

SND3-01

Harvest Time

A One Round Regional LIVING GREYHAWK Adventure

APLs 1-8

Part One of When the Wind Blows series.

Version 1.0

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The first of the defensive keeps King Hazendel ordered build along the border of the Vast Swamp is ready, and people will soon celebrate this with a great harvest festival. But distressing signs are found when people go missing even before the festival starts.

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

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This 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 three 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 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 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. 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 bring their own characters with them. It 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

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

1. Determine the character level for each of the PCs participating in the adventure.
 2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the 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 & 1/6 | 0 | 0 | 0 | 1 |
| 1/3 & 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
 4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will

receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. 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 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.
1. A group of APL 1 characters that desires an extra hand can "enlist an iconic." The stats for the 1st level versions of Tordek, Miale, Lidda, and Jozan are included at the end of this adventure. The group may pick one of these characters to accompany them on the adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure. Characters hailing from Sunndi pay one Time Unit to participate in the adventure. All other characters pay two Time Units. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp.

Swimming and Drowning Rules

Swimming

Check: A successful Swim check allows the character to swim one-quarter of the character's speed as a move-equivalent action or one-half the character's speed as a full-round action. Roll once per round. If the character fails, the character makes no progress through the water. If the character fails by five or more, the character goes underwater and starts to drown.

If the character is underwater (whether drowning or swimming underwater intentionally), the character suffers a cumulative -1 penalty to the character's Swim

check for each consecutive round the character has been underwater.

The DC for the Swim check depends on the water:

Water Conditions	DC
Calm water	10
Rough water	15
Stormy water	20

Each hour that the character swims, make a Swim check (DC 20) or take 1d6 points of subdual damage from fatigue.

Special: Instead of an armour check penalty, the character suffers a penalty of -1 for each 5 pounds of gear the character is carrying or wearing.

Drowning

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to -1 hit points and is dying. In the third round, she dies.

Note that holding your breath is an automatic reflex; it makes no difference if the character is wounded or even unconscious (though she would continue to bleed to death if below 0 hp).

Adventure Summary and Background

This is the first in the series, When the Wind Blows, which deals with the reasons why great numbers of Bullywugs come boiling out of the Vast Swamp every 20 or so years and ravage the land. In Harvest Time, the adventurers find out all is not well. While this a regional, future parts may be meta-regional scenarios.

Harvest Time takes place in Longwood, a small village on the edge of the Vast Swamp. about a week before the yearly harvest festivals. This year's festivities will be extra grand, to celebrate the completion of the Guard Tower. The Guard Tower is the first in a string of 5 towers, later to be keeps, that King Hazendel ordered built along the edge of the swamp, to protect his subjects from incursions by bullywugs, evil lizardfolk, undead and other foes.

The Guard Tower is located several hours travel east of Longwood, and can just be seen over the top of a hill.

During the scenario, the party is approached by the village mayor and asked to investigate the disappearance of two human villagers. Following the directions given by the mayor, the party picks up the trail of the missing trappers, and soon finds out that they were abducted. Following this new trail, they catch up with a group of bullywugs, who captured the two trappers alive and are taking them deep into the swamp for unclear reasons.

Hopefully, the party will manage to rescue the pair, and return home victorious.

Introduction

The scenario begins around dinnertime, when the various party members arrive in the "Olf and Bear", Longwood's inn, on their way to attend the festivities around the completion of the Guard Tower (or for whatever reason they see fit).

The inn is crowded and busy, but there are a few empty tables left for the party to settle down. Allow the PCs to introduce themselves and settle down for their meal.

Note: Encounter One potentially includes a lot of role-playing. If the scenario should be finished within 4 hours, it may be advisable to summarize.

Encounter One: Dinner Time

When the players are settled, read or paraphrase the following:

The Olf and Bear inn is rustic, none too large (but clean and reasonably priced) and tastefully decorated with carved wooden panelling of olven make. Of course, it's rather crowded now because of the coming festival; it will be a week yet, but the first travellers are already arriving. Many merchants and traders hope to sell their wares, bards and jugglers to earn some coin, and the common people to have a fine day.

If a PC pays attention, the merry mood is occasionally disturbed by soft words and worried looks as some villagers discuss the unusually late return of two fur trappers. Apparently, they should have returned two days ago.

The villagers Roald (the baker, a middle-aged burly man who has had slightly too much to drink), Darya the weaver, (a handsome, talkative woman) and farmer Jannen, (a sturdy man in his late forties who saw too much blood in the wars to really enjoy the tale-telling) are considering various reasons for their late return. They are partly trying to reassure themselves it is nothing and

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

Authority Figure: Mayor Chaldea Starglow (LG human female Ftr4/Wis5 [former adventuress]).

Important NPCs: Esterian (NG, olven male Clr4 of Pelor), Felan (NG half-olven male Exp3 [innkeeper]), Beor (CG human male Rgr6 [Royal Warden]), Karzat (CG half-euroz male Exp4 [blacksmith]).

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

companions in scary stories. The trappers' fate ranges from having been eaten by crocodiles or ghouls, to being turned into zombies by evil mages, to having found a dragon's hoard and being slowed down by the weight of the gold. If asked, they will happily share their tales of all the horrors that live in the swamp, though it should not take a very bright mind to realise that at least half their "valuable information" is just so much hot air.

A Bardic Lore, Knowledge (local), Knowledge (nature) or similar check (DC15) indicates that the various swamp monsters include crocodiles of all sizes, stirges, dire rats and giant leeches. A more successful check (DC18) indicates the PC also knows skeletons, zombies and ghouls can be found within the swamp.

The villager's information on the trappers themselves is far more reliable. The fur trappers are father and daughter, Beor and Chelda Windfang, and should have been back at least two days ago. They left town six days ago to empty their traps, as they do every week. The trip normally takes them five days, six if the weather turns bad. But it has been a week now, and the weather has been fine, warm and sunny. So its no surprise people are worried, especially Eriane Windfang, wife and mother to the missing fur trappers, and her two boys, Sigurd and Eirik. See The Windfang Family for more details).

Felan, the half-olven inn keeper, is slightly concerned about the matter, but has no new information; the two trappers know their way around in the swamp,

partly
trying to
outdo their

but Felan definitely does not. He can tell them that Eriane windfang is the daughter of the mayor, Chaldea Starglow.

At an opportune moment, read the following:

As you enjoy the evening and the local gossip, the door to the inn opens, and two strong-looking human males enter. Armed with swords and dressed in chain mail under a shirt displaying a sun shining over mountains of glass or crystal, they are obviously guards. As a hush falls over the gathered people, they look around, and their eyes fasten on you. Swiftly, they make their way to your table.

The guards approach, and ask if they are indeed speaking with [insert random PC's name, though preferably a member of the Royal Wardens]. If told yes, they will say that Mrs Starglow, the mayor, wishes to speak with [name] and friends at once. The party is cordially invited to follow the guards to her home.

If told no, they will ask if the PCs know where [name] is, as the mayor wishes to speak with him/her. If the party again says no, and [name] does not reveal him/herself, the guards will apologise for the misunderstanding and leave.

The party may wish to investigate the gossip on the vanished traders (see above), or turn in for the night. If they do the latter, they will leave undisturbed next morning and will have missed the adventure. If the party accepts the mayor's invitation, go to the next part, The Mayor. If the party visits the family of the missing trappers, go to the Wingfang Family.

The Mayor

The mayor of Longwood is a graceful, elderly lady named Chaldea Starglow, a mage, warrior, and former adventuress. She lives in a sturdy, two-story house, one of the few entirely stone buildings in Longwood. Still fairly new; metal numbers on the front of the building proclaim that it was build in 586. The first floor is dedicated to an office while the second floor contains the living areas.

When the party is brought to the major, read the following:

You enter a well-furnished room, with tall bookcases between taller windows. On a large desk that dominates the left half of the room, lie several stacks of paper and other signs of the day's work. A large map of the area hangs on the wall behind the desk. On a stand to the right sits a large snowy white hawk, watching everything with interested, golden eyes.

In the right half of the room stand several comfortable chairs around a low table next to a fire

place, in front of which stands a graceful, elderly lady. She nods gravely at you and says, "Greetings, and well met. I am Chaldea Starglow, mayor of Longwood. Thank you for responding to my invitation. Please, be seated."

When the PCs are seated, Chaldea continues,

I have sent for you, because I would ask your help in a matter of some concern. Perhaps you already heard, but my son-in-law and granddaughter the Royal Warden Beor Windfang, and his daughter Chelda have disappeared. Even if they were not my family and my friends, this would deserve my concern, but I fear this is no normal case." She gestures at the large hawk, and it flies across the room to sit on the back of Chaldea's chair,

"This morning, I send out Krega, my familiar, to search for Beor and Chelda. When he returned after a long flight, Krega had found no sign of them, but he had found a band of bullywugs camping some three days walk into the swamp."

Chaldea falls silent for a moment, staring back into old memories, then grimly continues,

"I know quite well the two events may be unrelated, but bullywugs coming so close to our village is never a good sign. I remember the disasters of twenty years ago quite well! Therefore, I would like to ask you to go out into the swamp and find out what these amphibian monsters are up to, and if they have anything to do with the late return of Beor and Chelda. If they have, or if you find anything else indicating what happened to them, I would be most grateful to know."

Chaldea will do her best to answer any questions the party may have. As she said, she knows quite well the bullywugs may have nothing to do with the disappearance of the trappers, but she all too clearly remembers the horrors of 20 years ago, when armies of bullywugs went rampaging through the land, brutally murdering anyone they could lay their hands on, and the many bloody battles it took to drive them off. It was in those years that she broke off her mage studies and took up the sword, joining the fight. Many years later she settled here in Longwood, and took up her mage craft again. But she never forgot (See Appendix A: The Villagers for more details on Chaldea).

Today, she fervently hopes it is nothing more than coincidence and bad memories, but she cannot shake the feeling it is much, much more.

Chaldea has little reward to offer (the village invested a lot in the building of the Guard Tower, and will invest more in the keep that will accompany it), but

hopes the party will take up the quest all the same. Of course, Beor is a Royal Warden of the Vast Swamp, and Chaldea has contacts with the Royal Wardens herself. Helping them will allow the PCs to come into contact with the Royal Wardens and gain their favour. Not to mention that to any Wardens among the PCs it is their duty to help out.

Chaldea can draw a map of the swamp and the location of the bullywug camp (Give the party Handout Two: The Swamp and copy Chaldea's Route onto it from the DM's map of the Swamp). Chaldea can tell the party anecdotes and personal tidbits about Beor and Chelda, but few useful details. She suggests the party speak with her daughter, Eriane Windfang. (See The Windfang Family below for more details). She also suggests the party leaves as soon as possible, as every moment may well count.

If asked about the War Wind (see below, Other Encounters), she will shake her head and acknowledge the tale, but she herself does not remember any special weather from that time, although, she admits with a crooked grin, her mind was not exactly occupied by the clouds in those days.

NB: if the party contains a mage with a flying familiar of their own and want to send it scouting before they leave, point out that this will take several hours at least. If they insist, the party loses half a day, but gains the information that the bullywugs have left camp. If the DUNGEON MASTER feels generous for some reason, she may also tell the party there are two humans with the bullywugs.

Other Encounters within Longwood

These include the blacksmith, the miller, the carpenter, several farmers, and other villagers, all of whom have their own view on the matter (though none yet know about the bullywugs) all of whom will happily share it, especially over a drink. If told about the bullywugs, they get dismissive, upset, or disbelieving; those old enough to remember twenty years ago have no desire to be reminded of those dark days. However, if a Diplomacy, or a straight Charisma check (DC 18), adjusted by +1 circumstance bonus for every drink drunk by the villager succeeds, a grim stare into nowhere is followed by a fearful shiver and the remark that "The old people tell stories about terrible fights, and legends of even older, previous battles, that were heralded by a hot wind from the south, from across the Spine Ridge. The War Wind, they called it, and would make the sign to ward off evil. Mere superstition of course, nothing but children's tales, and a bad one at that!" After which the villager will beg off, claiming business elsewhere. All the while looking to the south, from where a hot, steady wind has been blowing for days...

Bardic Knowledge or Knowledge (history) check (DC 20) reveals that the last bullywug invasion lasted 7 years, from 572 till 579, and that something called the War Wind is indeed associated with the invasions. A successful Bardic Knowledge or Knowledge (history) check (DC 25) reveals that major bullywug invasions happen roughly every 20 years.

The Windfang Family

For statistics and more details on the Windfang family, see Appendix A, The Villagers.

Beor and his wife not only have a daughter, but also two sons, Sigurd (age 11) and Eirik (age 13).

They live in a large, white-washed cottage with a thatched roof at the southern edge of the village and are, while not rich, reasonably well off. To the left of the house is a small crop garden, to the back a large shed doubling as storage room and working area. A chicken coop and woodpile can be seen to the right. A wicker wood fence surrounds it all. Everything appears well tended, though currently unusually quiet.

When the party knocks on the door, or otherwise makes their presence known, read the following:

Inside, a dog begins to bark, and shortly after the front door opens and a handsome, homely woman with long brown curls comes out.

She looks quite distraught, and as she looks at the party, hope and fear flash over her face.

"Good day to you, gentles, How may I help you?" She hesitates, and then swiftly adds, "Do you bring news of my husband and daughter?"

Behind her, just inside the door, two young boys look at you anxiously.

Eriane and her sons are sick with worry and grief, and beseech the party to search for Beor and Chelda. They gladly offer their meagre savings (60 gp in various coins) and whatever else they can think of (fine furs, for example, and the clothes Eriane makes of them, or a Nagaika - a large whip) if only the party will return their family to them.

If the party accepts, they are welcomed inside, into the large kitchen, where Eriane offers them food and drink while her sons calm down a large dog standing protectively over a nest of puppies in the corner. Once everyone is seated, the three will do their very best to answer any questions the party may have. Some sample questions are:

When did they leave?

A week ago, just before sunrise. They expected to return five days later in the evening.

What way would they go?

Eriane will draw a map (Give the party Handout Two: The Swamp, and copy the Trappers' Route onto it from the DUNGEON MASTER's map of the Swamp)

What could have happened to them?

Any number of horrors, from simple accidents to being eaten by crocodiles.

Could bullywugs be involved?

Not likely; they live far to the south and know better than to trouble the humans.

Can we borrow/buy a boat?

Yes, but there is little point; the path the party should take crosses far to many dry spots and areas with thick growths of reeds for a boat to be of much use, making wading the only real option. The water will rarely be deeper than three feet.

If none in the party has the Tracking ability, Eirik, the oldest son, will offer to accompany the party (insist is a better word). Eriane is not happy with this, but acknowledges the boy's skill, and the need for a guide in the swamp.

Should the party decide not to help the Windfang family, Eriane and her sons will grow quite upset, and seek to get rid of their unwanted visitors as soon as possible.

Encounter Two:

The Swamp

If the party decides to go into the swamp, they can follow the trapper's route, or they can decide to follow the directions of Chaldea, going directly to the Bullywug camp.

Note: It is possible only for the party to gain experience points for either completing Encounter Three or Four. PCs cannot gain more experience points than the APL cap for this module even if they complete both encounters.

The swamp itself is sub-tropical; hot, humid, and teeming with life. In open areas and waterways sight can extend several hundred yards before being blocked by reeds and bushes; within the reeds it is limited to a few feet at best. Mosquitoes and leeches are a constant pest, leaving bleeding wounds (no damage, but distressing) when removed. Large, hairy (harmless) spiders scuttle through the reeds, and small crocodiles swim about (and flee when the PCs pay them any attention; all of this is just scenery for the DUNGEON MASTER to describe, not actual encounters). Other swamp life includes otters, muskrats, silver white herons, kingfishers, ducks, geese

and countless other birds. Occasionally an alder or other swamp tree clings on to life on a dry spot, covered in Spanish moss and similar, long tendrilled lichen. A constant warm wind makes the temperature bearable, but causes the reeds to rustle, giving a -3 circumstance penalty to any Listen checks.

Note that the party frequently will have to wade through the muddy water, which may cause occasional trouble for halflings and dwarves, as well as spellbooks and miscellaneous equipment. At most points, there is about three inches of mud covered by one foot of water, though occasionally this may change to one foot of mud under two feet of water for a total depth of three foot. Also, if the party does not takes steps to test the ground (prodding with sticks), drop them into hidden, mud-filled holes as often as you like.

Of course everything will be slimy, smelly and filthy in no time whatsoever anyway, so given enough time, feel free to dwell on all the mucky details.

Encounter Three: The Trapper's Route

During the first two days along this route, the party will face nothing worse than a soaked campsite, and a Wilderness check (DC 20) will prevent even that. The route described by Eriane Windfang is reasonably clear a Tracking or Wilderness Lore check (DC 10) being required to follow it. It is "lined" with skilfully set traps, Spot check (DC 15) to notice, at various points along the route. The third such trap is sprung, and contains a muskrat, killed less than a day ago. A Wilderness L check (DC 15) is required to gain this information. If Eirik is with the party, he wants to empty and reset the trap and take the cleaned animal along.

On the third day, near sunset, the party comes upon a grisly sight: a group of centipedes feasting on the remains of a dead humanoid and equally dead dog. The vermin are hungry and eager to expand their meal, but will flee if half their number is killed.

APL 2 (EL 4)

🐛 **Monstrous Centipede, Medium-Size (6):** 4 hp each; see *Monster Manual* page 207

APL 4 (EL 6)

🐛 **Monstrous Centipede, Large (6):** 9 hp each; see *Monster Manual* page 208

APL 6 (EL 8)

🐛 **8 HD Advanced Monstrous Centipede, Huge (6):** 36 hp each; see *Appendix B*

APL 8 (EL 10)

🐛 **12 HD Advanced Monstrous Centipede, Huge (6):** 54 hp each; see *Appendix B*

After the vermin have been dispatched, the party can examine the corpse and the area. The corpse is a dead bullywug, but decayed and eaten as it is, this is difficult to determine requiring a successful Healing check DC 25.

Examining the area and a successful Search check (DC 15) will reveal traces of a fight. A Tracking check (DC 15) will show that it was few against many, a Tracking check (DC 20) determines that two people were ambushed here by about half a dozen foes. The fight occurred several days ago, but some tracks requiring a Tracking check (DC 15) or a Spot check (DC 20) can be found leading roughly southeast (the direction of the bullywug camp according to Mayor Chaldea's directions).

Should the party disregard or miss the tracks and continue to follow the trapper's route, they will come across a sprung trap some two hours later. No Spot or Wilderness Lore check is needed here, the thing smells horribly. The trap contains a dead otter, hanging from a hemp rope above the water. The little corpse is rife with maggots and clearly has been dead for many days. A successful Wilderness Lore check (DC 15) shows it's been here for four or five days; this trap was not checked for too long, and the creature's pelt is ruined completely. If Eirik is with the party, he is convinced his father and sister never reached this trap, and that, for whatever reason, they deviated from their intended course. He suggests they go back to the ambush site and search again for tracks in the morning.

When the party finds and follows the tracks left by the bullywugs and their prisoners, they follow them for another two days before coming to where the bullywugs camped. The tracks will lead to Encounter 5: The Abandoned Camp.

Encounter Four: Chaldea's Route

With the help of Chaldea's map, the party travels through the swamp, roughly south, southwest.

During the second day of their journey, as the party walks around a deeper part of the swamp (four feet deep instead of one foot deep) several hungry crocodiles rush from the deeper part towards the party.

A successful Spot check (DC 17) indicates the party sees the crocodiles coming. At APL 2 this means the party spots the crocodiles while they are still 80 feet away; at higher APLs the distance is a mere 20 feet and it only means the crocodiles do not flat-foot the party.

In all cases, a crocodile that loses three-quarters of its hit points (or half its hit points in one blow) flees.

DMs Note: Crocodiles do not hunt together and will not consciously try to flank or even avoid hindering another crocodile; they simply attack the nearest target.

APL 2 (EL 4)

🔥 **Crocodiles (2):** hp 22 each; see *Monster Manual* page 195.

APL 4 (EL 6)

🔥 **Huge Crocodiles (2):** hp 59 each; see *Monster Manual* page 195.

APL 6 (EL 8)

🔥 **Huge Crocodiles (4):** hp 59 each; see *Monster Manual* page 195.

APL 8 (EL 10)

🔥 **14 HD Advanced Giant Crocodile (4):** hp 118 each; see *Appendix B*

After three days of wading (and possibly soaked nights), the party reaches the campsite – and finds the bullywugs have left.

See Encounter Five: The Abandoned Camp for more details

Encounter Five: The Abandoned Camp

If the party took Chaldea's route the campsite was cleared, leaving few tracks, but a Search check (DC 15) still shows about half a dozen amphibian humanoids camped here for a number of days before leaving some two days ago.

A Tracking check (DC 18) reveals that six people camped here, but eight people left. A Spot check (DC 15) reveals a recently dug pit, which contains various sorts of waste, and the trapper's gear (except for weapons; those the bullywugs took for themselves). Another Tracking check (DC 15) reveals the way south the bullywugs and their prisoners took when they left.

There are also traces of a fire, and some sort of ceremony seems to have taken place (this was a ritual to prepare the prisoners for the sacrifice). Recognizing the signs will be nearly impossible, but a Knowledge (religion) check (DC 20) will make it possible to recognize it as a ritual in honour of Wasrti. A successful Knowledge (religion) check (DC 25) reveals that it is a ritual to prepare a humanoid for sacrifice to Wastri.

When the party is ready to go, continue with The Chase.

DMs Note: If the PCs took the Trapper's Route they arrive two days later at the scene. All the DCs mentioned above will be two higher due to the fact that more time has past.

Encounter Six: The Chase

Depending on the route they took, it takes the party three (Chaldea's route) or five (Trappers' route) days to catch up with the bullywugs (who are severely hampered in their movement by their prisoners and the need to keep them alive and well, for the sacrifice, and the fact that their drugged state makes them inclined to stop and watch the flowers grow). Because of this (and because they did not expect to be followed in the first place), the bullywugs left an easy trail to follow; even after two (or four) days all that is required is a successful Tracking check (DC 10 [or 12]). Remember that a Search check can substitute a Wilderness Lore check when the Track DC is 10 or lower.

If there is time, feel free to run riot with all the discomforts and trouble of trekking through a swamp, but if time is running out, gloss it over; the players should imagine a hard trek and worry a lot about what is to come, but not spend so much time on the chase that there's nothing left for the final battle.

On the second day of the chase, when the party camps for the night, roll some dice, then tell the PC on watch he sees something glimmering somewhat east of the campsite, like eyes looking at him. If the PC(s) investigate, read the following:

After splashing some hundred yards towards the source of the light, you come upon a disturbing scene: a skeleton with glowing eyes reclines against a shrub, the swampy water halfway up to its chest.

Mossy tendrils like a mockery of hair cover its skull, and it grins at you with a gap-toothed grin, its jaw hanging open. Its flesh and garments long gone, its sole remaining possession seems to be a golden ring on its left hand, invisible in the murky water save that it reflects the light from the skeleton's skull.

An eerie silence hangs over the swamp as the thing returns your stares with a vacant, electric blue gaze.

The skeleton is just that; the long dead remains of a hapless traveller who got lost in the swamp. It is, however, inhabited.

The glow from the skull is caused by a Will-O'-Wisp, who, for reasons of its own, took up residence inside the skull.

If the party investigates the skeleton, the Will-O'-Wisp changes colour and attacks.

During the fight, whenever the Will-O'-Wisp attacks or is hit, it changes to a random, bright colour. It also mutters in an off-key "voice" about funny smoke, the land changing colour, and pink elephants drifting by. In short, its on a trip.

When the bullywugs passed here, the Will-O'-Wisp tried to attack them while they were drugging Beor again, who was showing signs of waking up.

The Will-O'-Wisp got caught in the smoke, and has been only marginally lucid since. It wants to frighten the party and feed on their fears, but isn't quite sure how to do so. At APL 4 and up, this does not actually affect its combat effectiveness, though any hits will seem chance rather than design.

At APL 2, the Will-O'-Wisp does only half damage with each attack, and will abandon the fight for no apparent reason after the third successful attack, shutting down its light and muttering constantly to itself as it drifts away erratically (The Will-O'-Wisps' language is Auran, but they also speak Common).

At APLs 6 and 8, more Will-O'-Wisps will appear after one round. Whether or not these are under the influence of the smoke is up to the DM.

APL 2 (EL 4)

🔥 **Will-O'-Wisp**: 40 hp, *see Monster Manual page 183*. NB: This creature only inflicts half damage due to its "state".

APL 4 (EL 6)

🔥 **Will-O'-Wisp**: 40 hp, *see Monster Manual page 183*

APL 6 (EL 8)

🔥 **Will-O'-Wisp (2)**: 40 hp each, *see Monster Manual page 183*

APL 8 (EL 10)

🔥 **Will-O'-Wisp (4)**: 40 hp each, *see Monster Manual page 183*

Treasure

APL 2, 4 and 6

Magic +1 *ring of protection* (166 gp).

APL 8

Magic +2 *ring of protection* (666 gp)

Note: The ring is decorated with a ruby, carved to resemble a fish. The fish-shaped ruby will be used in a future scenario.

Note that the party will come this way again after the encounter with the Bullywugs; if they did not defeat the

Will-O'-Wisp(s) now, they may then choose to engage them again –or walk swiftly on.

If the party somehow manages to retrieve the ring without fighting and/or killing the Will-O'-wisp(s), this counts as defeating it; they receive full XP.

Encounter Seven:

Showtime

During the hot, humid afternoon of this day, the party finally catches up with the bullywugs and their prisoners.

If the party has scouts (and remember the wind is still blowing, giving a –2 circumstance penalty to all Listen checks), they can spot the bullywugs (who have a –3 penalty on Hide due to their prisoners and need to keep them moving, but of course also have their normal +6 for being in a swamp). The bullywugs do have two of their members constantly on the lookout, and may spot the party (but suffer the normal –2 penalty in addition to the –3 wind penalty).

If the bullywugs spot the party first, four of the scouts will engage in combat, while the fifth, with the shaman, attempts to get the prisoners away. All bullywugs will fight to the death, and do whatever it takes to stop the party from freeing the prisoners, being far to fanatic to accept failure –and they wouldn't be welcome returning empty-handed anyway.

At APL 2, Beor has managed to break out of his daze, and fights two of the Bullywugs. He is unarmed, but almost as strong as his namesake, and not holding back. The two bullywugs on the other hand perform can only attack to do subdual damage – it would hardly do to damage their sacrifice. Towards the end of the fight, Beor will grab hold of both his opponents, and with a loud roar, bang their heads together hard enough to break their necks (or whatever else the DM deems impressive).

If the party spots the bullywugs first, normal combat will ensue, though the shaman and one scout will take any opportunity to retreat with the prisoners as per the above text.

If the party successfully rescues the prisoners, they will have some trouble getting them to move at first, but the drug soon wears off, and they can return to Longwood victorious.

If the bullywugs escape with the prisoners, the party can pursue and continue the fight if they so choose, but if not, the two trappers will meet a sorry end, and several villages along the edge of the Vast Swamp will be raided before spring.

APL 2 (EL 4)

🔥 **Bullywug shaman**: CL11; 8 hp, *see Appendix B*.

👉 **Bullywug scouts (3):** Rnr1; 9 hp each, see Appendix B.

APL 4 (EL 6)

👉 **Bullywug shaman:** Clr1; 8 hp, see Appendix B.

👉 **Bullywug scouts (5):** Rnr1; 9 hp each, see Appendix B.

APL 6 (EL 8)

👉 **Bullywug shaman:** Clr3; 22 hp, see Appendix B.

👉 **Bullywug scouts (5):** Rnr3; 27 hp each, see Appendix B.

APL 8 (EL 10)

👉 **Bullywug shaman:** Clr5; 38 hp, see Appendix B.

👉 **Bullywug scouts (5):** Rnr5; 42 hp each, see Appendix B.

Treasure

If the PCs defeat the Bullwugs they may find the following treasure:

APL 2

Loot 136 gp; Coin 4 gp; Magic *Pearl of power (1st level spell)* (83 gp).

APL 4

Loot 287 gp ; Coin 53 gp; Magic *Pearl of power (1st level spell)* (83 gp).

APL 6

Loot 287 gp; Coin 3 gp; Magic *Pearl of power (2nd level spell)* (333 gp).

APL 8

Loot 212 gp; Coin 28 gp; *Pearl of power (2nd level spell)* (333 gp).

Conclusion: Homeward

After the party has defeated the bullywugs and rescued Beor and Chelda, they must of course return them to Longwood.

If Eirik is with the party, he is ecstatic about the rescue, but also very worried about the well-being of his father and sister. He has no idea what to do about their drugged state, other than to bring them to Chaldea in the hope that she can help.

If Beor is awake, he will reassure his son, and thank the party, introducing himself as Marshwarden Beor. He will explain that the bullywugs attacked by night, trapping him and Chelda with tanglefoot bags before knocking them unconscious. After that, everything is a

haze, though he does remember breathing a cloying smoke that seemed to fill his entire body. He has no idea how much time passed since their capture, or what the bullywugs wanted.

The last is not entirely true; though he was only a child at the time, he is old enough to remember the last invasion attempt by the bullywugs, and, though he tries to hide it (especially if Eirik is present), he is deeply disturbed by the possible implications of his kidnapping.

The trip home through the swamp is fairly uneventful; only mosquitoes plague the party.

When the party returns to Longwood with Beor and Chelda, a jubilant village greets them. Mayor Chaldea, through her familiar Kregar, kept an eye on the party at times, and informed Eriane of their success. Eriane and her sons are beside themselves with joy, unable to do more than cry and shout with happiness.

Chaldea welcomes and congratulates the heroes, and introduces them to Esterian, the Olven priest of Pelor. Esterian heals Chelda and Beor (if they are still under the influence of the shaman's drug) and will gladly cure any party member in need of healing.

With the harvest feasts and the completion of the Guard Tower imminent, the party is in for a celebration that will last for a week. During that time, they will, of course, be the guests of the Windfang family.

If the party did not succeed, a rather less cheerful audience greets them, and though the completion of the Guard Tower is good news, the mood in the village remains fearful, and few if any festive activities will occur. In this case, the party will get no rewards or favours.

In either case, Eriane and Chaldea both want a full account of what happened; the party is invited to give a full report at the Mayor's office. At Chaldea's office, they listen to the party's report, and seem none too happy with it.

Read the following after the party has finished with their report:

Chaldea and her daughter listen silently to your tale, and all cheer seems to have left them. When you finish, Chaldea nods slowly, exchanging meaningful looks with Chelda, as if some suspicion has been confirmed.

"I am afraid this is ill news indeed that you carry." She looks at you all, and then continues, "While you were gone, I did some research, and found that the bullywugs have tried to invade Sunndi once every generation for at least the last several hundred years."

She shakes her head, "I have no idea what causes these invasions, but they always spell disaster. Many records were lost in our struggle to free ourselves from the Great Kingdom and I have little more to tell you, though I did find multiple references to the War

Wind. How the two connect together however, I haven't the faintest idea.

But I now strongly suspects that another invasion is about to begin" She falls silent for a moment then sighs.

"I can only hope that your rescue of Beor and Chelda will cause the bullywugs to loose courage, at least for a while, and if not, that the castles King Hazendel ordered built will prevent an invasion, but I do fear the worst. I fear we are at the beginning of a dark period indeed."

If the party failed to rescue Beor and Chelda, change the last part of the text to:

"I can only hope that their abduction of Beor and Chelda will not arouse the bullywugs to attack immediately, or if it does, that the castles King Hazendel ordered built will prevent an invasion, but I do fear the worst. I fear we are at the beginning of a dark period indeed."

The mayor has little other information to offer; she has, after all, had barely a week to inquire.

If the party did rescue the two trappers, Beor will ask if any of the PCs are interested in becoming Marsh Wardens; they have proven their resourcefulness, and he will gladly speak on their behalf, now or in the future. Beor's wife Eriane is more than willing to make a nagaika for an interested PC in the future. Eriane is a very skilled leather worker, and can create all mighty nagaikas, masterwork nagaikas or normal nagaikas. Interested PCs must of course still pay the normal costs of such an item. For more information regarding nagaikas refer to Masters of the Wild, page 27.

Pleased with the party's success, Mayor Chaldea is willing to allow PCs to copy any one spell from her spell book. She is also willing to teach an interested PC one of the following feats: (Tome and Blood): Extra Slot, Improved Familiar (tables 2-2 and 2-3), (Sword and Fist): Hold the Line. However each PC can only choose one of these options. The AR contains more information.

More Details can be found on the Adventure Record.

If the party did not rescue the Rangers, they receive none of the favours and opportunities mentioned above, though they can of course keep the loot they found. Eriane will insist any items that belonged to Beor and Chelda be returned to her.

No matter how the PCs have fared, you should fill in the Critical Event Summary below either by E-mail or on paper and hand it over to the Triad of Sunndi. The email of the contact person can be found at <http://sunndi.blackstar.nl>

If you run this adventure after July 2003, this is not necessary, since the results will have no impact on how things will proceed in the campaign.

The End?

Critical Event Summary

- What were the names, race, classes, level, alignment and religion of the PCs that played this game?
- Did the PCs rescue Beor and Chelda?
- What did the PCs report to Mayor Chaldea?

If you have got the time, a short summary on what happened during the adventure will be highly appreciated. If you as a DUNGEON MASTER lack the time, it is fine to ask one of the players to write one. These will be used to write any news flashes later on.

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished and assign the experience award accordingly. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters. Award the total value (objectives + roleplaying) to each character

Encounter 3: The Trappers' Route

Defeating the centipedes:

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

OR:

Encounter 4 Chaldea's Route

Defeating the crocodiles:

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

Encounter 6: The Chase

Defeating the Will-O'-Wisp(s):

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

Encounter 7: Showtime

Rescuing Beor and Chelda

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

Discretionary Role-playing Award

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 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 Meta-regional scenario, characters from Meta-region 5 may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Treasure Key

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

Maximum Treasure Totals

The maximum amount of treasure that a player character is able to take from this module is linked to the APL at which the module is played. These totals are:

APL 2: 400 gp
APL 4: 600 gp
APL 6: 800 gp
APL 8: 1,250 gp
APL 10: 2,100 gp

Encounter Six: The Chase

Looting the skeleton

APL 2, 4 and 6

Magic *+1 ring of protection* (166 gp).

APL 8

Magic *+2 ring of protection* (666 gp)

Note: the fish-shaped ruby will be used in a future scenario.

Encounter Seven: Showdown

Looting the Bullywugs

APL 2

Loot 136 gp; Coin 4 gp; Magic *Pearl of power (1st level spell)* (83 gp).

APL 4

Loot 287 gp ; Coin 53 gp; Magic *Pearl of power (1st level spell)* (83 gp).

APL 6

Loot 287 gp; Coin 3 gp; Magic *Pearl of power (2nd level spell)* (333 gp).

APL 8

Loot 212 gp; Coin 28 gp; *Pearl of power (2nd level spell)* (333 gp).

The shaman wears a holy symbol of Wastri made of silver, mother-of-pearl, and several pearls. Most of these pearls are of low quality, however one of them is exceptionally beautiful. This is, in fact, a *pearl of power*.

The *pearl of power* can easily be detached from the holy symbol, and be used normally. The scrap value of the holy symbol depends on the APL (see there). Leaving the pearl in place does not significantly increase the value of the symbol (other than with the value of the pearl itself), nor does it affect the use of the pearl in any way.

Conclusion

ALL APLs

Possible Reward from Windfang Family

Coin 10 gp.

☛ A favour with the Royal Wardens.

☛ A favour with Chaldea that gives access to either **ONE** of several Builder Book feats when a slot becomes available, or **ONCE** access to Chaldea's spellbook for the purpose of copying one spell.

☛ If the party did rescue the two trappers, Beor will ask if any of the PCs are interested in becoming Marsh Wardens; they have proven their resourcefulness, and he will gladly speak on their behalf, now or in the future. Beor's wife Eriane is more than willing to make a nagaika for an interested PC in the future. Eriane is a very skilled leather worker, and can create all mighty nagaikas, masterwork nagaikas or normal nagaikas. Interested PCs must of course still pay the normal costs of such an item. For more information regarding nagaikas refer to Masters of the Wild, page 27.

Appendix A: The Villagers

The Mayor, Chaldea Starglow

Chaldea Starglow, human female, Wiz5/Ftr4: CR 9; hp 55; Init + 6; Spd 30 ft.; AC 21 (+2 Dex, +7 Armour, +2 Magic); Atk +10/+5 (1d6+5, +1 rapier); AL NG; SV Fort + 7, Ref + 4, Will + 5; Str 14, Dex 14, Con 14, Int 16, Wis 10, Cha 10.

Skills and Feats: Concentration + 5, Jump + 4, Knowledge (arcana) + 5, Knowledge (History) + 5, Knowledge (Local) + 5, Ride + 4, Spellcraft + 5, Spot + 3, Swim + 0; Combat Casting, Combat Reflexes, Extra Slot, Hold the Line, Improved Familiar, Improved Initiative, Scribe Scroll, Trustworthy, Weapon Focus (rapier), Weapon Specialization (rapier).

Spells Known (8/4/3/2): 0- *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st- *burning hands, endure elements, expeditious retreat, feather fall, jump, magic weapon, shocking grasp, spider climb*; 2nd- *bull's strength, cat's grace, darkvision, rope trick*; 3rd- *haste, keen edge*.

Spells Prepared (4/7/4/2; base DC = 13 + spell level): 0- *detect magic, detect poison, mage hand* (2) *read magic*; 1st- *burning hands, endure elements, expeditious retreat, feather fall, jump, magic weapon, spider climb, shocking grasp*; 2nd- *bull's strength, cat's grace, fox's cunning, owl's wisdom*; 3rd- *haste, keen edge*.

Possessions: +1 rapier, +1 mithral shirt, mithral large shield, *ring of wizardry (I)*, +2 amulet of natural armour, *heward's handy haversack*.

Familiar: Kregar, **Celestial Hawk:** 27 hp, see Monster Manual and Player's Handbook.

Background

At age 17, Chaldea was a promising young wizard, whose peaceful life was shattered by the war against the Great Kingdom. Her family slaughtered by raiders, she was taken in by an uncle who disliked magic and convinced her to take up the sword. In the years that followed, Chaldea learned the trade of war quite sufficiently, and gave ample proof of her heroic nature.

Six years later, in 560, Chaldea married and bore a daughter, Eriane. Chaldea settled down, and for twelve years lived peacefully with her family, picking up her mage studies again. Then the bullywugs invaded Sunndi.

In 572, Ashthorn was burned to the ground, and the Starglow family barely escaped.

They found refuge in Eyedrin, Stalward's capital, and Chaldea grimly took up the sword again as the amphibious marauders kept pouring from the swamp.

It was in these years that she learned to combine her wizardly skills with her fighting abilities, and in these years also that she bonded with the celestial hawk, Kregar.

Finally, in 579, the last Bullywugs were defeated.

Chaldea, now 42 years old, was rewarded for her valour by Lord Jorinto, Count of Stalward, and became mayor of the newly build village of Longwood.

Today, Chaldea is 56 years old, and "too damn old for another war!" as she claims.

A claim she'll forget in an instant should anything threaten "her" village, not to mention her daughter, son-in-law, and grand-children, the Windfang family.

The Windfang family

Beor, Male Human Rgr6: CR 6; Medium humanoid (human); HD 6d10+12; hp 50; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex, +5 studded leather); Atk +11/+6 melee (1d8+4 [x3], masterwork battleaxe), +12/+7 ranged (1d6+4 [x3] masterwork mighty nagaika); SA Favoured enemy +2 (humanoid/aquatic), Favoured enemy +1 (animal); SQ Spells, two-weapon fighting; AL NG; SV Fort +7, Ref +3, Will +3; Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +6, Intuit Direction +9, Knowledge (nature) +5, Listen +4, Move Silently +6, Spot +4, Swim +0, Use Rope +3, Wilderness Lore +12; Cleave, Exotic Weapon Proficiency (nagaika), Power Attack, Skill Focus (wilderness lore), Track.

Spells Prepared (2: Base DC = 11 + spell level): *None*.

Possessions: Masterwork mighty (+4) nagaika, masterwork silver battleaxe, +2 studded leather, explorer's outfit, *Heward's handy haversack*, *boots of elvenkind*.

Animal Companion: Male war hound (dead), female war hound (at home with litter)

Background

Born in 558, Beor was still a boy when the bullywugs raided his village killing all but a lucky few. He swore vengeance, and together with his aunt, an experienced ranger, he hunted and fought the amphibians for 4 years.

Then, on a trip to Eyedrin with information for Lord Jorinto, he met Chaldea, and her daughter Eriane. They fell in love on the spot, and married within the year, a daughter on the way.

Three years later, the bullywugs defeated, the young Windfang family moved into Longwood when Chaldea became mayor of the village. Beor took up the

post of Marshwarden of Longwood, and became a trapper for his livelihood.

At age 36, he is the proud father of three children, and knows every reed within five days' walk of Longwood. A strong giant of a man, he takes special pleasure in his skill with the Nagaika, an enormous, lethal whip; the battle axe is for when a crocodile wants to get up close anyway, or something appears that requires silver.

Chelda, female human Rgr4: CR 4; Medium Humanoid (human); HD 4d10+4; hp 29; Init +3 (+3 Dex); Spd 30 ft.; AC 18 (+3 Dex, +4 studded leather, +1 shield); Atk +4 melee (1d6 [19-20/x2], short sword), +8 ranged (1d8+1/x3, +1 composite longbow); SA Favoured enemy +1 (animal); SQ Two-weapon fighting; AL CG; SV Fort +5, Ref +4, Will +1; Str 11, Dex 16, Con 12, Int 13, Wis 10, Cha 13.

Skills and Feats: Heal +2, Hide +3, Intuit Direction +5, Knowledge (nature) +5, Listen +7, Move Silently +4, Spot +7, Swim -3, Wilderness Lore +5; Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: +1 composite longbow, arrows (50), silver short sword, +1 studded leather, buckler, explorer's outfit.

Background

Born during the last years of the bullywug invasion, Chelda remembers little of that time, only the horror stories from her family.

She always loved the swamp, and never wanted to be anything but a ranger like her father.

18 years old now, she's been learning the trade for several years now, and knows she made the right choice.

Eirik, Male Human Rgr1: CR 1; Medium humanoid (human); HD 1d10; hp 10; Init +2 (+2 Dex); Spd 20 ft.; AC 15 (+2 Dex, +3 Studded Leather); Atk +0 melee (1d4-1 [19-20/x2], silver dagger), +3 ranged (1d6-1 [x3], shortbow); SA Favoured enemy (animal); AL CG; SV Fort +2, Ref +2, Will +2; Str 8, Dex 15, Con 11, Int 14, Wis 14, Cha 13.

Skills and Feats: Hide +3, Intuit Direction +8, Listen +6, Move Silently +3, Spot +6, Swim -4, Use Rope +4, Wilderness Lore +8; Skill Focus (intuit direction), skill focus (wilderness lore), Track.

Possessions: Shortbow, silver dagger, arrows (50), masterwork studded leather, flint and steel, backpack, pouch, belt, silk rope, signal whistle; waterskin (full), explorer's outfit.

Background

13 years old, curious and forward, Eiric is a typical teenager, convinced he can take on the world. Of course, he's far from stupid, and both his father and elder sister have made sure he knows the swamp is no playground; Eiric has a healthy respect for both the swamp and its inhabitants.

If he comes with the party, he will try to both show off his knowledge of all things natural, and be modest about it (and make sure everyone knows he's being modest; otherwise what's the point?). He is however very worried about his father and sister; although he tries to hide it, it is easy to see he is more than a little afraid.

In case of battle, Eiric will make good use of his bow and be as helpful as the DM wants him to, but makes sure there's plenty of distance between him and the monsters; he knows quite well most would kill him with one blow.

Eriane, Female Human Exp3: CR 2; Medium humanoid (human); HD 3d6+3; hp 13; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Atk +3 melee (1d4+1 [19-20/x2], dagger), +4 ranged (1d8 [19-20/x2], light crossbow); AL N; SV Fort +2, Ref +5, Will +6; Str 12, Dex 14, Con 12, Int 13, Wis 12, Cha 13.

Skills and Feats: Appraise +7, Craft (cobbling) +5, Craft (leatherworking) +9, Diplomacy +5, Handle Animal +5, Knowledge (nature) +5, Profession (farmer) +5, Profession (tanner) +7, Sense Motive +5, Swim +5, Wilderness Lore +3; Skill focus (leatherworking), Iron Will, Lightning Reflexes

Background

Beor is her soul, and the thought that she may have lost both him and her daughter drives her to distraction.

Eriane knows all the horrors of the Bullywug invasion, and the thought that another such might be coming makes her cold to the marrow.

If asked, she remembers the War Wind, but has no idea of its meaning.

Sigurd

The youngest of the Windfang family, Sigurd has recently celebrated his 11th birthday, and flatly refuses to believe anything bad could have happened to his father and sister, pointing out they had Ceran, Beor's war hound, with them.

Mostly though, Sigurd stays with Linta, the bitch, and her puppies, telling them not to worry as their daddy will come home soon.

Other Villagers

Esterian, Male Grey Elf Cleric: CR 4; Medium humanoid (elf); HD 4d8; hp 20; Init +2 (+2 Dex); Spd 20 ft.; AC 19 (+2 Dex, +5 chain mail, +2 large steel shield); Atk +4 melee (1d8+1, masterwork heavy mace); SA Turn undead; SQ Elven traits, immunity to *sleep* spells, low-light vision, +2 racial bonus to Enchantment spells, spontaneous healing; AL NG; SV Fort +4, Ref +3, Will +7; Str 10, Dex 14, Con 10, Int 12, Wis 16, Cha 14.

Skills and Feats: Heal +5, Knowledge (religion) +3, Listen +5, Search +2, Spellcraft +2, Spot +5; Brew Potion, Extra Turning.

Spells Prepared (5/5/4; Spell DC = 13 + spell level):
0 - *detect magic*, *detect poison*, *light*, *purify food and drink*, *resistance*, 1st - *bless* x2, *cure light wounds*, *magic weapon*, *protection from evil*, 2nd - *calm emotions*, *cure moderate wounds*, *remove paralysis*, *speak with animals*.

*Domain Spell. *Deity:* Pelor. *Domains:* Healing (+1 caster level with healing spells); Sun (greater turning 1/day).

Possessions: Masterwork heavy mace, masterwork chainmail, masterwork large steel Shield, Cleric's vestments. *Necklace of prayer beads (blessing)*, 8x *potions of cure light wounds*.

Background

A devout follower of Pelor, Esterian is friendly if a bit reserved, readily willing to help the party.

He knows very little of the Bullywug invasion, as he lived deep within Rieuwood at the time. As the village priest, he makes sure there is a good supply of healing available at all times, and currently has eight *potions of cure light wounds* which he will sell to the party if asked.

Roald

A middle-aged, burly human, who likes his ale. As both the village miller and baker, he is well off, and likes nothing better than to chat over a mug of ale. Happily married and father of two children, the only thing that will upset him is talk of war; he praises himself lucky to have missed all fighting completely, and will not talk of such atrocities.

Darya

The local weaver is a handsome, talkative human, young and looking for a husband.

She enjoys gossip, does not seriously believe bullywugs can be a threat to good, honest people who mind their own business, but likes a good tale as well as the next person.

Jannen

Farmer Jannen, a sturdy human in his late forties, knows damn well that bullywugs can be a danger; he fought in the wars and prays to the gods nothing like that will ever happen again.

If asked, he advises the party to be very careful; the swamp is dangerous enough without the insane followers of the Madly Hopping Prophet, and if there are bullywugs involved, the danger has only multiplied.

Felan

The half-olven innkeeper is a good friend of the Windfang family, and deeply concerned about the late return of Beor and Chelda. His practical knowledge of the Vast Swamp is limited, but he knows there are many dangers, and although the two trappers generally can take care of themselves, accidents can happen, and there is no need at all to conjure unpleasant fantasies; simple reality can be lethal enough.

Karzat

As a half-euroz, Karzat has seen more than his share of unpleasantness, especially before he came to Sunndi. An unequalled master at both blacksmithing and weaponsmithing however, he has earned himself respect and acceptance in Longwood and takes the safety of its people personally. Withdrawn and not very talkative, he has more than half convinced himself he should go after the Windfangs; the only thing that holds him back is his complete ignorance of everything concerning the Vast Swamp.

Appendix B: The Monsters

APL2 (EL4)

Encounter 3: The Trapper's Route

Monstrous Centipede, Medium-Size (6): 4 hp each, see *Monster Manual* page 207.

Encounter 4: Chaldea's Route

Crocodiles (2): hp 22 each; see *Monster Manual* page 195.

Note: Crocodiles do not hunt together and will not consciously try to flank or even avoid hindering another crocodile; they simply attack the nearest target, disregarding almost everything else.

Encounter 6: The Chase

Will-O'-Wisp: 40 hp, see *Monster Manual* page 183.

Note: Remember that the Will-O'-Wisp is drugged, does only half damage, and abandons the fight after the third successful attack.

Encounter 7: Showtime

Bullywug shaman Shaastrih, Male Bullywug Clr: CR 1; Medium Humanoid (Aquatic); HD 1d8+3; hp 8; Init +1 (+1 Dex); Spd 20 ft., Swim 30 ft.; AC 17 (+1 Dex, +3 studded leather, +3 natural); Atk +0 (1d6 [x3], halfspear); SA Rebuke undead, spontaneous inflict spells, spells; SQ Marsh move, summoning; AL LE; SV Fort +5, Ref +1, Will +4; Str 10, Dex 12, Con 16, Int 10, Wis 14, Cha 7.

Skills and Feats: Concentration +5, Hide +0, Knowledge (nature) +4, Knowledge (religion) +2; Combat Casting. *+6 racial bonus on Hide checks when in marshes.

Spells Prepared (3/2; base DC = 12 + spell level): *o-detect magic*, *detect poison*, *resistance*, 1st - *bless*, *calm animals*, *summon monster I*.

*Domain Spell. *Deity:* Wastri. *Domains:* Animal (*animal friendship* 1/d; Law (cast lawful spells at 2nd lvl).

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

Summoning (Sp): When summoning monsters, Bullywug clerics have a 50% chance of summoning one or more monster than usual. When this happens, there is a 25% chance these monsters are not under the cleric's control and wildly attack friend and foe.

Possessions: Studded leather, pouch with various unknown herbs, halfspear, *pearl of power* (1st level spell).

Animal Companion: Snake, 4 hp, small viper *Monster Manual* p202.

Bullywug scouts (3), Male Bullywug Rgr: CR 1; Medium Humanoid (Aquatic); hp 9; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft., Swim 30 ft.; AC 18 (+2 Dex, +3 studded leather, +3 natural); Atk +2 melee (1d6 [x3], masterwork halfspear), +4 ranged (1d6 [x3], masterwork halfspear); SA favoured enemy +1 (elves); AL LE; SV Fort +5, Ref +2, Will +0; Str 10, Dex 14, Con 16, Int 8, Wis 11, Cha 7.

Skills and Feats: Hide +4, Listen +3, Spot +3, Wilderness Lore +4; Improved Initiative, Track. * +6 racial bonus on hide when in marshes.

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

Possessions: Masterwork halfspear, studded leather armour.

APL 4 (EL 6)

Encounter 3: The Trapper's Route

Monstrous Centipede, Large: (6):

9 hp each, see *Monster Manual* page 208.

Encounter 4: Chaldea's Route

Giant Crocodile (2): hp 59 each; see *Monster Manual* page 195.

Note: crocodiles do not hunt together and will not consciously try to flank or even avoid hindering another crocodile; they simply attack the nearest target, disregarding almost everything else.

Encounter 6: The Chase

Will-O'-Wisp: 40 hp, see *Monster Manual* page 183.

Encounter 7: Showtime

Bullywug shaman Shaastrih, Male Bullywug Clr: CR 1; Medium Humanoid (Aquatic); HD 1d8+3; hp 8; Init +1 (+1 Dex); Spd 20 ft., Swim 30 ft.; AC 17 (+1 Dex, +3 studded leather, +3 natural); Atk +0 (1d6 [x3], halfspear); SA Rebuke undead, spontaneous inflict spells, spells; SQ marsh move, summoning; AL LE; SV Fort +5, Ref +1, Will +4; Str 10, Dex 12, Con 16, Int 10, Wis 14, Cha 7.

Skills and Feats: Concentration +5, Hide +0, Knowledge (nature) +4, Knowledge (religion) +2; Combat Casting. *+6 racial bonus on Hide checks when in marshes.

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

Summoning (Sp): When summoning monsters, Bullywug clerics have a 50% chance of summoning 1 more monster than usual. When this happens, there is a 25% chance these monsters are not under the cleric's control and wildly attack friend and foe.

Spells Prepared (3/2; base DC = 12 + spell level): o- *detect magic*, *detect poison*, *resistance*, 1st- *bless*, *calm animals*, *summon monster I*.

*Domain Spell. *Deity*: Wastri. *Domains*: Animal (*animal friendship* 1/d; Law (cast lawful spells at 2nd lvl).

Possessions: Studded leather armour, pouch with various unknown herbs, halfspear, *pearl of power* (1st level spell).

Animal Companion: Snake, 4 hp, small viper *Monster Manual* p202

Bullywug scouts (5), Male Bullywug Rgr1: CR 1; Medium Humanoid (Aquatic); hp 9; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft., Swim 30 ft.; AC 18 (+2 Dex, +3 studded leather, +3 natural); Atk +2 melee (1d6 [x3], masterwork halfspear), +4 ranged (1d6 [x3], masterwork halfspear); SA favoured enemy +1 (elves); AL LE; SV Fort +5, Ref +2, Will +0; Str 10, Dex 14, Con 16, Int 8, Wis 11, Cha 7.

Skills and Feats: Hide +4⁺, Listen +3, Spot +3, Wilderness Lore +4; Improved Initiative, Track. * +6 racial bonus on hide when in marshes.

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

Possessions: Masterwork halfspear, studded leather armour.

APL 6 (EL 8)

Encounter 3: The Trapper's Route

Advanced Monstrous Centipede, Huge (6): CR 4; Huge Vermin; HD 8d8; hp 36; Init +2 (+2 Dex); Spd 40 ft.; AC 16 (-2 size, +2 Dex, +6 natural); Face/Reach 10 ft. by 30 ft./10 ft.; Atk +9 melee (2d6+4 + poison, bite); SA Poison; SQ: Vermin; AL N; SV Fort +6, Ref +4, Will +2; Str 17, Dex 15, Con 10, Int -, Wis 10, Cha 2.

Skills: Climb +11, Hide +1, Spot +7

Poison (Ex): Fortitude DC 18, 1d6 Dex/1d6 Dex.

Vermin (Ex): Immune to mind-influencing effects.

Encounter 4: Chaldea's Route

Giant Crocodile (4): hp 59; see *Monster Manual* page 195.

Note: Crocodiles do not hunt together and will not consciously try to flank or even avoid hindering another crocodile; they simply attack the nearest target, disregarding almost everything else.

Encounter 6: The Chase

Will-O'-Wisp (2): 40 hp each, see *Monster Manual* page 183.

Encounter 7: Showtime

Bullywug shaman Shaastrih, Male Bullywug Clr3:

CR 3; Medium Humanoid (Aquatic); HD 3d8+6; hp 24; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft., Swim 30 ft.; AC 17 (+1 Dex +3 studded leather, +3 natural); Atk +2 melee (1d6 [x3], halfspear) or +3 ranged touch (tanglefoot bag); SA Rebuke undead, spontaneous inflict wounds, spells; SQ Marsh move, summoning, spells; AL LE; SV Fort +6, Ref +2, Will +5; Str 10, Dex 12, Con 16, Int 10, Wis 14, Cha 7.

Skills and Feats: Concentration +8, Hide +1⁺, Knowledge (nature) +5, Knowledge (religion) +2; Combat Casting, Improved Initiative. *+6 racial bonus on Hide checks when in marshes.

Marsh Move (Ex): Bullywugs have no movement penalties in marshes or mud.

Summoning (Sp): When summoning monsters, Bullywug clerics have a 50% chance of summoning 1 more monster than usual. When this happens, there is a 25% chance these monsters are not under the cleric's control and wildly attack friend and foe.

Spells Prepared (4/3/2; base Spell DC = 12 + spell level): o- *cure minor wounds* (2), *detect poison*, *resistance*, 1st- *bless*, *calm animals*, *sanctuary*, *summon monster I*; 2nd- *hold animal*, *silence*, *summon monster II*.

*Domain Spell. *Deity*: Wastri. *Domains*: Animal (*animal friendship* 1/d; Law (cast lawful spells at 4th lvl).

Possessions: Tanglefoot bags (3), masterwork studded leather armour, *pearl of power* (2nd level spell).

Animal Companion: Snake, hp 13, large viper MM p202

Bullywug scouts (5), Male Bullywug Rgr3: CR 3; Medium Humanoid (Aquatic); HD 3d10+9; hp 27; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft., Swim 30 ft.; AC 18 (+2 Dex, +3 studded leather, +3 natural); Atk +5 melee (1d6 [x3], masterwork halfspear), +7 ranged (1d6 [x3], masterwork halfspear) or +5 ranged touch (tanglefoot bag); SA favoured enemy (elves); AL LE; SV Fort +6, Ref +3, Will +1; Str 10, Dex 14, Con 16, Int 8, Wis 11, Cha 7.

Skills and Feats: Hide +5⁺, Listen +3, Move Silently +6, Spot +3, Wilderness Lore +6; Improved Initiative, Track, Weapon Focus (halfspear). * +6 racial bonus on hide when in marshes.

Marsh Move (Ex): Bullywugs have no movement penalties in marshes or mud.

Possessions: Masterwork halfspear, tanglefoot bags (3), masterwork studded leather armour.

APL 8 (EL 10)

Encounter 3: The Trapper's Route

Advanced Monstrous Centipede, Huge (6): CR 5; Huge Vermin; HD 12d8; hp 54; Init +2 (+2 Dex); Spd 40 ft.; AC 16 (+2 Dex, +6 natural, -2 size); Atk +12 melee (2d6+4 + poison, bite); Face/Reach 10 ft. By 30 ft./10 ft.; SA Poison; SQ Vermin; AL N; SV Fort +8, Ref +6, Will 4; Str 17, Dex 15, Con 10, Int -, Wis 10, Cha 2.

Skills: Climb +11 Hide +1, Spot +7.

Poison (Ex): Fortitude DC 18, 1d6 Dex/1d6 Dex.

Vermin (Ex): Immune to mind-influencing magic.

Encounter 4: Chaldea's Route

Advanced Giant Crocodile (4): CR 6; HD 14d8+56; hp 118; Init +1 (+1 Dex); Spd 20 ft. Swim 30 ft.; AC 16 (+1 Dex, -2 size, +7 natural); Atk +18 melee (2d8+12, bite) OR +18 melee (1d12+12, tail slap); Reach/Face 10 ft. by 20 ft./10 ft.; SA Improved grab (Ex); AL N; SV Fort +8, Ref +8, Will +10; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

Skills: Hide +0, Listen +5, Spot +5. * +12 bonus to hide when submerged.

Note: Crocodiles do not hunt together and will not consciously try to flank or even avoid hindering another crocodile; they simply attack the nearest target, disregarding almost everything else.

Encounter 6: The Chase

Will-O'-Wisp (4): 40 hp, see *Monster Manual* page 183.

Encounter 7: Showtime

Bullywug shaman Shaastrih, Male Bullywug Clr5: CR 5; Medium Humanoid (Aquatic); HD 5d8+15; hp 40; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft., Swim 30 ft.; AC 17 (+1 Dex, +3 studded leather, +3 natural); Atk +3 melee (1d6 [x3], halfspear), +4 range touch (tanglefoot bag); SA Rebuke undead, spontaneous inflict, spells; SQ Marsh move, summoning, spells; AL LE; SV Fort +7, Ref +2, Will +6; Str 10, Dex 12, Con 16, Int 10, Wis 15, Cha 7.

Skills and Feats: Concentration +8, Hide +1, Knowledge (nature) +7, Knowledge (religion) +4; Combat Casting, Improved Initiative. * +6 racial bonus on Hide checks when in marshes.

Marsh Move (Ex): Bullywugs have no movement penalties in marshes or mud.

Summoning (Sp): When summoning monsters, Bullywug clerics have a 50% chance of summoning 1

more monster than usual. When this happens, there is a 25% chance these monsters are not under the cleric's control and wildly attack friend and foe.

Spells Prepared (5/4/3/1; base spell DC = 12 + spell level): 0- *cure minor wounds* (2), *detect poison*, *guidance*, *resistance*, 1st- *cure light wounds* (2), *calm animals*, *protection from good*, *sanctuary*, 2nd- *hold animal*, *hold person*, *silence*, *summon monster II*; 3rd- *magic circle against chaos*, *summon monster III*.

*Domain Spell. *Deity:* Wastri. *Domains:* Animal (*animal friendship* 1/d; Law (cast lawful spells at 6th lvl).

Possessions: Tanglefoot bags (3), masterwork studded leather armour, halfspear, *Pearl of power* (2nd level spell).

Animal Companions (2): Snake, hp 9, medium viper, and Snake, 13 hp, large viper; both *Monster Manual* p202

Bullywug scouts (5), Male Bullywug Rgr5: CR 5; Medium Humanoid (Aquatic); HD 5d10+15; hp 47; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft., Swim 30 ft.; AC 18 (+2 Dex, +3 studded leather, +3 natural); Atk +7 melee (1d6 [x3], masterwork halfspear), +8 ranged (1d6 [x3], masterwork halfspear) or +7 range touch (tanglefoot bag); SA favoured enemy +2 (elves), favoured enemy +1 (halfling); SQ Marsh move; AL LE; SV Fort +7, Ref +3, Will +2; Str 10, Dex 14, Con 16, Int 8, Wis 12, Cha 7.

Skills and Feats: Hide +5, Listen +5, Move Silently +8, Spot +5, Wilderness Lore +9; Improved Initiative, Track, Weapon Focus [halfspear]. * +6 racial bonus on hide when in marshes.

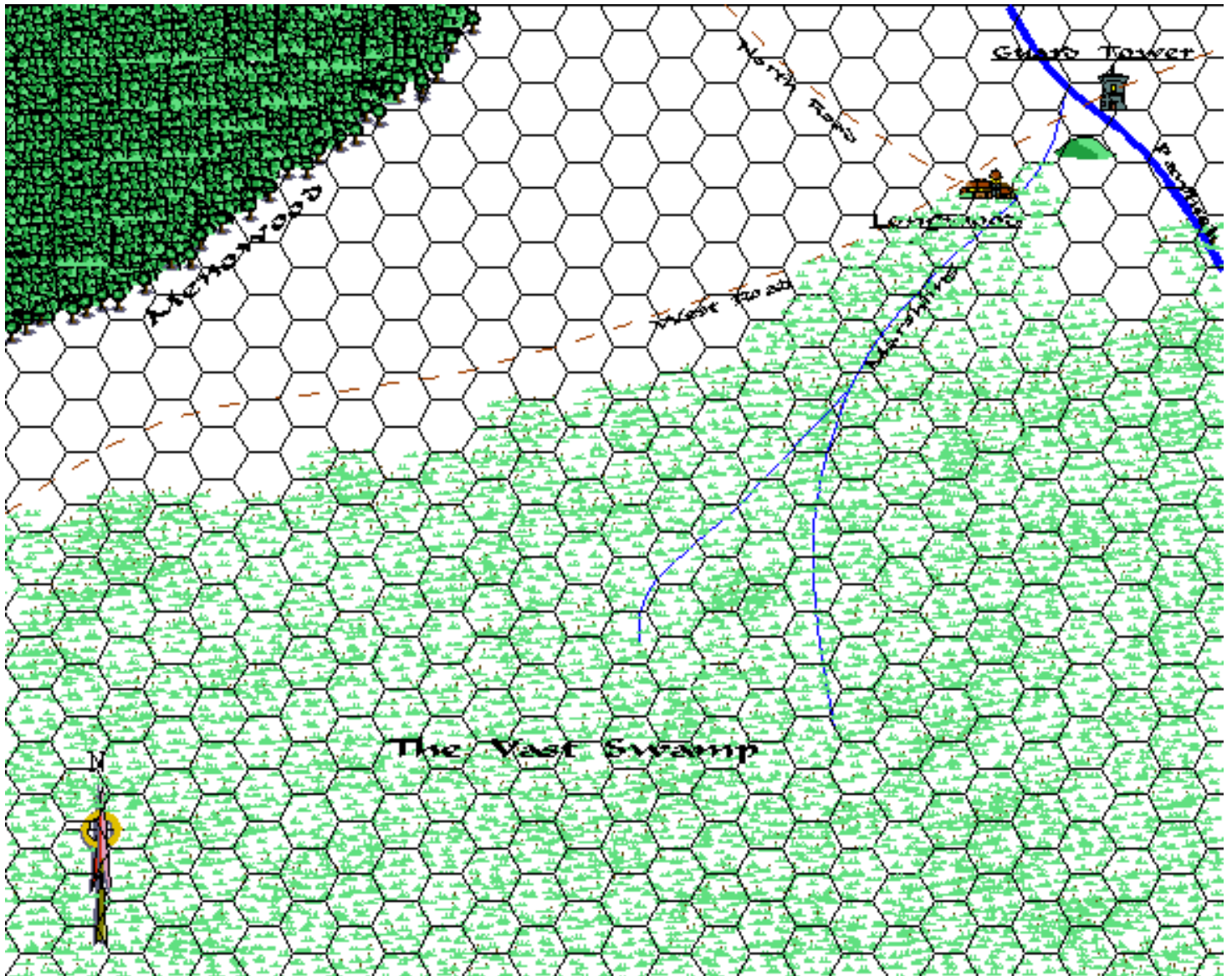
Marsh Move (Ex): Bullywugs have no movement penalties in marshes or mud.

Spells Prepared (1; base spell DC = 11 + spell level): 1st- *entangle*.

Possessions: Masterwork halfspear, tanglefoot bags (3), masterwork studded leather armour.

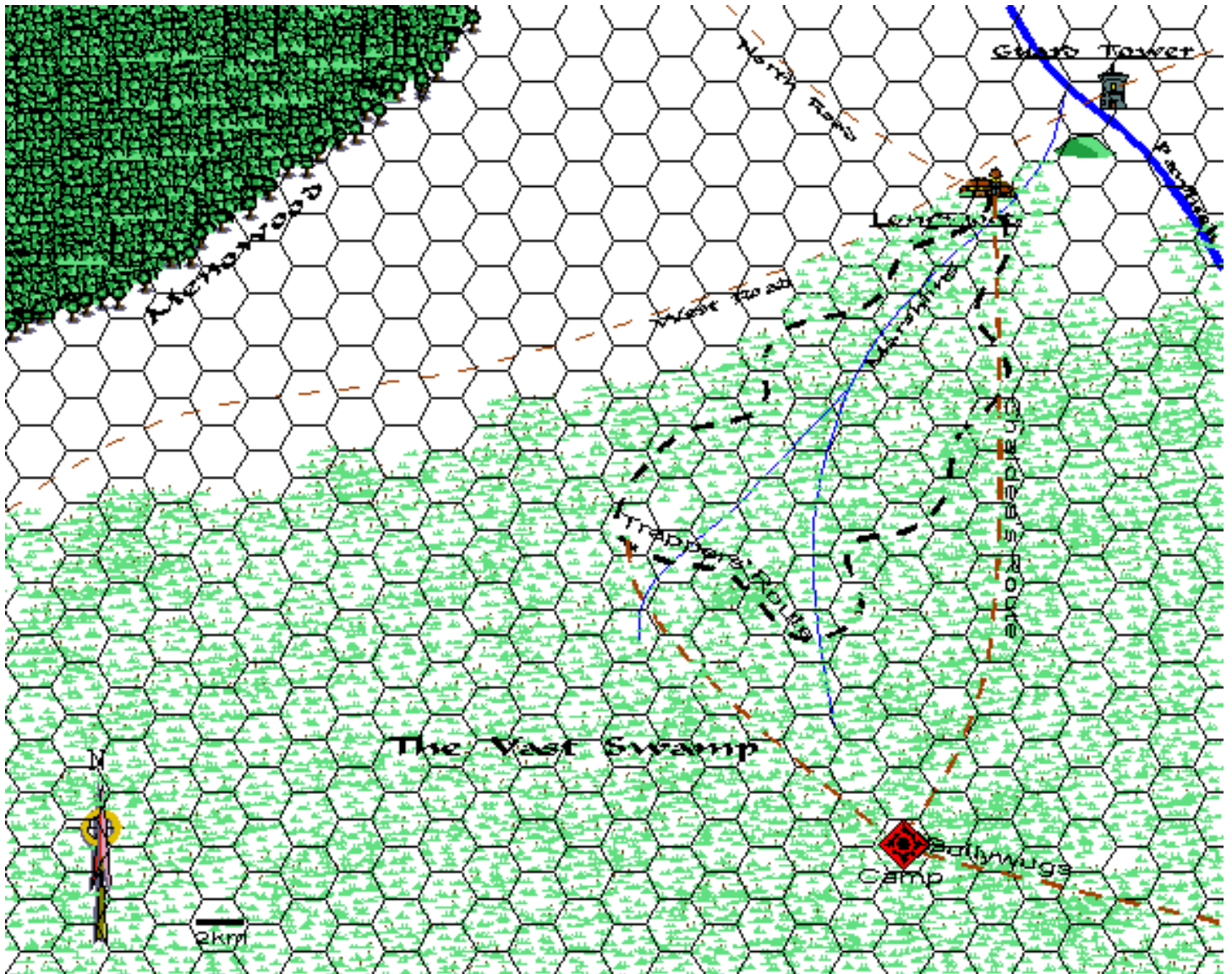
Appendix C: Handouts

Handout 1: The Vast Swamp (Player's Map)



Appendix D: Maps

The Vast Swamp (Dungeon Master Map)



Appendix E: The Bullywug

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

Medium-Size Humanoid (Aquatic)

Hit Dice: 1d8 + 3 (7 hp)

Initiative: +0

Speed: 20 ft., swim 30 ft.

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

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

Damage: Halfspear 1d6; or halfspear 1d6

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

Special Qualities: Marsh move, summoning (clerics only)

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

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

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

Feats: Endurance

Climate/Terrain: Temperate and warm aquatic and marsh

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

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

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

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

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

Combat

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

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

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

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

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

Bullywug Characters

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

Bullywug Society

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

In the Vast Swamp

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

Appendix F: New Rules

Hold the Line [General, Fighter Feat]

Sword and Fist, page 7.

You are trained in defensive techniques against charging opponents.

Prerequisites: Base attack bonus +2, Combat Reflexes.

Benefit: You may make an attack of opportunity against an opponent who charges you when he enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Extra Slot [General]

Tome and Blood, page 40.

You can cast an extra spell.

Prerequisites: Spellcaster level 4th +.

Benefit: You gain one extra spell slot in your daily allotment. This extra slot can be at any level up to one level lower than the highest-level spell you can cast. For example, a 4th-level sorcerer gains either an extra 0-level or 1st-level slot, allowing him to cast any spell known spell of the chosen level one more time each day. A 4th-level wizard can prepare any extra 0-level or 1st-level spell he knows. Once selected, the extra spell slot never migrates up or down in level.

Special: You can gain this feat multiple times. Each time, you gain an extra spell slot at any level up to one level lower than the highest-level spell you can cast.

Improved Familiar [General]

Tome and Blood, page 40.

As long as you are able to acquire a familiar, you may choose your new familiar from a nonstandard list.

Prerequisite: Ability to acquire a new familiar, compatible alignment.

Benefit: When choosing a familiar, the following creatures are also available to you. You may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil).

The improved familiar is magically linked to its master like a normal familiar. The familiar uses the basic statistics for a creature of its kinds, as given in the *Monster Manual*.

<u>Familiar</u>	<u>Alignment</u>	<u>Arcane Spellcaster Level</u>
Shocker Lizard	Neutral	5
Stirge	Neutral	5
Formian Worker	Lawful neutral	7
Imp	Lawful evil	7
Pseudodragon	Neutral good	7
Quasit	Chaotic evil	7

<u>Familiar</u>	<u>Type/Subtype</u>	<u>Arcane Spellcaster Level</u>
Celestial Hawk [*]	Good	3
Fiendish Viper ^{**}	Evil	3
Air Elemental, small	Air	5
Earth Elemental, small	Earth	5
Fire Elemental, small	Fire	5
Shocker lizard	Electricity	5
Water elemental, small	Water	5
Homunculus ^{***}	Construct	7
Ice mephit	Cold	7

* Or other celestial animal from the standard familiar list.

** Or other fiendish animal from the standard familiar list.

*** The master must first create the homunculus, substituting ichor or another part of the master's body for blood if necessary.

Trustworthy [General]

Song and Silence, page 40

Others feel comfortable telling you their secrets/
Benefit: You gain a +2 bonus on all Diplomacy and Gather Information checks.

Nagaika [exotic weapon]

Masters of the Wild, page 26.

The nagaika is a leather lash studded with glass. Unlike the whip, it deals normal damage and can damage armored foes. Although you keep it in your hands, treat it as a projectile weapon with a maximum range of 15 feet and no range penalties.

Because the nagaika can wrap around an enemy's leg or other limb, you can make trip attacks with it. You can drop it to avoid being tripped during your own trip attempt. You also gain a +2 bonus on your opposed attack rolls when using the nagaika to disarm an opponent (including the roll to keep from being disarmed if your attempt fails).

Nagaika; 25 gp; 1d6 dmg; Crit x3; Weight 4 lbs; Type slashing.

Nagaika mighty, +1 str bonus: 225 gp

Nagaika mighty, +2 str bonus: 325 gp
Nagaika mighty, +3 str bonus: 425 gp
Nagaika mighty, +4 str bonus: 525 gp

Fox's Cunning

Tome and Blood page 89

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V,S,M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes smarter. The spell grants an enhancement bonus to Intelligence of 1d4+1 points, adding the usual benefits to Intelligence-related skills. Wizards who receive Fox's Cunning do not gain extra spells, but the save DC for their spells increases.

Arcane Material Component: a few hairs, or a pinch of dung, from a fox.

Owl's Wisdom

Tome and Blood, page 94

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V,S,M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes wiser. The spell grants an enhancement bonus to Wisdom of 1d4+1 points, adding the usual benefits to Wisdom-related skills. Clerics, druids, paladins and rangers who receive Owl's Wisdom do not gain extra spells, but the save DC for their spells increases.

Arcane Material Component: a few feathers, or a pinch of droppings, from an owl.