

COR1-09



SWAMP THINGS!

A One-Round D&D Core LIVING GREYHAWK™ Adventure

version 1

by Bruce Paris

Dark slithering denizens of muck and despair threaten a once peaceful druids' grove now in the midst of its own political upheaval. An adventure for characters level 1-6.



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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, but the actual playing time will be closer to three hours. 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 seven 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 rule books 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 adapt-

ed 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. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING™ adventure, it is expected that players will 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, a character sheet, and a LIVING GREYHAWK log 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.

DETERMINING AVERAGE PARTY LEVEL (APL)

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 PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely 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 following 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.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.
 - 4) 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 an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at playing 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. Three or 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 three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 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 dog to attack they 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.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist

an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

- Destitute** You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
- Poor** You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
- Common** You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
- High** You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
- Luxury** You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

This adventure begins with the PCs travelling northeast from the Free City of Greyhawk toward the town of Elmshire and the Cairn Hills in order to find adventure in the region. The PCs come across a druidic encampment in need of obvious aid. They are requested to venture into a nearby swamp, defeat the lizardfolk threatening the druids, and uncover the secret behind the lizard-folks' ambition. DMs should not encourage players to spend too much time in the druid encampment. Having the druids hurry them along and impress upon them the urgency of their rescue can do this.

This adventure starts in the area east of the City of Greyhawk in a lightly forested section just off the Urnst Trail (See Map 1). There are forests along the road between the two. From there the PCs travel into the dank Mistmarsh swamp.

DM'S BACKGROUND

The druids of the Ery Conclave are in dire need of help. Recently, there have been raids on their encampment by a band of well-organized, powerful and degenerate lizardfolk. These lizardfolk slither out of Mistmarsh at night, and abduct the druids on watch, taking them back to their reptilian stronghold to perform unholy rituals before having druid for dinner. A couple of times the druids have been able to fend off the scaly raiders, but are too weak to wage an outright assault on the lizardfolks' camp.

In the past two weeks, though, things have gone from bad to worse. On three occasions, the lizardfolk have brought a troll to help raid the druids' grove. The creature destroys the druids' huts, allowing the lizardfolk deeper access into the camp, where they abduct important members of the community. No druid has yet seen the troll and lived to tell the tale. The lizardfolk captured the troll two weeks ago, keeping him chained in one of their huts until they need him. They feed it weakened lizardfolk and throw it the heads of sacrificed druids, as they enjoy watching the troll gash his teeth with the discarded remains of their captives. But, morbid teeth-gnashing aside, the troll hates captivity and will escape first chance it gets. The troll only cooperates because he is presently outnumbered by the lizardfolk, as well as being controlled by a *wand of suggestion* that is in the possession of the lizardfolk's sorcerer, Hatchuzak.

What the druids don't know is that the lizardfolk are being armed and kept dangerous by Anchton Grierson, a druid of the circle who has become disenchanted with the lack of druidic control over the Mistmarsh. Grierson has moved away from the peaceful and wise philosophies of the Ery Conclave, and began traveling down the path dominated by the natural dichotomies

of power and death, of corruption and vitality. Three months ago, he ventured into the swamp and made a pact with the lizardfolk—his control over the swamp in return for fresh blood, the blood of his druidic clan members. Grierson makes sure that the lizardfolk are able to strike when the opportunity is best. It is he who supplied the *wand of suggestion* that the lizardfolk use to control the troll.

Now, however, recent events have driven the druids to retribution at all costs. Selenie, the daughter of the druidic leader, Tramyl Weitz, was abducted from her hut last night. But the druid's power has been diminished, and they know they have no hope of rescuing the girl by themselves. When the PCs arrive, Tramyl's eyes light up in hopes of the possibility of a rescue! Of course, Grierson is not at all happy, but can't let the other druids know.

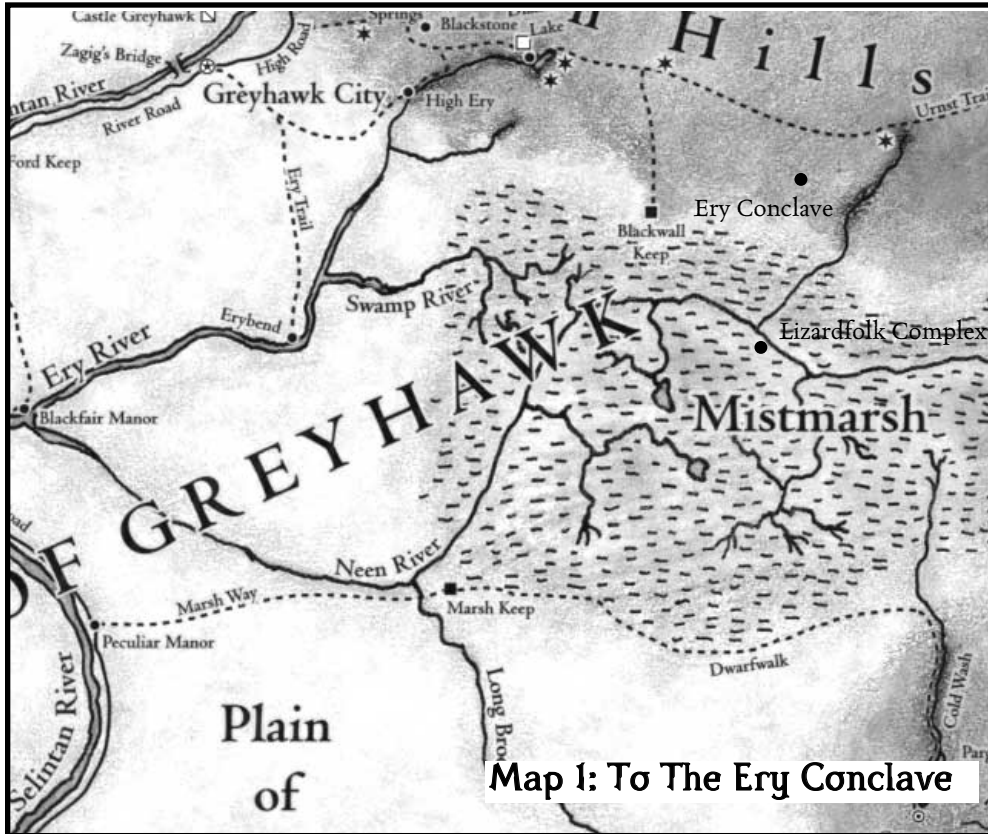
ADVENTURE SYNOPSIS

Upon approaching the Ery Conclave, the PCs will notice the outer ancient druidic circle, which was never used by the current druids. Loremaster say (Bardic Knowledge, DC 20) that the druids of the Ur-Flannae used the older circle, and that it has been abandoned for hundreds of centuries. Few sages (Bardic Knowledge, DC 25) suggest that this circle is even older than the StoneRing that sits outside of the Druids' Gate of Greyhawk, but many more dispute that argument. Just 300 feet from the old site stands the new circle and, next to it the Ery Conclave's encampment. The PCs arrive in the area just north and east of the older stone grove and hear a commotion to the south (see Map 2). Upon investigation, they will find the new druids' circle and see that the camp is in turmoil. It is early morning and Tramyl Weitz's daughter has been abducted from her hut during the night. There is a loud, angry meeting of the druids taking place, with arguments going on over what happened and what to do.

The PCs may be able to hear the argument without being discovered. As they listen, there is a chance of them being spotted by one of the druid guards.

If the PCs never interact with the druids, but decide to go off into the swamp alone, Anchton Grierson does not follow and is not present at the lizardfolk camp in the final encounters. But without the druids help the PCs may have difficulty finding the lizardfolks' hold.

If the PCs interact with the druids and gain their confidence, the druids ask the PCs for their help in return for an interesting druidic item (which the PCs don't find out about until the end). The PCs are also told that they can keep any treasure they find in the lizardfolk camp. If the druids do not trust the PCs, then the PCs still have the option to go through the swamp on their own, but Anchton Grierson is present when the PCs face the Lizardfolk.



Map 1: To The Ery Conclave

The trail left by the lizardfolk into the swamp is fairly obvious once the druids show the PCs way. There is no chance of them getting lost with druidic help. The journey from the druid's grove to the lizardfolk camp takes three hours on foot, and the trip is almost impossible if traveling by horse. Anchton Grierson knows a shortcut to the camp via another route, which takes only one hour, and he will arrive before them to alert the lizardfolk.

When the PCs arrive at the camp, they find the lizardfolk are on guard. They also hear loud, terrible grumbling and wails from a hut on the outskirts of the camp, from where the lizardfolk keep the shackled troll. The lizardfolk camp has seven huts on the edge of the swamp and the area around it is murky and muddy. There is also a temple built on the site in dedication to the typically troglodyte deity Laogzed, a reptilian god of gluttony and wanton destruction. A lizardfolk sorcerer who is holding her for sacrifice has Selenie Weitz captive in this temple.

There is also a bridge over a shallow pond. In the pond lives a crocodile. The bridge is trapped to dump the PCs into the pond, but the crocodile attacks on land if the PCs fail to fall into the pond. There are also two corrals of animals in the camp: one with a boar and one with a wolf.

Once combat begins, the sorcerer appears at the top of the temple's steps. He then uses a spell to release the animals so that they can attack the PCs. If he is thwarted in this, he races over to the troll hut to unleash the monster on the PCs.

After the defeat of the lizardfolk, the sorcerer and the animals, and if the troll was not released by the Sorcerer, the troll breaks loose and attacks. After this battle, Anchton Grierson (if he is present) will be found inside the temple along with two other evil druids. He stands with a knife to the throat of Selenie Weitz. With megalomaniac glee he reveals his entire plan and then stabs her in the stomach.

The PCs should then defeat Grierson and his lackeys and move in to heal Selenie.

After this, they can search the lizardfolk encampment, find treasure, and then return back to the druids' grove with Selenie, where they are hailed as heroes. If they also bring back evidence of the death of Anchton Grierson, they are rewarded further.

INTRODUCTION

The opening encounters in the druids' grove should take no more than 35 minutes. Refer to Map 1.

There is no doubt that the City of Greyhawk has a lot to offer, but the tales of the Cairn Hills offers more adventure potential. Even if no hidden treasure can be found in the ancient tombs, the Lord Mayor has announced rewards for the capture of more than twenty bandit and brig-and bands operating in the hills.

Until now, the trip has been uneventful, but as you travel through the light forests along the road, you come across an interesting site—what appears to be a centuries-old druid circle. The standing stones are cracked and broken and the surrounding grasslands have completely overrun the site. To the south and the west is forest, rising up skywards like ancient clawed hands. To the east, you see grasslands with a small forested circle beyond with possibly more stonework. The sky is blue, the weather is fine, and it is still early morning.

The PCs start some 300 feet away from the druids' grove. If they succeed at a Listen check (DC 15), the PCs hear the following:

To the east, you hear what sounds like human voices, all squabbling and arguing very loudly. The atmosphere appears tense, but from here you cannot make out any words—in fact, while the language is undeniably Common, the accent is thick. The noise is coming from the direction of the small forest with the stonework.

With a successful Spot check (DC 15), the PCs see the following:

To the east, in the area of the small forest and the stonework, you see a large group of people in white and green robes standing around and gesturing wildly. They are standing near a hut that has been destroyed. On closer look, you realize that this is one of about 30 huts adjacent to a set of druidic standing stones. Two of the people seem to be arguing with each other, while others appear to be taking sides in that argument.

If no PC makes either check, they only hear a loud commotion coming from the forest and stonework to the east. They see nothing more until they move to 200 feet from the grove. Once they approach, read the text above.

There is no road into the druidic grove. PCs need to walk across the tall grasslands in order to get to it. If the PCs attempt to hide, then roll an opposed Spot check for the guards (+3) to notice them. Make the first Spot check at 200 feet. Remember to give the guards a –1 for each 10 feet of distance. If the PCs do not attempt to hide, they are seen when they get within 100 feet of the grove.

If the PCs remain hidden, read the following when they get to 100 feet:

As you sneak up on the encampment, you see a terrible commotion. There are 30 simple but sturdy stone huts just off to the side of a beautiful set of standing stones. Three of the huts have had their entire side walls completely caved in, and a large group of human adults and children are currently standing around one of the crumbled buildings, shaking their heads in disbelief and arguing violently one another. Two men are at the center of the argument.

Make another Spot check for the guards. If the PCs remain hidden, continue with the following:

The two men at the center of the argument are yelling and screaming. One wears purple cape and the other a blue cape. You can hear the man in the purple cape say, “Oh! Selenie! They’ve taken my beautiful daughter, Selenie!”

“Just be thankful it was not your wife, Tramyl Weitz. You can have other children. She is still ripe for childbirth!” replies the man in the blue cape.

“You ugly bastard, Grierson! If it were not for your exploration of the Mistmarsh, these lizard people might not have ever come near us”

“Save your breath, Tramyl! You agreed to the exploration! I found no

lizard creatures, only swamp and dirty water. If anything, blame yourself. These attacks have been going on for weeks, and you have been too cowardly to act!”

“Oh, Ehlonna! Save me! What have I done? And now they bring another fearsome creature in to aid them and they capture my beautiful daughter! Oh, the gods! Save us!”

And with this, the man called Weitz crumbles on the ground, holding his head in shame and anger. The gathered folk are all sighing and arguing among themselves about what should be done.

Roll another Spot check for the guards. If the PCs remain hidden, continue with the following:

Then, you notice the man called Grierson raise his arms and call out to the other folk, “My friends! Gathered druids of the grove! This man, Tramyl Weitz, has lost control of the wilderness and the god whom he serves! Tonight at the meeting, you must denounce Tramyl Weitz, and elect me, Anchton Grierson, as your leader. Only through me can you hold back the onslaught from the swamp. With me as your leader, you will never again fear the night attacks or the kidnappings! It is time that the druids of the grove showed their strength! It is time for strength—not weakness!”

With this, there is applause among about half the gathered crowd, while others pat Tramyl Weitz on the back and help him up.

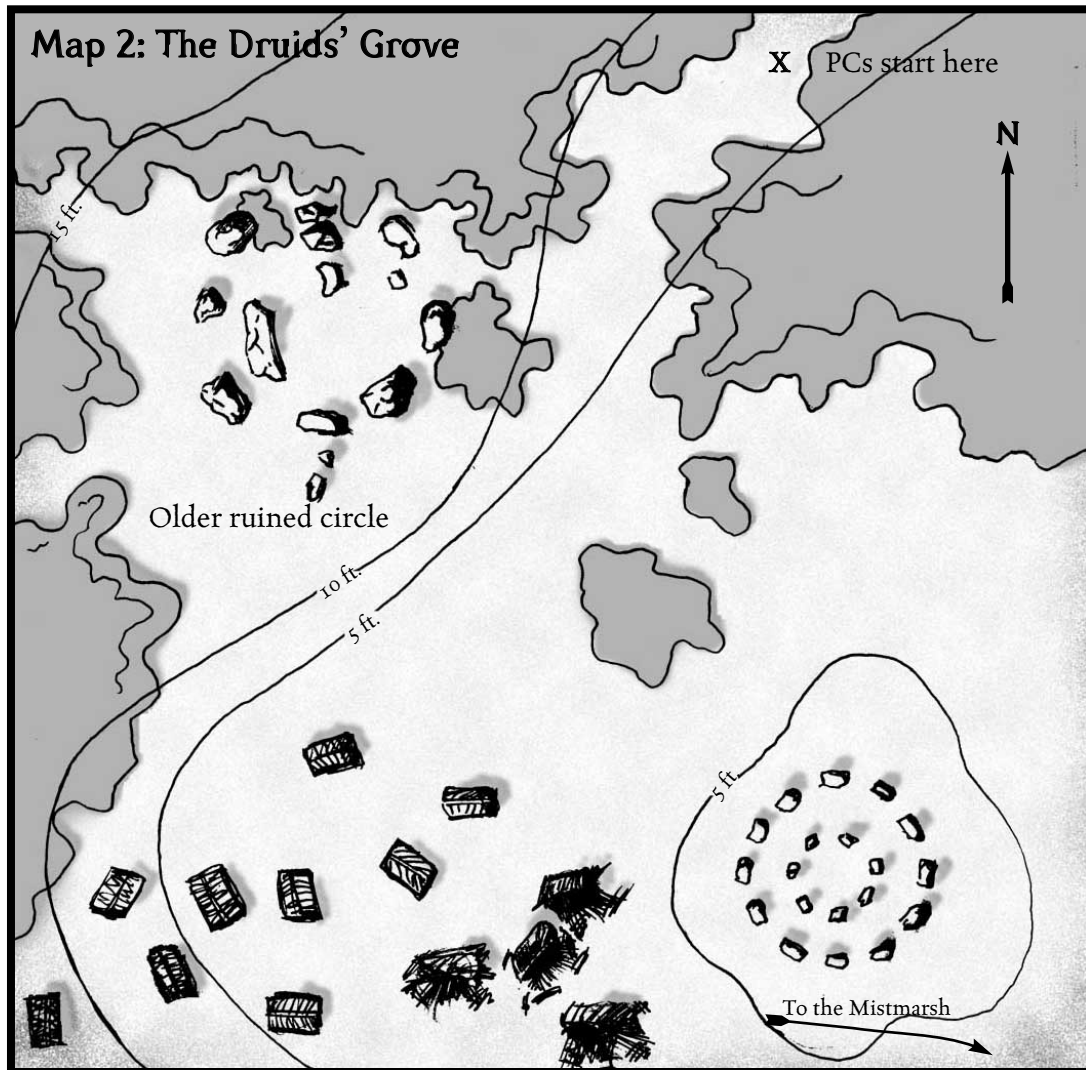
Roll another Spot check for the guards. If the PCs remain hidden, they may withdraw without being discovered. The PCs may decide to try to find the trail without the druids’ help. A PC may use Wilderness Lore (DC 15) to navigate the swamp, but with the Track feat, it is much easier (DC 12). Each failed check will result in the PCs getting lost for an hour. It will require three successful checks to reach the lizardfolk camp. After the first successful check, go to Encounter 2. Encounter 3 follows the second successful check.

If the PCs are discovered before all of the above events, then they miss some of the details above, especially Grierson’s appeal to be named leader of the group. These details may come out during later interactions between the druids and the PCs.

ENCOUNTER 1: THE DRUIDS’ GROVE

When the PCs are spotted or they enter the grove village, a number of the adult druids pick up quarterstaves, while others take up defensive positions and appear ready to cast spells if needed.

Anchton Grierson is very suspicious of the PCs and questions them harshly about their intent. During this question he implies that the PCs are no more than a band of bandits or brigands from



the hills. Tramyl Weitz is quiet at first, but if the PCs seem at all honorable, he becomes excited about the possibility that the PCs could save his daughter, and will tell the PCs of his plight and ask for help. Grierson insists, in rebuttal to this plan, that the troubles they are having are private and do not concern outsiders.

Unless the PCs come in fighting, which is unlikely, they find a community split into two factions. Grierson's faction is unfriendly to the PCs, while Weitz's faction is indifferent. After some questioning, make a Diplomacy check for whomever has been talking. If the result is 25 or higher, then both factions will be in favor of the PCs going into the swamp. If the result is 15 to 24, then Grierson's faction becomes indifferent and allows Weitz and his group to recruit the PCs. If the result is 5 to 14, then there has been no change and another check should be made after additional arguing. If the result is less than 5, Grierson's faction becomes hostile and forces the PCs from the camp, but this should not result in combat. All of this should be roleplayed as interactions between the PCs, Grierson, and Weitz with shouts

of support or otherwise from the crowd. Give the PCs up to a +2 circumstance bonus for good argument or oratory. The following points are especially the effective in swaying the crowd.

- Unless something is done, the attacks will continue.
- We may be able to end the threat from the swamps. Ehlonna must have sent us here; otherwise we would not have seen your grove.
- Although all creatures have the right to live. It's not right for them to attack intelligent beings.
- It is the responsibility of the druids to do something to restore balance.

Obviously, some of these points can only be made if the PCs have the information they could have gathered during the introduction. Any attempts by the PCs to ask Grierson squashes questions, but Weitz may answer anyway if doing so will help the rescue of his daughter. Any remarks against Grierson result in a -2 circumstance penalty on the Diplomacy check. While he is abrasive, Grierson is a respected voice in the community.

If the PCs make the check will a result of 25 or higher, they will have some time to ask questions before they go, otherwise the Weitz faction wants to get them on their way as soon as possible to avoid further conflict with Grierson's faction. If they PCs are able to ask questions, they may get the following information:

- The new grove has been here for 300 years and is one of the primary sites for druidic worship and nature magic in the region. The people of the City of Greyhawk do not generally know this because most of them have little interest in such things.
- The old grove to the near west is a deserted site used by the

ancient Ur-Flannae druids. It has not been used for thousands of years, but still is said to have strange powers as yet undiscovered. Legend has it that the grove was once a gate to other worlds and planes and there are several other sites of this nature scattered across the Flanaess.

- Tramyl Weitz can answer any of the details that may have been missed when the PCs were spotted.

Note: Remember, none of the druids have seen the troll and lived to tell the tale. If the PCs have both time (Their Diplomacy check hit DC 25 or higher) and have a cleric who can cast *Speak with Dead*, its former victims may have information to share. Only some of the trolls victims recognized the monster for what it was, so the PCs have only a 25% chance for the subject of the spell to name the monster as a troll, for each body the casting cleric speaks with (there are 5 victims from last night, the other 12 victims have already been cremated). The others only give a description of the monster, using such adjectives as reeking, shambling, moss-green, growling, horrifying, warted, horrid, clawed, slashing, rending when describing the thing that attacked him or her.

If the druids become hostile, but the PCs refuse to leave, then the druids will call on a pack of wild dogs from the forest to attack the PCs and drive them away.

🐾 **Wild dogs** (as riding dogs trained for war) (12): 20, 18 (x2), 15 (x3), 14 (x3) 13 (x2), 12; see *Monster Manual* page 169.

Stats for Weitz and the other druids can be found in Appendix A. Stats for Grierson and his group of apprentice druids can be found in Encounter 8.

THE MISSION

Tramyl Weitz sees the adventurers as the only hope of getting his daughter back alive. He also sees it as his only hope against the machination of Anchton Grierson, who seeks his position as leader of the druids.

Weitz asks the PCs if they will venture to the camp of the lizardfolk in the Mistmarsh, destroy their camp, and bring his daughter back alive. In return, he will give the PCs a precious item of great worth. He will not reveal what this item is until the end of the mission. He tells them that they can also keep any items of worth found in the lizardfolk camp, though he asks that 10% of any money found be donated to the druidic grove in honor of the goddess Ehlonna who will watch over them on their venture.

He tells the PCs that a druidic scouting party has found the location of the lizardfolk camp in the swamp, but that the druids

are too weak to defeat them. Weitz draws a rough map to the camp and give it to the PCs. All this while, Anchton Grierson murmurs that the PCs will be slaughtered, and that more lives will be wasted needlessly. At a private, opportune moment, he (or one of his evil lackeys) offers to pay the PCs 100 gold if they do not go on the venture. If the PCs accept Grierson's offer, they gain the gold, but the adventure is over.

Weitz tells the PCs to beware of foul creatures in the swamp and that it should take them about three hours to reach the camp. Though Weitz does not know this, it is crucial that they reach the camp before twilight because that is when the lizardmen will conduct their sacrificial ceremony and murder his daughter. Still, does believe that his daughter is in grave danger, and will not survive to the next dawn if the PCs do not save her.

If the PCs asks for druidic scouts, Weitz and the others will claim that they must protect the camp, but a successful Sense Motive (DC 15) will reveal that fear may be a deeper motive. This community has lost so many powerful druids and warriors in the last month that is survivors are terrified of the lizardfolk and its "demon."

When they leave, Grierson scoffs at the PCs and tells them to enjoy their death.

Before they leave, Weitz will give the PCs three *potions of cure light wounds*.

If anyone successfully attempts to discover more about Grierson via a Sense Motive check, they can (DC 20) find that he believes what he is saying, but is also hiding something. If Grierson fails a Will save, the use of a *detect thoughts* spell will pick up that he is worried that the PCs may be successful, but he is far too arrogant and controlled to allow his surface thought to betray more of his plans.

ENCOUNTER 2: INTO THE SWAMP

Encounters 2 and 3 should last no more than 35 minutes.

Adjust this text if the PCs are finding their way without help from the druids.

All too soon, you find yourself in the midst of the Mistmarsh swamp. The trail explained to you by the druids seems reasonably clear. Occasionally, the trail disappears, but you find it again with the help of the map the druids provided.

The sky over the swamp seems noticeably darker, almost unnaturally, than it was back at the druids' camp. In addition, your view is obscured due to the encroaching mangroves and spindly morass. A light fog hangs over the swamp and the ground is squelchy and muddy under your feet.

Have everyone make a Wilderness Lore check (DC 15) to realize that the muddy ground and fog impedes Spot checks, attacks and initiative (-2 circumstance penalty to all three).

The muddy trail through the Mistmarsh meanders treacherously through slimy walkways. On either side, you see things sliding and slithering among the murky mangroves that do not bear closer inspection. Around you, you hear sounds of terror, as the inhabitants of the swamp swallow and digest each other as part of their daily routine. This habitat was never meant for human or demi-human habitation. After about an hour's trek, you come to a large clearing. There are some logs for you to sit and rest upon. You are all feeling a little tired as this trip takes more out of you than does a walk down a city street.

The PCs may wish to take a moment and rest here. If they do not, the giant worker ants attack as they reach the far end of the clearing. If the PCs rest, they are attacked as soon as they settle down. The ants come from logs just outside the clearing at the point nearest the PCs. These logs are the ants' home and these ants are very territorial. If the PCs make a cooperative Spot check (DC 15) they will not be surprised, but remember they suffer -2 circumstance penalty to that check due to the fog. The ants retreat after they lose half of their number.

APL 2 (EL 2)

➤ **Giant Ants, Worker** (2): hp 10, 9; see *Monster Manual* page 205.

APL 4 (EL 3)

➤ **Giant Ants, Worker** (3): hp 10, 9, 8; see *Monster Manual* page 205.

APL 6 (EL 4)

➤ **Giant Ants, Worker** (4): hp 11, 10, 9(x2); see *Monster Manual* page 205.

IF THE PCS LEAVE THE TRAIL

They encounter the following creatures in quick succession. Give the PCs the feeling that if they continue on this way, they will fall to the denizens of the swamp eventually. Keep in mind the swamp conditions. The creatures appear in this order:

APL 2 (EL 2 OR EL 3 EACH)

➤ **Giant Bees** (4): hp 14, 13 (x2), 11; see *Monster Manual* page 205.

➤ **Monstrous Centipede, Medium-size** (4): hp 6, 5, 4 (x2); see *Monster Manual* page 207.

➤ **Giant Frog**: hp 32; see Appendix A.

APL 4 (EL 4 OR EL 5 EACH)

➤ **Giant Bees** (8): hp 16, 14 (x2), 13 (x3), 11 (x2); see *Monster Manual* page 205.

➤ **Monstrous Centipede, Medium-size** (8): hp 11 (x2), 10, 9(x4), 8; see *Monster Manual* page 207.

➤ **Giant Frog** (3): hp 32, 30, 28; see Appendix A.

APL 6 (EL 6 OR 7)

➤ **Giant Wasps** (4): hp 36, 35 (x2), 32; see *Monster Manual* page 206.

➤ **Monstrous Centipede, Huge** (5): hp 22, 20, 18 (x3); see *Monster Manual* page 208.

➤ **Giant Frog, advanced 7 HD** (4): hp 70, 65, 60, 58; see Appendix A.

ENCOUNTER 3: THE LOG BRIDGE

As you move ever deeper into the Mistmarsh, the sky disappears from view due to the dense overhangs of mangroves and thick, black, twisted trees and long dead roots. The sounds of the swamp appear to be all around you—sounding like an incessant, cackling laugh as if to mock the foolishness of beings that dare to invade and traverse such treacherous territory.

After about another hour, the trail stops abruptly at a murky stream, black with slime and heaven knows how many nightmare creatures. A thick log lies across the stream and shows signs of wear from use. The log appears to be your only choice to continue on the trail.

Refer to Map 3. There is no way across to the other side except via the log or wading in the murky water. At its deepest, the water is 4-1/2 feet deep. The banks leading down into the water are 10ft in height and slope downward at a 45-degree angle. The banks are covered in thick sludgy mud.

Anyone stepping on the very edge (10-foot square) of the bank, other than in front of the log, must make a Balance check (DC 20) or the edge crumbles and sends him or her into the water below. The PC has a chance to notice the unsafe ground (Spot, DC 15) before stepping on it.

PCs may climb out easily (Climb, DC 10), but then must make a Balance check again at the top. If a rope is used, the Balance check is not necessary (Climb, DC 5).

The log can easily hold 150 lbs. If more than that weight is on

the log at the same time, there is a chance the log will begin to crack or break. Make a check against a DC of 20 with a +1 for each 10 lbs. over 150 lbs. If the check succeeds, the log cracks ominously. If it succeeds by 5, the log breaks. If the log breaks, the PC may try to jump the remaining distance (15 feet), but can only use a standing jump. Crossing the log also requires a Balance check (DC 15) made at the halfway point. If the check is failed, a standing jump may also be tried for the remaining distance (15 feet).

If any PC ends up in the water, a giant leech will quietly attack them. This will happen every time someone goes into the water, even if there are already leeches on them. The leeches can only be seen with a successful Spot against their Hide.

➤ **Giant Leech:** hp 4 each; see Appendix A.

Note: Remember that the PCs are attacking at –2 due to the foggy and muddy conditions in the swamp.

ENCOUNTER 4: THE SENTRIES

The trail continues into the heart of the Mistmarsh. You notice, in particular, that as you get closer to the center, the mangroves become sparser and small ponds of still, black water appear more commonly. Here and there, a few solid landmasses become visible, along with some strange birds and wildlife that fly or scurry around and in between branches and brambles. Of course, this does not mean that the swamp is getting safer—on the contrary, it is clearly the territory of larger swamp creatures that have cleared away more mangroves in their need for dietary diversity.

After what seems like an eternity, but is actually about an hour, the

trail appears to lead into a clearing containing some structures up ahead. You figure that this must be the lizardfolk camp, at last. From this distance, you cannot see any moving creatures—only some buildings and a dim layout of the encampment.

Refer to Map #4. Encounters four through seven should take about 70 minutes. This leaves about 30 minutes to deal with Grierson and another 20 minutes for the conclusion.

KEY FOR MAP 4: AREAS 1, 2 AND 3

Area 1

There is a lizardfolk scout hiding in a bush just off the trail here, but only if Anchton Grierson has alerted the lizardfolk. Each PC should make a Spot check opposed by the scout's Hide, but the scout gets a +2 circumstance bonus.

If the PCs move to attack or show signs of seeing him, they gain a surprise round to act. On the scout's initiative, he screams out:

"Ish-ban-dai! Ish-ban-dai!"

Which translates to "They're Here! They're Here!" in Draconic.

If the PCs do not spot the scout, then he waits until they move past or threaten any lizardfolk. He then screams and runs into the swamp.

The scout has 10gp in a little pouch.

Circumstance penalties for the foggy conditions are still in effect in this part of the swamp.

➤ **Lizardfolk Scout** (1): hp 7; see *Monster Manual* page 128.

Possessions: Greatclub, 3 javelins, 10 gp in a small pouch.

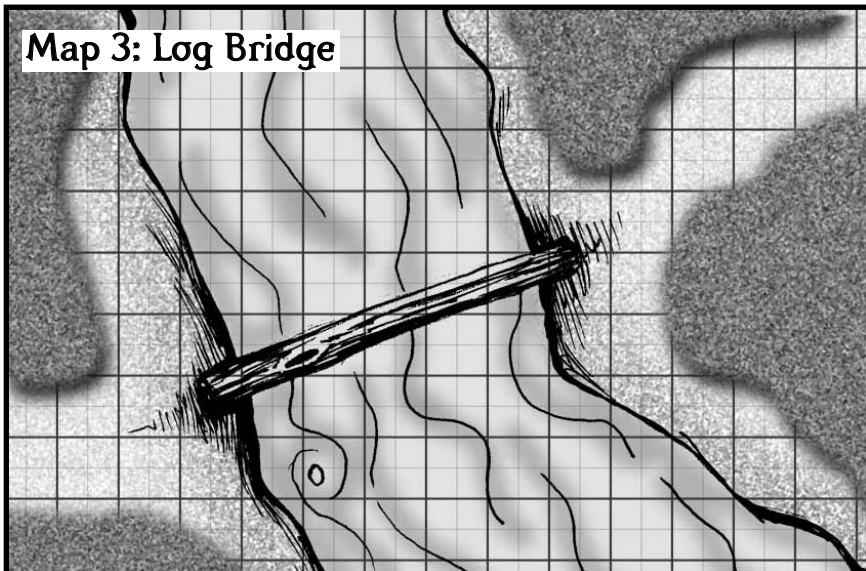
Area 2

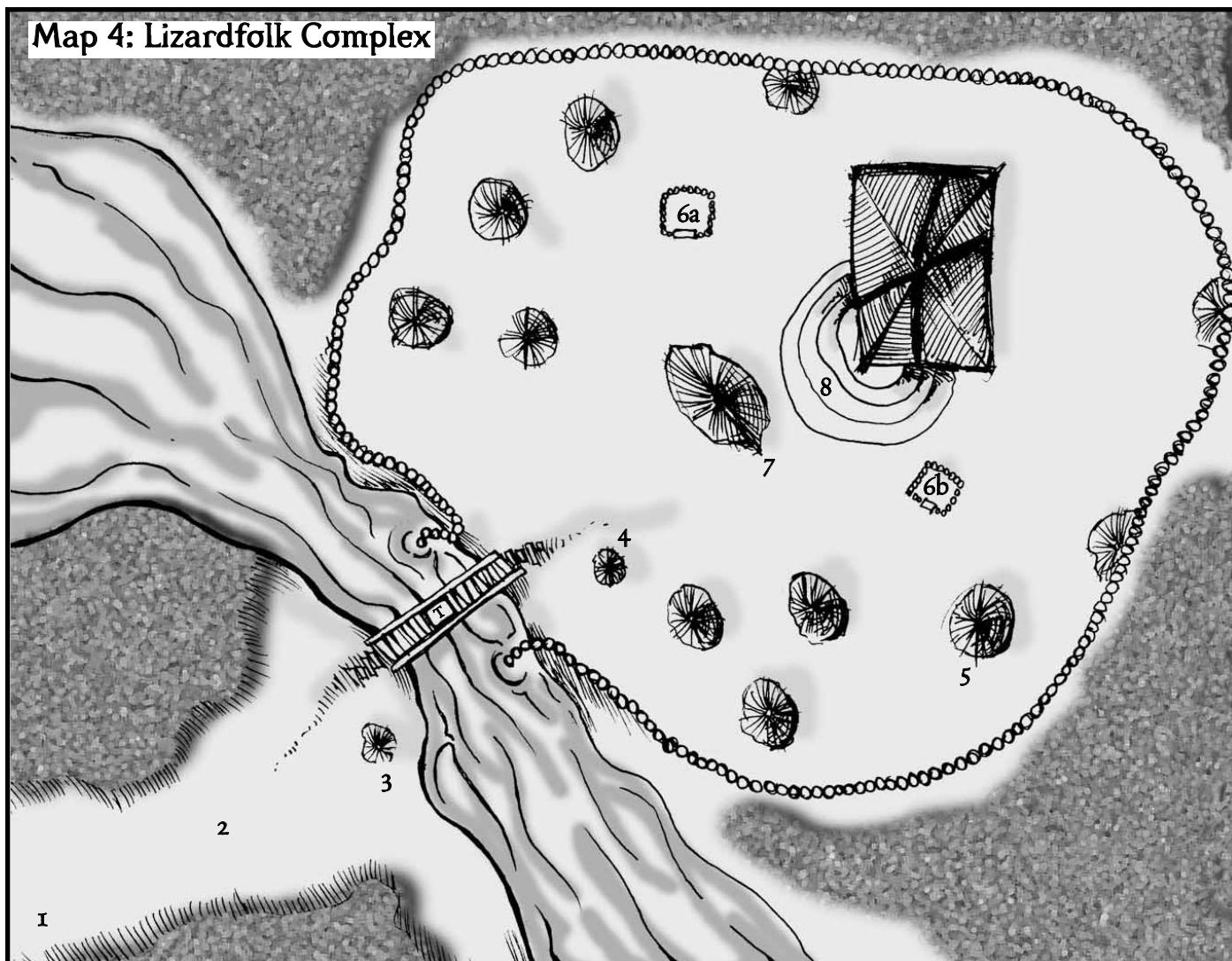
The lizardfolk at Area 3 see any PCs that get to this point, unless those PCs are able to beat an opposed Spot/Hide check. If the scout alerts the guards, the PCs are seen even if they try attempt to hide.

Area 3

This is a sentry box (10 feet by 10 feet) containing three lizardfolk. If the PCs try to pick them off from the trail, then treat the PCs as having one-half cover (+4 to AC) and the lizardfolk who stay in the sentry box as having three-quarters cover (+7 to AC). The lizardfolk shoot their light crossbows at intruders who are in range. Once at least one PC reaches Area 2, two of the lizardfolk charge them from the sentry box, while the

Map 3: Log Bridge



Map 4: Lizardfolk Complex

third continues shooting. The third guard stays in the sentry box, gaining one-quarter cover (+2 to AC) versus melee attacks. It is 25 ft. to #2 and 60 ft. to #1.

➤ **Lizardfolk Guards (3):** hp 13, 12, 11; see *Monster Manual* page 128.

Possessions: Greatclub, light crossbow, 10 bolts, 10 gp in a small pouch.

ENCOUNTER 5: THE BRIDGE

KEY FOR MAP #4: AREA 4

Area 4

This is another sentry box on the other side of a wooden bridge (30 feet long, 7 feet wide). The lizardfolk guards start shooting as soon as they are alerted. Their primary plan is to set off the trap door in the bridge.

➤ **Lizardfolk Guards (2):** hp 11; see *Monster Manual* page 128.

Possession: Greatclub, light crossbow, 10 bolts, 10 gp in a small pouch.

➤ **Trap Door:** CR ½; fall into 10 ft. of water below (no falling damage); Ref (DC 20); Search (DC 20); Disable Device (DC 20).

The trap door is in the center 10-foot by 7-foot section of the bridge. The lizardfolk try to trigger the trap when the most PCs are on it, but they will not let any PC completely cross the trap without triggering it. Of course, they also fire their light crossbows at PCs whenever they have a clear shot. Triggering the trap is a move-equivalent action.

Anyone plunging into the water must make a Spot check opposed by the crocodile's Hide (while submerged) or the crocodile(s) gain a surprise round. The PC must also make a Swim check (DC 10) to get to the bank. If the PC fails by 5 or more, he

or she will start to drown (see *DUNGEON MASTER's Guide* page 85). Heavy PCs have the option to sink and walk along the bottom, but they will then have to Climb (DC 10) out of the river at the bank. Of course the crocodile may be attacking each round as a PC attempts this.

If no PC fall into the water, the crocodile still attacks when they reach the opposite shore.

APL 2 (EL 2)

➤ **Crocodile:** hp 22; see *Monster Manual* page 195.

APL 4 (EL 4)

➤ **Crocodiles** (3): hp 25, 22, 20; see *Monster Manual* page 195.

APL 4 (EL 6)

At this APL the threat is a trio of half-fiend crocodiles, gifts to Hatchuzak by his master, Laogzed.

➤ **Half-fiend crocodiles, advanced HD 5** (3): 40, 35, 32; see Appendix A.

The lizardfolk guards shoot at PCs who are on the bridge. When a PC gets to the opposite shore, the lizardfolk come out of the sentry box and attack with greatclubs. While inside the sentry box, the lizardfolk have three-quarters cover (+7 to AC).

ENCOUNTER 6:

THE LIZARDFOLK SORCERER

KEY FOR MAP #4: AREA 5 TO 8

Area 5

As soon as any PC reaches the far side of the bridge, have them make a Listen check (DC 12) to hear the troll held captive in this hut. If the check succeeds, they will hear:

Horrible gnashing and growling sounds and the clanking of chains.

Area 6

There is a wolf in pen 6a and a boar in pen 6b. These animals have been trained to attack by the lizardfolk. Hatchuzak attempts to release them (see below).

➤ **Boar:** hp 22; see *Monster Manual* page 194.

➤ **Wolf:** hp 13; see *Monster Manual* page 204.

Area 7

This is a pig on a spit. When the PCs reach this point, the lizardfolk charge them from behind the various huts. The PCs may Listen (DC 15) or Spot (DC 20) to detect the lizardfolk, otherwise, the lizardfolk gain a surprise round.

APL 2 (EL 2)

➤ **Lizardfolk** (2): hp 14, 11; see *Monster Manual* page 128.

APL 4 (EL 3)

➤ **Lizardfolk** (3): hp 14, 12, 11; see *Monster Manual* page 128.

APL 6 (EL 5)

➤ **Lizardfolk** (5): hp 14, 12 (x2), 11, 10; see *Monster Manual* page 128.

Area 8

After 2 rounds of combat, the lizardfolk sorcerer Hatchuzak exits the temple and locks the doors behind him (a full-round action). He then uses *mage hand* to open the pens. It takes a move-equivalent action for each pen, and he starts with the boar's pen. He gives the command to attack at the same time that he opens the pens.

APL 2 (EL 2)

➤ **Hatchuzak, male lizardfolk Sor1:** hp 14; see Appendix A.

APL 4 (EL 4)

➤ **Hatchuzak, male lizardfolk Sor3:** hp 19; see Appendix A.

APL 6 (EL 6)

➤ **Hatchuzak, male lizardfolk Sor5:** hp 27; see Appendix A.

After the animals are released, Hatchuzak uses his spells to the best effect, staying out of melee range for as long as he can, and taking out spellcasters when he can. If the battle appears to be going badly, he attempts to release the troll after using the *wand of suggestion* on it. It takes a full-round action to release the troll from its chains (see Encounter 7 for stats). Hatchuzak commands it to drive off the intruders and then return to the hut to be chained up. Be sure to allow the troll a Will save. The other lizardfolk do their best to protect Hatchuzak and keep him out of melee.

If the troll has not been released by Hatchuzak, go to Encounter 7, otherwise continue with Encounter 8.

ENCOUNTER 7: THE TROLL

Once the PCs have had a couple of minutes to heal themselves and search Hatchuzak, read the following.

The growling from the hut has grown in volume. The sounds of chains can still be heard, but now it sounds like one of them has just snapped, and another...

The PCs have 1 round to act before the troll breaks through the door and part of the wall on its initiative in the second round. In the third round, the troll will charge the nearest PC. The smartest move for the PCs is to use the *wand of suggestion* on the troll, but it only has 2 charges and the troll will get a Will save (DC 13). If the troll manages to take down 2 PCs, its rage will be satisfied and it runs off into the swamp. If the troll loses over half its hit points, it runs off into the swamp.

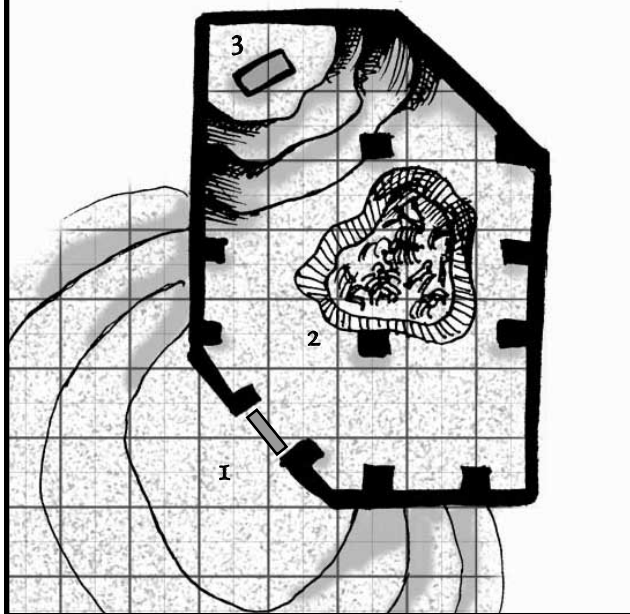
APL 2 (EL 3)

☛ **Troll:** hp 20, due to fire damage taken from accidentally falling into the pig spit earlier; see *Monster Manual* page 180.

APL 4 (EL 5)

☛ **Troll:** hp 63; see *Monster Manual* page 180.

Map 5: Area 8 - Temple to Laogzed



- 1- Temple door 2 - Feeding pit, 10 ft. deep
3- Altar and Grierson.

APL 6 (EL 7)

☛ **Troll, Brn2:** hp 85; see Appendix A.

ENCOUNTER 8: RESCUE IN THE TEMPLE

The PCs have to unlock the temple doors with the key from the Sorcerer, with the Open Lock skill (DC 20), or by breaking it down.

☛ **Temple Door:** 1 ½ in. thick; hardness 5; hp 20; AC 5; break DC 18.

Refer to Map 5 for the temple.

As the doors swing open, they reveal what looks like combined feeding pit and temple dedicated to a dark god. The remains of foul meals stain and splatter the walls, and the floor sports criss-cross tiles formed from the congealed blood, brains, bones, and sinews of past victims. On the far side of the temple, a young woman is chained to an altar. She appears to be only semi-conscious. Standing above her is someone you all recognize—Anchton Grierson—the druid from the grove that opposed this mission. Grierson has a twisted dagger blade in his right hand. He is laughing hideously and looks like he has been waiting for you! He also looks like he is about to plunge the dagger into the stomach of Selenie Weitz!

Any PCs who beat Grierson's initiative may be able to stop him. Otherwise, read the following when Grierson takes his turn:

Anchton Grierson plunges the twisted dagger deep into the stomach of Selenie Weitz and lets go of it. She screams agonizingly as blood pours from the wound.

The apprentices (at APL 2 and 4) move to give Grierson cover from any ranged attacks and otherwise close on the PCs to attack them. Grierson will fight to the death, but the apprentices attempt to flee if half of them fall.

The PCs are out of the swamp so they no longer suffer the -2 circumstance penalty from mud and fog.

APL 2 (EL3)

☛ **Anchton Grierson, Dark Master of the Swamp, Drd3:** hp 20; see Appendix A.

APL 4 (EL 5)

At higher APLs Grierson is joined by a group of apprentices.

☛ **Anchton Grierson, Dark Master of the Swamp, male human**

Drd3: hp 20; see Appendix A.

☛ **Apprentices Drd2** (2): hp 14 each; see Appendix A.

APL 6 (EL 7)

☛ **Anchton Grierson, Dark Master of the Swamp, male human**
Drd5: hp 29; see Appendix A.

☛ **Apprentices Drd2** (4): hp 14 each; see Appendix A.

Grierson, after stabbing Selenie, casts *charm person or animal* at the strongest PC that looks like a fighter.

Roll each round to see if Selenie's stabilizes. If not, reduce her hit points. If Selenie is cured to 0 or higher hit points, she is revived and immediately demands that the PCs cut off Grierson's head to take back to her father. If Selenie is not cured, she must be stabilized in order to survive the trip back to the camp.

☛ **Selenie Weitz, female human Com1:** hp 2 (-1 after Grierson stabs her).

Treasure: If the PCs search the altar (Search, DC 15), they may find a concealed treasure chest. It is not locked or trapped. Inside, the PCs find 300 gp of gold, jewelry and gems. The twisted dagger that Grierson used to stab Selenie is a +1 *dagger*.

CONCLUSION

If she survives and is conscious, the PCs may travel back using a shortcut Selenie. If they take the original route instead, they have to cross the stream again and deal with any ants that they may have left behind. Otherwise, the return trip will be uneventful.

When they return to the enclave, Tramy! Weitz makes sure that Selenie is cured, if necessary. He is very thankful to the PCs for the rescue of his daughter. After the PCs relate the destruction of the lizardfolk camp, there is much rejoicing. If the PCs have brought back Grierson's head, with or without the body, Weitz gives them 2 *Stones of Elhonna* and explain that they can be exchanged for food and shelter from any druidic circle who worships She Who Hunts.

If the PCs remember to donate 10% of the gold, they are awarded an additional 25 xp. The druids do not remind them to make this donation

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter Two

Defeat ants 30 xp

Encounter Four

Defeat lizardfolk guards and scout 30 xp

Encounter Five

Defeat crocodile and lizardfolk guards 70 xp

Encounter Six

Defeat lizardfolk, boar, wolf and Hatchuzak 100 xp

Encounter Seven

Defeat troll 70 xp

Encounter Eight

Defeat Grierson and apprentices 30 xp

Get Selenie back to druids' grove alive 70 xp

Conclusion

Remember to donate 10% of money 50 xp

Total experience for objectives 450 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

- Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things that it later finds unreasonable but which were allowed at the time.

Encounter One

- 3 *potions of cure light wounds* (50 gp each, common)

Encounter Six

- *Wand of suggestion* (2 charges) (450 gp, uncommon). Mark off any charges used by the Sorcerer or PCs.

Encounter Eight

- *Divine scroll of cure light wounds*
- *Divine scroll of magic fang*
- *Divine scroll of heat metal*
- *Divine scroll of barkskin*
- *Divine scroll of flaming sphere*
- *Potion of sneaking*
- +1 *dagger* (2302 gp, uncommon)

Conclusion

- 2 *Stones of Elhonna* (280 gp, uncommon): These smooth, white, and somewhat flat magical stones have the unicorn head symbol of Elhonna painted on one side. Once a day, if the name "Novelee" is uttered and the stone is dropped, it flutters down to the ground like a feather. It always lands unicorn-face up, and the unicorn horn always points north, simulating a *know direction* spell, but offering its own point

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

- The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
- Animals, followers, monsters, henchmen, and so forth (any

of reference. If a druid who reveres Ehlonna sees that you are the bearer of such a stone, they act more favorably toward you, which you a +2 circumstance bonus to Charisma checks to influence an NPC, or the same bonus to Diplomacy, Bluff, or Sense Motive checks that involve interaction with that druid. Also, if the stone is given to that druid it is his or her obligation to grant free food and lodging, and provide you with information he or she knows, and that you request over the course of an evening meal.

APPENDIX A: NPC STATISTICS

In order of appearance.

☞ **Tramyl Weitz, male human Drd3:** CR 2; Medium-size humanoid (human); HD 3d8+3; hp 18; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +2 melee (1d6+1/18-20, scimitar); AL N; SV Fort +4, Ref +2, Will +5; Str 12, Dex 14, Con 13, Int 12, Wis 15, Cha 14; Height 5 ft. 9 in.

Skills and Feats: Animal Empathy +7, Concentration +4, Diplomacy +7, Handle Animal +8, Heal +8, Knowledge (nature) +8, Spellcraft +4; Brew Potion, Dodge.

Spells Prepared (4/3/2; base DC = 12 + spell level): o—*resistance* (x4); 1st—*cure light wounds* (x3); 2nd—*delay poison*.

Possessions: Scimitar, leather armor, 90 gp.

☞ **Druids of the Ery Conclave, mix male and female humans Drd1** (10): CR 1; Medium-size humanoid (human); HD 1d8+1; hp 9 each; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +1 melee (1d6+1 [18-20], scimitar) or +2 ranged (1d4, sling); AL N; SV Fort +3, Ref +2, Will +5; Str 12, Dex 14, Con 13, Int 11, Wis 16, Cha 10.

Skills and Feats: Animal Empathy +4, Forgery +2, Gather Information +2, Hide +2, Listen +5, Move Silently +2, Spot +3, Swim +3, Tumble +3; Combat Casting, Still Spell.

Spells Prepared (3/2; base DC = 13 + spell level): o—*know direction, detect poison, virtue*; 1st—*cure light wounds, goodberry*.

Possessions: Scimitar, 10 gp each.

☞ **Druid Guard of the Ery Conclave, mix male and female human Drd1/War2** (8): CR 2; Medium-size humanoid (human); HD 3d8+6; hp 20 each; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +3 melee (1d6+1/18-20, scimitar) or +4 ranged (1d4, sling); AL N; SV Fort +6, Ref +2, Will +5; Str 12, Dex 14, Con 13, Int 11, Wis 16, Cha 10.

Skills and Feats: Animal Empathy +4, Forgery +2, Gather Information +2, Hide +4, Listen +5, Move Silently +4, Spot +3, Swim +3, Tumble +3; Combat Casting, Dodge, Toughness.

Spells Prepared (3/2; base DC = 13 + spell level): o—*know direction, detect poison, virtue*; 1st—*cure light wounds, goodberry*.

Possessions: Scimitar, 10 gp each.

☞ **Commoner of the Ery Conclave, mix male and female human Com1** (30): CR ½; Medium-size humanoid (human); HD 1d4+4; hp 7; Init +0; Spd 30 ft.; AC 10; Atk +2 melee (1d3+2 subdual, fist) or +0 ranged (1d3, sling with stone); AL N; SV Fort +1; Ref +0; Will +1; Str 14, Con 12, Dex 10, Int 11, Wis 12, Chr 10.

Skills and Feats: 12 Craft (various) +3; Handle Animal +4; Spot +4; Swim +6; Toughness; Weapon Focus (sling).

Possessions: Various tools, sling, 20 stones.

☞ **Giant Frog:** CR 4; Medium-size magical beast; HD 3d10+12; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 13); Atks +2 ranged (grapple, tongue), and +2 melee (2d6+2, bite); or +6 melee (2d6+2, bite); Face/Reach 5 ft. by 5 ft./5 ft. (10 ft. with tongue); SA Improved grab, swallow whole; SQ Darkvision 60 ft.; SV Fort +7; Ref +3; Will +0; Str 18; Dex 11, Con 18; Int 2; Wis 9; Cha 6.

Skills: Hide +4, Spot +1.

Improved Grab (Ex): To use this ability, the giant frog must hit with its tongue. Grabbed victims size Medium-size or smaller are pulled into its mouth on the same round for a bite attack.

Swallow Whole (Ex): The giant frog can swallow creatures size Small or smaller the round after a victim is grabbed. A swallowed creature can climb out of the frog with a successful grapple check returning it to the frog's mouth where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a small or tiny slashing weapon to deal 10 points of damage to the frog's interior (AC 14). The frog can swallow only one Small creature, four Tiny creatures, 16 Diminutive creatures, or 32 Fine creatures at a time.

☞ **Giant Frog, advanced 7 HD CR 4;** Large magical beast; HD 7d10+28; Init -1; Spd 20 ft.; AC 14 (touch 8, flat-footed 14); Atks +9 ranged (grapple, tongue), and +9 melee (2d6+4, bite); or +13 melee (2d6+8, bite); Face/Reach 5 ft. by 5 ft./5 ft. (10 ft. with tongue); SA Improved grab, swallow whole; SQ Darkvision 60 ft.; SV Fort +11; Ref +4; Will +1; Str 26; Dex 9, Con 22; Int 2; Wis 9; Cha 6.

Skills and Feats: Hide +8, Spot +5; Weapon Focus (tongue).

Improved Grab (Ex): To use this ability, the giant frog must hit with its tongue. Grabbed victims size Large or smaller are pulled into its mouth on the same round for a bite attack.

Swallow Whole (Ex): The giant frog can swallow creatures of Medium-size or smaller the round after a victim is grabbed. A swallowed creature can climb out of the frog with a successful grapple check returning it to the frog's mouth where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a small or tiny slashing weapon to deal 10 points of damage to the frog's interior (AC 14). The frog can swallow only one Medium-size creature, four Small creatures, 16 Tiny creatures, 32 Diminutive creatures at, or 64 Fine creatures at a time.

☞ **Giant Leech:** CR ½; Small vermin; HD 1d8; hp 4 each; Init +0; Spd 10 ft., swim 20 ft.; AC 11; Atk +0 melee (bite); SA anesthetize, blood drain, disease; SQ camouflage, salt vulnerability, vermin; AL N; SV Fort +0, Ref +0, Will +0; Str 6, Dex 10, Con 11, Int -, Wis 6, Cha 2. Length 2 ft.

Skills and Feats: Hide +8 (+12 in water), Move Silently +8; Weapon Finesse (bite).

Anesthetize (Ex): If attacking a non-aquatic creature in the water, the victim will not detect the attack. The victim may still see the leech with an opposed Spot/Hide check each round that the leech is attached.

Blood Drain (Ex): Attaches itself to a victim on a successful attack. In each subsequent round, it drains 1d2 points of temporary Con damage. The leech will detach after draining 4 points of Con. The victim must make a Wisdom check (DC 15) to notice this drain.

Disease (Ex): Red ache—Fort save (DC 15), incubation 1d3 days; damage 1d6 temporary Str.

Any creature bitten must make a successful Fort save (DC 15) or fall victim to the Red Ache (incubation time 1d3 days, damage 1d6 temporary Strength points).

Camouflage (Ex) +4 racial bonus to Hide checks in water.

Salt Vulnerability: A handful of salt or more deals 1d4+1 damage on contact and causes the leech to detach itself from the victim.

Vermin: Immune to all mind-influencing effects.

➤ **Half-fiend crocodiles, advanced HD 5 (3):** CR 4; Medium-size outsider; HD 5d8+10; Init +1 (Dex); Spd 20 ft., swim 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +9 melee (1d6+6, bite), and +2 melee (1d4+3, 2 claws), or +7 melee (1d12+9, tail slap); SA Improved grab; SQ Darkvision 60 ft., Immunities, Resistances; AL CE; SV Fort +7; Ref +7; Will +2; Str 23, Dex 16, Con 19, Int 6, Wis 12, Chr 4.

Skills and Feats: Hide +9, Listen +5, Spot +5; Combat Reflexes.

Improved Grab (Ex): To use this ability, the crocodile must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom. The crocodile automatically deals bite damage each round it maintains the pin.

Immunities: Half-fiend crocodiles are immune to poison.

Resistances: Acid, cold, electricity, and fire resistance 20.

➤ **Hatchuzak, male lizardfolk Sor1:** CR 2; Medium-size humanoid (aquatic, reptilian); hp 2d8+1d4+3; hp 14; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +2 melee (1d4+1, 2 claws), +0 melee (1d4, bite); AL N; SV Fort +1, Ref +3, Will +2; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 13; Height 7 ft.

Skills and Feats: Balance +4, Concentration +2, Jump +7, Swim +9; Multiattack.

Possessions: wand of suggestion (2 charges), key to the temple.

Spells Known (5/4; base DC = 11 + spell level): 0—daze, flare, mage hand, ray of frost; 1st—cause fear, shocking grasp.

➤ **Hatchuzak, male lizardfolk Sor3:** CR 4; Medium-size

humanoid (aquatic, reptilian); hp 2d8+3d4+5; hp 19; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +2 melee (1d4+1, 2 claws), +0 melee (1d4, bite); AL N; SV Fort +1, Ref +3, Will +2; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 13; Height 7 ft.

Skills and Feats: Balance +4, Concentration +8, Jump +9, Swim +11; Combat Casting, Dodge, Multiattack.

Possessions: wand of suggestion (2 charges), key to the temple.

Spells Known (6/6; base DC = 11 + spell level): 0—daze, flare, ghost sound, mage hand, ray of frost; 1st—cause fear, shield, shocking grasp.

➤ **Hatchuzak, male lizardfolk Sor5:** CR 6; Medium-size humanoid (aquatic, reptilian); hp 2d8+5d4+7; hp 27; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +2 melee (1d4+1, 2 claws), +0 melee (1d4, bite); AL N; SV Fort +1, Ref +3, Will +2; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 13; Height 7 ft.

Skills and Feats: Balance +6, Concentration +10, Jump +9, Swim +11; Combat Casting, Dodge, Multiattack.

Possessions: wand of suggestion (2 charges), key to the temple.

Spells Known (6/7/4; base DC = 11 + spell level): 0—daze, flare, ghost sound, mage hand, ray of frost; 1st—cause fear, shield, shocking grasp; 2nd—scare, summon swarm.

➤ **Troll, Brn2:** CR 7; Large giant; HD 6d8+2d12+48; hp 85; Init +2; Spd 40 ft.; AC 18 (touch 11, flat-footed 18); Atk +11 melee (1d6+6, 2 claws), and +6 melee (1d6+3, bite); SA Rend 2d6+9, Rage 1/day; SQ Regeneration 5, scent, darkvision 90 ft., Uncanny Dodge; Face/Reach 5ft. by 5 ft./10 ft; SV Fort +14, Ref +4; Will +3; Str 23; Dex 14; Con 23; Int 6; Wis 9; Chr 6.

Skills and Feats: Listen +5, Spot +5; Alertness; Iron Will.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Age (Ex): 1/day—hp 101; AC 16 (touch 9, flat-footed 16); Atk +11 melee (1d6+6, 2 claws), and +6 melee (1d6+3, bite); SA Rend 1d6+9; SV Fort +16, Will +5; Str 27, Con 27; lasts 11 rounds then fatigued.

➤ **Selenie Weitz, female human Com1:** CR ½; Medium-size human; HD 1d4; hp 2 (-1 after Grierson stabs her); Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed); Atk +0 melee (1d3 subdual, fist); AL NG; SV Fort +0, Ref +1, Will +4; Str 9, Dex 12, Con 10, Int 11, Wis 14, Chr 14.

Skills and Feats: Craft (pottery) +3; Listen +5; Spot +5; Dodge, Iron Will.

➤ **Anchton Grierson, Dark Master of the Swamp, Drd3:** CR 3; Medium-size humanoid (human); HD 3d8+3; hp 20; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12) or 17 (touch 12, flat-footed 15) with *barkskin* (pre-cast); Atk +3 melee (1d6+1/18-20, scimitar); AL NE; SV Fort +4, Ref +3, Will +5; Str 12, Dex 14, Con 13, Int 12, Wis 15, Cha 15; Height 5 ft. 8 in.

Skills and Feats: Animal Empathy +8, Bluff +5, Concentration +7, Diplomacy +8, Handle Animal +8, Spellcraft +7, Wilderness Lore +8; Combat Casting, Scribe Scroll, Track.

Spells Prepared (4/3/2; base DC = 12 + spell level): 0—*flare*, *guidance* (x2), *resistance*; 1st—*cure light wounds* (x2), *endure elements*; 2nd—*barkskin*, *charm person or animal*.

Possessions: *potion of sneaking*, *scroll of cure light wounds*, *scroll of magic fang*, *scroll of heat metal*, *scroll of barkskin*, *scroll of flaming sphere*, 200 gp, scimitar, leather armor, map showing the shortcut between the lizardfolk camp and the druids' grove.

➤ **Anchton Grierson, Dark Master of the Swamp, Drd5:** CR 5; Medium-size humanoid (human); HD 5d8+10; hp 35; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12) or 17 (touch 12, flat-footed 15) with *barkskin* (pre-cast); Atk +4 melee (1d6+1/18-20, scimitar); AL NE; SV Fort +6, Ref +3, Will +6; Str 12, Dex 14, Con 14, Int 12, Wis 15, Cha 15; Height 5 ft. 8 in.

Skills and Feats: Animal Empathy +10, Bluff +7, Concentration +9, Diplomacy +8, Handle Animal +8, Spellcraft +9, Wilderness Lore +10; Combat Casting, Scribe Scroll, Track.

Spells Prepared (5/4/3/1; base DC = 12 + spell level): 0—*flare*, *guidance* (x2), *resistance* (x2); 1st—*cure light wounds* (x2), *endure elements*, *summon nature's ally I*; 2nd—*barkskin*, *charm person or animal*, *heat metal*; 3rd—*contagion*.

Possessions: *potion of sneaking*, *scroll of cure light wounds*, *scroll of magic fang*, *scroll of heat metal*, *scroll of barkskin*, *scroll of flaming sphere*, 200 gp, scimitar, leather armor, map showing the shortcut between the lizardfolk camp and the druids' grove.

➤ **Apprentices, mix male and female human Drd2:** CR 2; Medium-size humanoid (human); HD 2d8+2; hp 14 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +2 melee (1d8/18-20, scimitar); AL NE; SV Fort +4, Ref +2, Will +5; Str 10, Dex 14, Con 13, Int 12, Wis 15, Cha 8.

Skills and Feats: Animal Empathy +0, Concentration +6, Handle Animal +4, Heal +7, Listen +6, Spellcraft +6, Spot +6, Wilderness Lore +7; Alertness, Scribe Scroll.

Spells Prepared (4/3; base DC = 12 + spell level): 0—*flare* (x3), *resistance*; 1st—*cure light wounds*, *faerie fire*, *magic fang*.

Possessions: 80 gp each.

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.