melee (1d12+6/x3, greataxe); Full Atk +7 melee (1d12+6/x3, greataxe); SA Rage 1/day; SQ Marsh move; AL NE; SV Fort +10, Ref +1, Will +2; Str 19, Dex 12, Con 24, Int 8, Wis 11, Cha 6.

Skills and Feats: Hide +2 (+8 in swamps), Jump +9, Listen +5; Power Attack.

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, masterwork greataxe, +1 leather scale mail, *potion of cure moderate wounds*.

Sunnaugi, Wastrian Wizard (1), male human Wiz3: CR 3; Medium-size humanoid; 3d4+6; hp 15; Init +1; Spd 30 ft.; AC 11, touch 11, flatfooted 10; Base Atk +1; Grp +1; Atk +1 melee (1d4 19-20/x2, dagger); Full Atk +1 melee (1d4 19-20/x2, dagger); AL LE; SV Fort +3, Ref +2, Will +4; Str 10, Dex 13, Con 14, Int 15, Wis 12, Cha 8.

Skills and Feats: Concentration +8, Knowledge Arcana +8, Knowledge (religion) +8, Spellcraft +10; Scribe Scroll, Point Blank Shot, Precise Shot, Spell Focus (evocation)

Spells Prepared (4/3/2); base DC = 12 + spell level):
0—*read magic, ray of frost, acid splash, detect magic*,
1st—*shield, mage armor, magic missile*; 2nd—*false life, scorching ray*

Spellbook: 0—*acid splash, arcane mark, dancing lights, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, daze, resistance, touch of fatigue;* 1st—*acid orb, lesser, cold orb, lesser, electric orb, lesser, feather fall, fire orb, lesser, mage armor, magic missile, protection from good, ray of enfeeblement, shield, sonic orb, lesser, true strike;* 2nd—*false life, glitterdust, ice knife, indifference, invisibility, scorching ray, see invisibility*

Possessions: Wrist sheath, dagger, *pearl of power level 1*

Banruru, Wastrian Cleric (1), male human Clr3: CR 3; Medium-size humanoid; 3d8+3; hp 21; Init +1; Spd 20 ft.; AC 16, touch 11, flatfooted 15; Base Atk +2; Grp +4; Atk +6 melee (1d10+3/x3, *+1 glaive*); Full Atk +6 melee (1d10+3/x3, *+1 glaive*); AL LE; SV Fort +4, Ref +2, Will +5; Str 14, Dex 12, Con 13, Int 10, Wis 15, Cha 8;

Skills and Feats: Concentration +7, Knowledge Religion +6, Spellcraft +6; Weapon Focus (glaive), Endurance, Die Hard, Power Attack;

Spells Prepared (4/4/3; base DC = 12 + spell level): 0—*read magic, guidance, resistance, detect magic;* 1st—*protection from chaos*, bless, divine favor, command;* 2nd—*spiritual weapon*, hold person, sound burst.*

*Domain spell. *Domains:* War (weapon focus (glaive)); Law (cast law spells at +1 caster level)

Possessions: wrist sheath, dagger, breastplate, *+1 glaive, potion of cure moderate wounds*

Appendix 2 APL6

Encounter 8: Amphibians

Bullywug raider (2), male bullywug Bbn4: CR 4; Medium-size humanoid (aquatic); 4d12+28; hp 61; Init 1; Spd 30 ft., swim 40 ft.; AC 16, touch 9, flat-footed 15; Base Atk +4; Grp +9; Atk +10 melee (1d12+8/x3, *+1 greataxe*); Full Atk +10 melee (1d12+8/x3, *+1 greataxe*); SA Rage 1/day; SQ Marsh move; AL NE; SV Fort +11, Ref +2, Will +3; Str 20, Dex 12, Con 24, Int 8, Wis 11, Cha 6.

Skills and Feats: Hide +4 (+10 in swamps), Jump +11, Listen +7; Power Attack, Powerful Charge.

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: Wrist sheath, dagger, *+1 greataxe*, *+1 leather scale mail*, *potion of cure moderate wounds*.

Bullywug Warchief (1), male bullywug Bbn3/Warchief 1: CR 4; Medium-size humanoid (aquatic); 3d12+1d10+28; hp 60; Init 1; Spd 30 ft., swim 40 ft.; AC 16, touch 9, flat-footed 15; Base Atk +3; Grp +8; Atk +9 melee (1d12+8/x3, *+1 greataxe*); Full Atk +9 melee (1d12+8/x3, *+1 greataxe*); SA Rage 1/day, tribal frenzy; SQ Marsh move; AL NE; SV Fort +12, Ref +1, Will +5; Str 20, Dex 12, Con 24, Int 8, Wis 11, Cha 6.

Skills and Feats: Hide +4 (+10 in swamps), Jump +12, Listen +7; Power Attack, Powerful Charge

Tribal Frenzy (Ex): A warchief is able to inspire his followers to acts of extreme battle frenzy. The warchief may activate the frenzy as a standard action. He may then maintain it as a free action. It ends at the conclusion of any turn in which the warchief does not maintain it. The frenzy affects any creature that is a member of the warchief's race and tribe that starts its turn within 30 feet of the warchief, and that is able to hear the warchief. The frenzy grants a +2 enhancement bonus to the Strength score of each affected ally (not including the warchief himself). At the start of each of their turns, everyone affected by the Strength boost

takes 1 point of damage for each Hit Die they have. Thus, an orc warchief can grant +2 Strength to each member of the pack of 1st level orc warriors he commands, but they each take 1 point of damage per round as long as the Strength boost remains in effect. Every two levels (3rd, 5th, 7th, 9th), the bonus to Strength increases by +2.

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: Wrist sheath, dagger, *+1 greataxe*, *+1 leather scale mail*, *potion of cure moderate wounds*.

Encounter 9: Amphibious rage

Bullywug raider (3), male bullywug Bbn4: CR 4; Medium-size humanoid (aquatic); 4d12+28; hp 61; Init 1; Spd 30 ft., swim 40 ft.; AC 16, touch 9, flat-footed 15; Base Atk +4; Grp +9; Atk +10 melee (1d12+8/x3, *+1 greataxe*); Full Atk +10 melee (1d12+8/x3, *+1 greataxe*); SA Rage 1/day; SQ Marsh move; AL NE; SV Fort +11, Ref +2, Will +3; Str 20, Dex 12, Con 24, Int 8, Wis 11, Cha 6.

Skills and Feats: Hide +4 (+10 in swamps), Jump +11, Listen +7; Power Attack, Powerful Charge.

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, *+1 greataxe*, *+1 leather scale mail*, *potion of cure moderate wounds*.

Bullywug Warchief (1), male bullywug Bbn3/Warchief 1: CR 4; Medium-size humanoid (aquatic); 3d12+1d10+28; hp 60; Init 1; Spd 30 ft., swim 40 ft.; AC 16, touch 9, flat-footed 15; Base Atk +3; Grp +8; Atk +9 melee (1d12+8/x3, +1 *greataxe*); Full Atk +9 melee (1d12+8/x3, +1 *greataxe*); SA Rage 1/day, tribal frenzy; SQ Marsh move; AL NE; SV Fort +12, Ref +1, Will +5; Str 20, Dex 12, Con 24, Int 8, Wis 11, Cha 6.

Skills and Feats: Hide +4 (+10 in swamps), Jump +12, Listen +7; Power Attack, Powerful Charge

Tribal Frenzy (Ex): A warchief is able to inspire his followers to acts of extreme battle frenzy. The warchief may activate the frenzy as a standard action. He may then maintain it as a free action. It ends at the conclusion of any turn in which the warchief does not maintain it. The frenzy affects any creature that is a member of the warchief's race and tribe that starts its turn within 30 feet of the warchief, and that is able to hear the warchief. The frenzy grants a +2 enhancement bonus to the Strength score of each affected ally (not including the warchief himself). At the start of each of their turns, everyone affected by the Strength boost takes 1 point of damage for each Hit Die they have. Thus, an orc warchief can grant +2 Strength to each member of the pack of 1st level orc warriors he commands, but they each take 1 point of damage per round as long as the Strength boost remains in effect. Every two levels (3rd, 5th, 7th, 9th), the bonus to Strength increases by +2.

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, +1 *greataxe*, +1 *leather scale mail*, *potion of cure moderate wounds*.

Encounter 10: The End of the Road

Bullywug raider (2), male bullywug Bbn4: CR 4; Medium-size humanoid (aquatic); 4d12+28; hp 61; Init 1; Spd 30 ft., swim 40 ft.; AC 16, touch 9, flat-footed 15; Base Atk +4; Grp +9; Atk +10 melee (1d12+8/x3, +1 *greataxe*); Full Atk +10 melee (1d12+8/x3, +1 *greataxe*); SA Rage 1/day; SQ Marsh move; AL NE; SV Fort +11,

Ref +2, Will +3; Str 20, Dex 12, Con 24, Int 8, Wis 11, Cha 6.

Skills and Feats: Hide +4 (+10 in swamps), Jump +11, Listen +7; Power Attack, Powerful Charge.

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, +1 *greataxe*, +1 *leather scale mail*, *potion of cure moderate wounds*.

Bullywug Warchief (1), male bullywug Bbn3/Warchief 1: CR 4; Medium-size humanoid (aquatic); 3d12+1d10+28; hp 60; Init 1; Spd 30 ft., swim 40 ft.; AC 16, touch 9, flat-footed 15; Base Atk +3; Grp +8; Atk +9 melee (1d12+8/x3, +1 *greataxe*); Full Atk +9 melee (1d12+8/x3, +1 *greataxe*); SA Rage 1/day, tribal frenzy; SQ Marsh move; AL NE; SV Fort +12, Ref +1, Will +5; Str 20, Dex 12, Con 24, Int 8, Wis 11, Cha 6.

Skills and Feats: Hide +4 (+10 in swamps), Jump +12, Listen +7; Power Attack, Powerful Charge

Tribal Frenzy (Ex): A warchief is able to inspire his followers to acts of extreme battle frenzy. The warchief may activate the frenzy as a standard action. He may then maintain it as a free action. It ends at the conclusion of any turn in which the warchief does not maintain it. The frenzy affects any creature that is a member of the warchief's race and tribe that starts its turn within 30 feet of the warchief, and that is able to hear the warchief. The frenzy grants a +2 enhancement bonus to the Strength score of each affected ally (not including the warchief himself). At the start of each of their turns, everyone affected by the Strength boost takes 1 point of damage for each Hit Die they have. Thus, an orc warchief can grant +2 Strength to each member of the pack of 1st level orc warriors he commands, but they each take 1 point of damage per round as long as the Strength boost remains in effect. Every two levels (3rd, 5th, 7th, 9th), the bonus to Strength increases by +2.

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These

are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, +1 greataxe, +1 leather scale mail, *potion of cure moderate wounds*.

Sunnaugi, Wastrian Wizard (1), male human Wiz5:

CR 5; Medium-size humanoid; 5d4+10; hp 25; Init +1; Spd 30 ft.; AC 11, touch 11, flatfooted 10; Base Atk +2; Grp +2; Atk +2 melee (1d4 19-20/x2, dagger); Full Atk +2 melee (1d4 19-20/x2, dagger); AL LE; SV Fort +3, Ref +2, Will +5; Str 10, Dex 13, Con 14, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +10, Knowledge Arcana +11, Knowledge (religion) +11, Spellcraft +13; Scribe Scroll, Point Blank Shot, Precise Shot, Spell Focus (evocation), Empower Spell

Spells Prepared (4/4/3/2); base DC = 13 + spell level): 0—*read magic, ray of frost, acid splash, detect magic*; 1st—*shield, mage armor, magic missile, ray of enfeeblement*; 2nd—*false life, glitterdust, scorching ray*; 3rd—*dispel magic, fireball*

Spellbook: 0—*acid splash, arcane mark, dancing lights, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, daze, resistance, touch of fatigue*; 1st—*acid orb, lesser, cold orb, lesser, electric orb, lesser, feather fall, fire orb, lesser, mage armor, magic missile, protection from good, ray of enfeeblement, shield, sonic orb, lesser, true strike*; 2nd—*false life, glitterdust, ice knife, indifference, invisibility, resist energy, scorching ray, see invisibility, touch of idiocy*; 3rd—*dispel magic, fireball, fly, haste, ice burst*

Possessions: wrist sheath, dagger, *pearl of power level 1, potion of cure moderate wounds*

Banruru, Wastrian Cleric (1), male human Clr5:

CR 5; Medium-size humanoid; 5d8+5; hp 33; Init +1; Spd 20 ft.; AC 19, touch 11, flatfooted 18; Base Atk +3; Grp +5; Atk +7 melee (1d10+3/x3, +1 glaive); Full Atk +7 melee (1d10+3/x3, +1 glaive); AL LE; SV Fort +5, Ref +2, Will +7; Str 14, Dex 12, Con 13, Int 10, Wis 16, Cha 8;

Skills and Feats: Concentration +10, Knowledge Religion +8, Spellcraft +8; Weapon Focus (glaive), Endurance, Die Hard, Power Attack;

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0—*read magic, guidance, resistance, detect magic, mending*; 1st—*protection from chaos**, *bles*, *divine favor, shield of faith, command*; 2nd—*spiritual weapon**, *hold person, sound burst, resist energy (fire)*; 3rd—*magic vestment**, *dispel magic, blindness/deafness*.

*Domain spell. *Domains:* War (weapon focus (glaive)); Law (cast law spells at +1 caster level).

Possessions: wrist sheath, dagger, full plate, +1 glaive, *potion of cure moderate wounds*

Appendix 3 APL8

Encounter 8: Amphibians

Bullywug raider (2), male bullywug Bbn6: CR 6; Medium-size humanoid (aquatic); 6d12+42; hp 99; Init 1; Spd 30 ft., swim 40 ft.; AC 18, touch 9, flat-footed 17; Base Atk +6; Grp +11; Atk +12 melee (1d12+8/x3, *+1 greataxe*); Full Atk +12/+7 melee (1d12+8/x3, *+1 greataxe*); SA Rage 1/day; SQ Marsh move; AL NE; SV Fort +13, Ref +4, Will +5; Str 20, Dex 12, Con 24, Int 8, Wis 11, Cha 6.

Skills and Feats: Hide +4 (+10 in swamps), Jump +11, Listen +7; Power Attack, Powerful Charge, Greater Powerful Charge.

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: Wrist sheath, dagger, *+1 greataxe*, dragonhide breastplate, *vest of resistance +1*, *potion of cure moderate wounds*.

Bullywug Warchief (1), male bullywug Bbn3/Warchief 3: CR 6; Medium-size humanoid (aquatic); 3d12+3d10+42; hp 83; Init 1; Spd 30 ft., swim 40 ft.; AC 18, touch 9, flat-footed 17; Base Atk +5; Grp +10; Atk +11 melee (1d12+7/x3, *+1 greataxe*); Full Atk +11 melee (1d12+7/x3, *+1 greataxe*); SA Rage 1/day, tribal frenzy; SQ Marsh move; AL NE; SV Fort +14, Ref +4, Will +7; Str 20, Dex 12, Con 24, Int 8, Wis 11, Cha 8.

Skills and Feats: Hide +4 (+10 in swamps), Jump +12, Listen +7; Power Attack, Powerful Charge

Tribal Frenzy (Ex): A warchief is able to inspire his followers to acts of extreme battle frenzy. The warchief may activate the frenzy as a standard action. He may then maintain it as a free action. It ends at the conclusion of any turn in which the warchief does not maintain it. The frenzy affects any creature that is a member of the warchief's race and tribe that starts its turn within 30 feet of the warchief, and that is able to hear the warchief. The frenzy grants a +2 enhancement bonus to the Strength score of each affected ally (not

including the warchief himself). At the start of each of their turns, everyone affected by the Strength boost takes 1 point of damage for each Hit Die they have. Thus, an orc warchief can grant +2 Strength to each member of the pack of 1st level orc warriors he commands, but they each take 1 point of damage per round as long as the Strength boost remains in effect. Every two levels (3rd, 5th, 7th, 9th), the bonus to Strength increases by +2.

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, *+1 greataxe*, dragonhide breastplate, *vest of resistance +1*, *potion of cure moderate wounds*.

Encounter 9: Amphibious Rage

Bullywug raider (3), male bullywug Bbn6: CR 6; Medium-size humanoid (aquatic); 6d12+42; hp 99; Init 1; Spd 30 ft., swim 40 ft.; AC 18, touch 9, flat-footed 17; Base Atk +6; Grp +11; Atk +12 melee (1d12+8/x3, *+1 greataxe*); Full Atk +12/+7 melee (1d12+8/x3, *+1 greataxe*); SA Rage 1/day; SQ Marsh move; AL NE; SV Fort +13, Ref +4, Will +5; Str 20, Dex 12, Con 24, Int 8, Wis 11, Cha 6.

Skills and Feats: Hide +4 (+10 in swamps), Jump +11, Listen +7; Power Attack, Powerful Charge, Greater Powerful Charge.

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that

these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, +1 greataxe, dragonhide breastplate, vest of resistance +1, potion of cure moderate wounds.

Bullywug Warchief (1), male bullywug Bbn3/Warchief 3: CR 6; Medium-size humanoid (aquatic); 3d12+3d10+42; hp 83; Init 1; Spd 30 ft., swim 40 ft.; AC 18, touch 9, flat-footed 17; Base Atk +5; Grp +10; Atk +11 melee (1d12+7/x3, +1 greataxe); Full Atk +11 melee (1d12+7/x3, +1 greataxe); SA Rage 1/day, tribal frenzy; SQ Marsh move; AL NE; SV Fort +4, Ref +7; Str 20, Dex 12, Con 24, Int 8, Wis 11, Cha 8.

Skills and Feats: Hide +4 (+10 in swamps), Jump +12, Listen +7; Power Attack, Powerful Charge

Tribal Frenzy (Ex): A warchief is able to inspire his followers to acts of extreme battle frenzy. The warchief may activate the frenzy as a standard action. He may then maintain it as a free action. It ends at the conclusion of any turn in which the warchief does not maintain it. The frenzy affects any creature that is a member of the warchief's race and tribe that starts its turn within 30 feet of the warchief, and that is able to hear the warchief. The frenzy grants a +2 enhancement bonus to the Strength score of each affected ally (not including the warchief himself). At the start of each of their turns, everyone affected by the Strength boost takes 1 point of damage for each Hit Die they have. Thus, an orc warchief can grant +2 Strength to each member of the pack of 1st level orc warriors he commands, but they each take 1 point of damage per round as long as the Strength boost remains in effect. Every two levels (3rd, 5th, 7th, 9th), the bonus to Strength increases by +2.

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, +1 greataxe, dragonhide breastplate, vest of resistance +1, potion of cure moderate wounds.

Encounter 10: The End of the Road

Bullywug raider (2), male bullywug Bbn6: CR 6; Medium-size humanoid (aquatic); 6d12+42; hp 99; Init 1; Spd 30 ft., swim 40 ft.; AC 18, touch 9, flat-footed 17; Base Atk +6; Grp +11; Atk +12 melee (1d12+8/x3, +1 greataxe); Full Atk +12/+7 melee (1d12+8/x3, +1 greataxe); SA Rage 1/day; SQ Marsh move; AL NE; SV Fort +13, Ref +4, Will +5; Str 20, Dex 12, Con 24, Int 8, Wis 11, Cha 6.

Skills and Feats: Hide +4 (+10 in swamps), Jump +11, Listen +7; Power Attack, Powerful Charge, Greater Powerful Charge.

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, +1 greataxe, dragonhide breastplate, vest of resistance +1, potion of cure moderate wounds.

Bullywug Warchief (1), male bullywug Bbn3/Warchief 3: CR 6; Medium-size humanoid (aquatic); 3d12+3d10+42; hp 83; Init 1; Spd 30 ft., swim 40 ft.; AC 18, touch 9, flat-footed 17; Base Atk +5; Grp +10; Atk +11 melee (1d12+7/x3, +1 greataxe); Full Atk +11 melee (1d12+7/x3, +1 greataxe); SA Rage 1/day, tribal frenzy; SQ Marsh move; AL NE; SV Fort +4, Ref +4, Will +7; Str 20, Dex 12, Con 24, Int 8, Wis 11, Cha 8.

Skills and Feats: Hide +4 (+10 in swamps), Jump +12, Listen +7; Power Attack, Powerful Charge

Tribal Frenzy (Ex): A warchief is able to inspire his followers to acts of extreme battle frenzy. The warchief may activate the frenzy as a standard action. He may then maintain it as a free action. It ends at the conclusion of any turn in which the warchief does not maintain it. The frenzy affects any creature that is a member of the warchief's race and tribe, that starts its turn within 30 feet of the warchief, and that is able to hear the warchief. The frenzy grants a +2 enhancement bonus to the Strength score of each affected ally (not including the warchief himself). At the start of each of their turns, everyone affected by the Strength boost takes 1 point of damage for each Hit Die they have.

Thus, an orc warchief can grant +2 Strength to each member of the pack of 1st level orc warriors he commands, but they each take 1 point of damage per round as long as the Strength boost remains in effect. Every two levels (3rd, 5th, 7th, 9th), the bonus to Strength increases by +2.

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, +1 greataxe, dragonhide breastplate, vest of resistance +1, potion of cure moderate wounds.

Sunnaugi, Wastrian Wizard (1), male human Wiz7: CR 7; Medium-size humanoid; 7d4+14; hp 36; Init +1; Spd 30 ft.; AC 11, touch 11, flatfooted 10; Base Atk +3; Grp +3; Atk +3 melee (1d4 19-20/x2, dagger); Full Atk +3 melee (1d4 19-20/x2, dagger); AL LE; SV Fort +4, Ref +3, Will +6; Str 10, Dex 13, Con 14, Int 18, Wis 12, Cha 8.

Skills and Feats: Concentration +12, Knowledge Arcana +14, Knowledge (religion) +14, Spellcraft +16; Scribe Scroll, Point Blank Shot, Precise Shot, Spell Focus (evocation), Empower Spell, Greater Spell Focus (evocation),

Spells Prepared (4/5/5/5/2); base DC = 14 + spell level): 0—*read magic, ray of frost, acid splash, detect magic*, 1st—*shield, mage armor, magic missile, magic missile, ray of enfeeblement*; 2nd—*false life, glitterdust, resist energy (fire), scorching ray (2)*; 3rd — *dispel magic, fly, hold person, fireball (2)*; 4th — *greater invisibility, sonic orb*

Spellbook: 0—*acid splash, arcane mark, dancing lights, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, daze, resistance, touch of fatigue*; 1st—*acid orb, lesser, cold orb, lesser, electric orb, lesser, feather fall, fire orb, lesser, mage armor, magic missile, protection from good, ray of enfeeblement, shield, sonic orb, lesser, true strike*; 2nd—*false life, glitterdust, ice knife, indifference, invisibility, resist energy, scorching ray, see invisibility, touch of idiocy*, 3rd—*dispel magic,*

fireball, fly, haste, hold person, ice burst, lightning bolt, negative energy burst, slow; 4th — *dimension door, greater invisibility, sonic orb*

Possessions: wrist sheath, dagger, headband of intellect +2 (already included in the stats above)

Banruru, Wastrian Cleric (1), male human Clr7: CR 7; Medium-size humanoid; 7d8+7; hp 45; Init +1; Spd 20 ft.; AC 19, touch 11, flatfooted 18; Base Atk +5; Grp +7; Atk +9 melee (1d10+3/x3, +1 glaive); Full Atk +9 melee (1d10+3/x3, +1 glaive); AL LE; SV Fort +6, Ref +3, Will +9; Str 14, Dex 12, Con 13, Int 10, Wis 18, Cha 8;

Skills and Feats: Concentration +12, Knowledge Religion +10, Spellcraft +10; Weapon Focus (glaive), Endurance, Die Hard, Power Attack, Empower Spell;

Spells Prepared (6/6/5/4/3; base DC = 14 + spell level): 0—*read magic, guidance, resistance, detect magic, mending, virtue*; 1st—*protection from chaos**, *bleed, divine favor, shield of faith, sanctuary, command*; 2nd—*spiritual weapon**, *hold person, sound burst, resist energy (fire), remove paralysis*; 3rd—*magic vestment**, *dispel magic, invisibility purge, blindness/deafness*; 4th—*order's wrath**, *divine power, cure critical wounds*.

*Domain spell. *Domains:* War (weapon focus (glaive)); Law (cast law spells at +1 caster level).

Possessions: wrist sheath, dagger, full plate, +1 glaive, potion of cure moderate wounds, periapt of wisdom +2 (already included in the stats above)

Appendix 4 APL10

Encounter 8: Amphibians

Bullywug raider (2), male bullywug Bbn8: CR 8; Medium-size humanoid (aquatic); 8d12+56; hp 127; Init 1; Spd 30 ft., swim 40 ft.; AC 17 (touch 9, flat-footed 15); Base Atk +8; Grp +13; Atk +14 melee (1d12+8/19-20, x3, keen +1 *keen greataxe*); Full Atk +14/+9 melee (1d12+8/19-20, x3, keen +1 *keen greataxe*); SA Rage 1/day; SQ Marsh move; AL NE; SV Fort +13, Ref +3, Will +5; Str 20, Dex 12, Con 24, Int 8, Wis 12, Cha 6.

Skills and Feats: Hide +4 (+10 in swamps), Jump +11, Listen +7; Power Attack, Powerful Charge, Greater Powerful Charge.

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

Wastri's Breath: The effects of Wastri's Breath places the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, +1 *keen greataxe*, dragonhide breastplate, 2 *potions of cure moderate wounds*.

Bullywug Warchief (1), male bullywug Bbn3/Warchief 5: CR 8; Medium-size humanoid (aquatic); 3d12+5d10+56; hp 112; Init 1; Spd 30 ft., swim 40 ft.; AC 17, touch 9, flat-footed 15; Base Atk +6; Grp +11; Atk +12 melee (1d12+8/19-20, x3, +1 *keen greataxe*); Full Atk +12/+7 melee (1d12+8/19-20, x3, +1 *keen greataxe*); SA Rage 1/day, tribal frenzy; SQ Marsh move; AL NE; SV Fort +14, Ref +3, Will +8; Str 20, Dex 12, Con 24, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +4 (+10 in swamps), Jump +12, Listen +7; Power Attack, Powerful Charge

Tribal Frenzy (Ex): A warchief is able to inspire his followers to acts of extreme battle frenzy. The warchief may activate the frenzy as a standard action. He may then maintain it as a free action. It ends at the conclusion of any turn in which the warchief does not maintain it. The frenzy affects any creature that is a member of the warchief's race and tribe, that starts its turn within 30 feet of the warchief, and that is able to

hear the warchief. The frenzy grants a +2 enhancement bonus to the Strength score of each affected ally (not including the warchief himself). At the start of each of their turns, everyone affected by the Strength boost takes 1 point of damage for each Hit Die they have. Thus, an orc warchief can grant +2 Strength to each member of the pack of 1st level orc warriors he commands, but they each take 1 point of damage per round as long as the Strength boost remains in effect. Every two levels (3rd, 5th, 7th, 9th), the bonus to Strength increases by +2.

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, +1 *keen greataxe*, dragonhide breastplate, *potion of cure moderate wounds*.

Encounter 9: Amphibious Rage

Bullywug raider (3), male bullywug Bbn8: CR 8; Medium-size humanoid (aquatic); 8d12+56; hp 127; Init 1; Spd 30 ft., swim 40 ft.; AC 17, touch 9, flat-footed 15; Base Atk +8; Grp +13; Atk +14 melee (1d12+8/19-20, x3, +1 *keen greataxe*); Full Atk +14/+9 melee (1d12+8/19-20, x3, +1 *keen greataxe*); SA Rage 1/day; SQ Marsh move; AL NE; SV Fort +13, Ref +3, Will +5; Str 20, Dex 12, Con 24, Int 8, Wis 12, Cha 6.

Skills and Feats: Hide +4 (+10 in swamps), Jump +11, Listen +7; Power Attack, Powerful Charge, Greater Powerful Charge.

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a

barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, +1 keen greataxe, dragonhide breastplate, 2 potions of cure moderate wounds.

Bullywug Warchief (1), male bullywug Bbn3/Warchief 5: CR 8; Medium-size humanoid (aquatic); 3d12+5d10+56; hp 112; Init 1; Spd 30 ft., swim 40 ft.; AC 17, touch 9, flat-footed 15; Base Atk +6; Grp +11; Atk +12 melee (1d12+8/19-20, x3, +1 keen greataxe); Full Atk +12/+7 melee (1d12+8/19-20, x3, +1 keen greataxe); SA Rage 1/day, tribal frenzy; SQ Marsh move; AL NE; SV Fort +14, Ref +3, Will +8; Str 20, Dex 12, Con 24, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +4 (+10 in swamps), Jump +12, Listen +7; Power Attack, Powerful Charge

Tribal Frenzy (Ex): A warchief is able to inspire his followers to acts of extreme battle frenzy. The warchief may activate the frenzy as a standard action. He may then maintain it as a free action. It ends at the conclusion of any turn in which the warchief does not maintain it. The frenzy affects any creature that is a member of the warchief's race and tribe that starts its turn within 30 feet of the warchief, and that is able to hear the warchief. The frenzy grants a +2 enhancement bonus to the Strength score of each affected ally (not including the warchief himself). At the start of each of their turns, everyone affected by the Strength boost takes 1 point of damage for each Hit Die they have. Thus, an orc warchief can grant +2 Strength to each member of the pack of 1st level orc warriors he commands, but they each take 1 point of damage per round as long as the Strength boost remains in effect. Every two levels (3rd, 5th, 7th, 9th), the bonus to Strength increases by +2.

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, +1 keen greataxe, dragonhide breastplate, potion of cure moderate wounds.

Encounter 10: The End of the Road

Bullywug raider (2), male bullywug Bbn8: CR 8; Medium-size humanoid (aquatic); 8d12+56; hp 127; Init 1; Spd 30 ft., swim 40 ft.; AC 17, touch 9, flat-footed 15; Base Atk +8; Grp +13; Atk +14 melee (1d12+8/19-20, x3, +1 keen greataxe); Full Atk +14/+9 melee (1d12+8/19-20, x3, +1 keen greataxe); SA Rage 1/day; SQ Marsh move; AL NE; SV Fort +13, Ref +3, Will +5; Str 20, Dex 12, Con 24, Int 8, Wis 12, Cha 6.

Skills and Feats: Hide +4 (+10 in swamps), Jump +11, Listen +7; Power Attack, Powerful Charge, Greater Powerful Charge.

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, +1 keen greataxe, dragonhide breastplate, 2 potions of cure moderate wounds.

Bullywug Warchief (1), male bullywug Bbn3/Warchief 5: CR 8; Medium-size humanoid (aquatic); 3d12+5d10+56; hp 112; Init 1; Spd 30 ft., swim 40 ft.; AC 17 (touch 9, flat-footed 15); Base Atk +6; Grp +11; Atk +12 melee (1d12+8/19-20, x3, +1 keen greataxe); Full Atk +12/+7 melee (1d12+8/19-20, x3, +1 keen greataxe); SA Rage 1/day, tribal frenzy; SQ Marsh move; AL NE; SV Fort +14, Ref +3, Will +8; Str 20, Dex 12, Con 24, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +4 (+10 in swamps), Jump +12, Listen +7; Power Attack, Powerful Charge

Tribal Frenzy (Ex): A warchief is able to inspire his followers to acts of extreme battle frenzy. The warchief may activate the frenzy as a standard action. He may then maintain it as a free action. It ends at the conclusion of any turn in which the warchief does not maintain it. The frenzy affects any creature that is a member of the warchief's race and tribe that starts its turn within 30 feet of the warchief, and that is able to hear the warchief. The frenzy grants a +2 enhancement bonus to the Strength score of each affected ally (not including the warchief himself). At the start of each of

their turns, everyone affected by the Strength boost takes 1 point of damage for each Hit Die they have. Thus, an orc warchief can grant +2 Strength to each member of the pack of 1st level orc warriors he commands, but they each take 1 point of damage per round as long as the Strength boost remains in effect. Every two levels (3rd, 5th, 7th, 9th), the bonus to Strength increases by +2.

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, +1 keen greataxe, dragonhide breastplate, *potion of cure moderate wounds*.

Sunnaugi, Wastrian Wizard (1), male human Wiz9: CR 9; Medium-size humanoid; 9d4+18; hp 46; Init +2; Spd 30 ft.; AC 12 (touch 12, flatfooted 10); Base Atk +4; Grp +4; Atk +4 melee (1d4 19-20/x2, dagger); Full Atk +4 melee (1d4 19-20/x2, dagger); AL LE; SV Fort +5, Ref +5, Will +7; Str 10, Dex 14, Con 14, Int 18, Wis 12, Cha 8.

Skills and Feats: Concentration +14, Knowledge Arcana +16, Knowledge (religion) +16, Spellcraft +18; Scribe Scroll, Point Blank Shot, Precise Shot, Spell Focus (evocation), Empower Spell, Greater Spell Focus (evocation), Quicken Spell.

Spells Prepared (4/5/5/5/3/1); base DC = 14 + spell level): 0—*read magic, ray of frost, acid splash, detect magic*; 1st—*shield, mage armor, magic missile, magic missile, ray of enfeeblement*; 2nd—*false life, glitterdust, resist energy (fire), scorching ray (2)*; 3rd — *dispel magic, fly, hold person, fireball (2)*; 4th — *dimension door, greater invisibility, empowered scorching ray*; 5th — *quicken truestrike*

Spellbook: 0—*acid splash, arcane mark, dancing lights, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, daze, resistance, touch of fatigue*; 1st—*acid orb, lesser, cold orb, lesser, electric orb, lesser, feather fall, fire orb, lesser, mage armor, magic missile, protection from good, ray of enfeeblement, shield, sonic orb,*

lesser, true strike; 2nd—*false life, glitterdust, ice knife, indifference, invisibility, resist energy, scorching ray, see invisibility, touch of idiocy*; 3rd—*dispel magic, fireball, fly, haste, hold person, ice burst, lightning bolt, negative energy burst, slow*; 4th — *acid orb, dimension door, electric orb, enervation, greater invisibility, mass enlarge person, sonic orb*; 5th — *cone of cold, energy buffer, feblemind, ghostform*

Possessions: wrist sheath, dagger, *headband of intellect +2 (already included in the stats above), pearl of power level 1*

Banruru, Wastrian Cleric (1), male human Clr9: CR 9; Medium-size humanoid; 9d8+18; hp 66; Init +1; Spd 20 ft.; AC 20 (touch 11, flatfooted 19); Base Atk +6; Grp +8; Atk +10 melee (1d10+3/x3, +1 glaive); Full Atk +10/+5 melee (1d10+3/x3, +1 glaive); AL LE; SV Fort +9, Ref +5, Will +12; Str 14, Dex 12, Con 14, Int 10, Wis 20, Cha 8;

Skills and Feats: Concentration +14, Knowledge Religion +12, Spellcraft +12; Weapon Focus (glaive), Endurance, Die Hard, Power Attack, Empower Spell, Quicken Spell;

Spells Prepared (6/7/6/5/4/3; base DC = 15 + spell level): 0—*read magic, guidance, resistance, detect magic, mending, virtue*; 1st—*protection from chaos*, bless, divine favor, shield of faith, remove fear, sanctuary, command*; 2nd—*spiritual weapon*, hold person (2), sound burst, resist energy (fire), remove paralysis*; 3rd—*magic vestment*, dispel magic, invisibility purge, prayer, blindness/deafness*; 4th—*divine power*, greater magic weapon, freedom of movement, cure critical wounds*; 5th—*flame strike*, slay living, flame strike*.

*Domain spell. *Domains:* War (weapon focus (glaive)); Law (cast law spells at +1 caster level).

Possessions: wrist sheath, dagger, +1 full plate, +1 glaive, 2 x pearl of power L1, vest of resistance +1, *periapt of wisdom +2 (already included in the stats above)*

Appendix 5: APL 12

Encounter 8: Amphibians

Bullywug raider (2), male bullywug Bbn10: CR 10; Medium-size humanoid (aquatic); 10d12+70; hp 145; Init 1; Spd 30 ft., swim 40 ft.; AC 20, touch 9, flat-footed 19; Base Atk +10; Grp +15; Atk +16 melee (1d12+8/19-20, x3, *+1 keen greataxe*); Full Atk +16/+11 melee (1d12+7/x3, *+1 keen greataxe*); SA Rage 3/day, improved uncanny dodge, trap sense +3, damage reduction 2/-; SQ Marsh move; AL NE; SV Fort +15, Ref +5, Will +7; Str 20, Dex 12, Con 24, Int 8, Wis 12, Cha 6.

Skills and Feats: Hide +7 (+13 in swamps), Jump +18, Listen +14; Power Attack, Powerful Charge, Greater Powerful Charge, Improved Critical (Greataxe).

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

Wastri's Breath: The effects of Wastri's Breath places the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, *+1 keen greataxe*, *+1 dragonhide breastplate*, *amulet of natural armor +1*, *ring of protection +1*, *vest of resistance +1*, *potion of cure moderate wounds*.

Bullywug Warchief (1), male bullywug Bbn3/Warchief 7: CR 10; Medium-size humanoid (aquatic); 3d12+7d10+70; hp 138; Init 1; Spd 30 ft., swim 40 ft.; AC 20, touch 9, flat-footed 19; Base Atk +8; Grp +11; Atk +14 melee (1d12+8/19-20, x3, *+1 keen greataxe*); Full Atk +14/+9 melee (1d12+8/19-20, x3, *+1 keen greataxe*); SA Rage 1/day, tribal frenzy; SQ Marsh move; AL NE; SV Fort +16, Ref +5, Will +10; Str 20, Dex 12, Con 24, Int 8, Wis 12, Cha 10.

Skills and Feats: Hide +4 (+10 in swamps), Jump +12, Listen +7; Power Attack, Powerful Charge, Greater Powerful Charge, Improved Critical (greataxe)

Tribal Frenzy (Ex): A warchief is able to inspire his followers to acts of extreme battle frenzy. The warchief may activate the frenzy as a standard action. He may then maintain it as a free action. It ends at the conclusion of any turn in which the warchief does not maintain it. The frenzy affects any creature that is a

member of the warchief's race and tribe that starts its turn within 30 feet of the warchief, and that is able to hear the warchief. The frenzy grants a +2 enhancement bonus to the Strength score of each affected ally (not including the warchief himself). At the start of each of their turns, everyone affected by the Strength boost takes 1 point of damage for each Hit Die they have. Thus, an orc warchief can grant +2 Strength to each member of the pack of 1st level orc warriors he commands, but they each take 1 point of damage per round as long as the Strength boost remains in effect. Every two levels (3rd, 5th, 7th, 9th), the bonus to Strength increases by +2.

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, *+1 keen greataxe*, *+1 dragonhide breastplate*, *amulet of natural armor +1*, *ring of protection +1*, *vest of resistance +1*, *potion of cure moderate wounds*.

Encounter 9: Amphibious Rage

Bullywug raider (3), male bullywug Bbn10: CR 10; Medium-size humanoid (aquatic); 10d12+70; hp 145; Init 1; Spd 30 ft., swim 40 ft.; AC 20, touch 9, flat-footed 19; Base Atk +10; Grp +15; Atk +16 melee (1d12+8/19-20, x3, *+1 keen greataxe*); Full Atk +16/+11 melee (1d12+7/x3, *+1 keen greataxe*); SA Rage 3/day, improved uncanny dodge, trap sense +3, damage reduction 2/-; SQ Marsh move; AL NE; SV Fort +15, Ref +5, Will +7; Str 20, Dex 12, Con 24, Int 8, Wis 12, Cha 6.

Skills and Feats: Hide +7 (+13 in swamps), Jump +18, Listen +14; Power Attack, Powerful Charge, Greater Powerful Charge, Improved Critical (greataxe).

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a

+4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, +1 keen greataxe, +1 dragonhide breastplate, amulet of natural armor +1, ring of protection +1, vest of resistance +1, potion of cure moderate wounds.

Bullywug Warchief (1), male bullywug Bbn3/Warchief 7: CR 10; Medium-size humanoid (aquatic); 3d12+7d10+70; hp 138; Init 1; Spd 30 ft., swim 40 ft.; AC 20, touch 9, flat-footed 19; Base Atk +8; Grp +11; Atk +14 melee (1d12+8/19-20, x3, +1 keen greataxe); Full Atk +14/+9 melee (1d12+8/19-20, x3, +1 keen greataxe); SA Rage 1/day, tribal frenzy; SQ Marsh move; AL NE; SV Fort +16, Ref +5, Will +10; Str 20, Dex 12, Con 24, Int 8, Wis 12, Cha 10.

Skills and Feats: Hide +4 (+10 in swamps), Jump +12, Listen +7; Power Attack, Powerful Charge, Greater Powerful Charge, Improved Critical (Greataxe)

Tribal Frenzy (Ex): A warchief is able to inspire his followers to acts of extreme battle frenzy. The warchief may activate the frenzy as a standard action. He may then maintain it as a free action. It ends at the conclusion of any turn in which the warchief does not maintain it. The frenzy affects any creature that is a member of the warchief's race and tribe, that starts its turn within 30 feet of the warchief, and that is able to hear the warchief. The frenzy grants a +2 enhancement bonus to the Strength score of each affected ally (not including the warchief himself). At the start of each of their turns, everyone affected by the Strength boost takes 1 point of damage for each Hit Die they have. Thus, an orc warchief can grant +2 Strength to each member of the pack of 1st level orc warriors he commands, but they each take 1 point of damage per round as long as the Strength boost remains in effect. Every two levels (3rd, 5th, 7th, 9th), the bonus to Strength increases by +2.

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

Wastri's Breath: The effects of Wastri's Breath places the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a

barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, +1 keen greataxe, +1 dragonhide breastplate, amulet of natural armor +1, ring of protection +1, vest of resistance +1, potion of cure moderate wounds.

Encounter 10: The End of the Road

Bullywug raider (2), male bullywug Bbn10: CR 10; Medium-size humanoid (aquatic); 10d12+70; hp 145; Init 1; Spd 30 ft., swim 40 ft.; AC 20, touch 9, flat-footed 19; Base Atk +10; Grp +15; Atk +16 melee (1d12+8/19-20, x3, +1 keen greataxe); Full Atk +16/+11 melee (1d12+7/x3, +1 keen greataxe); SA Rage 3/day, improved uncanny dodge, trap sense +3, damage reduction 2/-; SQ Marsh move; AL NE; SV Fort +15, Ref +5, Will +7; Str 20, Dex 12, Con 24, Int 8, Wis 12, Cha 6.

Skills and Feats: Hide +7 (+13 in swamps), Jump +18, Listen +14; Power Attack, Powerful Charge, Greater Powerful Charge, Improved Critical (greataxe).

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, +1 keen greataxe, +1 dragonhide breastplate, amulet of natural armor +1, ring of protection +1, vest of resistance +1, potion of cure moderate wounds.

Bullywug Warchief (1), male bullywug Bbn3/Warchief 7: CR 10; Medium-size humanoid (aquatic); 3d12+7d10+70; hp 138; Init 1; Spd 30 ft., swim 40 ft.; AC 20, touch 9, flat-footed 19; Base Atk +8; Grp +11; Atk +14 melee (1d12+8/19-20, x3, +1 keen greataxe); Full Atk +14/+9 melee (1d12+8/19-20, x3, +1 keen greataxe); SA Rage 1/day, tribal frenzy; SQ Marsh move; AL NE; SV Fort +16, Ref +5, Will +10; Str 20, Dex 12, Con 24, Int 8, Wis 12, Cha 10.

Skills and Feats: Hide +4 (+10 in swamps), Jump +12, Listen +7; Power Attack, Powerful Charge, Greater Powerful Charge, Improved Critical (greataxe)

Tribal Frenzy (Ex): A warchief is able to inspire his followers to acts of extreme battle frenzy. The warchief may activate the frenzy as a standard action. He may then maintain it as a free action. It ends at the conclusion of any turn in which the warchief does not maintain it. The frenzy affects any creature that is a member of the warchief's race and tribe that starts its turn within 30 feet of the warchief, and that is able to hear the warchief. The frenzy grants a +2 enhancement bonus to the Strength score of each affected ally (not including the warchief himself). At the start of each of their turns, everyone affected by the Strength boost takes 1 point of damage for each Hit Die they have. Thus, an orc warchief can grant +2 Strength to each member of the pack of 1st level orc warriors he commands, but they each take 1 point of damage per round as long as the Strength boost remains in effect. Every two levels (3rd, 5th, 7th, 9th), the bonus to Strength increases by +2.

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

Wastri's Breath: The effects of Wastri's Breath place the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage!

Possessions: wrist sheath, dagger, +1 keen greataxe, +1 dragonhide breastplate, amulet of natural armor +1, ring of protection +1, vest of resistance +1, potion of cure moderate wounds.

Sunnaugi, Wastrian Wizard (1), male human Wiz11: CR 11; Medium-size humanoid; 11d4+22; hp 56; Init +2; Spd 30 ft.; AC 12, touch 12, flatfooted 10; Base Atk +5; Grp +5; Atk +5 melee (1d4 19-20/x2, dagger); Full Atk +5 melee (1d4 19-20/x2, dagger); AL LE; SV Fort +5, Ref +5, Will +8; Str 10, Dex 14, Con 14, Int 20, Wis 12, Cha 8.

Skills and Feats: Concentration +16, Knowledge Arcana +19, Knowledge (religion) +19, Spellcraft +21; Scribe Scroll, Point Blank Shot, Precise Shot, Spell Focus (evocation), Empower Spell, Greater Spell Focus (evocation), Improved Initiative, Quicken Spell.

Spells Prepared (4/6/5/5/4/3/1; base DC = 15 + spell level): 0—*read magic, ray of frost, acid splash, detect magic*, 1st—*shield, mage armor, magic missile, magic missile, true strike, ray of enfeeblement*; 2nd—

false life, glitterdust, resist energy (fire), scorching ray (2); 3rd—*dispel magic, fly, hold person, fireball (2)*; 4th—*dimension door, greater invisibility, empowered scorching ray, enervation*; 5th—*quicken truestrike, feeblemind, empowered fireball*; 6th—*disintegrate*.

Spellbook: 0—*acid splash, arcane mark, dancing lights, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, daze, resistance, touch of fatigue*; 1st—*acid orb, lesser, cold orb, lesser, electric orb, lesser, feather fall, fire orb, lesser, mage armor, magic missile, protection from good, ray of enfeeblement, shield, sonic orb, lesser, true strike*; 2nd—*false life, glitterdust, ice knife, indifference, invisibility, resist energy, scorching ray, see invisibility, touch of idiocy*; 3rd—*dispel magic, fireball, fly, haste, hold person, ice burst, lightning bolt, negative energy burst, slow*; 4th—*acid orb, dimension door, electric orb, enervation, greater invisibility, mass enlarge person, sonic orb*; 5th—*cone of cold, dominate person, energy buffer, feeblemind, ghostform, waves of fatigue*; 6th—*chain lightning, disintegrate*.

Possessions: wrist sheath, dagger, headband of intellect +4 (already included in the stats above)

Banruru, Wastrian Cleric (1), male human Clr11: CR 11; Medium-size humanoid; 10d8+22; hp 77; Init +?; Spd 20 ft.; AC 19 (touch 11, flatfooted 22); Base Atk +8; Grp +8; Atk +12 melee (1d10+1/x3, +1 glaive); Full Atk +12/+7 melee (1d10+1/x3, +1 glaive); AL LE; SV Fort +9, Ref +4, Will +12; Str 14, Dex 12, Con 14, Int 10, Wis 20, Cha 8;

Skills and Feats: Concentration +16, Knowledge Religion +14, Spellcraft +14; Weapon Focus (glaive), Endurance, Die Hard, Power Attack, Empower Spell, Quicken Spell;

Spells Prepared (6/8/6/6/5/4/2; base DC = 15 + spell level): 0—*read magic, guidance, resistance, detect magic, mending, virtue*; 1st—*protection from chaos*, bless, divine favor, shield of faith, remove fear, sanctuary, doom, command*; 2nd—*spiritual weapon*, hold person (2), sound burst, resist energy (fire), remove paralysis*; 3rd—*magic vestment*, dispel magic, invisibility purge, prayer, wind wall, blindness/deafness*; 4th—*divine power*, greater magic weapon, freedom of movement, spell immunity, cure critical wounds*; 5th—*flame strike*, righteous might, slay living, quickened inflict light wounds*; 6th—*shield barrier*, harm*.

*Domain spell. *Domains:* War (weapon focus (glaive)); Law (cast law spells at +1 caster level).

Possessions: +1 glaive, +1 full plate, periapt of wisdom +4 (already included in the stats above)

Wastrian Cleric (1), male human Clr11: CR 11; Medium-size humanoid; 11d8+22; hp 80; Init +1; Spd 20 ft.; AC 20, touch 11, flatfooted 19; Base Atk +8; Grp +8; Atk +12 melee (1d10+1/x3, *+1 glaive*); Full Atk +12/+7 melee (1d10+1/x3, *+1 glaive*); AL LE; SV Fort +9, Ref +4, Will +12; Str 14, Dex 12, Con 14, Int 10, Wis 20, Cha 8;

Skills and Feats: Concentration +16, Knowledge Religion +14, Spellcraft +14; Weapon Focus (glaive), Endurance, Die Hard, Power Attack, Empower Spell, Quicken Spell;

Spells Prepared (6/8/6/6/5/4/2; base DC = 15 + spell level): 0—*read magic, guidance, resistance, detect magic, mending, virtue*; 1st—*protection from chaos**, *bless, divine favor, shield of faith, remove fear, sanctuary, doom, command*; 2nd—*spiritual weapon**, *hold person (2), sound burst, resist energy (fire), remove paralysis*; 3rd—*magic vestment**, *dispel magic, invisibility purge, prayer, wind wall, blindness/deafness*; 4th—*divine power**, *greater magic weapon, freedom of movement, spell immunity, cure critical wounds*; 5th—*flame strike**, *righteous might, slay living, quickened inflict light wounds*; 6th—*shield barrier**, *harm*.

*Domain spell. *Domains:* War (weapon focus (glaive)); Law (cast law spells at +1 caster level).

Possessions: wrist sheath, dagger, *+1 full plate, +1 glaive, periapt of wisdom +4 (already included in the stats above)*

Appendix 6: The Bullywug

(Source: Monster Companion: Monsters of Fearun, page 25)

Medium-Size Humanoid (Aquatic)

Hit Dice: 1d8 + 3 (7 hp)

Initiative: +0

Speed: 20 ft., swim 30 ft.

AC: 15 (+2 leather, +3 natural)

Attacks: Halfspear +1 melee; or halfspear +1 ranged

Damage: Halfspear 1d6; or halfspear 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Marsh move, summoning (clerics only)

Saves: Fort +5, Ref +0, Will -2

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

Skills: Hide +0*, Listen -2, Spot -2

Feats: Endurance

Climate/Terrain: Temperate and warm aquatic and marsh

Organization: Solitary (1), pad (4), float (8), or pond (16-48)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

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

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

Most bullywugs encountered outside their homes are warriors; the information in the statistics block is for of 1st level (see Chapter 2 of the Dungeon Master's Guide for more information about the warrior class).

Combat

Bullywugs prefer to fight in or near water. Whenever possible, they use summoned monsters as the first wave of attack. In any given fight, there is a 50% chance that bullywug will fight to death, no matter how

stupid that seems, and a 50% chance that they will flee for their lives when some of their number have fallen, even if they otherwise could win the fight.

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

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

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

Bullywug Characters

Bullywug sometimes gain levels as barbarians. The biggest bullywug in the pond frequently is at least a 2nd-level barbarian.

Bullywug Society

Bullywugs hunt things, eat things, bully things, and worship their noxious deities. There are many bullywug clerics; as many as 10% of bullywugs in some ponds have one or more levels as a cleric. Bullywug clerics can choose from the domains of Chaos, Evil, and Water. Bullywug clerics are more limited than those of other races, and can only choose three types of spells: *summon monster* spells (their culturally preferred choice), *inflict* spells, and their domain spells.

In the Vast Swamp

The bullywugs in the Vast Swamp tend to be more intelligent and organized than their more wild cousins. They worship the lawful deity Wastri who promotes the destruction of dwarves, elves, gnomes and halflings, and who considers humans and amphibians far superior. Unlike regular bullywug clerics, clerics of Wastri are treated as normal clerics and they can choose from the domains Animal, Law and War. They can only rebuke undead and cast spontaneous inflict spells.

Appendix 7: The War Chief

(Source: *Miniatures Handbook*, page 24)

A **warchief** leads a primitive, aggressive tribe of humanoids, especially when they turn to marauding. The warchief calls on his indomitable presence and terrible visage to spur his followers to feats of great courage and sacrifice for the tribe. The tribe member who hangs back learns firsthand that the warchief's displeasure is a terror eclipsing even the hardships of war – better to die in glory on the battlefield than under the warchief's tortuous punishments. Inspired to a killing frenzy, the warchief and his band sweep the enemies of the tribe before their onslaught.

Warchiefs are self-made leaders, more often than not reaching their elevated status by deposing the previous warchief in a bloody coup. A warchief doesn't become the sole authority by worrying about the needs of others, and thus good-aligned leaders are rarely members of this class. The martial classes – especially fighter, ranger and warrior – are most likely to become warchiefs. NPC warchiefs might be found throughout the savage lands, leading tribes of brutal humanoids to bloody ends. Luckily for those in civilized lands, warchiefs most often array their followers against other bands of savages.

Hit Die: d10

Requirements: To qualify to become a warchief, a character must fulfill all the following criteria:

Base Attack Bonus: +3

Special: Must have led a tribe in battle.

Class Skills:

The warchief's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Tribal Frenzy (Str+2)
2nd	+1	+3	+0	+3	Ability Boost (Cha+2)
3rd	+2	+3	+1	+3	Tribal Frenzy (Str+4)
4th	+3	+4	+1	+4	-
5th	+3	+4	+1	+4	Tribal Frenzy (Str+6)

Class Features:

All of the following are class features of the warchief.

Weapon and Armor Proficiency: Warchiefs gain no proficiency with any weapon or armor.

Tribal Frenzy (Ex): A warchief is able to inspire his followers to acts of extreme battle frenzy. The warchief may activate this frenzy as a standard action. He may then maintain it as a free action. The frenzy affects any creature that is a member of the warchief's race and tribe, that starts its turn within 30 feet of the warchief, and that is able to hear the warchief. The frenzy grants a +2 enhancement bonus to the strength score of each affected ally (not including the warchief himself). At the start of each of their turns, everyone affected by the strength boost takes 1 point of damage for each Hit Die they have. Every two levels (3rd, 5th, 7th and 9th), the bonus to Strength increases by +2.

Ability Boost (Ex): As a warchief gains levels in this prestige class, his Charisma score increases as noted in the accompanying table.

Appendix 8: New Rules Items

New Items:

Leather Scale (Arms & Equipment)

Leather scale armor is just like the scale mail described in Chapter 7 of the PHB, except that the scales are made of cured leather instead of metal. Cost: 45gp; Armor Bonus: +3; Max Dex Bonus: +6; Armor Check Penalty: -2; Arcane Spell Failure: 15%; Speed: 30ft/20ft; Weight: 20lb.

Sheath, Wrist (Arms & Equipment)

This sheath fits along the inside of the forearm, allowing weapons stored inside it to be drawn quickly. A wrist sheath can hold one Tiny weapon, such as a dagger, or one wand. Weapons of unusual shape, like a bladed gauntlet, do not fit into a wrist sheath regardless of their size. Drawing or replacing the contents of a wrist sheath is a move-equivalent action.

New Spells:

Acid Orb, Lesser (Miniatures Handbook)

Conjuration (Creation) [Acid]

Level: Sor/Wiz 1, WMG1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. +5 ft./2 levels)

Effect: One orb of Acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed at a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Cold Orb, Lesser (Miniatures Handbook)

Conjuration (Creation) [Cold]

Level: Sor/Wiz 1, WMG1

As *lesser acid orb*, except *lesser cold orb* deals cold damage.

Electric Orb, Lesser (Miniatures Handbook)

Conjuration (Creation) [Electricity]

Level: Sor/Wiz 1, WMG1

As *lesser acid orb*, except *lesser electric orb* deals electricity damage.

Fire Orb, Lesser (Miniatures Handbook)

Conjuration (Creation) [Fire]

Level: Sor/Wiz 1, WMG1

As *lesser acid orb*, except *lesser fire orb* deals fire damage.

Sonic Orb, Lesser (Miniatures Handbook)

Conjuration (Creation) [Fire]

Level: Sor/Wiz 1, WMG1

As *lesser acid orb*, except *lesser sonic orb* deals sonic damage.

Ice Knife (Tome & Blood)

Conjuration (Creation) [Cold]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. +40 ft./level)

Effect: One icy missile

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

A magical shard of ice springs from your hand and speeds to its target. You must succeed at a normal ranged attack to hit. For every two caster levels, you gain a +2 modifier on the ranged attack roll. The shard deals 1d8 points of piercing damage, plus 1d8 points of cold damage and 2 points of cold Dexterity damage. Creatures that are immune to cold damage take no Dexterity damage. A successful Fortitude save reduces the cold damage by half and negates the Dexterity damage.

A miss creates a shower of ice crystals in a 10-foot-radius burst centered where the shard lands (see the rules for grenade like weapons on page 138 of the *Player's Handbook*). The icy burst deals 1d8 points of splash damage.

A creature within the burst area can make a Reflex save to take only half damage.

Material Component: A drop of water or piece of ice.

Indifference (Tome & Blood)

Enchantment [Mind-Affecting]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 full round

Range: Touch
Target: Living creature touched
Duration: 1 hour/level (D)
Saving Throw: Will negates (see text)
Spell Resistance: Yes

This spell drains emotion from the creature touched. The subject becomes immune to fear and compulsion effects of 2nd level or lower and gains a +4 circumstance modifier on saving throws against fear or compulsion effects of 3rd level or higher. Furthermore, morale bonuses or penalties do not affect the subject while the spell lasts. However, the subject's lack of emotion imposes a -4 circumstance penalty on Charisma checks. If the subject already is under a fear or compulsion effect when receiving this spell, a failed saving throw ends that effect and leaves the subject dazed for 1 round.

Material Component: A small stone.

Ice Burst (Tome & Blood)

Evocation [Cold]
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. +10 ft./level)
Area: 30-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A hail of magical ice chunks erupts from a point in space. The chunks fly in all directions, hitting everything within the burst. The pelting ice deals 1d4 points of cold damage +1 point of blunt damage per caster level, to a maximum of 10d4+10.

Material Component: A chunk of ice or a single pearl.

Negative Energy Burst (Tome & Blood)

Necromancy
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. +5 ft./2 levels)
Effect: 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: Will half (see text)
Spell Resistance: Yes

You release a silent burst of negative energy from a point you indicate. The burst deals 1d8 points of damage to living creatures in the area +1 point per caster level (maximum 1d8+10). A successful Will save reduces damage by half.

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

Acid Orb (Tome & Blood)

Evocation [Acid]
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. +5 ft./2 levels)
Targets: One or more creatures or objects, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

One or more orbs of acid about 3 inches across shoot from your palm at their targets. You must succeed at a ranged touch attack to hit your target. The orbs deal a total of 1d6 points of acid damage per caster level (maximum 15d6), divided any way you see fit, but a single orb must deal at least 1d6 points of damage. You declare the damage division before making your attack rolls. A creature struck directly takes the orb's damage and becomes nauseated from the acid's noxious fumes for 1 round. A successful Fortitude save reduces damage by half and negates the nausea. If you miss, acid splashes in a 10-foot burst, dealing 2 points per die of damage dealt by that orb. A successful Reflex reduces splash damage by half.

Electric Orb (Tome & Blood)

Evocation [Electricity]
Level: Sor/Wiz 4

As *acid orb*, except *electric orb* deals electricity damage. A creature struck directly takes the orb's damage, and the play of electricity leaves its metal accouterments magnetized for 1 round. A creature wearing metal armor is effectively entangled and suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. If the surfaces surrounding the creature are metallic, it cannot move. Otherwise, it moves at half speed and can't run or charge. If the creature attempts to cast a spell, it must make a Concentration check (DC 15) or lose the spell.

A successful Fortitude save reduces damage by half and negates the magnetism.

Sonic Orb (Tome & Blood)

Evocation [Sonic]
Level: Sor/Wiz 4

As *acid orb*, except *sonic orb* deals sonic damage. A creature struck directly takes the orb's damage and is

deafened for 1 round. A deafened creature cannot hear, suffers a -4 penalty to initiative checks, and has a 20% chance of spell failure when casting spells with verbal components. The creature cannot make Listen checks. A successful Fortitude save reduces damage by half and negates the deafening effect.

Energy Buffer (Tome & Blood)

Abjuration

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Touch

Target: You

Duration: 24 hours or until discharged

This abjuration grants you protection against damage from any type of energy: acid, cold, electricity, fire, or sonic. The spell protects your equipment as well. Whenever you are exposed to energy damage, a multi-hued aura covers your body and absorbs up to 1d6 points per caster level (maximum 15d6) of whatever type of energy triggered the effect. The protective aura lasts for 1 round or until it absorbs all the damage it can, whichever comes first. Once the aura begins absorbing damage, you cannot change the type of damage it absorbs.

Energy buffer overlaps (and does not stack with) *endure elements*, *resist elements*, and *protection from elements*. If you are warded by *energy buffer* and one or more of the other spells, the *energy buffer* spell absorbs damage until it is exhausted, no matter what type of energy the other spells ward against. If you are subjected to a second type of energy after *energy buffer* is activated, any warding spell that protects you from the second type of energy is still effective. For example, Mialee casts *energy buffer* on herself and also receives *protection from elements (fire)* and *resist elements (cold)* from Jozan. Later, a white dragon and a group of ogres ambush Mialee's party. The ogres hurl flasks of alchemist's fire at Mialee, which triggers her *energy buffer* spell. The buffer easily absorbs all the fire damage Mialee would

have suffered, and the *protection from elements (fire)* spell absorbs nothing. Later, in the surprise round, the white dragon looses its breath weapon. Because Mialee's *energy buffer* spell is absorbing fire damage, it is ineffective against the cold damage the dragon's breath weapon deals, but Mialee still gets the benefit of the *resist elements (cold)* spell.

Ghostform (Tome & Blood)

Transmutation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

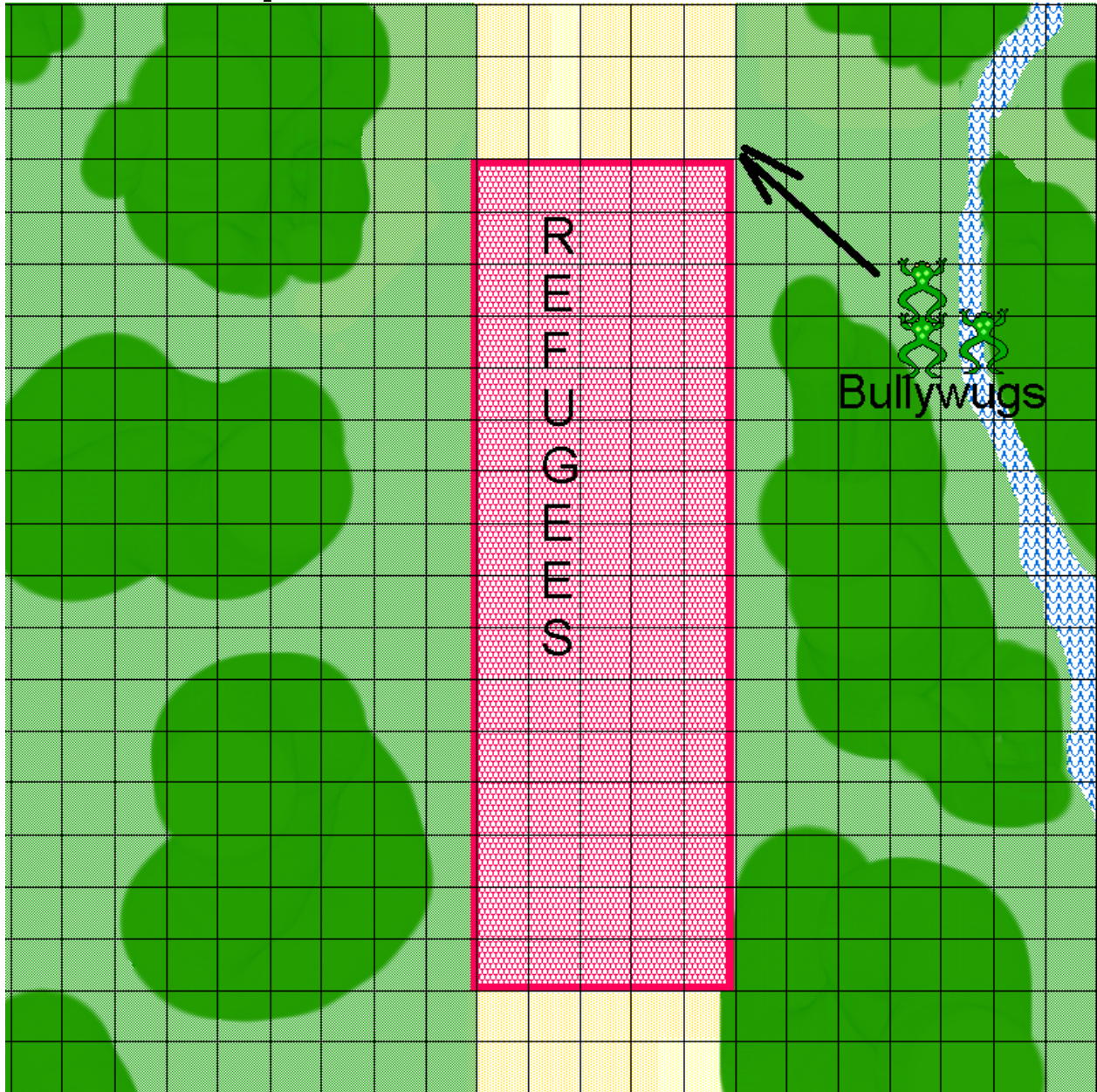
Duration: 1 minute/level (D)

You assume a visible, incorporeal form similar to the form a ghost assumes when manifesting. While the spell lasts, your body shifts onto the Ethereal Plane. You are visible to, and can be attacked by, creatures on the Material Plane, but you have no material body. You can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you have a 50% chance to ignore any damage from a corporeal source (except for force effects, such as *magic missile*, or attacks made with *ghost touch* weapons). Creatures on the Material Plane ignore all your armor and natural armor bonuses, but you gain a deflection modifier equal to your Charisma modifier (always at least +1, even if your Charisma score does not normally provide a bonus). You cannot make physical attacks against foes on the Material Plane except with *ghost touch* weapons; in this case, you have no effective Strength score, but your Dexterity modifier applies to all your melee attack rolls. Your spells affect targets on the Material Plane normally unless the spells rely on touch. Your touch spells don't work on material targets. Against foes on the Ethereal Plane, all your attacks and defenses work normally.

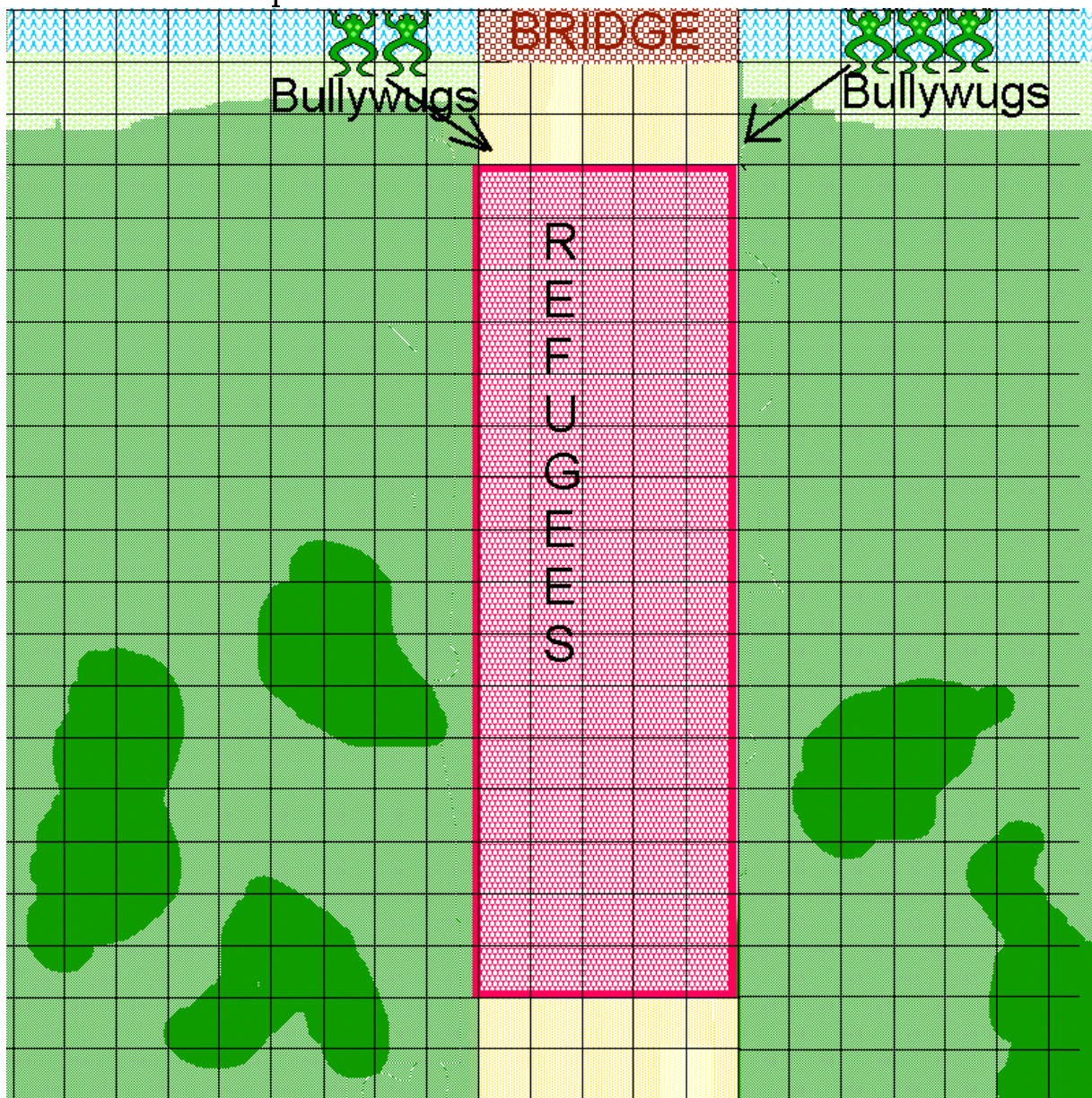
While incorporeal, you cannot run, but you can fly (perfect maneuverability) at your normal speed. You can pass through solid objects as any incorporeal creature can. When the spell ends, you return fully to the Material Plane. If you return inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Wastri's Breath: The effects of Wastri's Breath places the bullywugs in a near permanent rage. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do NOT stack with regular barbarian rage! Further details will become clear in future scenarios.

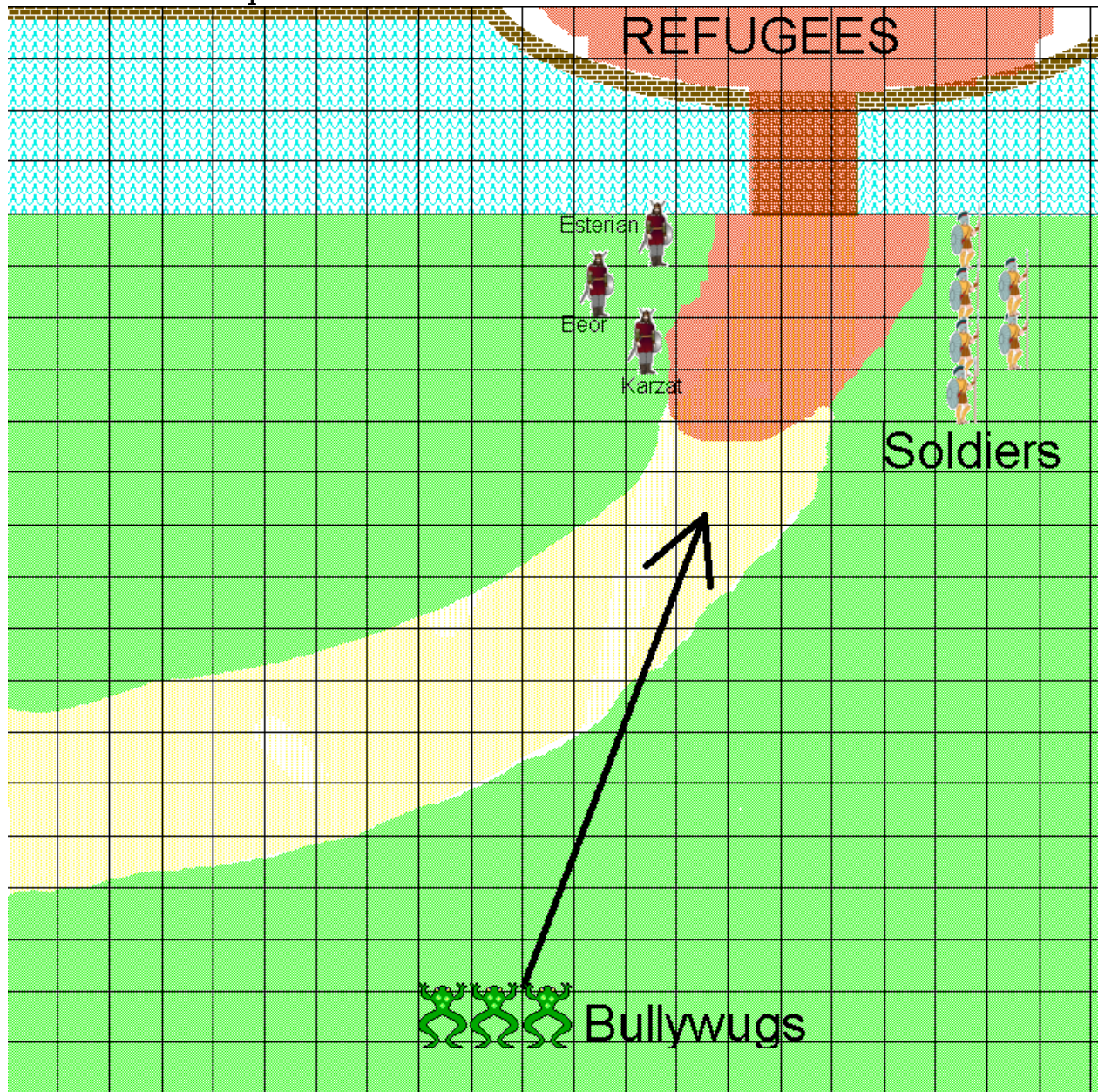
Appendix 9:
Map of Encounter 8



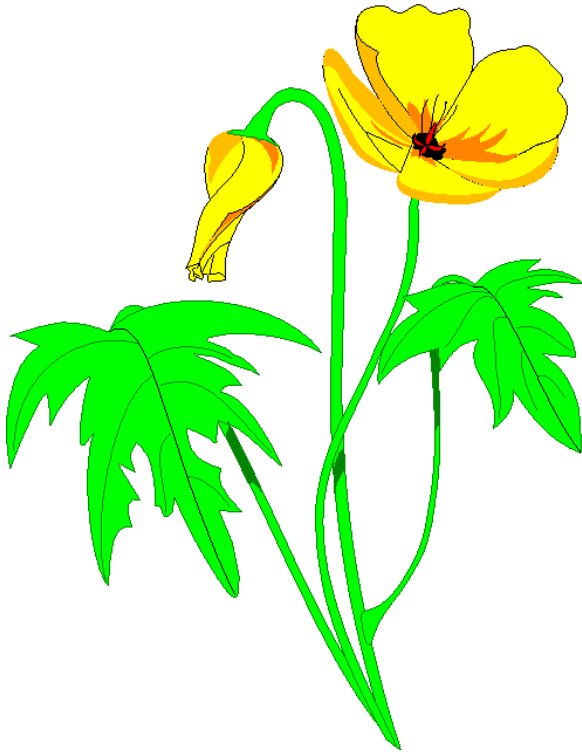
Appendix 10:
Map of Encounter 9



Appendix 11:
Map of Encounter 10



Player's Handout 1:
The yellow flower



Player's Handout 2:
Map of Longwood

