

BDKA4-01

Swamped

A One Round D&D LIVING GREYHAWK® Bandit Kingdoms Introductory Adventure

Version 1

by Theo Judd

Lizardmen have been attacking villages and towns in the northern parts of the Theocracy of Dimre. Rumors abound that the attacks have been particularly savage. Now a town-crier gives news of a reward out for brave adventurers willing to eliminate the source of the threat. A Bandit Kingdoms Introductory module for 1st-level characters only.

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 four-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.

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 bold italics. 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.

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 Web site, 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*.

Living Greyhawk Levels of Play

LIVING GREYHAWK Introductory scenarios are designed for APL 2. 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.

1. Attempt to create a table of six 1st-level characters.
2. 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 to attack must succeed at a Handle Animal or Charisma check (DC 10). 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 an introductory one round Regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Shortly after the invasion of Iuz was successfully repelled, High Canon Winuid wished to secure the eastern borders of the Theocracy of Dimre. To this end, he had several local tribes of lizardfolk forcibly converted to the worship of Pholtus and made into an organized water and forest-trained militia. With them in place, he was satisfied that the followers of the Ebongleam would be able to defend their eastern border along the Artonsamay effectively and prevent defectors from moving to the Theocracy of the Pale.

However, the conversion of the lizardfolk did not go unnoticed. Semuanya, the patron of the lizardfolk has felt the lack of worship in that area of the Phostwood and has sent visions to one of his more devoted followers, a lizardwoman shaman named Ss'ira Leh. Ss'ira Leh is a druid of the Phostwood and she is quite miffed at the forced conversion of her people. She has taken to converting them back to the worship of the "proper faith" and encouraging them to raid the apostate Pholtans in bitter vengeance. These attacks have grown increasingly violent in the past few months. While the reports of women and children being singled out as targets are exaggerated by the Theocracy of Dimre as a political scheme to gain support for their cause, some attacks have nevertheless been quite gruesome.

Recent divinations by church acolytes revealed that a lizardfolk druid in the forest was the source of the insurgency. Because the loss of the lizardfolk threatens the security of their eastern border, the church has sent out notices throughout the Bandit Kingdoms offering a generous reward for those willing to "smite the evil lizardfolk priestess." They have intentionally exaggerated reports of lizardfolk ferocity in order to appear to be taking the moral high ground by "defending their innocent citizens from the attacks of savages." They are rather embarrassed about the fact that anyone could defect from the One True Path. The church is hoping any adventurers will shoot first and ask questions later with the priestess and rid them of the menace, or at least that the adventurers will keep their mouths shut once the deed is done.

Adventure Summary

Encounter 1: The PCs hear an announcement from a town crier that, in light of recent attacks, the High Canon of the Theocracy of Dimre has increased the bounty for the lizardfolk priestess to 200 gp per person. PCs have the option to travel to the town of Iron Faith to learn more.

Encounter 2: The PCs obtain permission to enter the Phostwood seeking the bounty from Canon Prometheus in the town of Iron Faith. Getting the proper permit is a rough process full of red tape as the militantly vigilant priests grill the PCs and use several divinations to ensure they are not spies sent by the Old One or others. This is where the PCs get a good feel for the lawful nature of the realm.

Encounter 3: The PCs enter the Phostwood, where they encounter a dryad who attempts to put any non-elves asleep. Failing that, she may charm one or more PCs to determine whether or not they mean her forest any harm. She can be negotiated with and provide some information on Ss'ira if treated properly. But since she cannot travel far from her tree, most of what she knows she has heard on the grapevine (no pun intended) and her information is not entirely accurate.

Encounter 4: The PCs encounter a group of Lizardmen who have defected to the worship of Semuanya. They are incensed and rather violent, attacking the PCs with little provocation. Examining their bodies reveals a map to the grove of Ss'ira. PCs may also manage to negotiate with the Lizardmen and persuade them to take them to Ss'ira.

Encounter 5: The PCs encounter Ss'ira. She stalls a fight to give the PCs the chance to join her. However, she requests they prove their allegiance to her by bringing her the head of a Pholtan priest, an unlikely possibility. Clever PCs may offer to help her in another way.

Encounter 6: The PCs may encounter a lizardfolk settlement still loyal to Dimre. They will tell the PCs that they are not *that* fond of the Pholtans, but that they have done a good deal in establishing order in their community.

Encounter 7: The PCs return to Iron Faith to report on their success or failure. Here, Canon Prometheus attempts to determine how much the PCs know, and asks them to vow never to speak of this if he realizes they know of the defection of the faithful from the worship of Pholtus. PCs who

agree not to speak of the issue receive the favor of Dimre. Regardless of whether they agree or not, the PCs still receive the reward if they return with Ss'ira's head.

Introduction

It was only last night that you braved the elements to arrive at the Hog's Squeal in the city of Stoink and make arrangements for a place to stay for the night. The proprietor, a lean man with a peg-leg, battle scars along his face and arms, and the tattoo of a an ugly orc wielding a battle axe on his right shoulder, invited you in with a sneer and a "two bits pleezh." He was quite charming.

Your arrangements in the Common Room weren't so bad, except for the haggard man sleeping in the far corner bunk; his snores could have driven a rhino to charge. On the bright side, he also drowned out the screams that you heard in the night, likely victims of muggers, thieves, cutthroats, and assassins.

You awoke to a shining sun gleaming through the window, illuminating the room. The air was warm and outside you could hear the sounds of friendly merchants peddling their wares on the street below. Taking in a great breath confined you to a quick gag and a cough, as the smell of raw sewage met your nose. Apparently people have been emptying their chamber pots into the alley by your window.

Encounter One: A Wanted Criminal

Read the following to the PCs once they have gathered their things and are ready to leave the inn:

Once you had arisen and had a breakfast biscuit, you made your way into the streets. Business seemed to be going along as usual, but then a hush fell over the crowd as a man dressed in courtier's garments stepped to the center of square and proclaimed "Hear ye! Hear ye! The most honorable ally of the Empire, the Theocracy of Dimre, has issued a call for all adventuring parties willing to rid them of an evil lizardfolk priestess who dwells in the swamps of the Phostwood. Her crime has been to incite the lizardfolk in the area to violent atrocities against human settlements, the likes of which cannot be forgiven. For this crime, High Canon Winuid has

issued the sentence of death upon her. Adventuring parties willing and able to carry out her execution are to report to Canon Prometheus in the border town of Iron Faith, where you will receive the details of the mission. The reward for the head of this priestess shall be 200 pieces of gold for each mercenary willing to undertake the task."

With that, the crier turns and begins to walk back to the constabulary, leaving you with the prospects of what may be a promising, and rewarding mission.

At this point the PCs have two options. One, they can ignore the town crier and just mill about Stoink. If they do, the adventure is over. Two, they can decide to undertake the mission, which likely means they'll be traveling to the border of the Theocracy of Dimre quite soon.

Development: It's possible the PCs want some more information before jumping head-long into the adventure. You may allow them to do so, but remind them that if they take more than a day, other adventuring parties might answer the call and beat them to it.

Investigation

There are several avenues of investigation the PCs may pursue. First, by hob-knobbing with locals and spending a few coin, they might be able to glean some information about the current situation with a Gather Information check. They may also know something of the situation already if they have the appropriate knowledge skill. In addition, the PCs can simply visit the authorities in town and make an inquiry. Assume the PCs have all day to make preparations.

Gather Information

A PC may spend 1d4+1 hours to ask about the Theocracy of Dimre. Award a +2 circumstance bonus for every 5 gp spent to a max of +10.

- ☛ DC 10: "Border's only about a day's ride north, but I never been there."
- ☛ DC 15: "The Theocracy of Dimre is made up of a bunch of religious zealots who follow an unusual doctrine. However, I hear it's not so bad a place to live and lots of refugees went there after the war."
- ☛ DC 20: "Allied with the Empire, yes they are. In fact, they seem to take pride in the matter.

Strange if you ask me, cuz I hear they worship one of the better gods. Don't get 'em wrong though, cuz word is they don't trust the Empire one bit."

- ☛ DC 25: "The Theocracy's always been trying to secure it's borders from outside threats. In fact, it's a miracle the country is still standing. I bet there's more behind this reward than meets the eye."
- ☛ DC 30: "You didn't hear this from me, but I've heard the Theocracy is pretty miffed about these attacks because it could create an embarrassing political problem for them."

A PC may spend 1d4+1 hours inquiring about the lizardfolk priestess or the attacks. Award a +2 circumstance bonus for every 5 gp spent to a max of +10.

- ☛ DC 15: "Oh yea, her. I don't go up to those parts, but some merchants passing through here the other day mentioned that she has riled up a bunch of the lizardmen in attacks on Dimrean townships. Apparently, they been indiscriminately killing men, women, and children for more than a month. Horrible."
- ☛ DC 20: "You know, I had heard those lizardfolk were supposed to be friends of Dimre and worshippers of the same god. Musta been wrong."
- ☛ DC 25: "After the war, a small expedition from Dimre went into the Phostwood and forcibly converted many of the lizardfolk to worship of their god. I bet this uprising has something to do with that."
- ☛ DC 30: "I was in Iron Faith for business a few weeks ago. I talked with a survivor of one of the attacks. He said the attacking lizardfolk were clad in warpaint and wore symbols of an egg around their necks."

Knowledge (Local – Iuz Border States)

A PC may attempt a single Knowledge (Local) check to learn about the Theocracy of Dimre:

- ☛ DC 10: The Theocracy of Dimre is militantly rigid in their procedures and methods. Criminals are harshly punished and dissidence is not tolerated.
- ☛ DC 15: The Theocracy of Dimre follows the religion of Pholtus. Ironically, they are indeed allies with the Empire of Iuz.

- DC 20: More specifically, the Theocracy of Dimre follows the Ebongleam, an unusual doctrine in the Pholtan church.

Special: A Bardic Knowledge check may be substituted for this check, but add +5 to all listed DCs.

A PC may attempt a single Knowledge (Local) check to learn about the situation with the lizardfolk:

- DC 15: There is a tribe of lizardfolk living in the swamps of the Phostwood that helps defend Dimre's eastern border. Some are currently in revolt.
- DC 20: The lizardfolk are led by a shaman named Ss'ira Leh, who has preached that they should return to their native faith of Semuanya.

Special: A Bardic Knowledge check may be substituted for this check, but add +5 to all listed DCs.

Knowledge (Religion)

A PC may attempt a single Knowledge (religion) check to learn about the Theocracy of Dimre's religious beliefs:

- DC 10: The Theocracy of Dimre follows Pholtus, god of immovability, the sun, and law.
- DC 15: The Theocracy of Dimre follows the Ebongleam, a doctrine that teaches one must first walk hand-in-hand with darkness before one can understand the light.
- DC 20: The Ebongleam is in opposition to the orthodox doctrine of the neighboring Theocracy of the Pale.

Special: A Bardic Knowledge check may be substituted for this check, but add +10 to all listed DCs.

Knowledge(History)/Bardic Knowledge

A PC may make a single Knowledge (History) or Bardic Knowledge check (or both if the PC has both) to learn the history of the lizardfolk in the area:

- DC 15: The Theocracy of Dimre converted the lizardfolk in the Phostwood to the worship of Pholtus after the Greyhawk Wars.
- DC 20: The lizardfolk were charged with defending the eastern border. Dimre trained them as a specialized water-borne division.

- DC 25: Insurgencies have been rare, as the Theocracy tends to enslave those lizardfolk who refuse to convert.

Once the PCs have all the information they want and are ready to travel to Iron Faith, proceed to Encounter Two.

Encounter Two:

A Bastion of Faith

Your journey to Iron Faith is but a short two-day ride north from Stoink. As you have traveled, the landscape has taken on a particularly unforgiving form. Although you have never found it unusual to find barren fields in the Bandit Kingdoms, these lands appear to hold no remorse for any who would plow them. The ground is cracked and the soil weak, and to make matters worse, the road and surrounding environs are covered with stones that surely choke even the most stubborn of vegetation. Nevertheless, on the second night of your journey, you begin to see shacks and lean-tos alongside the road, as well as evidence that at least some attempt has been made to put this land to good use, albeit a poor one.

It is not long before you catch a glimpse of what can only be the beacons of Iron Faith, the border village and entrance into the Theocracy of Dimre. Even from this distance, you can feel a strange sense of foreboding as you approach the town. You remember all too well the words of the Imperial lieutenant you passed near the border yesterday, "Remember, once inside Dimre, you are outside the Old One's protection. But don't think even for a minute that it means he can't see you. Our great lord, Iuz, sees all."

Allow the players to make any preparations they wish before entering Iron Faith. Feel free to warn them that as soon as they go any further, they will likely announce their presence to the guards at the gate, intentional or otherwise. Once the players are ready to proceed, read the following:

Approaching the town, you can see it is guarded by a well-built palisade made from the sturdy lumber of the nearby Phostwood. A twin-towered gatehouse lies before you, where several guards, clad in a breastplate that bears the symbol of the sun eclipsed by Luna, stand watch. Noticing your

approach, they send three riders forth, mounted atop horses of war.

Stopping about 20 feet away from your group, one of the riders holds up his hand, "Stop in the name of the Blinding Light! Who are you who approach this, the holy border town of Iron Faith?"

At this point, give the players the chance to role-play a little bit with the rider. They should be able to explain why they are there and what they intend to do.

Creatures: The rider's name is Zedekiah, and he is not found of outsiders, especially those who are non-human. However, being a devout Pholtan, he does welcome refugees, as long as they are respectful and earnestly desire to turn from their former ways and follow the doctrine of the Ebongleam. Any seeking such sanctuary within the confines of Dimre will be greeted with a smile and a prayer of thanks for delivering penitents into this land. He looks down upon elves for their chaotic nature, halflings for their reputations as thieves, half-orcs for their worse heritage, and gnomes for their whimsical lifestyle.

However, he gives little trouble to those who express interest in seeking the reward. He directs them through the gate and tells them to check into a room for the night. In the morning he says, they should seek out Canon Prometheus in the church in town square. He says if they attempt to meet with him tonight, they will be in

violation of curfew and would probably be arrested (the fine is 50 gp, and a lashing). The

Sun's Down Inn is the nearest and only place for the PCs to stay.

Zedekiah: Male human War2; See Appendix I.

Zealot Militia (2): Human War1; See Appendix I.

Light Warhorses (3): See *Monster Manual*, page 273.

Assuming the PCs move on the Inn, they can find a nice cozy little establishment run by Krunkle, an uptight and penny-pinching old codger. Outwardly, he is a Pholtan worshipper, but inwardly, he thinks it's a bunch of hogwash that conveniently keeps order in the town. Depending on how the PCs react to him, he may divulge his true feelings about the One True Path. He also knows a little bit about the lizardfolk attacks. One of his cousins was in an attack on the village of Attel last week. His cousin told him a story of how one of the savage lizardmen devoured a child right before his eyes. Krunkle thinks the rogue lizardmen a pestilence that should be eliminated immediately.

Once the PCs head to see Prometheus in the morning, read the following:

The church in the center of town looks more like a prison than a place of worship. It is a simple, four-stonewall structure with narrow windows that betray the existence of almost no

creature comforts. The only decoration you can see is a golden banner of the sun and the moon hanging over the entryway to the chapel within.

Iron Faith (Village): Conventional; AL LN; 200 gp limit; Assets 4710 gp; Population 471; Isolated (human 452, dwarf 9, halfling 5, elf 5).

Authority Figures: Canon Prometheus (LN male human (F) Clr5 of Pholtus), Constable Rutheras (NG male human (O) Ftr4), Zedekiah (LN male human War2, captain of the watch).

Important Characters: Krunkle (N male human Com4, proprietor of the Sun's Down Inn), Pira (CN female human Com1, a refugee from Rookroost).

Canon Prometheus: A short, stout man fervently devout to the precepts of the Ebongleam. His hands have self-inflicted burn scars upon them from self-disciplining rituals he has performed. He is irascible (easily angered), but dedicated to his work protecting the temple to Pholtus and eradicating the lizardfolk resistance.

Constable Rutheras: More a figurehead than anything, Rutheras is calm and unassuming. He doesn't like creating trouble and is the only town official likely to give the PCs any mercy. His statistics are not provided since an encounter with him is unlikely. Use the general 4th-level fighter outline from the DMG if you need them.

Zedekiah: One would think Zedekiah was pronounced captain of the gates of Celestia to see the devotion with which Zedekiah does his work. He is resolute, confident, and dutiful. He patrols the grounds of the town with his men and is likely the first NPC the PCs encounter in Iron Faith.

Krunkle: This old man owns the only inn in town. More of a bed and breakfast, the Sun's Down is ordinary and simple. Most guests stay in a common room. Chests with a lock and key can be rented for 3 sp a night.

Pira: One of the more recent refugees, Pira came to Iron Faith five months ago from Rookroost. She puts up a pretty good farce of being a devout Pholtan (Bluff +5), but besides that she just wants a peaceful place to live. She knows some gossip from Rookroost that the PCs might get (see Development below).

Once inside the imposing structure, you can see that before the altar are several men in rent brown robes, whipping themselves with wretched barbed switches, praying for mercy and seeking to repent of their sins. You are then approached by a haggard man in a brown robe with the holy symbol of Pholtus around his neck.

This is Halroth, one of the clergymen in the church. He is the least likely priest to be found whipping himself since he has a rather weak stomach. The other priests consider him a little less than devout for this reason. Nevertheless, they let Halroth take care of most of the preaching and “social needs” of the church in town. The locals hardly ever see Prometheus.

Halroth will first ask that the PCs remove their foot-wear. Any who refuse will not be allowed further into the temple. He then enquires as to the PC’s intent when they enter. Assuming they say they are here to meet with Prometheus, stamp out the lizardfolk menace, or something like that, he takes them upstairs to Prometheus’ room.

When the PCs enter Prometheus’ chamber, read the following:

After a tortuous three story climb up the block-stone stairs, you reach a hallway down which Halroth leads you. Politely asking you to wait for a moment, he enters through a nearby door and returns a moment later saying, “The canon will see you now.”

Entering the room, you can see it is much like the rest of the temple. The floor is dark, solid Phostwood, and four simple gray stone walls surround the 20 foot by 20 foot enclosure. In the corner, you see a simple stray mattress with not even a pillow. The only other feature of the room is the shrine to Pholtus in the opposite corner. Decorated in silver and gold, it is the only sign of opulence you can see in this room. A stout man with a shaved head stands in the middle of the room, apparently awaiting your arrival.

Before you can state your names or purpose, he begins, “Welcome to the most sacred Temple Remorse, holy ground of our lord. We are in dire need of heroes. I’ll cut straight to the point. The evil lizardfolk priestess Ss’ira Leh has been slaughtering innocent civilians and she must be stopped. I’ll offer each and every one of you 200 pieces of gold if you’ll journey into the

Phostwood swamps, find her, and bring me back her head.”

For Prometheus, this should be a simple matter and he expects the PCs to readily accept and return promptly. If they question him further, he will answer, to the extent of his knowledge. He knows that Ss’ira Leh has been directing attacks on Dimrean villages to kidnap, kill, and devour its citizenry. He knows this because higher level clerics from Marsekeer (the capital) have learned this through divinations. All they know however is that she is somewhere in the Phostwood swamps. Prometheus would rather not divert resources from the defense of the border to look for her if he can avoid it, but she must be eliminated.

He does not know she has come to turn the lizardfolk back to the worship of Semuanya, but he does know that she is drawing lizardfolk worshippers of Pholtus away. He can only presume she has lured them into some evil cult of a god of slaughter or death. He considers any rogue lizardfolk worthy of death for their betrayal. However, he will say that if any lizardfolk repent and offer to return to the worship of Pholtus, the PCs may simply take them prisoner and bring them back to Iron Faith.

Before sending the PCs on their way, he will subject them to a *zone of truth* to determine their true intents and see if they mean the Theocracy any harm. Then he will provide them with a map **Player Handout I**, and tell them that the three swamps labeled are suspected locations of Ss’ira’s hideout.

Creatures: Prometheus doesn’t say this, but the situation is rather embarrassing for Dimre. He is hoping the matter will be resolved quickly so that others (namely the Theocracy of the Pale and the Empire of Iuz) don’t get any ideas about Dimre having a weak border. Role-play him as seeking to get the PCs off as soon as possible. He wants the matter solved very quickly.

Canon Prometheus: Male Human Clr5 of Pholtus; see **Appendix I**.

Development: In the morning, the PCs might want to gather some information before immediately heading to see Canon Prometheus. If they succeed on a Gather Information check (DC

20), they locate a local gossip named Pira who knows quite a lot about the reasons the lizardmen might be angry. She can tell the PCs that the clerics have been using them as laborers for several years. To their credit, she does say that she thinks it's just the bad ones that are enslaved however.

The PCs won't be allowed to dawdle around at night. They were fairly warned, so any that are loitering about instead of heading directly to the inn have a chance to get picked up by a guard patrol of two zealots. If a fight breaks out, have an additional four zealots arrive every 1d3 rounds until the entire town guard comes down upon them.

If any PCs cause trouble in town during the day, four of the militia will show up in 1d4+1 rounds. Every 1d4 rounds after that, another four militia will show up. If the PCs are becoming a handful, Rutheras will call a few of the Holy Guard down upon them. Only use this option if you feel the PCs have truly overstepped their bounds, as the Holy Guard is far too experienced for them to deal with.

PCs who admit to Prometheus that they mean the Theocracy harm will be summarily arrested as spies and insurgents. Go to **Conclusion C** for such PCs.

Note: This following encounters presume the PCs head into the Phostwood to find Ss'ira Leh, whether they wish to slay or parlay. Each section of the swamp on the map is labeled. Find the lettered location and read the description for the encounter. The PCs are welcome to explore the swamps in any order they choose.

Encounter Three: A Local Guardian

Ss'ira used to have a hide-out here, but she decided to move it since she didn't trust a local dryad. The dryad is still here and knows a little if the PCs are cunning enough to lure her out.

Swamp A

Creatures: The dryad's name, translated from sylvan, means tender heart. She has lived here for many years and has interacted with the lizardfolk before, although rarely. However, the only evil she knows of going on in the forest is the men (of

Dimre) who constantly threaten the forest with axe and plough. She has heard of Ss'ira from local lizardfolk, but has heard nothing negative, only that she respects the forest and wishes to restore things to the way they were, which is just fine with Tender Heart.

She does not know where Ss'ira is, but does know that she doesn't make her hideout in this part of the swamp anymore. She also might note that she thinks Ss'ira has passed by her at least once, and although she never spoke with her, she did note that Ss'ira was rather resistant to her *entangle* (she does this to nearly any passersby to stop them so she can get a better look at them if there is anything strange about them; Ss'ira had captive humans with her).

She is shy and will only talk to elves or half-elves (in elven, or sylvan if they speak it). If there are none in the group, then she will talk with the PC with the highest Charisma score in the party.

APL 2 (EL 3)

Tender Heart, Female Dryad: hp 13; see *Monster Manual* page 90.

Tactics: Begin this encounter by rolling a Hide check for Tender Heart, opposed by the PC's Spot checks. If none of the PCs see her, then she begins by *entangling* the whole of them, followed by *deep slumber* on any who aren't elves or half-elves. After that she will approach if only elves and half-elves remain awake. Otherwise she remains hidden and assumes *tree shape*. However, she can be persuaded that the party is not hostile if the PCs can improve her attitude to Friendly with a Charisma or Diplomacy check (see the *Player's Handbook*, page 72). Her initial attitude is Indifferent. Inform any PCs wishing to make such a check that it will be a full-round action. Apply the following modifiers to this check:

- -4 for each half-orc in the party
- -2 for each dwarf in the party
- -1 for each halfling and human in the party
- -8 if the dryad has observed the PCs harming the forest (e.g. not putting out a campfire, chopping down trees)
- +2 for each elf in the party
- +1 for each half-elf in the party
- +2 if the PC speaks in elven
- +4 if the PC speaks in sylvan

- +2 if the PC has at least 1 rank in Survival
- +2 if the PC is a ranger
- +4 if the PC is a druid

Development: Note that if the PCs kill Tender Heart, it is reckless at best, evil at worst. Under no circumstance will Tender Heart attempt to kill the PCs. She will simply use her abilities to hide from them until they leave. Some acts, such as burning down her tree to force her to come out, will kill her and is certainly an evil act. It should be noted on the Player's AR, and the Triad should be notified with the player's and character's name.

Encounter Four: Close Encounter of a Scaly Kind

This is the location of Ss'ira's current hideout. However, the PCs will first have to deal with some rogue lizardfolk who are out patrolling the perimeter.

Swamp B

Creatures: Three lizardfolk loyal to Semuanya prowl about the swamp. They are angered at the Pholtans and attack the PCs on sight, assuming they are assassins sent to stop Ss'ira. Have the PCs roll Spot checks (DC 12). Any who fail are taken by surprise. These lizardfolk don't have shields, just clubs.

APL 2 (EL 4)

Lizardfolk (3): hp 7, 8, and 10; see *Monster Manual* page 169.

Tactics: The lizardfolk aren't too intelligent. Each just rushes the nearest PC and attempts to full attack until they are brought down, moving then to the next nearest target. They might flank if an opportunity comes up, but they won't provoke attacks of opportunity to do so.

The swamp here is slimy and all creatures must make a Balance check (DC 5) each round or move at half speed.

Development: If the PCs incapacitate, or somehow capture any of the lizardfolk, they can be negotiated with or Intimidated into revealing the location of Ss'ira's hideout. Assume their initial attitude is Hostile. They will help the PCs if their attitude can be improved to Friendly or if

they are Intimidated. Any lizardfolk still alive will request that any of their comrades be healed or at least stabilized if the PCs truly mean well. They will also desire their weapons back if the PCs will allow it. If Intimidated, they will not ask for their weapons however. Note that Charisma, Diplomacy, and Intimidation checks all require the PC or PCs participating to speak Draconic, since the lizardfolk don't understand Common. The PCs won't need them to find Ss'ira's lair however.

Encounter Five: A Devoted Prophetess

After encountering the wandering rogue lizardfolk, if the PCs persist in their searching for a few more hours, they will come upon a small cove that serves as Ss'ira's lair. You should ask the PCs if they mind graphic details and adjust the following text appropriately. Read the following when they approach the cove by the river:

Moving through the swamp, you suddenly come across a grisly sight. Seven human skulls are staked to the ground just outside a small cove by the river Artonsomay. They are mostly clean, but a few pieces of flesh remain upon them, hinting that they have been recently placed there. Even more horrifying, one of the skulls is small, like that of a child.

When the PCs move closer to the cove, read the following:

As you move towards the cove to investigate, you see a tall humanoid with green scaly skin and colorful fin-like protrusions from her head emerge from the cove. She is clad in hide armor and wears a scimitar by her side. Mistletoe decorates the cove.

Before you can act, she holds up her clawed hands and speaks to you in the Common tongue, "Wait! I know why you have been sent here, and I must tell you that you have been deceived."

This is Ss'ira. Assuming the PCs don't immediately attack, she attempts to parlay. She explains that the Pholtans have drawn her people away from her people's primordial faith, that of Semuanya and that she has been chosen by the lord himself to lead her people back to the old

faith. She explains the attacks on the villages as retribution for the years of enslavement of the lizardfolk people. She offers the PCs a chance to join her in opposing their tyranny, but wishes them to bring her the head of a Pholtan priest to prove their loyalty to her cause.

Have the PCs roll Listen checks (DC 15). Success means they hear soft cries from the inside of the cove. These are 5 human prisoners Ss'ira currently holds for food and sacrifice. If asked about the cries, Ss'ira will admit to having captives, but will refuse to release them. Also, have the PCs roll a Spot check opposed to Ss'ira's animal companion's Hide check, since it is hiding in the river.

Creatures: Ss'ira is evil, so bear that in mind when role-playing her. However, as a druid she also has a healthy respect for the forest and the forces of nature. She has heard of the reward being offered for her head and is expecting adventurers to come prowling around. However, she wants to turn the tables on the Theocracy of Dimre by making them look like bad guys. She is quite upset over the Dimrean's treatment of her people and thinks their god detestable.

Ss'ira herself is one of a group of lizardfolk who refused to convert to the worship of Pholtus when Dimre moved into the Phostwood. She and those like her were summarily enslaved by the zealous Pholtans and sent to labor in their fields in horrible conditions. She is willing to show off whip scars to prove this.

Her overriding concern is to simply get any adventurers out of her hair. She has bigger fish to fry right now, namely converting the remaining local lizardfolk back to the worship of Semuanya.

APL 2 (EL 4)

Ss'ira Leh: Female Lizardfolk Drd3; see Appendix I.

Tactics: If engaged in battle, Ss'ira Leh will first cast *obscuring mist* to give herself some concealment from the PCs. Then she casts *bull's strength* before emerging from the mist to deal with the PCs, preferably standing at the edge of the mist to benefit from the concealment while the PCs get no such benefit.

Ss'ira's animal companion is hiding in the river. If neither Ss'ira nor it has been attacked

when its initiative comes up, it delays until a PC either attacks it or Ss'ira. If the PCs are not aware of the viper when it attacks, remember to treat its target as flat-footed for that attack only.

Development: Cunning PCs will note that retrieving the head of a Pholtan priest (even if they want to) might be a difficult task. By explaining this to Ss'ira, the PCs will discover that Ss'ira isn't completely irrational. If the PCs explain that they would like to help, but are not quite experienced enough to brave the defenses of Dimre, Ss'ira will say that she has other problems they can help her with. She says that a nearby clutch of crested felldrakes has been attacking her people and wants them dealt with. Assuming the PCs don't mind killing good creatures, they are welcome to perform this task to prove their worth to Ss'ira instead. Assuming they are successful at this task, Ss'ira gives them all her potions and 150 gp as a reward. She also says that if the PCs return to her at a future date with the head of a Pholtan priest, she will reward them. If the PCs choose to return to Prometheus for some reason, go to **Encounter Seven**. If they simply avoid returning to Iron Faith, go to **Conclusion D**.

Encounter Five (Alternate): Felldrake Clutch

The clutch of crested felldrakes is only an hour's travel away. Nested up the river, they are fiercely territorial and attack any non-elves who approach. For the sake of simplicity, ignore this encounter unless Ss'ira specifically sends the PCs here.

Creatures: This is the group of crested felldrakes Ss'ira spoke of. When the PCs approach, they are dining on a few fish they have captured.

APL 2 (EL 4)

Crested Felldrakes (3): hp 8, 12, and 17; see Appendix I.

Tactics: The crested felldrakes use pack tactics. One approaches the PCs while the others move to flank. They aren't more intelligent than a young child, but they have feral instinct.

Development: The crested felldrakes stop to parlay only if one of the PCs can speak Draconic or Sylvan and improve their attitude to Friendly. Their initial attitude is Indifferent towards any elves, but Hostile towards any others. If any PCs attack before attempting to parlay, the crested felldrakes are Hostile towards all, even elves.

Even if their attitude is altered to Friendly, they have no interest in the PCs affairs and ask them politely to leave. In the unlikely event their attitude is converted to Helpful and there is at least one elf in the party, the Felldrakes will agree to help the PCs attack Ss'ira, but nothing else.

Encounter Six: The Loyal Ones

Some lizardfolk are still loyal to Dimre. Some can be found here. The PCs are willing to speak with them, but this is a role-playing encounter only. Feel free to punish foolish PCs who start a fight by having the whole lizardfolk tribe turn on them.

Swamp C

Read the following as the PCs approach the lizardfolk encampment:

Following the trails of smoke in the sky, you come to a small clearing. Dotted with mud huts by the river and many various crude wooden structures that serve to hold animal skins and simple weapons and tools, the settlement is verdant and populated with many lizardfolk moving about. You even spy a human or two among them, although they are much more civilly arrayed. The lizardfolk seem to bear you no mind while most of them go about their daily business training with shields and clubs, skinning hides, and crafting spears.

Creatures: This is Krep'tah, one of the settlements of lizardfolk loyal to the Pholtans of Dimre. They are resigned to their relatively servile fate for the most part since the Pholtans keep them well-fed and care for their wounded. They bear Pholtus no ill-will for the most part and some even praise him for finally bringing civilization to the lizardfolk.

APL 2 (EL ~13)

Lizardfolk (74): hp 11 average; see MM page 169.
Dimrean Priests (5): Human Clr1 of Pholtus.

Development: The PCs really can't get much out of the lizardfolk unless they can speak Draconic. If they do, the lizardfolk express the sentiments described above. A few have heard of Ss'ira, but mention that those who wish to join her already have, and any others that might fear retribution from the Pholtans. Most of the lizardfolk think Dimre will eventually have her killed.

The priests direct the PCs to Swamp B, saying that they've noticed attacks have been coming from that region mostly. Every NPC at this settlement is too busy to help the PCs.

Encounter Seven: The Return

This encounter presumes the PCs return to Iron Faith, either to retrieve the head of a Pholtan priest (likely suicide) or to report on the success or failure of their mission. In any event, Prometheus is not happy to see them unless they return with Ss'ira's head.

Prometheus first subjects the PCs to a *zone of truth* to ensure they are telling him the truth. If they have completed the mission, he thanks them with all the graciousness an uptight priest of Pholtus can have and gives them the reward money as well as a stone emblem of Dimre that they can have to show as proof of their allegiance to the Theocracy. Go to **Conclusion A**. If the PCs failed, go to **Conclusion B**.

Development: It's possible the PCs might return to Iron Faith with the intent of negotiating some other arrangement. In this event, Prometheus is enraged that the PCs would consider negotiating with what he believes to be a fiend incarnate. Fuming, he tells them that if they return next time without Ss'ira's head, he will not be so lenient with them. Prometheus is intransigent on the issue and cannot be convinced that any other solution besides Ss'ira's death is acceptable.

In the event the PCs have returned for Prometheus' (or another priest's) head, they've asking for it. There should have been plenty of evidence that this is far more than they are capable of handling. Have the defenses of the town bear down on the PCs as you feel the

situation warrants. Captured PCs go to **Conclusion C**.

Some PCs may have helped Ss'ira but wish to return to Prometheus anyway. In this event, he most likely uncovers their deception using his *zone of truth*. You have little choice at this point but to punish the PCs for their foolishness in trying to deceive a priest of Pholtus who is obviously more powerful than they are. Bring down all forces of the town to bear and give captured PCs **Conclusion C**.

Conclusion A: Success!

Upon delivering the head of the vile lizardfolk priestess to Prometheus, the stern cleric is remarkably delighted, "Much thanks, brave heroes. You have dispatched a villain most fierce and the Theocracy of Dimre will never forget this service."

After receiving your reward, you make arrangements to leave. As the town of Iron Faith fades on the horizon and you return to more familiar Bandit Kingdoms, you can't help but wonder about the ramifications of your actions. Surely the god of the lizardfolk is capable of sending another agent if he wishes to redeem his people. Oh well, for now, you have other adventures to look forward to.

Give PCs the *Stone of Pholtus* certificate and the ARs.

Conclusion B: Failure

Upon returning empty-handed to Prometheus, the stern cleric is visibly displeased, "And you call yourselves heroes," he snorts, "I suppose I'll have to find someone else to take care of this matter. Get thee gone from this town. And never return to the Theocracy again until you are willing to truly serve the Blinding Light!"

You quickly make arrangements to leave. As the town of Iron Faith fades on the horizon and you return to more familiar Bandit Kingdoms, you can't help but wonder how the situation will turn out. Oh well, for now, you have other adventures to look forward to.

Conclusion C: Captured!

Having been sentenced to three months hard labor in the fields of Dimre, you find yourself headed to a plantation near Marseeker. Your wardens are rigid and strict, and you receive frequent lashings.

At the end of your term, you are released with your equipment and delivered to the city of Rookroost. You are told never to enter the Theocracy of Dimre again for your atrocities.

Captured PCs lose 12 TUs and receive the *Banned in Dimre* certificate. Those who helped Ss'ira Leh may also receive the *Scale of Ss'ira Leh* certificate.

Conclusion C: Turncoats!

Having betrayed the Theocracy of Dimre and aided Ss'ira Leh, the lizardfolk priestess of Semuanya, you make haste to escape the Phostwood and possible retribution from Dimrean zealots. As you finally break free of the woods back to those parts of the Bandit Kingdoms you are more used to, you can't help but wonder if you did the right thing. Surely the Theocracy knows of your treachery by now, and they won't be happy if they ever encounter you again. Oh well, for now, you have other adventures to look forward to.

For helping Ss'ira Leh the PCs receive the *Scale of Ss'ira Leh* certificate. For betraying the Theocracy of Dimre, the PCs receive the *Banned in Dimre* certificate.

Experience Point Summary

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

Encounter Two

Showing proper reverence to town officials
APL2 30 xp.

Not breaking curfew
APL2 30 xp.

Encounter Three

Not killing the dryad and instead talking with her
APL2 90 xp.

Encounter Four

Killing or capturing the rogue lizardfolk
APL2 120 xp.

Encounter Five

Defeating Ss'ira Leh
APL2 120 xp.

Defeating the crested felldrakes
APL2 120 xp.

Story Award

Returning Ss'ira's head to Prometheus
APL2 60 xp.

Negotiating a deal with Ss'ira instead
APL2 60 xp.

Total possible experience:

APL2 450 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.

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

Encounter Four

APL 2: L: 0 gp; C: 38 gp; M: 0 gp

Encounter Five

APL 2: L: 27 gp; C: 44 gp; M: *potion of cure light wounds* (4 @ 4 gp each), *potion of lesser restoration* (3 @ 25 gp each).

Encounter Five (alternate)

APL 2: L: 0 gp; C: 25 gp; M: *potion of cure light wounds* (4 @ 4 gp each), *potion of lesser restoration* (3 @ 25 gp each).

Conclusion A: Success

APL 2: L: 0 gp; C: 200 gp; M: 0 gp

Total Possible Treasure

APL 2: 400 gp

Special

Stone of Pholtus

For your service to the Theocracy of Dimre in ridding the Phostwood of the evil druid Ss'ira Leh, you have been given a small token of their esteem. This small stone shaped like the insignia of Dimre is instantly recognized by any follower of the Ebongleam. This token acts as one influence point with the Theocracy of Dimre (following the guidelines in the Bandit Kingdoms Campaign Sourcebook).

Banned in Dimre

Due to your impetuous actions in the Theocracy of Dimre, you have been forever banned from

entering the country again, upon penalty of death. They consider this a merciful settlement. This banishment can only be removed by expenditure of two influence points with the Theocracy of Dimre.

Scale of Ss'ira Leh

You have befriended Ss'ira Leh, the treacherous lizardfolk druid of the Phostwood. For agreeing to aid her against the Theocracy of Dimre, and proving you are willing to fight for her cause, she has given you one of her brightly colored scales.

Appendix I: NPCs

Zedekiah, Male Human War2; CR 1; Medium humanoid (human); HD 2d8+5; hp 14; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14)[+3 studded leather, +1 light shield]; BA/G +2/+3; Atk +3 melee (1d8+1, heavy mace); Full Atk +3 melee (1d8+1, heavy mace); AL LN; SV Fort +4, Ref +0, Will +0; Str 13, Dex 10, Con 12, Int 9, Wis 11, Cha 8; 6' 3", 210 lb.

Skills and Feats: Speak Language (Common); Jump +6, Profession (soldier) +8; Skill Focus (Profession (soldier)), Toughness.

Possessions: masterwork studded leather, masterwork light steel shield, heavy mace.

Zealot Militia, Male and Female Human War1; CR 1/2; Medium humanoid (human); HD 1d8+4; hp 9 each; Init +0; Spd 30 ft.; AC 13 (touch 10, flat-footed 13)[+2 leather, +1 light shield]; BA/G +1/+2; Atk +2 melee (1d6+1, light mace); Full Atk +2 melee (1d6+1, light mace); AL LN; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Speak Language (Common); Jump +4, Profession (soldier) +4; Toughness.

Possessions: leather armor, light steel shield, light mace.

Prometheus, Male Human Clr5 of Pholtus: CR 5; Medium humanoid (human); HD 5d8+5; hp 33; Init -1; Spd 20 ft.; AC 17 (touch 9, flat-footed 17)[-1 Dex, +8 half-plate]; BA/G +3/+5; Atk +5 melee (1d6+2, quarterstaff); Full Atk +5 melee (1d6+2, quarterstaff); SA Spells, Turn undead 4/day; AL LN; SV Fort +5, Ref +0, Will +7; Str 14, Dex 8, Con 12, Int 10, Wis 16, Cha 13; 5' 3" tall, 155 lb.

Skills and Feats: Speak Language (Common), Concentration +9, Diplomacy +9, Knowledge (religion) +8, Sense Motive +6; Brew Potion, Scribe Scroll, Skill Focus (Sense Motive).

Cleric Spells Prepared (5/5/4/3; save DC 13 + spell level); 0—*cure minor wounds, guidance, mending, purify food and drink, read magic*; 1st—*bless water, command, protection from chaos*, sanctuary, shield of faith*; 2nd—*calm emotions*, detect thoughts, enthrall, zone of truth*; 3rd—*create food and water, remove disease, searing light**.

*Domain Spell. *Domains:* Law (cast law spells at +1 caster level), Sun (turned undead are destroyed 1/day).

Possessions: +1 half-plate, quarterstaff, holy water [x4], scroll of lesser restoration [x2], potion of cure moderate wounds [x2], potion of remove blindness/deafness [x2], holy symbol of Pholtus, 50 gp.

Holy Guard, Male and Female Human Ftr4; CR 4; Medium humanoid (human); HD 4d8+8; hp 34; Init +0; Spd 30 ft.; AC 21 (touch 11, flat-footed 21)[+1 Dex, +8 full plate, +2 heavy shield]; BA/G +4/+7; Atk +9 melee (1d8+5/x3, masterwork warhammer) or +6 ranged (1d10/19-20, masterwork heavy crossbow); Full Atk +9 melee (1d8+5/x3, masterwork warhammer) or +6 ranged (1d10/19-20, masterwork heavy crossbow); AL LN; SV Fort +6, Ref +2, Will +4; Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Speak Language (Common), Intimidate +7, Ride +11; Iron Will, Mounted Combat, Skill Focus (Ride), Toughness, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Possessions: full plate, heavy steel shield, masterwork warhammer, masterwork heavy crossbow, *potion of cure moderate wounds*.

Ss'ira Leh, Female Lizardfolk Drd3: CR 4; Medium humanoid (reptilian); HD 5d8; hp 28; Init +0; Spd 20 ft.; AC 19 (touch 10, flat-footed 19)[+5 natural, +4 hide]; BA/G +3/+5; Atk +6 melee (1d6+2 [18-20/x2], masterwork scimitar) or +5 melee (1d4+2, claw); Full Atk +5/+5 melee (1d4+2, claw) and +3 melee (1d4+1, bite) or +6 melee (1d6+2 [18-20/x2], masterwork scimitar) and +3 melee (1d4+1, bite); SQ animal companion, hold breath, link with companion, nature sense, share spells, trackless step, wild empathy, woodland stride; AL NE; SV Fort +3, Ref +4, Will +5; Str 14, Dex 10, Con 10, Int 11, Wis 16, Cha 14; 5' 10" tall.

Skills and Feats: Speak Language (Common, Draconic), Balance +2 (+4 w/out armor), Concentration +2, Jump +3 (+5 w/out armor), Knowledge (nature) +4, Survival +7, Swim +2 (+5 w/out armor); Brew Potion, Multiattack.

Animal Companion (Ex): This druid has a medium viper as an animal companion. This creature is a loyal companion that accompanies her on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Medium Viper Companion: CR—; Medium animal; HD 4d8; hp 18; Init +3; Speed 20 ft., climb 20 ft., swim 20 ft.; AC 19, touch 14, flat-footed 15; BA/G +3/+2; Atk +7 melee (1d4 plus poison, bite); Full Atk +7 melee (1d4 plus poison, bite); Space/Reach 5 ft./5 ft.; SA poison; SQ bonus tricks, evasion, scent; AL N; SV Fort +4, Ref +8, Will +2; Str 10, Dex 18, Con 11, Int 1, Wis 12, Cha 2.

Skills: Balance +12, Climb +12, Hide +13, Listen +6, Spot +6, Swim +8.

Feats: Ability Focus (poison), Weapon Finesse.

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con (save DC 14).

Bonus Tricks (Ex): Attack (will attack unnatural creatures), Defend, Guard, Stay.

Evasion (Ex): If subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Hold Breath (Ex): Lizardfolk can hold their breath for 60 rounds before they risk drowning.

Link (Ex): This druid can handle her animal companion as a free action, or push it as a move action. She gets a +4 circumstance bonus to all Handle Animal and Wild Empathy checks made with her animal companion.

Nature Sense (Ex): This druid gains a +2 bonus on all Knowledge (nature) and Survival checks (these bonuses are included in the statistics above).

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

Share Spells (Ex): This druid may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her animal companion.

Trackless Step (Ex): This druid leaves no trail in natural surroundings and cannot be tracked.

Wild Empathy (Ex): This druid can improve the attitude of an animal in the same way as a

Diplomacy check for sentient beings. She rolls 1d20+5, or 1d20+1 if attempting to influence magical beasts with an Intelligence score of 1 or 2.

Woodland Stride (Ex): This druid may move through natural thorns, briars, overgrown areas, and similar terrain at its normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Druid Spells Prepared (4/3/2; save DC 13 + spell level); 0—*detect magic, detect poison, guidance, purify food and drink*; 1st—*entangle, magic fang, obscuring mist*; 2nd—*bull's strength, summon swarm*.

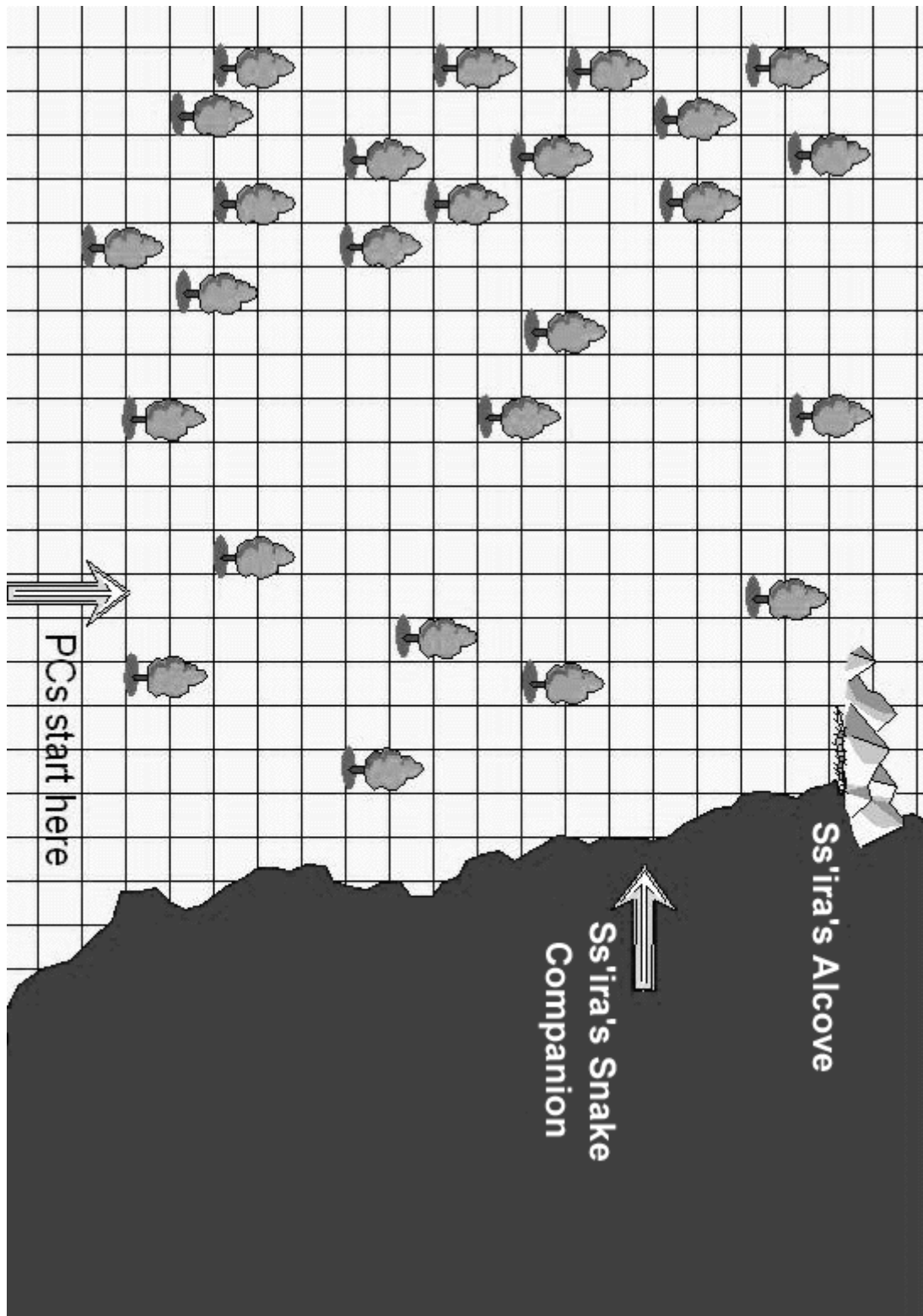
Possessions: hide armor, masterwork scimitar, wooden holy symbol of Semuanya, *potion of cure light wounds* (CL 3) [x4], *potion of lesser restoration* [x3], 269 gp.

Crested Felldrake; CR 1; Small dragon; HD 2d12+4; hp 17 average; Init +0; Spd 40 ft.; AC 15 (touch 11, flat-footed 15)[+1 size, +4 natural]; BA/G +2/-2; Atk +3 melee (1d8, bite); Full Atk +3 melee (1d8, bite); Space/Reach 5 ft./5 ft.; SQ dragon traits, scent; AL NG; SV Fort +5, Ref +3, Will +4; Str 11, Dex 10, Con 15, Int 6, Wis 12, Cha 9.

Skills and Feats: Speak Language (Draconic, Sylvan), Hide +9, Jump +9, Listen +8, Spot +8; Alertness.

Dragon Traits (Ex): Felldrakes are immune to *sleep* and *paralysis* effects. They have darkvision (60-foot range) and low-light vision.

DM's Aide I: Map of Ss'ira's Alcove



Player's Handout I: Map of the Theocracy of Dimre

