

SND3-02

Murky Waters

A One-Round D&D LIVING GREYHAWK Regional Adventure

Version 1.0

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There is always trouble afoot at the border region with the Vast Swamp and rumours of undead raiders are drawing you to Nondrinn. For safety you join a trading caravan that is headed in the same direction, but can safety in number protect you this close to the Vast Swamp? An adventure for APLs 2 - 8.

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 five-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 rulebooks during certain times of play. For example, the players are not free to consult the *DUNGEON MASTER'S Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in grey 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. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK Levels of Play

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.
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.

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

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.

TIME UNITS AND UPKEEP

This is a standard one-round regional scenario set in the Sunndi region. All characters from the Sunndi pay one Time unit to participate in the adventure. Characters from other regions pay double that amount. Adventurer's Standard Upkeep costs 12 gp (or 24 gp). Rich Upkeep costs 50 gp (or 100 gp), and Luxury Upkeep costs 100 gp (or 200 gp).

PCs may spend additional TUs on metaorg activity and magic item creation.

Adventure Background

The house of Hanaetix is a minor merchant house within the fledgling Merchants Guild of Pitchfield. Eight years ago the young merchant Berdan, son of a peddler, founded the trading house with the aid of his wife's olven family. Berdan had a real knack for dealing with the less civilized and more brutal non-humans from the Hestmark Highlands. Building upon the contacts made by his father in this region, the initial investment made by his wife's family was soon recouped and since that time the House has earned a steady though small profit and it has slowly grown. Still, on the national scale his house is only a small player. On a social level though his trading company has had a much bigger impact. Trade brings cultures together and Berdan's trade is no exception to this rule. The relative calm of the humanoids in the Hestmark Highlands is in no small measure the result of Berdan's activities in the region and the Sunndian authorities are fully aware of this.

Now the time has arrived to expand and by chance a member of the Royal Warders contacted Berdan in secret with the request for a meeting with a representative of the lizardfolk clan Ashgirloch [Ashkir-loch, as in the Scottish lochs] of the Chtaan (as the tribe of lizardfolk of the Vast Swamp call themselves) who wanted to open more extensive trade with the humans to the north. Secret negotiations commenced and a deal was made. The lizardfolk wanted steel weapons to help defend themselves against the many threats of the Vast Swamp and in return they offered rare furs, leather and rare swamp herbs. The negotiations and the details of the deal were kept

secret, because Berdan was not too sure how the authorities would look upon supplying weapons to what in general were considered savages. Only his wife Narlana and a select group of trustees were aware of the deal.

What Berdan did not realize, was that this made it possible for the Cult of Wastri to finally act against what they always have considered a thorn in their side. The Cult of Wastri hates non-humans and they would love to see the humans get a more dominant role in Sunndi. The current relative peaceful existence between Sunndi and the neighbouring humanoids certainly does not aid their cause. They also have a more personal reason to despise Berdan, who in their opinion is way too friendly to non-humans and who is polluting the human bloodline by marrying a half-olve. For some time they have infiltrated the trading company, but up until now they have had no real opportunity to strike hard. Sure, they could have killed the merchant, but that would have been too simple and more then likely another would have taken his place. Besides, Berdan had never directly threatened the Cult of Wastri as of yet. Now though, the man would provide better weapons to the enemies of Wastri in the Vast Swamp and they saw an opportunity to do much more then just kill a merchant. They saw an opportunity to drive a wedge between the Sunndians and the lizardfolk of the Vast Swamp. A wedge that would be of great aid for their future plans for Sunndi.

The idea was to let the first deal proceed just as planned. Then when the lizardfolk had obtained the weapons, the cultists would strike. They would kill Berdan (making sure a *resurrection* would be impossible) and steal the goods left behind by the lizardfolk. They then would leave evidence behind that would point in the direction of lizardfolk raiders. At the same time some of their men would ambush the lizardfolk with the weapons in the disguise of Sunndian soldiers. The fact that the cult would obtain a load of weapons and other trade goods would be an added bonus.

By the start of this adventure the plan has been set into motion and there is nothing the PCs can do to stop it. The plan though did not include the interference of meddling adventurers who would stick their noses into places they do not belong. Will the PCs be able to stop it from coming into full bloom and will they be able to keep the peace between the Chtaan of the Vast Swamp and Sunndi?

Adventure Summary

This scenario takes place in the northern fringes of the Vast Swamp. More information on the Vast Swamp can be found in Appendix 4: The Vast Swamp at a Glance. This information can be used to highlight the journey between the different encounters. Some secrets remain hidden during this adventure to be explained in the future. Do not make up you own explanations for some of the questions that might arise during this scenario.

During this scenario the weather tends to be rather bad all day and even worse at night. Both the days and nights are hot and humid. At dusk it starts to rain heavily until past midnight. The rain reduces visibility by half and gives a -4 circumstance penalty on Listen, Spot and Search checks as

well as ranged attacks. Unprotected flames are extinguished immediately, while protected flames (such as in a lantern) has a 50% chance of being extinguished.

The flow of the scenario is highly dependent on the choices the PCs make.

Introduction

The adventure starts on the road with the PCs travelling along the border of the Vast Swamp with a trade caravan. The caravan is travelling in the County of Corul along the border with the Vast Swamp with various supplies for the building projects.

Encounter 1: Murder

The PCs are awakened rudely by screams in the distance. Late night visitors have murdered Berdan and taken with them a large amount of trade goods. Evidence at the scene suggests that a group of stealthy lizardfolk from the Chtaan tribe are behind the crime. Narlana, the master trader's wife, demands justice. She will hire the PCs to hunt down the lizardfolk, arrest the murderers and return the stolen property.

Encounter 2: Remains of an Ambush

While following the tracks of the lizardfolk the PCs come across the remains of a battle. The lizardfolk have been attacked by what appears to be Sunndian soldiers. Two sets of tracks leads from the scene, those of the human attackers and those of lizardfolk survivors. What happens next depends on the tracks the PCs will follow. If they follow the tracks of the lizardfolk, you should proceed with Encounter 3. If they follow the tracks of the human raiders, you should proceed with Encounter 5.

Encounter 3: To the Rescue

While following the tracks of the lizardfolk, they will find a small group of already wounded lizardfolk defending themselves against a group of undead giving the PCs an opportunity to prove their goodwill towards the Chtaan.

Encounter 4: First Contact

If the PCs came to the rescue for the lizardfolk in Encounter 3, they will be greeted with a mix of distrust and respect. The Chtaan though know when they are indebted to somebody and they are willing to listen to the PCs and to take them to their village to discuss matters with their chieftain (Encounter 7).

Encounter 5: Human Raiders of the Swamp

Encounter 5 is either the final encounter following after Encounter 7 or the first following Encounter 2. The details will differ depending on the route the PCs took to get here.

Either way, the PCs should face the human raiders and discover the truth behind both ambushes and mass

murders and find the weapons stolen from the Chtaan. If they are quick, they might also free the Chtaan bard Jaleng.

Encounter 6: Among friends

This encounter only takes place when the PCs went directly from Encounter 2 to 5. They either rescued Jaleng in Encounter 5, which will lead to an unfortunate encounter with the local wildlife and later a patrol of very suspicious Chtaan. Or they failed to rescue Jaleng and decided to inform the Chtaan about the plot themselves. In which case they will be ambushed by a patrol of angry lizardfolk.

It is of vital importance that none of these lizardfolk die or else they PCs will be unable to make peace with the Chtaan.

Encounter 7: Among a Chtaan Tribe

Either under the protection and guidance of the rescued lizardfolk (Encounter 3 and 4), or as prisoners or captors of a group of lizardfolk (Encounter 6) the PCs arrive at the village of the Chtaan.

Here the PCs must negotiate/discuss with the leaders of the clan about what has happened and what to do about it. Eventually the clan leaders offer them the chance to prove that Sunndi is not behind the treachery by killing the ones who attacked the Chtaan traders as described in Encounter 2 and to return with proof that they are not Sunndian soldiers. In this case the adventure will go on with Encounter 5. If the PCs already have such proof, peace might be made and you can go to the Conclusion.

Conclusion: Back to Civilization

The PCs return to Narlana where they will inform her of what has really happened. She will then thank the PCs and pay them the offered reward. The mystery of who killed her husband remains hidden for the moment. If the PCs actions helped make peace between the Chtaan and the Sunndian soldiers word of their actions will reach the Royal Warders and Count Kestor of Corul who will be grateful for what the PCs did.

Introduction

For the past few days you all have been travelling with a small trading caravan on their journey from Pitchfield, Hobrand Castle, Calgen and now getting near to Nondrinn. The caravan consists of five wagons loaded with various supplies for the military building projects along the border with the Vast Swamp as well as the villages along the track.

Rumours of an increased undead threat from the Vast Swamp and the adventure and bounties that comes with it, has drawn you to the south of Sunndi. The trading caravan just happened to travel in the same direction. Since there is safety in numbers, you decided to join it. As the extra weapons are an added safety, no caravan master is going to refuse a group of skilled adventurers. So joining the caravan had posed little difficulty.

The caravan is under the skilful leadership of

master merchant Berdan of the trading house of Haneatix and his half-olven wife Narlana. Even though the weather was less on your side, with the rainy season arriving earlier then expected, Berdan showed himself to be a pleasant host, full with stories and anecdotes of his and his father's earlier journeys into the Hestmark Highlands. It is his first journey along the Vast Swamp though and you got the impression he is looking to expand. Narlana showed herself to be just as well travelled, though she is quieter and she seemed to be worried about something.

Travelling through the wilderness with wagons over muddy roads can be a bit of a hassle. The upside though is that there is enough space to carry tents and with the current downpours at nightfall certainly make you appreciate this fact. Still, tomorrow you will arrive in Nondrinn and you will have a soft and dry sleeping place. As usual the camp has been set just before the start of the evening rains and now you are all sitting in the main tent, listening to the deafening sounds of the rain on the tent. The wet season can be so depressing in this part of Sunndi...

Since the PCs have been travelling together for the past few days, they have had ample opportunity to have spoken with each other. This is a good time to allow each player to describe his character and how others might have perceived him during the hot, wet and muddy journey. Also allow the PCs to select the spells they might have prepared for the current day – even though arcane spell casters might change them rather quickly later on.

At the start of the scenario the camp has been set up. After several days of travelling together it is safe to assume that the PCs as well as the NPCs know what is expected of them during the night. Ask if the PCs, who by the way are not regular employees of the trading caravan, if they want to have guard duty, and if so, when exactly they will be on watch. This will have little bearing on the adventure, but the players do not have to know this. As far as the PCs are concerned nothing important will happen this night so the camp is not detailed in this text. You are free to add any details to the description of the camp as long as the events that will lead up to the death of Berdan are still possible without interference of the PCs.

During the rains the lizardfolk will approach Berdan cloaked by the rain. This meeting will take place in a well-hidden site outside the camp to which Berdan will retreat soon after dinner. During the journey, he and his wife have never stayed awake long after dinner so this should come as no surprise to the PCs. Even though the PCs might notice some activity, that is not unusual and they would not pay attention to it. They might remember the next day that the PC who had early watch was approached by one of the senior guards for some small talk for a couple of minutes. Something that was not unusual either. So once the

players have described their characters and agreed on the watches, you should proceed with Encounter 1.

Troubleshooting

During this encounter the assumption is made that the PCs did not make the negotiations impossible by standing guard at exactly the right spot or by using magic to the same effect. Simply move the meeting spot into an area where the PCs did not expect it. Remember, due to the tropical rainstorm it is impossible to see very far, let alone hear much. Just don't pay too much attention to the scene. By adding a lot of detail, the players will start to become suspicious and act upon those suspicions.

Encounter 1: Murder

It has been a pleasant, quiet night, but you realize the day will soon start with a buzz of activity. The first sounds of the early morning are reaching you in your tent, but since the sun has not yet risen you still hope to enjoy your warm comfortable bed for a few more minutes.

This silent enjoyment though is suddenly shattered by a single loud woman's scream from somewhere outside the camp. You are up and out the tent with weapons drawn before you know it.

Once outside you wake quickly due to the relative coldness and a splash of water that lands on you from the top of the tent. The plants are still dripping with moisture and the ground is muddy as usual. Clearly you are not the only one who rushed out to see what the scream was about since several other people in nightgowns are standing outside with drawn weapons and a bewildered look on their faces. For a few seconds you try to determine where the scream had come from, when a second wail can be heard from across a patch of trees to the south. Though this time it sounded more like a wail of despair than the scream of panic that awoke you.

Allow the players some time to react and to decide what to do. Most of the caravan guards and teamsters are rushing in the direction where the screams came from unless the PCs prevent them from going there. If the PCs are rushing towards the sound they will come across the following scene (adjust the text if the PCs approach the site differently):

After having made your way through the copse of trees that bordered your camp on the south, you come across a horrible scene. Hidden from direct sight and sound (as long as one does not scream), you note that a piece of canvas has been strung between several trees as a makeshift roof that was definitely not there when the camp was set up the previous afternoon. Under this canvas lie several heavily mutilated bodies of people you had seen alive and well at dinner last night or at least you assume it is those people. The place is covered

with tracks, but there is no clear sign of a struggle.

The source of the scream is clear though, since next to a makeshift table you see Narlana sitting on the ground with no concern for the mud. At her feet lies the mutilated body of Berdan. Narlana is crying softly and when she notes you, she looks up with eyes already turning red because of her crying and she screams: "Why? Why did they repay his kind deed this way? Why?" After which she bends over her husband's body sobbing softly.

Among the dead on the field are the two senior guards as well as two more guards Berdan had employed on a regular basis. With their boss dead, his wife in no condition to take charge and with no direct replacement the remaining employees turn to the PCs for guidance. Obviously the PCs have been in these situations before and they know what to do.

The reactions of the NPCs will differ dependent on their personalities. Most though are shocked and all are genuinely surprised by the scene. Some will stand there just staring, while others will panic and scream that they are under attack. Have some fun role-playing the scene, but don't overdo it. Unless you have loads of time it is better to rush through this scene. Except for Narlana, nobody knows what has been going on. Though they might certainly speculate about it – leading to some very wild stories.

Examining the bodies

In the field there are 5 corpses. All of the corpses have been stripped of their armour and weapons, though their clothes and pouches with coins are still there. So whoever killed them apparently had little interest in gold and all the more interest in steel weapons and armour. Four of the corpses are those of trained man-at-arms, hardened in battle and on the training field. The fifth, the one of Berdan, is that of a man in his forties who clearly liked his food a bit too much. Their eyes are pierced and their tongues are removed.

There are several crude symbols painted on the bodies. A DC 15 Knowledge (religion) check will show that these symbols are used in certain rituals by more barbaric religions to prevent the body from rising either as an undead or through *resurrection* magic. If the PCs recognize the symbols, they might realize after a DC 15 Knowledge (Splintered Sun) check to realise that in this region only the bullywugs and the Chtaan (lizardfolk of Northern parts of the Vast Swamp) are known to use these symbols. The removal of the tongue and the eyes also has to do with this ritual. It prevents the dead from finding their enemies and cursing them once found.

The cause of death at first glance is not too clear, but a closer examination will show more information. A DC 15 Heal check will show that all five of the people have been hit by small darts, followed by a quick lethal stroke to the heart with what appears to be claws. If the check succeeded by 5 or more (or a *detect poison* is used), it becomes clear that the darts were poisoned

(*terinav* root poison for those with a *detect poison* spell and the appropriate successful checks) and that the men were probably paralysed by the time they were killed. If the PCs had succeeded by 10 or more (or by casting a *detect magic* – which will show traces of Necromancy) they will also learn that these people have been killed with use of death magic, which makes an ordinary *raise dead* impossible as well.

Examining the tracks

While the field is rather muddy, it is not easy to gain much information from the tracks. There simply have been too many things going on the field and even a layman tracker (DC 10 Search check) realizes that whatever has been going on here, has taken place during the rains the previous night. The basic DC of the Survival check is 15, but a higher roll results in more information (see the table below).

Check Roll	Result
• 14	The tracks have been destroyed beyond recognition.
15-24	Trade goods from the main campsite have been brought to the clearing. Sometime later a group of what appears to be lizardfolk arrive with their own packs. They leave their packs behind and leave some time later with the packs brought here by the humans from the trade caravan. Apparently the humans started to check the contents of the packs brought by the lizardfolk when they were surprised by another group of lizardfolk who have returned and sneaked up to them. After a quick battle and some kind of ritual the lizardfolk leave again the same way they came, but this time with the packs delivered earlier by lizardfolk.
• 25	Somebody has been tampering with the tracks, but whether it were the lizardfolk attackers hiding their own tracks or something else is not clear.

Note: If the PCs do not have a tracker of their own, one of the teamsters, by the name of Felana, volunteers. While she is not a master tracker, she has the track feat as well as a +5 on her Survival check. Also remember that since you can only retry a Track check after ten minutes it is impossible to take 20 (would take more than 3 hours – before that time Narlana has recovered and she will have sent the PCs into the Vast Swamp).

The Chtaan (and the Ashgirloch clan)

There are several clues on the scene that will lead the PCs to believe that the lizardfolk are behind the attack. It is less clear which clan is behind it and they only have Narlana's word for it. More than likely this will make the PCs wonder how much they know about the lizardfolk of the Vast Swamp. Don't give them the information below unless they specifically ask for it.

Common knowledge among the Sunndians (and probably every other nation with a swamp nearby) has it

that the lizardfolk are expert survivors with a lot of knowledge on the swamp in which they live. Of course, they are also primitive savages that kill people for even the slightest insult. Since their ways are very strange, it is very difficult for a stranger to know what behaviour is rude enough to lead to an immediate attack. At least though they are willing to talk, unlike the two other major groups of sentient creatures in the Vast Swamp (bullywug and undead).

A few Sunndians with the right Knowledge skills will know more. Knowing the powers and weaknesses of a typical lizardfolk requires a DC 12 Knowledge (Splintered Sun) check. A result of 17 or higher will give additional cultural directed information. The lizardfolk in the northern parts of the Vast Swamp all belong to the same tribe, known as the Chtaan. The tribe is divided into clans who each inhabit a particular part of the Swamp which they consider theirs. Occasionally the different clans might fight with each other, but lizardfolk rarely die during these skirmishes. Like all lizardfolk, the Chtaan value the survival of the tribe above everything and while an individual life might hold little value in Chtaan culture, killing warriors over minor squabbles is a waste of resources and ultimately harmful to the survival of the tribe. The Chtaan do hate the bullywugs and undead and they are in constant war with these two parties. In fact, if it was not for the Chtaan, Sunndi would undoubtedly suffer more attacks from the South.

While the Chtaan are hardly as violent as the stories make them out to be, the brutal murder of Berdan is certainly within their inclination if the merchant has unwittingly breached some taboo – for example like touching a shaman.

If the PC had a result of 23 or higher on this check and he knows about the Ashgirloch clan from Narlana, he will recognize the clan as being one of the more warlike clans who continually guard the eastern border of the Chtaan's territory. In any event, the PC will also realize that the Chtaan are a patriarchal society, who value strength and cunning. Their leaders tend to be the best warriors and hunters, while clerics and druids remain in the background as advisors. They also have kobold servitors, which means that unless they happen to deal with a well-travelled lizardfolk (a rare thing indeed), the lizardfolk will more than likely ignore halflings and gnomes.

Speaking with Narlana

Getting information from Narlana will not be particularly easy. At the moment she is in shock and prying anything sensible from her will require some tact and skill. Unless the PCs succeed in a DC 14+APL Diplomacy check (after properly role-playing the scene of course), they will not get anything coherent from her from the moment. All they will learn is that Berdan had planned to trade a load of steel weapons with the lizardfolk. If they succeed in the check, they will be able to calm her enough to gain some more direct and understandable answers.

Some time ago, a ranger of the Royal Warders had approached Berdan. The ranger, who had introduced himself as Dolquann, said he was acting as a messenger from a Chtaan clan. Of course, at that time Narlana did not even know that the Chtaan were the lizardfolk. Apparently, the Chtaan were looking for good quality steel weapons. They had approached Dolquann to find a trustworthy trader who was not afraid to deal with the lizardfolk. Due to Berdan's reputation as a fair merchant who even could trade peacefully with the orcs of the Hestmark Highlands, Dolquann had chosen Berdan and he had done so exactly at the right time. Berdan always had wanted to expand to the south, but he never had the gold nor the opportunity. Now he had the opportunity and the gold he could arrange. So a deal was made with Dolquann, who arranged the meeting at this site. Only a few people knew about this trade, because Berdan feared the interference from the local authorities, which might not look too kindly at the trade. Dolquann also made sure that Berdan knew enough about the Chtaan to prevent any embarrassing situations. The trading company had invested a lot of money in it and now that all has been stolen and Berdan killed, she hopes she can gain enough resources to keep the company running, if only to honour the memory of her husband.

Concluding the Encounter

At some point the PCs will have learned all they want to learn. By this time the sun has risen (so divine spellcasters who need to pray at sunrise should have prepared their spells by this time) and it will be around 8 am. Narlana will have come to her senses and she will ask the PCs rather resolutely to hunt down the lizardfolk and to learn why they have attacked Berdan. If they are not forthcoming with information or their explanation is unsatisfactory, the PCs should not hesitate to kill these savages.

In the meantime she and the rest of the caravan will journey on to Nondrinn to give the soldiers a proper burial and to see whether she has the resources to resurrect Berdan. Of course, she will also warn the authorities about the attack so that they can take the proper precautions for the possibility of a war with the Chtaan. If the PCs need a reward for the task, she will offer them 50 gp each if they return with useful information or proof that the culprits who murdered her husband are dead. This prize is not negotiable, simply because she cannot afford to pay more. In return she also wants them to return any stolen goods (which are not the weapons).

Into the Vast Swamp

At this time the PCs might realize for the first time that the idea is to travel into the Vast Swamp. Narlana can only provide basic supplies, mainly food and ropes. Though if the PCs request for something reasonable and it is something that a trade caravan might have, they can get it as well. Wizards might want to take some time to prepare their spells now that they know what is expected from them. Divine spellcasters do not have this luxury, since they can only prepare spells at a specific time and it is already at least 1 hour past sunrise.

It will only take 10 minutes of walking to get to the

Vast Swamp from the camp. The tracks of the lizardfolk are easy to follow, Track check DC 9, and lead down into the Vast Swamp. The ground will soon become soggy and then it becomes covered by water. The border between Sunndi is formed by what normally is a small muddy stream know as Yellow Creek. With the current rains though it has burst its banks. The stream might be flowing quickly, but crossing it is relatively easy. It requires a DC 10 Swim check. Building a makeshift raft for carrying heavy armour is not difficult. Once at the other side, the tracks of the lizardfolk are once again easy to follow, Track check DC 9. Proceed with Encounter 2.

Note that crossing this 'creek' is merely an introduction to the Vast Swamp. It should not be a challenge to cross it.

Encounter 2: Remains of an Ambush

Due to the heavy rains, the water level in the swamp is much higher than usual. Even though the lizardfolk clearly avoided the deeper channels, they also avoided the densely overgrown dry parts. Hence you are continually walking through a few inches of murky water with even more mud beneath it. Combined with the high temperature, many leeches and biting insects soon you long for dryer ground.

You have been following the tracks of the lizardfolk for about an hour through this hell on Oerth when you start noting the sounds of herons, ravens and loud splashes. Then you see the first bodies lying in the mud, riddled with sky blue feathered arrows and being feasted upon by various carrion eaters including several small crocodiles. Each and every one of the bodies you see from your current vantage point is the body of a lizardfolk. The reeds are covered with splatters of blood and the air is filled with the sound of buzzing insects.

One glance tells you that the lizardfolk were skilfully ambushed from dense bushes on one side and probably archers across the channel. Who ever attacked them was quick and skilled and apparently they also took the weapon packs the lizardfolk were carrying with them.

Examining the scene requires a Search check and/or a Survival check. The results of these checks will determine what the PCs will find. A quick examination of the bodies will show that the cause of death of most lizardfolk is the wounds caused by the arrows. Though some have been killed with swords. Since many of the corpses have been partially dragged away by crocodiles, the bite wounds, delivered while the person was still alive, on a few corpses can only be recognized with a DC 20 Heal check. A DC 15 Knowledge (nature) check identifies the bite marks as belonging to adult crocodiles.

Searching the terrain will reveal loads of used

arrows as well as some broken weapons. A DC 15 Search check will let the PCs find a corpse with a piece of cloth in its hands. This piece of cloth contains parts of the coat of arms of the Sunndian army. A DC 15 Knowledge (Splintered Sun) or DC 10 Profession (soldier) will let the PCs recognize both the symbol and the arrows as belonging to the Sunndian army. Since the tracks of the humans leaving the ambush are incredibly easy to find, necessitating only a Tracking check DC 5, it is likely that the one searching the area will also find the trail of the human raiders leaving the area through a cleared trail at the other side of the island from which they ambushed the lizardfolk.

An expert tracker might find more valuable clues on the scene. A DC 10 Survival check will reveal that about 60 humans ambushed the lizardfolk from two sides. The battle was short and brutal and the humans left one hour later with whatever the lizardfolk were carrying. If the PC succeeds this check by more than 5, she will note that apparently some of the lizardfolk were left behind for dead. These wounded lizardfolk left about one hour before the PCs arrived. Actually following the tracks of the lizardfolk survivors though requires a new DC 19 Survival check (see Encounter 3). Obviously they tried to hide their tracks.

If the PCs think about searching the other side of the channel, they should make another DC 15 Survival check. Success will reveal the tracks of three adult crocodiles hidden between the reeds together with the humans. If they actually succeed on a DC 35 Survival check, they will find the tracks of a lone bullywug. The bullywug apparently came from the water to talk with the humans and then went back in again.

It is possible to use *speak with dead* on the lizardfolk corpses. They are all unwilling, making their will saves as the typical lizardfolk from the *Monster Manual*. As far as the lizardfolk are concerned human warriors from the Sunndian tribe attacked them. None of them saw the use of any magic, though one or two might note that among the human forces there were several crocodiles. Since the few bullywugs at the scene stayed underwater during the attack, none of the lizardfolk has seen them (including the survivors from Encounter 3). They were a precaution against lizardfolk fleeing through the water, but their presence proved to be unnecessary. Only those allowed to survive, survived the ambush.

Note: This encounter might lead to Encounter 3 or Encounter 5 depending on the tracks the PCs chose to follow.

Encounter 3: To the Rescue

Investigating the ambush scene detailed in Encounters 2 has led the PCs further along the tracks of a small group of lizardfolk survivors. The tracks of this small group have become considerably more difficult to follow, since the size of the group has gone down to 4 and they lost all their heavy cargo. If it were not for the fact that they are all wounded and they are in a hurry to get home, following their tracks would have become nearly impossible. A DC 19 (base DC 5, +10 muddy water cover, +5 party hiding trail, -1

size of the group) Survival check is required to follow these tracks. If the PCs are unable to do so, by failing their Survival check, they should realize this within 10 minutes so that they can return and follow the much easier to track human raiders. If they succeed, they will soon realize that they are gaining on the lizardfolk.

After having followed the tracks for about an hour, they will hear cries of surprise and fear from not far away (though out of sight due to the high reeds), quickly followed by the sounds of combat. The cries are not human. Read aloud the following text to anybody who rushes in to see what is going on:

Rushing through the bushes and reeds brings you to a large relatively open area covered with water lilies. At the other end of what appears to be a shallow lake, about 100 feet away from your current location, you note 4 lizard-like humanoids only slightly larger than a tall human fighting desperately against six of what are best described as brown leather corpses with the skin tightly around the bones and malevolent glowing red sparks in their deep black eye-sockets.

One glance tells you that the lizardfolk have a little chance of winning this battle and really could use your help. Already one of them seems to be paralysed by these foul creatures and another appears to be heavily wounded.

A map of this encounter can be found in Appendix 3: Maps. The water in the lake is about 2 feet deep, except at the channel, where it is nearly 4 feet deep. The water is murky and overgrown with plants.

While the PCs observe several ghouls fighting a group of lizardfolk, the real threat to the PCs does not come from that direction. A group of bog mummies or ghouls at lower levels (though they are only real mummies at higher APLs) is lying below the surface of the water ready to strike the PCs when they come to the rescue of the lizardfolk. The lizardfolk are aware of these undead and when they note the PCs, they will give a warning shout, but by that time it is too late. The undead will rise from their prone position during the surprise round and attack on the following round. This will cause attacks of opportunity for those characters with Combat Reflexes. At higher APLs the undead will make a prone attack without any of the associated penalties and if they hit, they can rise as a free action without causing an attack of opportunity due to the feat 'prone attack' (see Appendix 2: New Rule Items). If all of the PCs will attack the ghouls fighting the lizardfolk from a distance, the undead hiding underwater will try to get closer while remaining underwater.

APL 2 (EL 5)

➤ **Ghouls (6):** hp 13 each; See *Monster Manual*.

APL 4 (EL 7)

➤ **Advanced Ghouls, Rog2 (6):** hp 26 each; See Appendix 1: NPCs.

APL 6 (EL 9)

➤ **Advanced Ghasts, Rog2 (6):** hp 39 each; See Appendix 1: NPCs.

APL 8 (EL 12)

➤ **Advanced Mummies, Rog2 (6):** hp 65 each; See Appendix 1: NPCs.

Tactics

The undead of this encounter are intelligent and well versed in combat in the swamp. Unlike most other creatures, they do not need to breath air and they will use this to their advantage. The murky water of the Vast Swamp offers ample opportunity to hide and while an undead is fully submerged it has total cover. This offers ample protection against the ability to turn undead since line of effect is needed for this as well as spells like *fireball* (see page 93 in the *DUNGEON MASTER'S Guide*). The undead are fully aware of this. Also remember that undead that are turned, will flee underwater to return later. If a PC casts *entangle* or a similar spell, the undead will also drop themselves under the water where they are unreachable by spells as well as arrows.

Note: The undead might not need air to breath, but they are just as prone to slip as the PCs are. Apply all the penalties for being in a bog to Balance checks, tumbling and the difficulties of charging and running. Keep in mind that the water might give cover bonuses to the AC of both the PCs and the undead.

Troubleshooting

The intention of this battle is not for the PCs to directly fight the undead described in the boxed text (which are of the same types as the ones attacking the PCs). If the PCs are victorious, the lizardfolk will be as well. Though if the PCs have a real easy time, you could let them face these as well. If the PCs are having a particular difficult time the lizardfolk will not be able to come to their rescue.

Treasure

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

APL 4: L 1 gp; C 0 gp; M 0 gp.

APL 6: L 1 gp; C 0 gp; M 0 gp.

APL 8: L 1 gp; C 0 gp; M 0 gp

Encounter 4: First Contact

It will be impossible to predict how exactly the PCs will meet the lizardfolk. Too much is dependent on how the battle in Encounter 3 went. The following paragraph should contain enough information for a DM to play out the scene.

The leader of this small band of lizardfolk is about 7 feet tall with brown-green scales and yellow reptilian eyes. Besides his size and muscled frame, his most distinctive feature is his metal great axe and several big scars in his side. His name is Kahn. He is the only one who speaks

Common (though with a heavy accent and he prefers to speak Draconic), but even if the PCs speaks Draconic the other three will remain silent, though ready to flee or strike at a moment notice.

After the battle, the lizardfolk are not very sure on what to do next. On the one hand, they have a very strong urge to flee from or fight against the humans (or other PC races). After all, members of that race ambushed them not so long ago and brutally slaughtered many a clan member. On the other hand, these humans just risked their lives to rescue them. This will result in an armed peace with the lizardfolk banding together with drawn weapons, but making no move to attack unless the PCs do so.

Kahn is a rather direct man with little diplomatic skills. He was taken along as the leader of the warriors, while the female Jaleng would do the talking. Kahn will ask several questions and during this time he will not answer any of the PCs' questions (except giving his name). He will rudely interrupt anybody who speaks too eloquently, using too many, or difficult, words. Kahn himself will speak short guttural sentences, which almost appear like a growl until the PCs manage to befriend him. Kahn will introduce himself as Kahn of the clan Ashgirloch of the Chtaan.

Among the lizardfolk the physically strong rule and hence he will automatically assume the tallest, strongest and sturdiest looking PC is the leader. Among the Chtaan there are bands of kobold servants. He automatically assigns the same station to small-sized PCs and while after some convincing he might accept a weaker PC as a spokes person, he will never accept a halfling or a gnome as one (unless the PC has proven to be a very able combatant in Encounter 3, in which case he is not sure on how to treat them) – to him they are as air. He highly distrusts arcane spell casters and assumes divine spell casters are advisors.

What follows are the questions he will asks and how he will react to some of the possible answers. Both the questions and the reactions are based on the culture of the Chtaan and the PCs might not comprehend what Kahn is asking or wants to hear. If the PCs succeed in a DC 15 Knowledge (Splintered Sun) you can explain some of the things mentioned. Otherwise the PCs will have to figure it out by themselves.

Who are you? This question is self-explanatory, though Kahn only wants a name, a clan (family) and tribe (country). He is not interested in titles and if a name is longer then two syllables he will ask for that name again. Clans usually remain separate among the Chtaan, so if the PCs give many separate family names, he will follow with the following question.

Why are so many different clans united in your band? The only time the different clans of the Chtaan might travel together is when the survival of the complete tribe (or the included clans) is threatened. So Kahn will expect an answer in that direction. Another option for the PCs would be to be blood brothers indebted to one another. Kahn will accept any answer for the moment, but he will clearly show it when he

thinks the PCs are lying. Once the PCs have earned his trust though, he will keep asking about it.

Why did your warriors attack our people? This question might surprise the PCs, but the concept of a nation is alien to the Chtaan. To the Chtaan all Sunndians belong to one tribe and as far as he is aware, soldiers of the Sunndi tribe attacked him and his fellow people earlier on. Of course, if the PCs are not from Sunndi, he will appear relieved. If they are from Sunndi, he will accept answers like the attackers were banished from the tribe or from a rogue clan. Questioning that they were not from Sunndi and that Kahn must have seen it wrong, will be considered an insult of Kahn's observation skills and intelligence.

Why are you here? The Chtaan are not an overly curious people. Survival of the tribe as well as the individual is the most important thing to them. Since the life of an adventurer is inherently life threatening, the concept is alien to them. Risking your life for others, besides your clan or tribe just for glory or to help seems very weird. Risking your life to hunt down a criminal who does not threaten the tribe also raises Kahn's eyebrows. He somewhat lacks the intelligence and foresight to think that one brutal murder might threaten the whole tribe in the future. On the other hand, forming a war-band to track down a threat to the survival of the tribe seems logical.

It is best to role-play the above, but people should guide their role-playing by a standard Diplomacy check (see *Player's Handbook* description of Diplomacy skill) with a -2 circumstance penalty due to the differences in culture. If the PC making the Diplomacy check has succeeded in the Knowledge (Splintered Sun) check as described above, he will have no such penalty. Offering healing will give a +4 circumstance bonus on the Diplomacy check. The lizardfolk are indifferent at the start of the encounter. Later modify the result based on the answers to the above questions as well.

If the PCs do not manage to make the lizardfolk friendly, they will be treated coolly, but Kahn will invite them to come to the home of his clan to talk with the chieftain, who knows more. If they manage to befriend them, Kahn will tell what has happened (as far as he is aware anyway). Though he will immediately state that the chieftain knows more and that the PCs should really talk with him about this whole affair. All Kahn knows is that his tribe had made an agreement with the humans to trade furs and rare herbs for steel weapons, which the clan needs to defend themselves now that the *War Wind* has started to blow. He was the leader of the warriors. Everything went fine. They delivered the goods and received the weapons in return. On their way back, Sunndi warriors, who killed most and stole the weapons, treacherously ambushed them. They were the only ones who managed to escape alive. Now he is on his way back to the clan to warn them about the treachery of the Sunndi tribe.

Other questions might follow based on the answers of the PCs. Remember that Kahn knows almost nothing of Sunndi and its inhabitants. He has never seen a dwarf or an elf for that matter. All he has seen in his short life is the Vast Swamp and until recently, he was never interested in

things outside the direct sphere of influence of his tribe. The meeting with the humans for the weapon trade and this encounter has sparked a sense of curiosity and wonder in the man. So once the PCs have earned his trust, his behaviour will be very friendly and he will ask one question after another about how the PCs people live and how their territory looks like. He is not very intelligent, so some concepts might be very difficult to explain to him.

All APLs

☛ **Kahn, male lizardfolk Brb3:** hp 47; See Appendix 1: NPCs.

☛ **Talak, Krall and Hiss, male lizardfolk:** hp 5 each due to wounds (max. hp 11 each); See *Monster Manual* (the Chtaan are an advanced tribe and they use weapons and shields).

Note: The PCs might decide to go back to the ambush site instead of accepting Kahn's invitation and follow the human tracks from there. If Kahn survived, he will go back to his tribe and tell what happened. In that case Encounter 6: Among Friends will be considerably less violent. Adjust that encounter based on how things went here. If the PCs left Kahn in an unfriendly or indifferent mood, play it as described. If he was friendly or even helpful, they will not attack, but instead they will talk.

This encounter might lead to Encounter 5 or Encounter 7.

Encounter 5: Raiders in Disguise

There are two possible routes by which the PCs might come here. Either they have followed the tracks of the human soldiers in Encounter 2 or they have come here at the behest of the lizardfolk at Encounter 4 or Encounter 7. While in general the encounter will be the same independent of the entry, there is a small difference. These are described below in the relevant section.

Following the human tracks from Encounter 2 requires a DC 5 Survival check. Thirty soldiers with a heavy load are easy to track. Even though their footprints might not be easy to find, their passing did leave a clear trail through the undergrowth. The fact that these raiders remained together as a group should make the PCs suspicious – either these people are very certain of themselves or stupid. After a successful DC 15 Profession (soldier) check, you should tell that particular PC that Sunndian soldiers would split up in smaller groups to lower the risk of leaving obvious tracks to their camp. Smart PCs might expect a trap and in a way they are right.

5-I Rearguard

When the Wastrians raided both Berdan and the Chtaan they expected to be followed. For that reason

they would try to keep up the appearance of Sunndian soldiers and at the same time they left behind a rearguard to discourage any Sunndian investigators. After all, they are simple bandits and they are definitely not actors. They have the confidence that they can fool any lizardfolk scout, but they lack that same confidence when it comes to Sunndian scouts. So the task of the rearguard is to openly approach any Sunndians on the trail of the raiders and to talk with them. If on the other hand the PCs came from the Chtaan village then this encounter will be with a patrol keeping their eyes open for unexpected trouble.

For some time now you have been following the tracks of the humans. Even in this watery domain these tracks prove incredibly easy to follow. A band of about thirty men simply cause too much destruction to the area. For some time now, the band of humans seem to be following something of a slow flowing stream towards the east. The water is murky, but as far as you can see few plants grow there. Small islands of vegetation and branches float lazily on the surface and you are always wondering if something dangerous is hiding in there. Then when you carefully round a bend in the river, you see a huge tree that has fallen over the river. The tracks lead directly to tree and it doesn't take sharp eyes to note that they proceed on the other side of the river.

The PCs might fear an ambush and rightly so. The river is deep and even humans will need to swim. There are no humans on this side of the river. Experienced travellers would prefer to use the fallen tree as a bridge – there might be crocodiles hiding below the water after all. In this case though, there is no crocodile within range. There are three human scouts on the other side of the river though. More than likely these three have seen the PCs and they are now preparing for an encounter.

Swimming across the river requires a DC 10 Swim check. If a PC enters the water, they will hear a loud splashing noise from the reed at the other side of the river. This might get the PCs out of the water and that is exactly what the intention was of the scouts who dropped a stone in the water. Crossing the river by tree is not too difficult. Climbing on the tree does not require a check, but if somebody rushes over (running or charging) the tree a DC 7 Balance check will be required because the surface is somewhat slippery.

One of the scouts, by the name of Velann, will step on the tree with a bow ready to fire once the first PC is at the middle of the tree or river. The other two remain hidden on both sides of the trail behind a tree ready to open fire. Velann is wearing simple brown clothing, a brown-green cloak and a clear silver brooch – a DC 10 Knowledge (Splintered Sun) or Knowledge (nobility) will allow the PCs to recognize the uniform as that of the Royal Warders. He will want to know who the PCs are and what they are doing here. Only after the PCs have answered him, will he introduce himself.

He will state that he is part of a group of Sunndian soldiers sent in the Swamp to fight a group of renegade lizardfolk (a real Royal Warder would name them Chtaan)

who according to the Sunndian's intelligence were planning to steal a shipment of weapons. Apparently, they had arrived too late, since the lizardfolk already had the weapons, but after a short battle they had won a victory and taken the weapons. He will advise the PCs to return to civilization because some of the renegades escaped and soon the area will be crawling with dangerous lizardfolk. If the PCs want to speak with the officer in charge, he will try to get them to step away from that idea. Once again, he is NOT a good liar. Allow the PCs a DC 10 Sense Motive check to realize he is rather nervous and that he is trying real hard to get the PCs to leave the swamp. Sometime during this conversation the PCs should realize that they are not dealing with Sunndian soldiers. The scouts will attack if the PCs try to cross, though Velann might act as if he is going to bring the PCs to his boss.

Adjust the above encounter as necessary when the PCs cross the river on another point and backtrack to the bridge. In that case the scenery might be different, but the reaction from Velann will be the same.

Raiders on the Prowl

When the PCs come from the Chtaan village, more than likely a day has past. While the PCs will meet the scouts in the same spot, the scouts will not bother acting like Royal Warders anymore, nor will any of them step into the open to announce his presence. In this case they will just attack the first to cross the bridge.

Tactics

The scouts are cowards and once the PCs have crossed the river in number, they will flee. The PCs might rightly fear that the scouts will warn their leaders. At APL 2 and 4 though they are rather afraid of their leaders, so they will flee into the wilderness. Of course, the PCs might not be aware of this.

The PCs should try to capture at least one of the scouts alive. Once captured, they might threaten with the wrath of Sunndian army, but they will soon drop the facade and start threatening with the wrath of the cult of Wastri. It will not take much pressure to get them to talk. All three know exactly how the camp looks like and that most of the raiders are cowards. Only their leader, Tarna (a cleric of Wastri), and her bodyguard will pose a real threat to the PCs. The scouts are very willing to make some kind of deal to help the PCs defeat the raiders.

APL 2 (EL 2)

➤ **Scouts, male human Rng1 (3):** hp 9 each; See Appendix 1: NPCs.

APL 4 (EL 4)

➤ **Scouts, male human Rng2 (3):** hp 14 each; See Appendix 1: NPCs.

APL 6 (EL 6)

➤ **Scouts, male human Rng3 (3):** hp 20 each; See

Appendix 1: NPCs.

APL 8 (EL 8)

🗡️ **Scouts, male human Rng5 (3):** hp 31 each; See Appendix 1: NPCs.

Treasure

Note that wearing the cloaks and brooches of the Royal Warders without being a member of this organization is illegal within Sunndi.

Looting one scout:

APL 2: L 12 gp; C 5 gp; M 0 gp.

APL 4: L 24 gp; C 5 gp; M 0 gp.

APL 6: L 43 gp; C 5 gp; M *potion of cure light wounds* (4 gp).

APL 8: L 68 gp; C 5 gp; M *potion of cure light wounds* (4 gp), *cloak of elvenkind* (208 gp).

5-II Hidden Camp

Note: By the time the PCs arrive at the camp, it will be the end of the day. A map of this area can be found in Appendix 3: Maps.

The hidden camp of the raiders lies on a small hill at the banks of a deep channel. It is overgrown with many trees and dense undergrowth except for a small path that leads from the channel towards the top of the hill. At the place where the path leaves the channel a fallen tree gives the impression of a dock, though it might just be coincidence. About halfway up the hill there is something of a clearing where the undergrowth has been removed. The moss-covered trees still grow there. Built against the slope of the hill is a small wooden cabin, craftily constructed to blend in with the surroundings. For an outside observer it appears to be rather small (about 10 ft. by 10 ft.). In reality the cabin is partially built into the slope of the hill, so that there is much more space inside than one can see from the outside.

The cabin was built sometime ago by a monk of Wastri who retreated into this lone place to meditate. The monk though is long dead, but the area is a convenient location for the raiders – it is just close enough to Sunndi to be used as a starting point for such a raid and just far enough to remain unseen. For the moment 15 outlaws and their 2 leaders have set up camp around and in the cabin. An enterprising PC who circles the campsite and has the Track feat will realize after a successful DC 15 Survival check that small groups of people already have left the place. There are no signs the stolen weapons have been transported. The same PC will also note that the raiders have not set out any guards. Combined with the dense undergrowth, it is should be relatively easy to get right into the campsite unseen.

The human outlaws sleep in hammocks with a piece of tarp as a makeshift roof above them. Any live prisoner will gladly tell what is going on if they think it will save their lives. The common raiders though only know that Tarna hired them to raid a band of lizardfolk and pose as Sunndian soldiers while doing so. At the first day the raiders will be wearing the Sunndian uniforms, but at the second day these will have been buried in the ground just outside the camp. While any Sunndian would immediately recognize that

these men are no soldiers (they lack discipline, are wearing their uniforms the wrong way and are too coarse), the Chtaan have less experience with humans. If the PCs need proof they will have to capture some raiders alive and they will also need to enter the cabin. The campsite does contain the weapon packs of the Chtaan. That though offers no proof whether the raiders were outlaws or Sunndians.

The Cabin

The cabin consists of two rooms. A smaller one in the rear cabin, which is about 10 ft. by 10 ft. in area and 10 ft. high, and a bigger room inside the hill. A simple wooden door leads from the cabin into the hill. In better days it might have had a lock, but now there is no lock to be seen. The whole place looks like it has not been repaired in a long time.

The cabin itself has the appearance as if somebody has cleaned here recently. There are two beds, a small rickety table, two chairs and a fireplace with hot ash still in it. In a large cabinet some worn down cooking utensils and drinking cups can be found. The place is crawling with bugs. Searching through the cabinet is especially risky since the raiders have not been using it and there is a scorpion hiding in it. While the scorpion poses little threat, it can be used to scare the PCs. Tarna did hide some important things under a rock in the fireplace. A DC 15 Search check will let the PCs find it. It is a small pouch containing some minor gems to be used to pay the raiders and a letter (see Handout 1 at the end of this scenario) detailing her assignment. Of course, given time Tarna will take it with her when she leaves.

The room in the hill is about 20 ft. by 20 ft. It is a dark and damp place supported by several wooden beams. These do not look too strong. If Tarna or Elak are unable to flee they might enter this place for a last stand. The raiders also imprisoned one of the Chtaan of the trading band – a female lizardfolk by the name of Jaleng. She was the spokeswoman of the band and Tarna was hoping to gain some useful information from her. Depending on when the PCs arrive, she might have been questioned only hastily (showing only a few bruises), thoroughly (clearly tortured) or she might have been killed and skinned, in which case all they find in here is her corpse. If you feel the need to press the PCs into action, Tarna might actually start questioning Jaleng in earnest at some point that the PCs are scouting out the place. If the PCs rescue Jaleng, she will obviously be very grateful. Though depending on circumstances she might be too delirious because of her wounds to be coherent. Tarna is not above using Jaleng as a hostage, but she is not to be trusted. Once Tarna is outside of immediate danger she will kill Jaleng.

Note: Either Tarna or Elak will always be awake, more than likely spying the camp through a window in the cabin. It will be very difficult to surprise them.

Role-playing Jaleng

Note: If the PCs already had an extensive role-play session with Kahn and in the Chtaan village, and you are pressed for time, you can easily gloss over the meeting with Jaleng. Otherwise she is a good source for information on what has happened and the opinion of the Chtaan on events.

Unlike Kahn, see Encounter 4, Jaleng is much more educated on the ways of humans. She speaks Common fluently and she has been in extensive contact with several humans. Hence she will tend to formulate her questions more like a human would. Still, she has only seen humans in her life and even to her concepts such as marriage, family and mountains are alien. Lizardfolk culture is also male dominated, even while Jaleng is a respected storyteller, keeper of the local lore and an excellent contact person with humans, she is still submissive to the male hunters. She will also behave rather submissive to male PCs without even realizing she is acting in such a way.

Before the PCs can speak with her though, they need to gain her trust. Obviously, rescuing her and telling her what has happened to Berdan will help. Showing her Tarna's letter will also be a great aid in convincing her of the good intentions of the PCs. Once she realizes the full extent of the plot, she will want to go to her village as quick as possible, before things might escalate. Obviously, she will ask the PCs to come along as key-witnesses and protection on the journey.

She can also answer some of the questions the PCs might have. She is fully aware of the deal made between the Ashgirloch clan and Berdan (see Background above). She can also give some details on the ambush. Though more then likely the PCs are not very interested in it any more by this time.

Tactics

The human outlaws are relaxing after a hard battle. Since they have a rearguard, they are not expecting any trouble. At the moment they are also not very well prepared to deal with an attack. In their hearts they are all cowards whose first reaction is to flee when unexpectedly attacked. None of them are also very well trained. So while it might appear to be very difficult for the PCs to defeat the common outlaws, in reality even at low APLs there should be hardly any combat. Most of the raiders will flee or surrender unless it is absolutely clear how many attackers there are and that they have a 100% chance of winning that battle. So at most there will be one or two rounds of battle if the PCs chose a direct assault.

Whatever the situation, the raiders will make a lot of noise. Which will alert the real threat: the cleric Tarna Pranak and her bodyguard Elak Delei. These two have no loyalty towards the outlaws, since the outlaws are only here for the money and hold no loyalties to the cause. So they will stay within the cabin ready to deal with anybody entering the place – after all, the small area works in their benefit. They will be standing close to the door though, ready to close it if the PCs want to shoot dangerous spells through it. They will fight to the death unless the PCs give them a good opportunity to flee. Elak is willing to give his life for his charge, but Tarna is much less scrupulous.

Note: Note that the raiders have no intention of staying here long enough for a counter-attack by the Chtaan. 48 hours after their attack on the Chtaan they will leave this camp in small groups with the loot. The Chtaan female Jaleng will be killed and skinned, but her remains can be found in the cabin. If the PCs have delayed this long, they are better off fleeing the Swamp, because almost no real evidence will remain that the raiders were not Sunndian soldiers. The buried Sunndian uniforms are by themselves hardly solid proof.

Troubleshooting

If the PCs do not manage to free Jaleng alive, they might not grasp the seriousness of what is going on and decide to take the weapons and leave the swamp. Then this will be the end of the adventure. In which case they will miss several rewards and potential xp. If an adventurer does not see the opportunity for an adventure, then they should not reap the reward. Though you might decide to give them encounter 6-I on the way back.

ALL APLs

➤ **Raiders, male human War1 (15):** hp 5 each; See Appendix 1: NPCs.

➤ **Jaleng, female lizardfolk Brd1:** hp 19; See Appendix 1: NPCs.

APL 2 (EL 5)

➤ **Tarna Pranak, female human Clr3:** hp 24; See Appendix 1: NPCs.

➤ **Elak Delei, male human Ftr3:** hp 28; See Appendix 1: NPCs.

APL 4 (EL 7)

➤ **Tarna Pranak, female human Clr5:** hp 38; See Appendix 1: NPCs.

➤ **Elak Delei, male human Ftr5:** hp 44; See Appendix 1: NPCs.

APL 6 (EL 9)

➤ **Tarna Pranak, female human Clr7:** hp 52; See Appendix 1: NPCs.

➤ **Elak Delei, male human Ftr5/Dev2:** hp 62; See Appendix 1: NPCs.

APL 8 (EL 11)

➤ **Tarna Pranak, female human Clr9:** hp 66; See Appendix 1: NPCs.

➤ **Elak Delei, male human Ftr6/Dev3:** hp 79; See Appendix 1: NPCs.

Treasure

All APLs (per raider): L 6 gp; C 2 gp; M 0 gp.

Gems: L 0 gp; C 25xAPL gp; M 0 gp.

In addition the following treasure can be found:

APL 2: L 194 gp; C 10 gp; M *cloak of resistance +1*

(83 gp), *elixer of swimming* (21 gp), *potion of cure light wounds* x2 (4 gp each), *wand of cure light wounds* (63 gp), *scroll of remove paralysis* (13 gp), *scroll of cure moderate wounds* (13 gp).

APL 4: L 128 gp; C 10 gp; M *cloak of resistance +1* (83 gp), *bastard sword +1* (195 gp), *breast plate +1* (113 gp), *elixer of swimming* (21 gp), *potion of cure light wounds* x2 (4 gp each), *wand of cure light wounds* (63 gp), *scroll of remove paralysis* (13 gp), *scroll of cure moderate wounds* (13 gp), *scroll of invisibility purge* (31 gp).

APL 6: L 95 gp; C 10 gp; M *cloak of resistance +1* (83 gp), *bastard sword +1* (195 gp), 2x *full plate +1* (221 gp each), *ring of swimming* (208 gp), *elixer of swimming* (21 gp), *potion of cure light wounds* x2 (4 gp each), *potion of cure serious wounds* (63 gp), *wand of cure light wounds* (63 gp), *scroll of remove paralysis* (13 gp), *scroll of cure moderate wounds* (13 gp), *scroll of invisibility purge* (31 gp).

APL 8: L 95 gp; C 10 gp; M *cloak of resistance +2* (333 gp), *bastard sword +1* (195 gp), 2x *full plate +1* (221 gp each), 2x *ring of protection +1* (166.5 gp each), *ring of swimming* (208 gp), *elixer of swimming* (21 gp), *amulet of natural armor +1* (167 gp), *potion of cure light wounds* x2 (4 gp each), *potion of cure serious wounds* (63 gp), *wand of cure light wounds* (63 gp), *scroll of remove paralysis* (13 gp), *scroll of cure moderate wounds* (13 gp), *scroll of invisibility purge* (31 gp).

Encounter 6: Among Friends

The PCs will only have this encounter if they have not yet made peaceful contact with the Chtaan in Encounter 4. It is also assumed that the PCs rest for the night after Encounter 5. If they are willing to travel through the night point out the dangers of doing so. If Jaleng is alive she will certainly refuse to travel by night. If the PCs decide to attack during the early morning in Encounter 5, and immediately proceed to the Chtaan village, this encounter might be difficult – be warned. The Vast Swamp is a dangerous place and those who rush things, will get into trouble.

Note: Encounter 6-I should ONLY be used if the PCs did not play through Encounters 3 & 4 and if they did manage to free Jaleng alive in Encounter 5.

Encounter 6-I: Natural Hunters

The Vast Swamp is a dangerous area, but the natural threats far outstrip the unnatural ones. While on the journey to the Chtaan encampment, they are attacked by a group of crocodiles hungry for a meal. The EL has been slightly modified due to the terrain since they will attack while the PCs are up to their middle in the water.

APL 2 (EL 5)

🐊 **Crocodiles (2):** hp 22 each; See *Monster Manual*.

APL 4 (EL 7)

🐊 **Crocodiles, giant (2):** hp 59 each; See *Monster Manual*.

APL 6 (EL 9)

🐊 **Crocodiles, giant (5):** hp 59 each; See *Monster Manual*.

APL 8 (EL 11)

🐊 **Crocodiles, advanced 13 HD (4):** hp 123 each; See Appendix 1: NPCs.

Encounter 6-II: Chtaan Hunters

The Chtaan are always alert for intruders. They might hold little fear for natural predators, but both the undead and bullywugs form a constant danger to the continuous existence of the clan. So the Chtaan patrol the area around the village extensively. Avoiding these patrols will be virtually impossible for somebody who does not know the way around the village. About a day's travel from the camp of the human raiders the PCs will encounter one such patrol. Their reaction will depend highly on what the PCs did before this encounter.

If the PCs rescued Kahn and his fellow lizardfolk warriors, this encounter will be over very quickly and it can be described in a few sentences. They will know whom the PCs are and they will come forward to guide the PCs to the village.

If on the other hand the PCs never rescued any lizardfolk in Encounter 3 this encounter will be much more tense. In that case the Chtaan have learned of the so-called treachery of the Sunndian soldiers (either through Kahn as the sole survivor of the encounter with the undead or due to a scout coming across the scene described in Encounter 2) and they will simply attack the PCs. Killing any lizardfolk will not endear the PCs to the Chtaan and unless they are very good liars, they are probably better off just leaving the Vast Swamp. Chasing the Chtaan away or using nonlethal damage though, will allow them to approach the village relatively unscathed to talk with the chieftains.

If the PCs on the other hand have Jaleng with them, the Chtaan will confront them for some serious questioning. Jaleng will remain silent, curious how the PCs will act. This encounter will basically go the same as described under Encounter 4, though the leader of this group has another name. Of course, in this case the PCs probably have more to tell. Once the PCs have satisfied the curiosity of the Chtaan leader, he will quickly question Jaleng in Draconic. Unless the PCs have lied, she will basically confirm the PCs story and she will stress that both they and the Sunndians have become the victims of manipulation by Wastri worshippers.

Note, that the EL of this encounter is one higher than the CR of the creatures suggests. This is due to the fact, that to truly win, the PCs can only resort to nonlethal damage, which complicates matters for the PCs.

APL 2 (EL 5)

🦎 **Lizardfolk warriors (4):** hp 11 each; See *Monster Manual*.

APL 4 (EL 7)

🐉 **Lizardfolk warriors (4):** hp 11 each; See *Monster Manual*.

🐉 **Rtan, male lizardfolk Brb5:** hp 69; See Appendix 1: NPCs.

APL 6 (EL 9)

🐉 **Lizardfolk warriors (4):** hp 11 each; See Appendix 1: NPCs.

🐉 **Rtan, male lizardfolk Brb6:** hp 79; See Appendix 1: NPCs.

🐉 **Nak, male lizardfolk Drd4:** hp 50; See Appendix 1: NPCs.

APL 8 (EL 11)

🐉 **Lizardfolk warriors, Brb2 (4):** hp 39 each; See Appendix 1: NPCs.

🐉 **Rtan, male lizardfolk Brb6:** hp 79; See Appendix 1: NPCs.

🐉 **Nak, male lizardfolk Drd6:** hp 66; See Appendix 1: NPCs.

Treasure

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

APL 4: L 27 gp; C 0 gp; M *heavy shield +1* (96 gp), *potion of cure light wounds* (4 gp).

APL 6: L 52 gp; C 0 gp; M *heavy shield +1* (96 gp), *potion of cure light wounds* (4 gp).

APL 8: L 102 gp; C 0 gp; M *heavy shield +1* (96 gp), 5x *potion of cure light wounds* (4 gp each), *scroll of cure moderate wounds* (12 gp).

Encounter 7: Among a Chtaan Tribe

The PCs can come in the village of the Ashgirloch clan either from Encounter 4 or Encounter 6. Depending on the route the PCs took to get here and the time still available this encounter might be more or less important to act out fully. When pressed for time or when all combats already have taken place (unless the PCs had a fight with the Chtaan in Encounter 6), this encounter could be summarised.

To the untrained eye the hill you just approached looks like any other isle in this dismal swamp. In short, it looks like a densely overgrown hill surrounded by a murky lake. Then suddenly without warning, the water appears to be coming to life. Out of nowhere lizardfolk rise out of the water, staring at you with their yellow reptilian eyes. There is something in their posture that reminds you of a crocodile – silently and still, ready to strike at a moments notice. Even from behind you, several lizardfolk approach as if they appeared out of nowhere.

Proceed with the next bit if the PCs have a free lizardfolk as a guide with them. If the PCs have no guide, the armed warrior will ask them to wait and he will get Dtan. If the PCs have tied up lizardfolk with them, the situation will be

a lot tenser. In this case the warrior will get Dtan as well. Adjust the scene described below as necessary.

Your guide quickly announces your arrival in Draconic. One of the bigger lizardfolk, armed with a club and a shield, has a quick short conversation with your guide in Draconic. Their body language makes it clear they are discussing your presence. Then your guide motions you to follow him. Without checking if you follow him, he proceeds to the left of the lake. The other lizardfolk move out of the way: some of them disappear below the surface of the lake while others follow you from a short distance. Apparently they have not met many humans before. Their faces show as what you hope is a guarded curiosity.*

After about 100 meters your guide turns to the left, where he follows a small creek for another 100 meters. He then takes you to a small island, where most of the vegetation is removed except for a huge tree covered with beard moss. Even part of the ever-present reed has been removed, providing easy and open access to the island. At the foot of the tree the image of a reptilian face has been carved. Directly under the carving there is a small altar covered with small offerings.

"This is the Bearded Tree, a shrine to our gods. Usually we take our visitors to the Bank, but since the Bank is flooded, we are forced to come here. Please, show proper respect for our holy place." After having said that, your guide sits down on the edge of the open place motioning for you to sit down in such a way that he is between you and the altar. The lizardfolk who have been following you now all seem to have disappeared except for a few warriors who are standing in the creek.

After having waited for a few minutes, you hear the splashing sounds of two lizardfolk approaching. Soon you see an old lizardfolk with dull grey-green scales and yellow teeth supporting himself with a long black staff, closely followed by a younger brown scaled lizardfolk who is clearly the lesser ranked of the two.

"Greetings strangers, I am Dtan, shaman of this clan. Who might you be?" the old lizardfolk says in perfect Common.

* If there is a PC who speaks Draconic, tell them that they are discussing where the PCs should hold their meeting with Dtan (the shaman). Apparently the usual meeting place is flooded due to the rains, so they finally decide to hold the meeting at what they call "The Bearded Tree".

Dtan is a 9th level cleric of Semuanya with the animal and plant domain. His pupil is Tchek, a 1st level cleric. During the whole encounter Tchek will remain silent, helping his master with little things, such as giving him support when he wants to sit down or stand up again. Dtan is a man of little words, even if the PCs speak Draconic. He will be direct, leaving all pretence

of diplomacy behind. He wants to know everything about the PCs and their reason for being here. Only if the PCs have satisfied his curiosity, will he answer their questions.

If the PCs came with Kahn, he will talk with Kahn at the same time as with the PCs. When he learns about the attack of the Sunndi soldiers, he will be furious. It is clear that he believes his prime hunter above the PCs and that he is willing to accept treachery by the Sunndians rather quickly. If the PCs protest their and Sunndi's innocence, he will demand solid proof. In short, he will demand that they go back and follow the tracks of the humans. In fact, the only reason he is even speaking with the PCs is because they have proved themselves to be capable hunters by defeating the undead. Since he does not trust the PCs, he will send a lizardfolk scout with them both as a guide and to make sure the PCs will be telling him the truth when they return. The scout is a standard *Monster Manual* lizardfolk who will remain out of combat unless cornered.

If the PCs want more than just a guide, such as magical healing, they will need to roll a DC 14+APL Diplomacy check. If they succeed, he will offer to heal them (even going so far as using the two potions of remove disease he has available) and he can provide mundane items from the *Player's Handbook* that cost less than 40 gp and are not too technological advanced (use common sense when providing the PCs with items – items like alchemist fire, sunrod and paper for example are not available).

If the PCs came with Jaleng, he will act more hostile at the start of the encounter (having heard of the ambush by Sunndian warriors from Kahn). Though the PCs should be able to convince him of Sunndi's innocence in this matter with what they have found at the camp of the human raiders. Once convinced though, he will reward them as described below in the reward section.

Convincing him of Sunndi's innocence if the PCs have imprisoned lizardfolk with them (or no lizardfolk at all) will be very difficult. Though eventually the PCs should succeed in this as well.

Troubleshooting

While it makes sense to kill PCs for rude behaviour or insults, this will hardly be fun for the players involved. When a PC breaches etiquette, all observing lizardfolk will react aggressively as if they are ready to assault the PCs. Dtan will motion the other lizardfolk to withhold their attack, giving the PCs the time to apologize. Dtan might be a direct man, but he knows that other people have other habits. If no apology is forthcoming, he will either send the PCs away (at which point they might decide to go the raiders camp without Dtan asking them to do so) or when the PC in question had been truly insulting, his people will attack the PCs. The PCs can escape if they want to, but they then have earned the disfavour of the lizardfolk. If they remain, but resist their capture they will eventually be overwhelmed, stripped of all their gear and released in the swamp. If they do not resist, they PC in question will be escorted away and he will also have earned the disfavour of the Chtaan. In this case the PC can keep his or her equipment though.

Rewards

Besides the fact that the PCs can proudly proclaim that they have kept the peace between Sunndi and the lizardfolk, Dtan might offer a more substantial reward if and only if the PCs return the weapons to the Ashgirloch clan.

The reward will not take the form of gold coins, because that is an alien concept to the Chtaan. Instead he will offer the PCs membership of his clan. This will cost 1 TU spend during some basic training in Chtaan etiquette and initialisation rites (including adding several tattoos as proof of one's membership of the clan) and 1 TU/year afterwards. If the PC has no TUs left in his yearly allocation he must spend his first TU of the subsequent year to access this reward. Handle this at the table, but after this the PC is unplayable until the start of the next year. In return they will gain a +2 competence bonus on Diplomacy checks with lizardfolk and a +2 competence bonus on Survival checks in the Vast Swamp. Of course, Chtaan will act more favourably towards the PC in future scenarios. Finally, a neutral half-orc may become a tribal protector of the Chtaan. The tribal enemy are either the undead of the Vast Swamp or the Bullywugs of the Vast Swamp. The Homeland is the Vast Swamp. A member of the clan is also expected to always come to the aid of the clan and the Chtaan. If a PC refuses to join the clan, they will earn 1 favour instead.

In either case Dtan will also offer regional access to several items as noted on the AR (depending on APL: *elixir of swimming*, *elixir of sneaking*, *elixir of natural clarity*, *potion of cure serious wounds*, *potion of neutralize poison*, *potion of remove disease*, *potion of water walk*).

Conclusion: Back to Civilization

The text below assumes the PCs were successful. Adjust the text where necessary if this was not the case.

For the past couple of days you have wandered through the watery Vast Swamp. There is not one spot on your body that has not been covered with mud and if it is not covered in mud it is covered with insect bites and small scratches from bushes. Hardly any piece of equipment is dry. You really long for a truly dry place, a warm bath and a night's sleep without biting insects. Luckily, such will be yours in an hour. All you have to do is give report to Narlana about what has happened. The news will not be good, since you have neither found her husband murderers nor technically the goods stolen from her. At least though you know more or less who is responsible and you can be proud to have prevented hostilities from flaring up between Sunndi and the Chtaan.

Obviously, Narlana will not be thrilled about the news

the PCs will have to tell her. If they can prove though that the Wastrians were behind the attack, which will be enough for her to pay the PCs their reward. If the PCs accept the money and leave it at that, they will earn her respect. If they demand more, she will state that they found neither her husband's murderers nor the stolen goods. If they want a reward for preserving the peace between the Chtaan and Sunndi, they should go the local authorities to make a demand for a reward. Even if they returned the weapons, she will not be more lenient. Since by both the legal laws as the laws of decency, she does not own the weapons anymore. So she will send them back to the lizardfolk at the first opportunity (unless a war is raging on). Of course, demanding a reward from the Sunndian authorities will not work either. Though even if the PCs do not go to the local authorities, these will hear about the PC's actions and if that resulted in peace between the Sunndians and the Chtaan, they will earn a favour both from the Royal Warders and Count Kestor.

If the PCs on the other hand never tried to contact the Chtaan or were so violent or rude that peaceful contact was impossible, then Narlana will still give the monetary reward. Neither she nor the local authorities will give them a favour. While XP and gold might not be dependent on success with the lizardfolk, any special reward is.

Critical Event Summary

At the conclusion of this module the DM should answer the following questions regarding how events transpired. These answers should be emailed to madfox@planet.nl.

1. What was the composition of the party?
2. At what APL was this event run?
3. Did the PCs rescue Kahn's life?
4. Did the PCs find the letter sent to Tarna?
5. Did the PCs rescue Jaleng?
6. Did the PCs have any hostile encounter with the lizardfolk?
7. Did the PCs manage to preserve the peace between the Chtaan and the Sunndians?
8. Did the PCs return the weapons to the Chtaan or to Narlana?

Of course, besides the answers to these questions, a short summary of what transpired and a review of the scenario is welcome as well. If there are any things you or the players particularly liked or disliked, let us know as well.

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 + role-playing) to each character

Encounter 3: To the Rescue

Defeating the undead (note that the PCs either had this encounter, encounter 6-II or encounter 6-I. So they should only get xp for **one** of those encounters)

APL 2 150 XP
APL 4 210 XP
APL 6 270 XP
APL 8 330 XP

Encounter 5-I: Raiders in Disguise, rearguard

Defeating the scouts

APL 2 60 XP
APL 4 120 XP
APL 6 180 XP
APL 8 240 XP

Encounter 5-II: Raiders in Disguise, campsite

Defeating Tarna and Elak

APL 2 150 XP
APL 4 210 XP
APL 6 270 XP
APL 8 330 XP

Encounter 6-I: Among Friends, natural hunters

Defeating the crocodiles (note that the PCs either had this encounter, encounter 6-II or encounter 3-I. So they should only get XP for **one** of those encounters)

APL 2 150 XP
APL 4 210 XP
APL 6 270 XP
APL 8 330 XP

Encounter 6-II: Among Friends, Chtaan hunters

Defeating the Chtaan hunters (note that the PCs either had this encounter, encounter 6-I or encounter 3-I. So they should only get XP for **one** of those encounters). The PCs will gain full XP if no Chtaan was killed. Else they will gain the value between the brackets

APL 2 150 (75) XP
APL 4 210 (105) XP
APL 6 270 (135) XP
APL 8 330 (165) 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 Sunndian regional scenario, characters from Sunndi 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, Jewellery, 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

Note: More than likely the treasure caps will be past due to the treasure found in the raiders camp. As an explanation for the loss of gold, one should realize that most of the equipment found in the raiders camp is clearly recognizable as belonging to Wastri. Hence traders will give less money for it.

Encounter 3: To the rescue

Looting the undead

APL 2: L 0 gp; C 0 gp; M 0 gp.
APL 4: L 1 gp; C 0 gp; M 0 gp.
APL 6: L 1 gp; C 0 gp; M 0 gp.
APL 8: L 1 gp; C 0 gp; M 0 gp.

Encounter 5-I: Rearguard

Looting **one** scout

APL 2: L 12 gp; C 5 gp; M 0 gp.
APL 4: L 24 gp; C 5 gp; M 0 gp.
APL 6: L 43 gp; C 5 gp; M *potion of cure light wounds* (4 gp).
APL 8: L 68 gp; C 5 gp; M *potion of cure light wounds* (4 gp), *cloak of elvenkind* (208 gp).

Encounter 5-II: Raiders in Disguise

Looting 1 human raider

All APLs: L 6 gp; C 2 gp; M 0 gp.

Taking the gems hidden in the cabin

APL 2: L 0 gp; C 50 gp; M 0 gp.
APL 4: L 0 gp; C 100 gp; M 0 gp.
APL 6: L 0 gp; C 150 gp; M 0 gp.
APL 8: L 0 gp; C 200 gp; M 0 gp

Looting Tarna and Elak

APL 2: L 194 gp; C 10 gp; M *cloak of resistance +1* (83 gp), *elixir of swimming* (21 gp), *potion of cure light wounds* x2 (4 gp each), *wand of cure light wounds* (63 gp), *scroll of remove paralysis* (13 gp), *scroll of cure moderate wounds* (13 gp).

APL 4: L 128 gp; C 10 gp; M *cloak of resistance +1* (83 gp), *bastard sword +1* (195 gp), *breast plate +1* (113 gp), *elixir of swimming* (21 gp), *potion of cure light wounds* x2 (4 gp each), *wand of cure light wounds* (63 gp), *scroll of remove paralysis* (13 gp), *scroll of cure moderate wounds* (13 gp), *scroll of invisibility purge* (31 gp).

APL 6: L 95 gp; C 10 gp; M *cloak of resistance +1* (83 gp), *bastard sword +1* (195 gp), 2x *full plate +1* (221 gp each), *ring of swimming* (208 gp), *elixir of swimming* (21 gp), *potion of cure light wounds* x2 (4 gp each), *potion of cure serious wounds* (63 gp), *wand of cure light wounds* (63 gp), *scroll of remove paralysis* (13 gp), *scroll of cure moderate wounds* (13 gp), *scroll of invisibility purge* (31 gp).

APL 8: L 95 gp; C 10 gp; M *cloak of resistance +2* (333

gp), *bastard sword +1* (195 gp), 2x *full plate +1* (221 gp each), 2x *ring of protection +1* (166.5 gp each), *ring of swimming* (208 gp), *elixir of swimming* (21 gp), *amulet of natural armor +1* (167 gp), *potion of cure light wounds* x2 (4 gp each), *potion of cure serious wounds* (63 gp), *wand of cure light wounds* (63 gp), *scroll of remove paralysis* (13 gp), *scroll of cure moderate wounds* (13 gp), *scroll of invisibility purge* (31 gp).

Encounter 6-II: Chtaan hunters

Defeating all the lizardfolk patrol (assuming they keep it)

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

APL 4: L 27 gp; C 0 gp; M *heavy shield +1* (96 gp), *potion of cure light wounds* (4 gp).

APL 6: L 52 gp; C 0 gp; M *heavy shield +1* (96 gp), *potion of cure light wounds* (4 gp).

APL 8: L 102 gp; C 0 gp; M *heavy shield +1* (96 gp), 5x *potion of cure light wounds* (4 gp each), *scroll of cure moderate wounds* (12 gp).

Conclusion: Arrival

Monetary reward from Naralana.

APL 2: L 0 gp; C 50 gp; M 0 gp.

APL 4: L 0 gp; C 50 gp; M 0 gp.

APL 6: L 0 gp; C 50 gp; M 0 gp.

APL 8: L 0 gp; C 50 gp; M 0 gp.

New Items

Please put the following items on the Adventure Record with the notice "Cross out the items this character did not acquire."

Favour with the Chtaan: The Chtaan will not forget that PCs returned steel weapons stolen from them by Wastri cultists.

Membership of Ashgirloch Clan of the Chtaan

Tribe: The PC has spent 1 TU (and will spend 1 TU at the start of each year) to become a member of the Chtaan. A tattoo will make sure the PC is easily recognizable as a member of the tribe. While a member, the PC gains a +2 competence bonus on Diplomacy checks involving lizardfolk and on Survival checks in the Vast Swamp. Of course, other Chtaan will treat the PCs favourably.

A true neutral aligned half-orc member may take levels in the prestige class Tribal Protector from *Sword and Fist* (tribal enemy: either bullywugs of the Vast Swamp OR undead of the Vast Swamp; homeland: the Vast Swamp). A member is expected always to come to the aid of the Chtaan.

Lizardfolk as a cohort: By rescuing one or more lizardfolk from certain death by claws of undead or Wastrian cultists, the PC has earned the respect of individual lizardfolk members. For more information on lizardfolk, see the *Monster Manual*. A lizardfolk has an ECL of 3.

Disfavour of the Chtaan: The PC has insulted or killed Chtaan during this scenario. As such he does not exist for the Chtaan. If the PC ever breaches another taboo or law, the PC will be killed.

Elixir of Natural Clarity: This elixir bestows an unnatural clarity to the drinker while in the wilderness, granting a +10 competence bonus on survival checks for 1 hour. Due to the duration the potion **cannot** be used for living on the wild checks.

Faint transmutation; CL 2nd; Craft Wondrous Item, creator must have 5 ranks in the Survivor skill; Price 250 gp.

(Based upon the potion of natural clarity from Masters of the Wild)

1 Favour with the Royal Warders: By discovering and preventing a plot of Wastri cultists to drive a wedge between the Chtaan the PC has earned the gratitude of the Royal Wardens.

1 Favour with Count Kestor of Corul: By discovering and preventing a plot of Wastri cultists to drive a wedge between the Chtaan the PC has earned the respect of Count Kestor of Corul.

Respect from the Merchant House of Haneatix: While the PCs were unable to return the stolen goods or find the real murderers of Narlana's husband. They have earned her

respect. This will have consequences in future scenarios.

Items Found

List the following in the "Items Found During the Adventure" section. Items that the PCs always have access to have been left of the list.

APL 2

Elixir of natural clarity (Regional; See above)

Elixir of sneaking (Regional; See DMG)

Elixir of swimming (Regional or Adventure; See DMG)

Wand of cure light wounds [50 charges] (Adventure; See DMG)

APL 4

Potion of neutralise poison (Regional; See DMG)

Potion of remove disease (Regional; See DMG)

APL 6

Potion of cure serious wounds (Regional or Adventure; See DMG)

Potion of water walk (Regional; See DMG)

Ring of swimming (Adventure; See DMG)

APL 8

Cloak of elvenkind (Adventure; See DMG)

Cloak of resistance +2 (Adventure; See DMG)

Appendix 1: NPCs

APL 2

Encounter 4: First Contact

Kahn, male lizardfolk Brb3: CR 4; Medium Humanoid (Reptilian); HD 2d8+3d12+15; hp 47; Init +1; Spd 40 ft.; AC 19, touch 11, flat-footed 18; Base Atk +4; Grp +8; Atk +8 melee (1d12+6/20/x3, great axe) or +4 melee (1d4+4, claw); Full Atk +4 melee (1d12+6/20/x3, great axe) and +2 melee (1d4+2, bite) OR +4/+4 melee (1d4+4, claw) and +2 (1d4+2, bite) OR +4 ranged (1d6+4, javelin); Space/Reach 5 ft./5 ft.; SA rage 1/day; SQ hold breath, uncanny dodge, trap sense +1; AL N; SV Fort +6, Ref +5, Will +2; Str 18, Dex 13, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +8*, Jump +10*, Listen +3, Survival +9, Swim +10*; Multiattack, Track. *Lizardfolk have a +4 racial bonus on these checks, which is included.

Hold Breath (Ex): A lizardfolk can hold his breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Possessions: Greataxe +1, masterwork studded leather, 5x javelins.

Encounter 5-I: Rearguard

Scouts, male human Rng1 (3): CR 1; Medium humanoid (human); HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +3; Grp +3; Atk +3 melee (1d6+2/19-20/x2, short sword) or +3 missile (1d8/20/x3, longbow); Full Atk +3 melee (1d6+2/19-20/x2, shortsword) or +3 missile (1d8/20/x3, longbow); Space/Reach 5 ft./5 ft.; SA favoured enemy (elf) +2; SQ wild empathy; AL NE; SV Fort +3, Ref +4, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +5, Knowledge [Geography] +2, Knowledge [Nature] +2, Listen +5, Move Silently +5, Spot +5, Survival +5, Swim +4; Point Blank Shot, Precise Shot, Track.

Possessions: Studded leather, shortsword, longbow, 20 arrows, quiver, wooden holy symbol of Wastri, silver brooch of the Royal Warders.

Encounter 5-II: Raiders in Disguise

Raiders, male human War1 (15): CR ½; Medium humanoid (human); HD 1d8; 5 hp each; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +1; Atk +3 melee (1d8+2/19-20/x2, long sword) or +1 missile (1d6/20/x3, shortbow); Full Atk +3 melee (1d8+2/19-20/x2, longsword) or +1 missile (1d6/20/x3, shortbow); Space/Reach 5ft./5ft.; AL NE; SV Fort +2, Ref +0, Will +0; Str 14, Dex 11, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +6, Listen +2, Spot +2, Survival +2, Swim +4; Alertness, Weapon Focus (long sword).

Possessions: Studded leather, heavy wooden shield, longsword, shortbow, 20 arrows.

Jaleng, female lizardfolk Brd1: CR 2; Humanoid

(reptilian); HD 2d8+1d6+3; hp 19; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 16; Base Atk +1; Grp +1; Atk +1 melee (1d4, claw); Full Atk +1/+1 melee (1d4, claw) and –1 melee (1d4, bite); SQ hold breath, bardic music (counter song, fascinate, inspire courage +1), bardic knowledge; AL N; SV Fort +3, Ref +6, Will +2; Str 10, Dex 12, Con 13, Int 12, Wis 10, Cha 15.

Skills and Feats: Balance +10*, Diplomacy +5, Jump +9*, Perform [Oratory] +6, Swim +9*; Great Fortitude, Multiattack. *Lizardfolk have a +4 racial bonus on these checks, which is included.

Languages: Common, Draconic.

Hold Breath (Ex): A lizardfolk can hold his breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Spells Known (2; Base DC = 12 + spell level): 0 lvl – *Dancing Lights, Ghost Sound, Mending, Message.*

Possessions: None.

Tarna Pranak, female human Clr3: CR 3; Medium humanoid (human); HD 3d8+6; hp 24; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +2; Grp +3; Atk +5 melee (1d10+1/x3, masterwork glaive) or +2 missile (1d8/19-20/x2, light crossbow); Full Atk +5 melee (1d10+1/x3, masterwork glaive) or +2 missile (1d8/19-20/x2, light crossbow); SA rebuke undead 3/day, spontaneous inflict wounds; AL LE; SV Fort +5, Ref +2, Will +5; Str 13, Dex 10, Con 14, Int 12, Wis 15, Cha 10.

Skills and Feats: Concentration +11, Diplomacy +2, Knowledge [Religion] +3, Spellcraft +7, Survival +3, Swim +4; Combat Reflexes, Improved Initiative, Skill Focus [Concentration], Weapon Proficiency [Glaive], Weapon Focus [Glaive].

Spells Prepared (4/4/3; base DC = 12 + spell level): 0 lvl – *detect magic, detect poison* x2, *resistance*, 1st lvl – *calm animal**, *cure light wounds, magic weapon, shield of faith*, 2nd lvl – *cure moderate wounds, shield other, spiritual weapon**.

* Domains: Animal (*speak with animals* 1/day); War (free martial weapon proficiency and weapon focus with glaive)

Possessions: Masterwork glaive, light crossbow, 20 arrows, masterwork breastplate with spikes, *wand of cure light wounds, elixer of swimming, scroll of remove paralysis, scroll of cure moderate wounds.*

Elak Delei, male human Ftr3: CR 3; Medium humanoid (human); HD 3d10+6; hp 28; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +3; Grp +6; Atk +7 melee (1d10+3/19-20/x2, masterwork bastard sword) or +5 missile (1d8/x3, composite longbow); Full Atk +7 melee (1d10+3/19-20/x2, masterwork bastard sword) or +5 missile (1d8/x3, composite longbow); AL LE; SV Fort +6, Ref +4, Will +4; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +5, Listen +2, Search +4, Sense Motive +3, Spot +5, Swim +7; Alertness, Combat Reflexes, Exotic Weapon Proficiency [bastard sword],

Iron Will, Weapon Focus [bastard sword].

Languages Spoken: Common, Suel.

Possessions: Masterwork bastard sword, composite long bow, 20 arrows, masterwork banded mail with spikes, masterwork heavy shield, *cloak of resistance* +1, 2x *potions of cure light wounds*, 2x tanglefoot bags.

APL 4

Encounter 3: To the Rescue

Advanced ghouls, Rog2 (6): CR 2; Medium Undead; HD 4d12; hp 26 each; Init +5; Spd 30 ft.; AC 19, touch 15, flat-footed 14; Base Atk +2; Grp +5; Atk +5 melee (1d6+3 plus paralysis, bite); Full Atk +5 melee (1d6+1 plus paralysis, bite) and +0/+0 melee (1d3+1 plus paralysis, claw); Space/Reach 5 ft./5 ft.; SA ghoulish fever, paralysis, sneak attack +1d6; SQ +2 turn resistance, undead traits, evasion, trap finding; AL CE; SV Fort +0, Ref +8, Will +8; Str 16, Dex 20 Con –, Int 14, Wis 17, Cha 14.

Skills and Feats: Balance +12, Climb +8, Hide +11, Jump +10, Listen +8, Move Silently +11, Spot +10, Swim +7, Tumble +14; Lightning Reflexes, Prone Attack.

Ghouls Fever (Su): Those hit by a ghoul's bite must succeed on a DC 14 Fortitude save or succumb to ghoulish fever (incubation period 1 day, damage 1d3 Con and 1d3 Dex). A humanoid who dies of ghoulish fever rises as a ghoul at midnight of the next day.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 14 Fortitude save or be paralysed for 1d4+1 minutes. Elves are immune to this paralysis.

Undead Traits: Darkvision 60 ft.. Immunity to poison, magic *sleep* effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Not at risk from massive damage, but destroyed when reduced to 0 hit points or lower.

Possessions: Leather armour.

Encounter 4: First Contact

Kahn, male lizardfolk Brb3: CR 4; Medium Humanoid (Reptilian); HD 2d8+3d12+15; hp 47; Init +1; Spd 40 ft.; AC 19, touch 11, flat-footed 18; Base Atk +4; Grp +8; Atk +8 melee (1d12+6/20/x3, great axe) or +4 melee (1d4+4, claw); Full Atk +4 melee (1d12+6/20/x3, great axe) and +2 melee (1d4+2, bite) OR +4/+4 melee (1d4+4, claw) and +2 (1d4+2, bite) OR +4 ranged (1d6+4, javelin); Space/Reach 5 ft./5 ft.; SA rage 1/day; SQ hold breath, uncanny dodge, trap sense +1; AL N; SV Fort +6, Ref +5, Will +2; Str 18, Dex 13, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +8*, Jump +10*, Listen +3, Survival +9, Swim +10*; Multiattack, Track. *Lizardfolk have a +4 racial bonus on these checks, which is included.

Hold Breath (Ex): A lizardfolk can hold his breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Possessions: Greataxe +1, masterwork studded leather, 5x javelins.

Encounter 5-I: Rearguard

Scouts, male human Rng2 (3): CR 2; Medium humanoid (human); HD 2d8+2; hp 14; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +4; Grp +4;

Atk +4 melee (1d6+2/19-20/x2, short sword) or +4 missile (1d8/20/x3, longbow); Full Atk +4 melee (1d6+2/19-20/x2, short sword) or +4 missile (1d8/20/x3, longbow) or +2/+2 missile (1d8/20/x3, longbow); Space/Reach 5 ft./5 ft.; SA favoured enemy (elf) +2; SQ wild empathy; AL NE; SV Fort +4, Ref +5, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Hide +7, Knowledge [Geography] +2, Knowledge [Nature] +2, Listen +6, Move Silently +7, Spot +5, Survival +6, Swim +7; Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: Masterwork studded leather, short sword, longbow, 20 arrows, quiver, wooden holy symbol of Wastri, silver brooch of the Royal Warders.

Encounter 5-II: Raiders in Disguise

Raiders, male human War1 (15): CR ½; Medium humanoid (human); HD 1d8; 5 hp each; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +1; Atk +3 melee (1d8+2/19-20/x2, long sword) or +1 missile (1d6/20/x3, shortbow); Full Atk +3 melee (1d8+2/19-20/x2, longsword) or +1 missile (1d6/20/x3, shortbow); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +2, Ref +0, Will +0; Str 14, Dex 11, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +6, Listen +2, Spot +2, Survival +2, Swim +4; Alertness, Weapon Focus (long sword).

Possessions: Studded leather, heavy wooden shield, longsword, shortbow, 20 arrows.

Jaleng, female lizardfolk Brd1: CR 2; Humanoid (reptilian); HD 2d8+1d6+3; hp 19; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 16; Base Atk +1; Grp +1; Atk +1 melee (1d4, claw); Full Atk +1/+1 melee (1d4, claw) and –1 melee (1d4, bite); SQ hold breath, bardic music (counter song, fascinate, inspire courage +1), bardic knowledge; AL N; SV Fort +3, Ref +6, Will +2; Str 10, Dex 12, Con 13, Int 12, Wis 10, Cha 15.

Skills and Feats: Balance +10*, Diplomacy +5, Jump +9*, Perform (oratory) +6, Swim +9*; Great Fortitude, Multiattack. *Lizardfolk have a +4 racial bonus on these checks, which is included.

Languages: Common, Draconic.

Hold Breath (Ex): A lizardfolk can hold his breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Spells known (2; Base DC = 12 + spell level): 0 lvl – *Dancing Lights, Ghost Sound, Mending, Message.*

Possessions: None.

Tarna Pranak, female human Clr5: CR 5; Medium humanoid (human); HD 5d8+10; hp 38; Init +0; Spd 30 ft.; AC 16, touch 10, flat-footed 16; Base Atk +3; Grp +4; Atk +6 melee (1d10+1/x3, glaive) or +3 missile (1d8/19-20/x2); Full Atk +6 melee (1d10+1/x3, glaive) or +3 missile (1d8/19-20/x2); SA rebuke undead 3/day, spontaneous inflict wounds; AL LE; SV Fort +6, Ref +2, Will +7; Str 13, Dex 10, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +13, Diplomacy +4,

Knowledge [Religion] +3, Spellcraft +9, Survival +3, Swim +5; Combat Reflexes, Improved Initiative, Skill Focus [Concentration], Weapon Proficiency [Glaive], Weapon Focus [Glaive].

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0 lvl – *detect magic*, *detect poison* x2, *read magic*, *resistance*, 1st lvl – *bless*, *calm animal**, *command*, *cure light wounds*, *magic weapon*, 2nd lvl – *cure moderate wounds*, *hold person*, *shield other*, *spiritual weapon**, 3rd lvl – *dispel magic*, *magic circle against good*, *magic vestment**

* Domains: Animal (*speak with animals* 1/day); War (free martial weapon proficiency and weapon focus with glaive)

Possessions: Masterwork glaive, light crossbow, 20 arrows, *breastplate* +1 with spikes, *wand of cure light wounds*, *elixir of swimming*, *scroll of remove paralysis*, *scroll of cure moderate wounds*, *scroll of invisibility purge*.

Elak Delei, male human Ftr5: CR 5; Medium humanoid (human); HD 5d10+10; hp 44; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +5; Grp +8; Atk +10 melee (1d10+4/19-20/x2, bastard sword +1) or +7 missile (1d8/x3, composite longbow); Full Atk +10 melee (1d10+4/19-20/x2, bastard sword +1) or +7 missile (1d8/x3, composite longbow); AL LE; SV Fort +7, Ref +4, Will +4; Str 17, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +7, Listen +2, Search +5, Sense Motive +4, Spot +6, Swim +9; Alertness, Combat Reflexes, Dodge, Exotic Weapon Proficiency [bastard sword], Iron Will, Weapon Focus [bastard sword].

Languages Spoken: Common, Suel.

Possessions: *Bastard sword* +1, composite longbow, 20 arrows, dagger, masterwork banded mail with spikes, masterwork heavy shield, *cloak of resistance* +1, 2x *potions of cure light wounds*, 2x tanglefoot bag.

Encounter 6-II: Chtaan Hunters

Rtan, male lizardfolk Brb5: CR 6; Medium humanoid (reptilian); HD 2d8+5d12+21; hp 69; Init +1; Spd 40 ft.; AC 19, touch 11, flat-footed 19; Base Atk +6; Grp +10; Atk +11 melee (1d6+4, masterwork club) or +10 melee (1d4+4, claw) or +7 missile (1d6+4, javelin); Full Atk +11/+6 melee (1d6+4, masterwork club) and +8 melee (1d4+2, bite) or +10/+10 melee (1d4+4, claw) and +8 melee (1d4+2, bite) or +7/+2 missile (1d6+4, javelin); SQ rage 2/day, improved uncanny dodge, traps sense +1, hold breath; AL N; SV Fort +7, Ref +4, Will +2; Str 18, Dex 13, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +7*, Climb +8, Jump +8*, Survival +6, Swim +14*; Cleave, Multiattack, Power Attack. *Lizardfolk have a +4 racial bonus on these checks, which is included.

Languages: Common, Draconic.

Hold Breath (Ex): A lizardfolk can hold his breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Possessions: *Heavy wooden shield* +1, masterwork

club, 5x javelins, *potion of cure light wounds*.

APL 6

Encounter 3: To the Rescue

Advanced ghaists, Rog2 (6): CR 2; Medium Undead; HD 6d12; hp 39 each; Init +5; Spd 30 ft.; AC 21, touch 15, flat-footed 16; Base Atk +3; Grp +8; Atk +8 melee (1d8+5 plus paralysis, bite); Full Atk +8 melee (1d8+5 plus paralysis, bite) and +6/+6 melee (1d4+2 plus paralysis, claw); Space/Reach 5 ft./5 ft.; SA ghoulish fever, paralysis, stench, sneak attack +1d6; SQ +2 turn resistance, undead traits, evasion, trapfinding; AL CE; SV Fort +1, Ref +11, Will +7; Str 20, Dex 21 Con –, Int 15, Wis 16, Cha 14.

Skills and Feats: Balance +12, Climb +11, Hide +14, Jump +13, Move Silently +14, Spot +9, Tumble +15, Swim +5; Lightning Reflexes, Multiattack, Prone Attack.

Ghoulish Fever (Su): Those hit by a ghoul's bite must succeed on a DC 15 Fortitude save or succumb to ghoul fever (incubation period 1 day, damage 1d3 Con and 1d3 Dex). A humanoid who dies of ghoul fever rises as a ghoul at midnight of the next day.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 15 Fortitude save or be paralysed for 1d4+1 minutes. Even elves can be affected by this paralysis.

Stench (Ex): Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghoul's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature.

Undead Traits: Darkvision 60 ft.. Immunity to poison, magic *sleep* effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Not at risk from massive damage, but destroyed when reduced to 0 hit points or lower.

Possessions: Leather armour.

Encounter 4: First Contact

Kahn, male lizardfolk Brb3: CR 4; Medium Humanoid (Reptilian); HD 2d8+3d12+15; hp 47; Init +1; Spd 40 ft.; AC 19, touch 11, flat-footed 18; Base Atk +4; Grp +8; Atk +8 melee (1d12+6/20/x3, great axe) or +4 melee (1d4+4, claw); Full Atk +4 melee (1d12+6/20/x3, great axe) and +2 melee (1d4+2, bite) OR +4/+4 melee (1d4+4, claw) and +2 (1d4+2, bite) OR +4 ranged (1d6+4, javelin); Space/Reach 5 ft./5 ft.; SA rage 1/day; SQ hold breath, uncanny dodge, trap sense +1; AL N; SV Fort +6, Ref +5, Will +2; Str 18, Dex 13, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +8*, Jump +10*, Listen +3, Survival +9, Swim +10*; Multiattack, Track. *Lizardfolk have a +4 racial bonus on these checks, which is included.

Hold Breath (Ex): A lizardfolk can hold his breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Possessions: Greataxe +1, masterwork studded leather, 5x javelins.

Encounter 5-I: Rearguard

Scouts, male human Rng3 (3): CR 3; Medium humanoid (human); HD 3d8+3; hp 20; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +5; Grp +5; Atk +5 melee (1d6+2/19-20/x2, short sword) or +5 missile (1d8+2/20/x3, composite longbow (str +2)); Full Atk +5 melee (1d6+2/19-20/x2, short sword) or +5 missile (1d8+2/20/x3, composite longbow (str +2)) or +3/+3 missile (1d8+2/20/x3, composite longbow (str +2)); Space/Reach 5 ft./5 ft.; SA favoured enemy (elf) +2; SQ wild empathy; AL NE; SV Fort +4, Ref +5, Will +4; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Hide +8, Knowledge [Geography] +2, Knowledge [Nature] +2, Listen +6, Move Silently +8, Spot +6, Survival +7, Swim +8; Endurance, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: Masterwork studded leather, short sword, composite longbow (+2 strength), 20 arrows, quiver, wooden holy symbol of Wastri, silver brooch of the Royal Warders, *potion of cure light wounds*.

Encounter 5-II: Raiders in Disguise

Raiders, male human War1 (15): CR ½; Medium humanoid (human); HD 1d8; 5 hp each; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +1; Atk +3 melee (1d8+2/19-20/x2, long sword) or +1 missile (1d6/20/x3, shortbow); Full Atk +3 melee (1d8+2/19-20/x2, longsword) or +1 missile (1d6/20/x3, shortbow); Space/Reach 5ft./5ft.; AL NE; SV Fort +2, Ref +0, Will +0; Str 14, Dex 11, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +6, Listen +2, Spot +2, Survival +2, Swim +4; Alertness, Weapon Focus (long sword).

Possessions: Studded leather, heavy wooden shield, longsword, shortbow, 20 arrows.

Jaleng, female lizardfolk Brd1: CR 2; Humanoid (reptilian); HD 2d8+1d6+3; hp 19; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 16; Base Atk +1; Grp +1; Atk +1 melee (1d4, claw); Full Atk +1/+1 melee (1d4, claw) and –1 melee (1d4, bite); SQ hold breath, bardic music (counter song, fascinate, inspire courage +1), bardic knowledge; AL N; SV Fort +3, Ref +6, Will +2; Str 10, Dex 12, Con 13, Int 12, Wis 10, Cha 15.

Skills and Feats: Balance +10*, Diplomacy +5, Jump +9*, Perform (oratory) +6, Swim +9*; Great Fortitude, Multiattack. *Lizardfolk have a +4 racial bonus on these checks, which is included.

Languages: Common, Draconic.

Hold Breath (Ex): A lizardfolk can hold his breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Spells known (2; Base DC = 12 + spell level): 0 lvl – *Dancing Lights, Ghost Sound, Mending, Message*.

Possessions: None.

Tarna Pranak, female human Clr7: CR 7; Medium humanoid (human); HD 7d8+14; hp 52; Init +0; Spd 30 ft.; AC 19, touch 10, flat-footed 19; Base Atk +5; Grp +6 Atk +8 melee (1d10+1/x3, glaive) or +5 missile (1d8/19-20/x2, light crossbow); Full Atk +8 melee (1d10+1/x3, glaive) or +5 missile (1d8/19-20/x2, light crossbow); SA rebuke undead 3/day, spontaneous inflict wounds; AL LE; SV Fort +7, Ref +3, Will +10; Str 13, Dex 10, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +15, Diplomacy +6, Knowledge [Religion] +6, Spellcraft +10, Survival +3, Swim +11; Combat Reflexes, Improved Initiative, Iron Will, Skill Focus [Concentration], Weapon Proficiency [Glaive], Weapon Focus [Glaive].

Spells Prepared (6/6/5/4/2; base DC = 13 + spell level): 0 lvl – *detect magic*, *detect poison* x2, *purify food and drink*, *read magic*, *resistance*; 1st lvl – *bleed*, *calm animal**, *command* x2, *cure light wounds*, *magic weapon*; 2nd lvl – *cure moderate wounds* x2, *hold person*, *shield other*, *spiritual weapon**; 3rd lvl – *dispel magic*, *magic circle against good*, *protection from energy*, *magic vestment**; 4th lvl – *cure critical wounds*, *divine power**.

* Domains: Animal (*speak with animals* 1/day); War (free martial weapon proficiency and weapon focus with glaive)

Possessions: Masterwork glaive, light crossbow, 20 arrows, *full plate* +1 with spikes, *ring of swimming*, *wand of cure light wounds*, *elixir of swimming*, *scroll of remove paralysis*, *scroll of cure moderate wounds*, *scroll of invisibility* *purge*.

Elak Delei, male human Ftr5/Dev2: CR 7; Medium humanoid (human); HD 5d10+2d12+14; hp 62; Init +2; Spd 30 ft.; AC 23, touch 12, flat-footed 23; Base Atk +7; Grp +10; Atk +12 melee (1d10+6/19-20/x2, bastard sword +1) or +9 missile (1d8/x3, composite longbow); Full Atk +12/+7 melee (1d10+6/19-20/x2, bastard sword +1) or +9/+4 missile (1d8/x3, composite longbow); SQ harm's way, defensive strike; AL LE; SV Fort +10, Ref +7, Will +4; Str 17, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +7, Listen +6, Search +5, Sense Motive +6, Spot +8, Swim +9; Alertness, Combat Reflexes, Dodge, Exotic Weapon Proficiency [bastard sword], Iron Will, Weapon Focus [bastard sword], Weapon Specialization [bastard sword].

Languages Spoken: Common, Suel.

Harm's Way (Ex): The devoted defender may elect to place herself in the path of danger in order to protect his single charge. Any time that you are within 5 feet of your charge, and your charge suffers an attack, you may switch places with your charge and receive the attack in his place. You must declare this before the attack roll is made. You select your charge when you roll initiative, and it is a free action to do so. You may not change your charge for the duration of that combat.

Defensive Strike (Ex): You can make an attack of opportunity against any adjacent opponent who attacks

your charge in melee. You gain a +1 bonus to this attack for every two levels after 2nd.

Possessions: *Bastard sword* +1, composite longbow, 20 arrows, dagger, *full plate* +1 with spikes, masterwork heavy shield, *cloak of resistance* +1, 2x *potions of cure light wounds*, *potion of cure serious wounds*, 2x tanglefoot bag.

Encounter 6-II: Chtaan Hunters

Rtan, male lizardfolk Brb6: CR 7; Medium humanoid (reptilian); HD 2d8+6d12+24; hp 79; Init +1; Spd 40 ft.; AC 19, touch 11, flat-footed 19; Base Atk +7; Grp +11; Atk +12 melee (1d6+4, masterwork club) or +11 melee (1d4+4, claw) or +8 missile (1d6+4, javelin); Full Atk +12/+7 melee (1d6+4, masterwork club) and +9 melee (1d4+2, bite) or +11/+11 melee (1d4+4, claw) and +9 melee (1d4+21, bite) or +8/+3 missile (1d6+4, javelin); SQ rage 2/day, improved uncanny dodge, traps sense +2, hold breath; AL N; SV Fort +8, Ref +5, Will +3; Str 18, Dex 13, Con 17, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +7*, Climb +9, Jump +8*, Survival +7, Swim +15*; Cleave, Multiattack, Power Attack. *Lizardfolk have a +4 racial bonus on these checks, which is included.

Languages: Common, Draconic.

Hold Breath (Ex): A lizardfolk can hold his breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Possessions: *Heavy wooden shield* +1, masterwork club, 5x javelins, *potion of cure light wounds*.

Nak, male lizardfolk Drd4: CR 5; Medium humanoid (reptilian); HD 6d8+18; hp 50; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +4; Grp +4; Atk +4 melee (1d4, claw) or +4 melee (1d6, club) or +5 missile (1d6, javelin); Full Atk +4/+4 melee (1d4, claw) and +2 melee (1d4, bite) or +4 melee (1d6, club) and +2 melee (1d4, bite) or +5 missile (1d8 javelin); SQ wild empathy, woodland stride, trackless step, resist nature's lure, hold breath; AL N; SV Fort +7, Ref +5, Will +7; Str 10, Dex 13, Con 16, Int 10, Wis 16, Cha 10.

Skills and Feats: Balance +10*, Concentration +10, Jump +9*, Knowledge [Nature] +4, Listen +5, Spellcraft +2, Spot +5, Survival +5, Swim +9*; Multiattack, Skill Focus [concentration], Track. *Lizardfolk have a +4 racial bonus on these checks, which is included.

Languages: Common, Draconic.

Hold Breath (Ex): A lizardfolk can hold his breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Spells Prepared (5/4/3; Base DC = 13 + spell level): 0 lvl – *detect magic* x2, *detect poison*, *mending*, *purify food and drink*; 1st lvl – *cure light wounds*, *detect animals and plants*, *entangle*, *magic fang*; 2nd lvl – *barkskin*, *hold animal*, *resist energy*.

Possessions: Heavy wooden shield, club, 5x javelins.

APL 8

Encounter 3: To the Rescue

Advanced mummy, Rog2 (6): CR 6; Medium Undead; HD 10d12; hp 65 each; Init +6; Spd 20 ft.; AC 24, touch 12, flat-footed 22; Base Atk +4; Grp +13; Atk +13 melee (1d6+13 plus mummy rote, slam); Full Atk +13 melee (1d6+13 plus mummy rot, slam); Space/Reach 5 ft./5 ft.; SA despair, mummy rot, sneak attack +1d6; SQ damage reduction 5/-, vulnerability to fire, undead traits, evasion, trapfinding; AL CE; SV Fort +4, Ref +9, Will +8; Str 28, Dex 15, Con -, Int 9, Wis 14, Cha 16.

Skills and Feats: Hide +11, listen +6, Move Silently +11, Spot +6, Tumble +12; Great Fortitude, Improved Initiative, Lightning Reflexes, Prone Attack.

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 17 Will save or be paralysed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours.

Mummy Rot (Su): Those hit by a mummy's slam must succeed on a DC 18 Fortitude save or succumb to mummy rot (incubation period 1 minute, damage 1d6 Con and 1d6 Cha). Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured. It is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character. To eliminate mummy rot, the curse must be broken first with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as a normal disease.

Undead Traits: Darkvision 60 ft.. Immunity to poison, magic *sleep* effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Not at risk from massive damage, but destroyed when reduced to 0 hit points or lower.

Possessions: Leather armour.

Encounter 4: First Contact

Kahn, male lizardfolk Brb3: CR 4; Medium Humanoid (Reptilian); HD 2d8+3d12+15; hp 47; Init +1; Spd 40 ft.; AC 19, touch 11, flat-footed 18; Base Atk +4; Grp +8; Atk +8 melee (1d12+6/20/x3, great axe) or +4 melee (1d4+4, claw); Full Atk +4 melee (1d12+6/20/x3, great axe) and +2 melee (1d4+2, bite) OR +4/+4 melee (1d4+4, claw) and +2 (1d4+2, bite) OR +4 ranged (1d6+4, javelin); Space/Reach 5 ft./5 ft.; SA rage 1/day; SQ hold breath, uncanny dodge, trap sense +1; AL N; SV Fort +6, Ref +5, Will +2; Str 18, Dex 13, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +8*, Jump +10*, Listen +3, Survival +9, Swim +10*; Multiattack, Track. *Lizardfolk have a +4 racial bonus on these checks, which is

included.

Hold Breath (Ex): A lizardfolk can hold his breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Possessions: Greataxe +1, masterwork studded leather, 5x javelins.

Encounter 5-I: Rearguard

Scouts, male human Rng5 (3): CR 5; Medium humanoid (human); HD 5d8+5; hp 31; Init +3; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +7; Grp +7; Atk +7 melee (1d6+2/19-20/x2, short sword) or +9 missile (1d8+2/20/x3, masterwork composite longbow (str +2)); Full Atk +7 melee (1d6+2/19-20/x2, short sword) or +9 missile (1d8+2/20/x3, masterwork composite longbow (str +2)) or +7/+7 missile (1d8+2/20/x3, masterwork composite longbow (str +2)); Space/Reach 5 ft./5 ft.; SA favoured enemy (humanoid - elf) +4, favoured enemy (humanoid - reptilian) +2; SQ wild empathy; AL NE; SV Fort +5, Ref +7, Will +4; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Hide +15, Knowledge [Geography] +4, Knowledge [Nature] +4, Listen +6, Move Silently +10, Spot +6, Survival +9, Swim +10; Endurance, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Track.

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

Possessions: Masterwork studded leather, short sword, masterwork composite longbow (str +2), 20 arrows, quiver, wooden holy symbol of Wastri, silver brooch of the Royal Warders, *cloak of elvenkind*, *potion of cure light wounds*.

Encounter 5-II: Raiders in Disguise

Raiders, male human War1 (15): CR ½; Medium humanoid (human); HD 1d8; 5 hp each; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +1; Atk +3 melee (1d8+2/19-20/x2, long sword) or +1 missile (1d6/20/x3, shortbow); Full Atk +3 melee (1d8+2/19-20/x2, longsword) or +1 missile (1d6/20/x3, shortbow); Space/Reach 5ft./5ft.; AL NE; SV Fort +2, Ref +0, Will +0; Str 14, Dex 11, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +6, Listen +2, Spot +2, Survival +2, Swim +4; Alertness, Weapon Focus (long sword).

Possessions: Studded leather, heavy wooden shield, longsword, shortbow, 20 arrows.

Jaleng, female lizardfolk Brd1: CR 2; Humanoid (reptilian); HD 2d8+1d6+3; hp 19; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 16; Base Atk +1; Grp +1; Atk +1 melee (1d4, claw); Full Atk +1/+1 melee (1d4, claw) and –1 melee (1d4, bite); SQ hold breath, bardic music (counter song, fascinate, inspire courage +1), bardic knowledge; AL N; SV Fort +3, Ref +6, Will +2; Str 10, Dex 12, Con 13, Int 12, Wis 10, Cha 15.

Skills and Feats: Balance +10*, Diplomacy +5, Jump +9*, Perform (oratory) +6, Swim +9*, Great Fortitude,

Multiattack. *Lizardfolk have a +4 racial bonus on these checks, which is included.

Languages: Common, Draconic.

Hold Breath (Ex): A lizardfolk can hold his breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Spells Known (2; Base DC = 12 + spell level): 0 lvl – *Dancing Lights*, *Ghost Sound*, *Mending*, *Message*.

Possessions: None.

Tarna Pranak, female human Clr9: CR 9; Medium humanoid (human); HD 9d8+18; hp 66; Init +0; Spd 30 ft.; AC 21, touch 11, flat-footed 21; Base Atk +6; Grp +7 Atk +10 melee (1d10+2/x3, masterwork glaive) or +6 missile (1d8/19-20/x2, light crossbow); Full Atk +10/+5 melee (1d10+2/x3, masterwork glaive) or +6 missile (1d8/19-20/x2, light crossbow); SA rebuke undead 3/day, spontaneous inflict wounds; AL LE; SV Fort +8, Ref +4, Will +11; Str 14, Dex 10, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +17, Diplomacy +6, Knowledge [nature] +4, Knowledge [Religion] +6, Spellcraft +12, Survival +4, Swim +6; Combat Reflexes, Improved Initiative, Iron Will, Quick Draw, Skill Focus [Concentration], Weapon Proficiency [Glaive], Weapon Focus [Glaive].

Spells Prepared (6/6/6/5/3/2; base DC = 13 + spell level): 0 lvl – *detect magic*, *detect poison* x2, *purify food and drink*, *read magic*, *resistance*; 1st lvl – *bless*, *calm animal**, *command* x2, *cure light wounds*, *magic weapon*; 2nd lvl – *bull's strength*, *cure moderate wounds* x2, *hold person*, *shield other*, *spiritual weapon**; 3rd lvl – *bestow curse*, *dispel magic*, *magic circle against good*, *protection from energy*, *magic vestment**; 4th lvl – *cure critical wounds*, *divine power**, *poison*; 5th lvl – *flame strike**, *summon monster V*.

* Domains: Animal (*speak with animals* 1/day); War (free martial weapon proficiency and weapon focus with glaive)

Possessions: Masterwork glaive, light crossbow, 20 arrows, *full plate* +1 with spikes, *ring of swimming*, *ring of protection* +1, *amulet of natural armor* +1, *wand of cure light wounds*, *elixir of swimming*, *scroll of remove paralysis*, *scroll of cure moderate wounds*, *scroll of invisibility* *purge*.

Elak Delei, male human Ftr6/Dev3: CR 9; Medium humanoid (human); HD 6d10+3d12+18; hp 79; Init +2; Spd 30 ft.; AC 24, touch 13, flat-footed 24; Base Atk +9; Grp +13; Atk +15 melee (1d10+6/19-20/x2, bastard sword +1) or +11 missile (1d8/x3, composite longbow); Full Atk +15/+10 melee (1d10+6/19-20/x2, bastard sword +1) or +11/+6 missile (1d8/x3, composite longbow); SQ harm's way, defensive strike, deflect attack +1; AL LE; SV Fort +12, Ref +9, Will +7; Str 18, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +9, Listen +8, Search +5, Sense Motive +6, Spot +10, Swim +11; Alertness, Combat Reflexes, Dodge, Exotic Weapon Proficiency [bastard sword], Improved Critical [bastard sword], Iron

Will, Mobility, Weapon Focus [bastard sword], Weapon Specialization [bastard sword].

Languages Spoken: Common, Suel.

Harm's Way (Ex): The devoted defender may elect to place herself in the path of danger in order to protect his single charge. Any time that you are within 5 feet of your charge, and your charge suffers an attack, you may switch places with your charge and receive the attack in his place. You must declare this before the attack roll is made. You select your charge when you roll initiative, and it is a free action to do so. You may not change your charge for the duration of that combat.

Defensive Strike (Ex): You can make an attack of opportunity against any adjacent opponent who attacks your charge in melee. You gain a +1 bonus to this attack for every two levels after 2nd.

Deflect Attack (Ex): The devoted defender can attempt to parry a melee attack against her charge. She must be within 5 feet of her charge to attempt this and holding a melee weapon or shield to deflect the attack. Once per round when your charge would normally be hit with a melee - weapon, you may make a Reflex saving throw against DC 20. (If the melee weapon has a magic bonus to attack, the DC increases by that amount.) You gain a competence bonus to your Reflex save as indicated on the chart. If you succeed, you deflect the blow as a free action. You must be aware of the attack beforehand and not flat-footed.

Possessions: *Bastard sword* +1, composite longbow, 20 arrows, dagger, *full plate* +1 with spikes, masterwork heavy shield, *cloak of resistance* +2, *ring of protection* +1, 2x *potions of cure light wounds*, *potion of cure serious wounds*, 2x tanglefoot bag.

Encounter 6-I: Natural Hunters

Crocodiles, advanced 13 HD (4): CR 6; Huge animal; HD 13d8+65; hp 123 each; Init +1; Spd 20 ft., swim 30 ft.; AC 17, touch 9, flat-footed 16; Base Atk +9; Grp +26; Atk +16 melee (3d8+13, bite) or +16 melee (1d12+13, tail slap); Full Atk +16 melee (3d8+13, bite) or +16 melee (1d12+13, tail slap); Space/Reach 15 ft./10ft.; SA improved grap; SQ hold breath, low-light vision; AL N; SV Fort +14, Ref +10, Will +5; Str 28, Dex 12, Con 20, Int 1, Wis 12, Cha 2.

Skills and Feats: Hide +3*, Listen +7, Spot +7, Swim +16; Alertness, Endurance, Improved Natural Armor, Improved Natural Attack [Bite], Skill Focus [Hide]. *A crocodile gains a +4 racial on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide check.

Improved Grapple (Ex): To use this ability a crocodile must hit with its bite.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4x its constitution score before it risks drowning.

Encounter 6-II: Chtaan Hunters

Lizardfolk warriors, Brb2 (4): CR 3; Medium humanoid (reptilian); HD 2d8+2d12+12; hp 39 each;

Init +1; Spd 40 ft.; AC 18, touch 11, flat-footed 18; Base Atk +3; Grp +7; Atk +8 melee (1d6+4, masterwork club) or +7 melee (1d4+4, claw) or +4 missile (1d6+4, javelin); Full Atk +8 melee (1d6+4, masterwork club) and +6 melee (1d4+2, bite) or +7/+7 melee (1d4+4, claw) and +5 melee (1d4+2, bite) or +4 missile (1d6+4, javelin); SQ rage 1/day, uncanny dodge, hold breath; AL N; SV Fort +6, Ref +4, Will +1; Str 18, Dex 13, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +4*, Climb +9, Jump +4*, Survival +6, Swim +2*; Cleave, Multiattack, Power Attack. *Lizardfolk have a +4 racial bonus on these checks, which is included.

Languages: Common, Draconic.

Hold Breath (Ex): A lizardfolk can hold his breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Possessions: Heavy wooden shield, masterwork club, 5x javelins, *potion of cure light wounds*.

Rtan, male lizardfolk Brb6: CR 7; Medium humanoid (reptilian); HD 2d8+6d12+24; hp 79; Init +1; Spd 40 ft.; AC 19, touch 11, flat-footed 19; Base Atk +7; Grp +11; Atk +12 melee (1d6+4, masterwork club) or +11 melee (1d4+4, claw) or +8 missile (1d6+4, javelin); Full Atk +12/+7 melee (1d6+4, masterwork club) and +9 melee (1d4+2, bite) or +11/+11 melee (1d4+4, claw) and +9 melee (1d4+21, bite) or +8/+3 missile (1d6+4, javelin); SQ rage 2/day, improved uncanny dodge, traps sense +2, hold breath; AL N; SV Fort +8, Ref +5, Will +3; Str 18, Dex 13, Con 17, Int 8, Wis 12, Cha 8.

Skills and Feats: Balance +7*, Climb +9, Jump +8*, Survival +7, Swim +15*; Cleave, Multiattack, Power Attack. *Lizardfolk have a +4 racial bonus on these checks, which is included.

Languages: Common, Draconic.

Hold Breath (Ex): A lizardfolk can hold his breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Possessions: Heavy wooden shield +1, masterwork club, 5x javelins, *potion of cure light wounds*.

Nak, male lizardfolk Drd6: CR 7; Medium humanoid (reptilian); HD 8d8+24; hp 66; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 17; Base Atk +5; Grp +5; Atk +5 melee (1d4, claw) or +5 melee (1d6, club) or +7 missile (1d6, javelin); Full Atk +5/+5 melee (1d4, claw) and +3 melee (1d4, bite) or +5 melee (1d6, club) and +3 melee (1d4, bite) or +7 missile (1d6, javelin); SQ wildshape 2/day, wild empathy, woodland stride, trackless step, resist nature's lure, hold breath; AL N; SV Fort +8, Ref +7, Will +8; Str 10, Dex 14, Con 16, Int 10, Wis 16, Cha 10.

Skills and Feats: Balance +10*, Concentration +12, Jump +9*, Knowledge [Nature] +4, Listen +5, Spellcraft +4, Spot +5, Survival +9, Swim +9*; Multiattack, Skill Focus [concentration], Track. *Lizardfolk have a +4 racial bonus on these checks, which is included.

Languages: Common, Draconic.

Hold Breath (Ex): A lizardfolk can hold his breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Spells Prepared (5/4/4/3; Base DC = 13 + spell level): 0 lvl – *detect magic* x2, *detect poison*, *mending*, *purify food and drink*; 1st lvl – *cure light wounds*, *detect animals and plants*, *entangle*, *magic fang*, 2nd lvl – *barkskin*, *hold animal*, *resist energy*, *tree shape*, 3rd – *call lightning*, *cure moderate wounds*, *spike growth*.

Possessions: Heavy shield, club, 5x javelins, *scroll of cure moderate wounds*.

Appendix 2:

New Rule Items

Sense Motive: 4 ranks.

Spot: 4 ranks.

New Feats

Prone Attack [general]

You attack from a prone position without penalty.

Prerequisites: Base attack bonus +2 or higher, Dex 15+, Lightning Reflexes.

Benefit: You can make an attack from a prone position and suffer no penalty on your attack roll. If your attack roll is successful, you may regain your feet immediately as a free action.

Special: Prone attack is a bonus feat for fighters. It can be taken whenever a fighter is eligible for a bonus feat, as long as the character has met the prerequisites. (Source: *Sword & Fist*)

DEVOTED DEFENDER

The devoted defender is a professional guardian. She is an individual who is skilled at protecting a designated client from harm, often by taking her charge's place as the target of threats and attacks. In return for these services, the devoted defender usually receives compensation in the form of coin, room and board, and sometimes in resources such as access to magic healing, but the exact details of the agreement are between the individual devoted defender and her employer. It is not uncommon for a noble or other important personage to number at least one devoted defender among his personal retinue, and sometimes to make a devoted defender the chief of his security services.

Most devoted defenders are fighters, but any character who becomes a devoted defender benefits from the attack, save and Armor Class bonuses. Monks sometimes become devoted defenders, as do clerics, when they are assigned to protect important individuals within their order or clergy. NPC devoted defenders are mostly fighters who either left military service and turned to security work to make a living.

Hit Die: d12.

REQUIREMENTS

To qualify to become a devoted defender a character must fulfill the following criteria.

Base Attack Bonus: +5.

Feats: Weapon Focus (any melee weapon), Alertness.

Search: 4 ranks.

CLASS SKILLS

The devoted defender's class skills (and the key ability for each skill) are Climb (Str), Innuendo (Wis), Jump (Str), Listen (Wis), Profession (Int), Sense Motive (Wis), Search (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The devoted defender is proficient with all simple and martial weapons, all types of armor, and shields.

Armor Class Bonus: The devoted defender concentrates on defense, both for herself and her charge. She receives this dodge bonus to AC as a result of that focus.

Harm's Way: Beginning at 1st level, the devoted defender may elect to place herself in the path of danger in order to protect her single charge. Any time that you are within 5 feet of your charge, and your charge suffers an attack, you may switch places with your charge and receive the attack in his place. You must declare this before the attack roll is made. You select your charge when you roll initiative, and it is a free action to do so. You may not change your charge for the duration of that combat.

Defensive Strike: You can make an attack of opportunity against any adjacent opponent who attacks your charge in melee. You gain a +1 bonus to this attack for every two levels after 2nd.

Deflect Attack: Beginning at 3rd level, the devoted defender can attempt to parry a melee attack against her charge. She must be within 5 feet of her charge to attempt this and holding a melee weapon or shield to deflect the attack. Once per round when your charge would normally be hit with a melee - weapon, you may make a Reflex saving throw against DC 20. (If the melee weapon has a magic bonus to attack, the DC increases by that amount.) You gain a competence bonus to your Reflex save as indicated on the chart. If you succeed, you deflect the blow as a free action. You must be aware of the attack beforehand and not flat-footed.

(Source: *Sword and Fist*)

Table 2 – 2: The Devoted Defender						
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonu s	Special
1 st	+1	+2	+0	+0	+1	Harm's Way
2 nd	+2	+3	+0	+0	+1	Defensive Strike
3 rd	+3	+3	+1	+1	+2	Deflect Attack +1
4 th	+4	+4	+1	+1	+2	Defensive Strike +1
5 th	+5	+4	+1	+1	+3	Deflect Attack +2
6 th	+6	+5	+2	+2	+3	Defensive Strike +2
7 th	+7	+5	+2	+2	+4	Deflect Attack +3
8 th	+8	+6	+2	+2	+4	Defensive Strike +3
9 th	+9	+6	+3	+3	+5	Deflect Attack +4
10 th	+10	+7	+3	+3	+5	Defensive Strike +4

Appendix 3: Maps

Map 1: Encounter 3 – To the Rescue

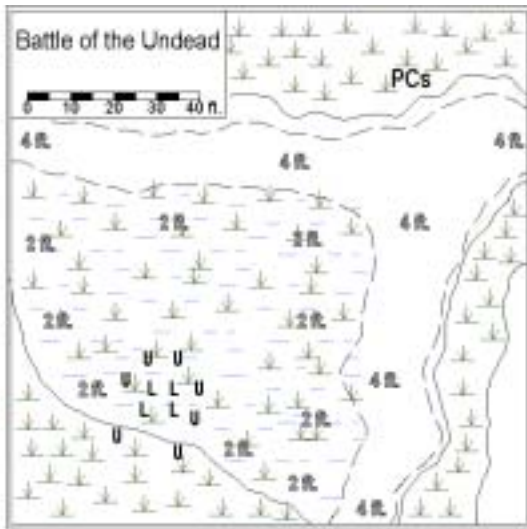
The battle scene of this encounter is a shallow lake where two channels combine into one channel. The channel consists of slow flowing water and contains no floating plant growth. The channels are 5 ft. deep. Crossing a channel requires a DC 10 Swim check for small creatures and most medium sized creatures. Tall medium creatures can wade across at half movement. The shallow lake is two feet deep and is covered with water lilies. Due to the plants and the mud movement is halved in this region. The rest of the map consists of reed. The water and mud is about 1 ft. deep. The empty spot in the bottom right corner is densely overgrown solid ground.

The PCs arrive at the spot marked with PCs. The “L”s are the lizardfolk. The “U”s are the undead. The undead, who will attack the PCs, are hiding in the channel near the point where the PCs arrive. They will attack at the border with the deep water, because they cannot fight very well in the channels either.

The above map also gives a good indication of the terrain of other unmapped encounters taking

place during this adventure.

Map 2: Encounter 5-II - Raiders campsite



Appendix 4:

The Vast Swamp at a Glance

As the name suggests, the Vast Swamp is huge and as such a single page cannot contain enough information to describe it completely. It should contain enough information though to run this adventure, which takes place in the northern fringes of the Vast Swamp. If a scenario requires more specific information, then this will either be given at the proper scene or in another appendix.

Description

The Vast Swamp as a whole is hot, humid, wet and teeming with life. Large parts of the swamp are impassable for humans without a boat. Here humans and elves do not reign supreme, but lizardfolk and bullywugs are the most dominant sentient life.

The northern fringes in which this adventure takes place though contain bigger patches of dry ground either due to vegetation or low hills that rise above the mud and water. 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). Other swamp life includes otters, muskrats, silver white herons, king fishers, ducks, geese and countless other birds. Alders or other swamp trees cling on to life on the numerous dry spots, covered in Spanish moss and similar, long tendrilled lichen and surrounded by patches of tall reed and reed-like plants. A constant warm wind makes the temperature bearable, but causes the reeds to rustle, giving a –2 circumstance penalty to any Listen checks.

There are many reasonably dry points within the northern fringes, though these are covered with dense plant growth and relatively difficult to traverse through. Even these dry grounds in general are muddy even outside the rain season. Though there are always exceptions to the rule on top of exceptional tall hills that arise out of the surrounding muck on several places. These dry areas are islands within huge patches of shallow water that become more rare the farther south one goes. These patches are overgrown with reed and trees especially adapted to having wet feet. In these watery areas there is about 3 inches of mud covered by one foot of water, though occasionally this may change to 1 ft. of mud under 2 ft. water for a total depth of 3 foot. Also, if any traveller through this does not take steps to test the ground (prodding with sticks), they might be surprised by a sudden dip into a mud-filled hole. Deeper channels of slowly flowing water and small lakes overgrown with water lilies cut through these shallow areas like veins. These channels and lakes can be quite deep, forcing travellers to swim through murky water.

A traveller in this region in general will only get wet feet and if you know the way, a boat will not be needed. Though even an experienced wanderer will have to wade through the muddy water frequently, which may cause occasional trouble for halflings and dwarves, as well as spell books and miscellaneous equipment. It pays to have watertight bags with you, though the high humidity and many rains during the rain season prevents anything from ever becoming truly dry during this season. So everything will be slimy, smelly and filthy in no time whatsoever.

Sentient Life and Unlife

Even though the Vast Swamp is inhospitable to human or olven inhabitation, it is still considered the home by several different groups of sentient creatures. Three groups of creatures are the true masters of the region and they are either feared or respected by those who travel through the Swamp.

The Vast Swamp is most infamous for the bullywugs that have made this area their home and who continually raid Sunndi to the north. The bullywugs of the Vast Swamp are more intelligent and organized than their more wild cousins described in the *Forgotten Realms Monster Manual*. 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. Rumours tell of a monastery deep in the Vast Swamp where Wastri himself resides, ruling over his minions like a mad tyrant surrounded by both amphibious and human servants as well as more unnatural things.

Most feared by all are the undead, the origins of which are a mystery for most. They are particular common in a specific part of the Vast Swamp as if they are drawn to it like moths to a light. Still, they can be encountered everywhere. Most of common of all are corporeal undead: hungry ghouls and fearsome bog-mummies – all that remains of unwary travellers who drowned far from home and civilisation. With the undead comes those who study them and the energy that empowers these vile creatures: necromancers and clerics of deities of death, decay and magic. Sometime ago the undead in the form of a pack of adventurers had become a real threat to the safety of Sunndi, but adventurers on the pay-role of Sunndi had put an end to this threat. Now the undead and their masters tend to remain within the borders of the Swamp.

Least known, but most friendly to the average traveller are the lizardfolk of the Chtaan tribe. By human standards these savage hunters are cruel and unforgiving, willing to do anything for the survival of their tribe. Still, unlike the bullywugs and undead, they

can be reasoned with and once a traveller manage to gain their trust and becomes part of their tribe, they are staunch unwavering allies whose friendship can be a great boon to any traveller in their homeland. The Chtaan are divided in different clans who live in separate villages spread over the northern parts of the swamp forming a buffer of some sort between Sunndi to the north and the bullywugs and undead to the south. While relations between the different clans as well as the Sunndians to the north are cordial at best, they seldom come to violent clashes. The constant threat of dangerous natural predators, human outlaws, bullywugs and undead unite them into a single group.

Game Mechanics

When running a scenario within the Vast Swamp it is

advisable to be familiar with the swimming rules as well as the effects of the environment on combat. Swimming rules can be found on page 84 of the *Player's Handbook* (all water in the Vast Swamp is considered calm unless specifically mentioned otherwise). Also remember that most the area is at the very least lightly obstructed and lightly slippery, giving a +4 modifier of the DC of any tumbling and balance checks (and that tumbling is impossible in water deeper then one knee). Hence, running or charging requires a DC 14 Balance check. More rules on running encounters in swamps and in deeper water can be found in the *Dungeon Master's Guide* at page 88 and 92. Drowning rules can be found at the end of the *Dungeon Master's Guide* at page 304.

Player's Handout 1: Letter to Tarna Pranak

Greetings Tarna,

For decades the lizardfolk have been a threat to our superiority. Now an alliance threatens to be made between lizard and human. THE OUTRAGE - humans befriending mere lizards!

The time has come to act. With this message you will find a pouch with several gems. Use these gems to hire a group of outlaws - you know best which group to use. Take this scum and prepare an ambush against probably 30 lizardfolk.

The lizardfolk will be travelling from the spot marked on the map to their village. They should NEVER arrive, except for a couple that is. Make sure your men wear Sunndian uniforms and that any lizardfolk scout or Sunndian wanderer thinks it were indeed Sunndian soldiers who were behind the attack. You know best how to do so.

You can expect the lizardfolk to travel on the night of Sunday upon Moonday in the last week of Patchwall. Take the goods to the Monastery.

May Wastri guide you,

The Grey Wanderer