

COU5-07

Hired Swords

A One-Round D&D LIVING GREYHAWK® County of Urnst Regional Adventure

Version 2.0

by Gregory Ison

Hired to defend a village of fisher folk from bandits, just the sort of thing that is meat and potatoes in all adventurers' life. This is a Living Greyhawk County of Urnst Regional adventure for APL 2-12, set in the aquatic environment of the Fennelmore Swamp. This the first adventure in the series, "The Compact (Finding Needdel)."

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge can bar the use of even core rulebooks during certain times of play. For

example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 discussed in the Preparation section above 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 sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or

heavy, with him in the adventure and it will not count toward the APL calculation.

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

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

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group 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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken

any nonlethal damage or ability score damage, the DC increases to 12.

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

Time Units and Upkeep

This is a standard One-round Regional adventure, set in the County of Urnst. Characters native to the County of Urnst pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer

other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

A small village of Lizardfolk dwells in the Fennelmore swamp two days travel from Stone Battle. Each year, for about a week, salmon run through the swamp to small streams that feed the swamp to spawn. Each day during the salmon run, the Lizardfolk harvest these salmon. They have done this for as long as they can remember, perhaps longer than humans have been here.

Six years ago, a group of smuggler/bandits discovered this, and has since been preying on the Lizardfolk. Lead by Needdel Tolden (male human, Flan/Suel mix), the smuggler/bandits killed the Lizardfolk leaders and intimidated the other Lizardfolk. Needdels' Band is just one of the many smuggler/bandit bands that dwell in the Fennelmore. Sense then, each year right after the salmon have run Needdels' Band arrives at the village and takes most of the salmon

harvest, leaving the Lizardfolk barely enough to live on. Any Lizardfolk who resist are slain.

Needdel claims that they are collecting taxes for the County of Urnst (not true), something that the Lizardfolk don't really understand (they don't know what "taxes" are and claim to gather only fish). Last harvest, the smuggler/bandits took almost all the fish (food was in short supply in the County after the Civil War) so much so in fact that many Lizardfolk starved (mostly children). (In times of hunger, the Lizardfolk will eat their dead, a fact best not mentioned.) The band did quite well selling the fish on the black market, avoiding the food rationing that was in place in the County.

With the increase in money gained through this operation, Needdel has been able to increase his standing in the loose confederation of smugglers/bandits that dwell in the Fennelmore. Though he is unable to attend personally to this year's harvest, he has sent most of his band to collect the fish from the village (and he will be checking on them through magical means).

This year the Lizardfolk have decided to fight back, but they don't know how to use weapons (and the smuggler/bandits outmatch them). They went to an old human hermit (Beoridatter) that lives near their village for advice on how to fight Needdels' Band, and she told them that weapons were expensive, but mercenaries were cheap now that the Civil War has ended. She explained that the Lizardfolk could hire humans to fight Needdels' Band and she agreed to show them how to get this help.

As the Lizardfolk have only ever seen five members of Needdels' Band, they figure that six mercenaries should be able to do the job. Therefore, the six strongest Lizardfolk and the old hermit left for Stone Battle intending to return in five days with mercenaries (the characters). The day after the recruiters departed the village, five members of Needdels' Band arrived and collected most of the food in the village (they were running short on supplies, and needed food themselves). When the characters arrive, there is very little to eat in the village (but the starving Lizardfolk will insure that the characters are well fed, because that was the payment offered).

Adventure Summary

Introduction:

The adventure opens with the characters entering the city of Stone Battle. The day has been one long rainstorm and the characters seek out lodging for the night (or at least a dry place to have an evening meal). As he meets them, the Innkeeper will direct the characters to "see the witch out back, she's looking for persons like you."

Druid characters should be advised that this adventure takes place wholly or partly in an aquatic

environment (the Fennelmore Swamp) and this makes additional creatures available as Animal Companions.

Encounter One:

In a store room behind the Inn, an old woman (human) and two cloaked figures (Lizardfolk from the village, in disguise) wait for the characters, interviewing each in turn for "the job." The old woman does all the talking, explaining the mission. (Background for the characters is provided here, and character introductions are done). Pay is very poor (the Lizards have very little in the way of valuables), the characters will receive little more than food. (But the smuggler/bandits are likely to have loot.)

Encounter Two:

It is explained that the party must set out tonight, and will travel most of the night by boat (the characters can sleep in the boats). The townsfolk of Stone Battle do not like the Lizardfolk, and there may be trouble if they stay longer. Four more Lizardfolk wait with the boats.

Encounter Three:

As the characters are leaving town, a gang of toughs take exception to the company they are keeping and blocks their way (the characters are working for "stinking reptiles" after all). The characters should try to talk (but may have to fight) their way out of town. If the characters fight (not talk) their way out of town, the hermit will remain in Stone Battle to "clear things up with the Law."

Encounter Four:

During travel to the Lizard Village, characters are exposed to a disease. Any characters with Profession: Sailor or Boater can assist in lessening the dangers. Characters with Survival skills can reduce the dangers also. At high APL the characters may have a way to get to the village faster (they will still be exposed to the disease), but this is not easy. If the Hermit is still with them, she uses her Boater skill and Survival skill to lessen the danger from the disease.

Encounter Five:

Characters get to meet the Village inhabitants, receive the Map of the Village (first clue that the Lizard kids are not in the village) and (if the hermit is still with them) will be checked for slow acting diseases.

Encounters Six through Nine:

The characters have three days to interact with the Lizardfolk, helping them get ready for the arrival of Needdels' Band. In these encounters, the characters get to know the Lizardfolk and (hopefully) move them closer to civilization.

Encounter Six:

Moral dilemmas: are these Lizardfolk likely to become a danger to humans? And if so, should the characters be teaching them weapon use?

Encounter Seven:

Any clerics, paladins, or Favored Souls will be asked in detail about their religion/gods. Do they win any converts?

Encounter Eight:

Over the course of the morning, at least one of the characters notices that the Lizardfolk are “sick.” The characters must determine the cause of this “illness” and “solve” it. (They are starving, and giving all their food to the characters).

Encounter Nine:

The Lizardfolk have hidden away their children, as they think the humans will hurt them, (some even believe that humans would eat their children). The characters need to overcome this last problem, or they cannot protect the Lizardfolk kids. If they persuade Lizardfolk to bring their children (and eggs) back to the village, several Lizard kids begin to follow the characters around (hero worship?).

Encounter Ten:

After several days of the salmon run, the smuggler/bandits arrive. The characters should be on guard duty and ready, and the Lizardfolk will give warning (5 to 10 minutes) that “Needdel is coming.”

If the characters failed to bring the Lizardfolk kids back to the village, the smuggler/bandits have discovered them and taken them hostage. They announce to the Lizardfolk “Make the adventurers go away or we’ll kill (and eat?) The kids.”

The characters should be able to defeat the smuggler/bandits, but find should discover that this is not all the smuggler/bandit gang. Needdel is not here, this was only one of his operations, and he is elsewhere in the swamp. He is; however, checking on this operation, and will warn the base “they have been compromised” and need to quit the area.

Encounter Eleven:

Track the smuggler/bandits back to an old ruin in the swamp. They have a base camp hidden here (hidden from aerial patrols) but by the time the characters get here the rest of the smuggler/bandits have fled. The bandits have left a “surprise” for anyone (the characters) coming along afterward. A Hydra will attack the characters as they begin to explore the ruins.

Encounter Twelve:

The Lizard village is saved, and the characters return to Stone Battle. The Lizardfolk invite the characters to return next year and “help” with the harvest (and just in case Needdel should return).

As part of the rewards on AR: characters may spend one TU (home region CoU) or two TU (Out of Region) at the

end of each year to gain a money reward (selling part of the salmon harvest).

Introduction: “It was a dark and stormy night...”

It was a dark and stormy night... well; really, it was a rainy, wet afternoon, following a cold wet rainy day. All day the rain has fallen in torrents – except at intervals, when it was checked by violent gusts of wind. You find yourself slogging through the mud of Stone Battles’ streets, the wind thankfully at your back, looking for somewhere to shelter from the elements. Ahead you catch sight of a torch sputtering beside the wide double doors of an Inn. The sign above the door is hard to make out in the dim flickering light, but as you approach it, you see a miner’s pick on a green background. A smaller sign on the wall beside the door says more.

Give the players Handout #1, the sign for the Miners Pick.

The adventure opens here with the characters entering the city of Stone Battle. They can be traveling together or in groups or even alone, but all of them arrive at the door of the Miner’s Pick as the adventure starts. The day had been one long rainstorm and the characters should be seeking lodging for the night (or at least a dry place to have an evening meal). As he meets them, and finds out their needs, the Innkeeper (or barmaid if they head to the Tavern first) will direct the characters to “see the witch out back, she’s looking for persons like you.”

Druid characters should be advised that this adventure takes place wholly or partly in an aquatic environment (the Fennelmore Swamp) and this makes additional creatures available as Animal Companions.

Encounter One: Which Witch?

Out of the rear door of the Miner’s Pick you can see across a rain swept yard to a small shed, its large open double doors facing you. Within you make out the glimmer of a light, a small lamp on the table in the center of the room and several man-sized figures seated behind the table, facing the door.

In the storeroom behind the Inn, (it is a dirt-floored shed, sometimes used to house animals, sometimes other things), an old woman and two cloaked figures wait for the characters, interviewing each in turn for “the job”. The old woman (named Beoridatter, “Be-o-ry-dot-ter”) is human, of pure Flan blood and the cloaked figures are Lizardfolk from the village (“in disguise”).



Beoridatter: female human (Flan) Drd4 (Old Faith, follower of Beory. see Appendix 1).

Beoridatter does all the talking, introducing herself, and then asking each character to introduce themselves. At this point, **have the characters roll a Spot Skill check**, and note their results (the DC is 13, but higher Spot rolls get results first). During the first character introduction, hand Player Handout #3 (folded so that only they can read it) to the player with the highest Spot result (as long as it is 13 or higher). That character has “spotted” that the cloaked figures are not human (scaly faces seen under the hoods will give it away).

During the next character introduction, have the player with the Handout pass it to the player with the next highest Spot result (as long as it was 13 or higher). As each character is introduced, the Handout should be passed from one character to another, (as each in turn notices that their “recruiters” are not human), until all characters who made the DC have read it.

Beoridatter will explain the “mission,” at first not mentioning that it is a Lizardfolk village. When she talks of the Lizardfolk, she calls them “swamp folk.” Beoridatter will provide the characters with an outline of the information in the Adventure Background, and will answer any questions the characters might have. (She knows what is in the Adventure Background section.)

She will explain that the pay is very poor, as the swamp folk have very little in the way of valuables that adventurers would want. In fact, all she can promise the characters will receive is food, “the best found anywhere in the swamp.” If pressured about pay, she will state that Needdels’ Band is likely to have loot, and the swamp folk would have little interest in any of it.

If the characters agree to the mission, proceed to Encounter Two. If they do not take the mission, jump to the second paragraph of Encounter Three as “Bug-face” Tork and his friends discover the “stinking reptiles” and their friends in the shed. Perhaps the characters will take the job after all.

Encounter Two: “And we’re off!”

“And so, it is decided and we’d best be off now.” Seeing the expression of surprise on some of the faces around her. “Time is short, and my guests are not well liked here in town. It would be best that we leave quickly. You can sleep in the boats while we travel.”

Beoridatter explains that the party must set out tonight (there is no chance to switch prepared spells tonight), and that they will need to travel all night by boat. She also explains that the townsfolk of Stone Battle do not like swamp folk, and there may be trouble if they stay any longer.

It is possible that the characters will wish to use some other method of traveling to the village. Explain that the village would be very hard to see from the air (and which village would it be?), *Teleport* spells are risky and they would need some way to insure that their

Lizardfolk guides get safely home (and also the Lizardfolk waiting just out of town). If the characters insist on taking their own path, let them but don’t make it easy for them.

If the characters do not insure that the Lizardfolk get safely home (both the guides and the others waiting at the boats) the Lizardfolk left behind disappear trying to return home and are never seen again.

Encounter Three: “We don’t like their kind here!”

Rain continues to fall as you hurry down the muddy streets following the old witch. Her companions trail behind you. You can hear the slap of her bare feet on the mud stop as a large figure blocks her path.

“What have we here?!” A loud angry voice calls out. “I thought I told you we didn’t let their kind into town!” Behind the loud man, you see several others dressed in a similar rough fashion.

(A Knowledge Local: Nyrond Meta4 skill DC15 will recognize them as rock quarry miners, junior stone smiths.)

The old witch glances back at you and says in a soft voice, “Blast, I aint much good with two legged animals. You think you can get us past this pack o’ swamp rats?”

Relan “Bug-face” Tork, rock quarry miner and several of his friends (fellow miners) encountered Beoridatter and her companions this morning, as they were entering town, and chased them out. They have had a little too much to drink, and were headed home in the rain when they saw her leading a group of figures again. They figure they can have a little fun teaching the “stinking reptiles” (and anyone silly enough to work for them) to stay out of human towns.

Beoridatter knows her diplomatic skills are not up to avoiding a fight, so she wants the characters to get them past the bullies and out of town. She is counting on the characters to talk their way past this.

DM Note: This is not intended as a combat encounter. Characters that have no other option should easily defeat the bullies in combat (they are unarmed). **The danger here does not come from the bullies harming the characters, it instead comes from the characters harming the bullies.** Killing people in town is against the law (even if that person is Evil). Assault with a deadly weapon (a spell would count) is not legal either (which is why the bullies are unarmed). Even casting spells that do not harm people (such as *sleep* or *charm person*) on a person is against the law. If it comes to a fight, characters should pick up on the fact that the bullies are not armed and should fight to subdue. Hopefully the characters will try to talk their way past.

Unless one of the characters starts swinging, the characters have 5 minutes (5 normal skill checks) to head off the fight. Because the miners are slightly drunk, the characters may “try again,” keeping the last roll they have (discarding all earlier rolls to make new ones). All the player characters may assist (using body language even if they don’t talk), but let only one spokesman make each attempt. For avoiding the fight, characters may try:

- Diplomacy skill rolls (see “Influencing NPC Attitudes”, pg72 PHB), the miners are “Hostile”.
- Any other skill (Bluff, Intimidate, or whatever the DM feels might work) they feel their characters have a better chance at. This would be “opposed rolls”, with the characters needing to beat the miners roll by 20 in order to alter their attitude to “Unfriendly”. The miners will use Intimidate to oppose Intimidate and Sense Motive vs. most other skills.

If the characters fight the miners, Beoridatter will state that she must remain in town to insure that no “legal problems” develop. She will not be able to travel with the characters, and will task the two Lizardfolk with getting the characters safely to the village.

APL 2 (EL 1)

🔪 **Bullies (6):** human War1; hp 7; Intimidate +3, Sense Motive +0. See Appendix 2.

APL 4 (EL 2)

🔪 **Bullies (6):** human War2; hp 13; Intimidate +4, Sense Motive +1. See Appendix 2.

APL 6 (EL 4)

🔪 **Bullies (6):** human War3; hp 20; Intimidate +5, Sense Motive +2. See Appendix 2.

APL 8 (EL 6)

🔪 **Bullies (6):** human War4; hp 26; Intimidate +6, Sense Motive +3. See Appendix 2.

APL 10 (EL 8)

🔪 **Bullies (6):** human War6; hp 39; Intimidate +8, Sense Motive +4. See Appendix 2.

APL 12 (EL 10)

🔪 **Bullies (6):** human War8; hp 52; Intimidate +10, Sense Motive +5. See Appendix 2.

Encounter Four: “Are any of you good with boats?”

As you make your way to the edge of the swamp, just outside of Stone Battle, the rain slowly turns to mist. This seems to make it darker, until even Elven eyes have trouble seeing.

Do any of the characters offer to provide light? If **Beoridatter is still with the characters**, she will cast a *light* spell on a torch, creating the odd image of a glowing torch that is not on fire. If **she is not here**, and the characters don’t provide light the Lizardfolk will pause to light a smoky torch (not an easy task in this rain, it takes some time).

The light looks odd in the misty rain. It flickers over the surface of the marshy lake that you are approaching, dancing across the surface almost like something alive. Your guide calls a halt at the water’s edge and waves the light in a large arc overhead. Shortly, three empty flat-bottomed swamp boats glide softly out of the darkness of the lake to ground against the shore. It is an eerie sight, boats moving by themselves. As the flat-bottom boats ground firmly into the mud of the shore, four Lizardfolk stand from the water behind them and splash onto land. It looks like your adventure has truly begun.

Just outside of town there are three open flat-bottom boats waiting on the characters. These are each to be propelled through the waterways of the swamp by two swimming Lizardfolk (one in a yoke like harness in front, one behind the boat pushing), while two or three medium sized creatures can sleep in the middle. Four more Lizardfolk have been waiting just inside the swamp with the boats, and the characters have just met them.

DM Note: Draw the boats on the plot map as three 5’ squares, or cut out small pieces of cardstock for the boats. Remember to place the Lizardfolk in the squares in front and behind the boats. Each boat has a torch mounted on its front, and after the characters climb aboard, the Lizardfolk with light these. The characters will have to decide who is riding in which boat. (It is possible that the characters will not need to use all three boats, if so it is fine to crowd into only two. It just means that one of the boats will be returning empty as all three boats are being taken back to the village.) It takes the next two nights for the characters to travel to the Lizard Village. Ask the characters if any of them have skill with boats (Profession Sailor or Boat Crew for example). If they do, ask if they will “Aid” on the trip. Note which characters “Aid”.

Along the way, the characters encounter an unseen danger. On the first night of travel the characters (and all animals, animal companions and familiars they have brought along) are exposed to a disease (Disease type determined by APL and listed below) and will need to make Fortitude saves to resist it. (Beoridatter and the Lizardfolk do not need to make saves here – isn’t it great being NPC’s!)

- **The Survival skill** can be used to provide a bonus to the Fortitude Saves for this exposure (treat this as “a Fortitude save against severe weather”, see the second entry in the survival skill on pg 83, PHB). This bonus is not stackable with any other character using the Survival skill in this way.

- **Any characters with profession: Sailor or Boater** can assist in avoiding the exposure to the disease (DC 10 to give a +2 bonus to the Fortitude saves for all characters and/or animals in the same boat as the Professional Sailor). This bonus is stackable (Two characters can provide this bonus twice to the passengers in the same boat).
- **If Beoridatter is still with the characters**, she will use her Boater skill to give a +2 bonus to all characters and/or animals in her boat. She will also use her Survival skill to provide a bonus of +4 to up to 7 other characters and/or animals. This bonus is not stackable with any other character using the Survival skill in this way. (Two characters cannot provide this bonus twice to the same character). The players will have to determine who Beoridatter is “mothering” prior to rolling their saves.

After these bonuses have been assigned, have the players roll a Fortitude save for each character and animal (including familiars).

APL 2

☞ **Filth fever** – DC 12, Incubation 1d3 days, damage 1d3 Dex and 1d3 Con.

APL 4

☞ **Mindfire** – DC 12, Incubation 1 day, damage 1d4 Int.

APL 6

☞ **Shakes** – DC 13, Incubation 1 day, damage 1d8 Dex.

APL 8

☞ **Red ache** – DC 15, Incubation 1d3 days, damage 1d6 Str.

APL 10

☞ **Cackle fever** – DC 16, Incubation 1 day, damage 1d6 Wis.

APL 12

☞ **Blinding Sickness** – DC 16, Incubation 1d3 days, damage 1d4 Str (and each time a victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded).

Encounter Five: “Are we there yet?”

You arrive at the village just as Pelor peeks above the eastern horizon. The village seems to huddle in the gloom under a stand of large trees, right at the shoreline of the small lake you are crossing. Even at noon on a cloudless day, you can tell that there would be shadow here. Moss and vines hang like curtains

from the tree branches on the three landward sides of the village, almost as if it were built in a cavern in some green cliff face.

As your boat is pushed solidly onto the sandy beach of the lake edge, Lizardfolk venture timidly from the huts. A few more rise from the waters of the lake further up the beach and dart behind huts. It seems your employers are a bit afraid of you.

If Beoridatter is still with the characters when they arrive in the village she will perform Heal checks (DC 15, and she takes 10 on these) to see if any have contracted a slow incubation disease. If she detects a disease that is not yet “showing,” read the following boxed text to that character.

The old witch gazes sharply into your eyes. She grabs you by the ear and pulls your face closer to her for a better look. “Damn and I almost missed it. Looks like it’s into bed for you child. Warm food, bed rest, and we’ll see if we can halt the progress before it gets real bad.”

Beoridatter carries one potion of *Lesser Restoration* that she will offer a character that needs it, but will request the character reimburse her 150 gp materials cost. She has additional potions at her home she can return with in the morning, but she will request reimbursement for these as well. Note that there is likely to be sufficient gold over cap (unless all the bandits escape) to pay for these potions.

After doing this, and insuring that any sick characters are put to bed, she states that she needs to return to her home and check on her “babies.” She retrieves a small boat from the waters edge and departs, stating that the characters can send one of the swamp folk to fetch her if she is needed. (She leaves a good word with the Lizardfolk, which will influence any interactions the characters have with them in the following Encounters.)

If Beoridatter stayed in Stone Battle; when the characters arrive in the village, if any have contracted a slow incubation disease it will be noticed when they make (or miss) the saving throw.

Your guides rise from the waters behind your boat and splash ashore. “Come” says the one called Shess, “we will show you to your hut and insure that a fine breakfast will await you when you are settled from the trip.” He leads you to the large hut in the center of the village.

Give the Players Handout #2, the Map of the Village.

The village sits on a small island in the marsh, bounded on the east and west by slow moving streams and on the south by a large lake. To the north is a dense growth of old cypress trees and swamp. In fact, the village clearing (“carpeted” in grasses and small plants,) is surrounded by tall trees and “roofed” by the upper branches of very tall trees. (On the Village Map, the

brown circles are the trunks of trees that rise 60 feet in the air and shade the Village). The water table here is very close to the surface (as it would be in any swamp), and digging in the sandy soil will yield water after six inches or so.

The sandy beach is soft sand (hindering movement) and has no vegetation. Only about 10 feet wide at its widest, it has very little slope to the water's edge. There are a large number of lake plants (lily pads, as well as underwater plants) that affect vision in the water of the lake, which is otherwise quite clear. These plants would be affected by an *entangle* spell (though the spell will not cross the Air-Water barrier, it could be thrown above and effect the lily pads or thrown below the water to effect the underwater plants).

Each normal hut in the village is 15x15 foot, has a door in the wall facing the lake and another in the wall away from it (a front door and a back door). (The VIP hut differs from this description only in that it is 20x20 foot). They have thatched walls and roofs, with a wooden pole frame (the poles are dug into the ground). They are basic grass huts, though a little on the large side. Doorways are 4 feet wide and over 6 feet tall, while the doors to the huts are just woven grass mats that hang like drapes across the openings. The huts are floored with other grass mats and there is no fireplace or fire pit in any of the huts. Other than hammocks for sleeping, there are few furnishings. Perhaps a low table or bench, and a shelf, and a clay pot holding water. Woven grass baskets hold what few possessions the Lizardfolk own (as most would hold food for the winter, they are empty now).

Encounter Six: "Fish for breakfast" or "So, can you show me how this works?"

The characters have three days to interact with the Lizardfolk, helping them get ready for the arrival of Needdels' Band. As each character is unique, Encounters Six through Nine really can't be scripted. In them, the characters interact with the Lizardfolk. You (the DM) should try to give the characters the feeling that the Lizardfolk are people going about their lives, in other words "Just Plain Folks".

DM Note: Feel free to refer to Appendix 5 for help describing what is served at each meal. Or make up dishes. Or both.

After you have finished breakfast, one of the Lizardfolk of the village approaches each of you as others clear the table (all the characters have one villager approach them). He points at one of your weapons and says in badly accented common, "Please, you teach me fight? You show us fight how, please?" Plainly, he wants to learn how to use weapons. "My name" some unpronounceable string of hissing, "Me learn good. Me fight Needdels' Tax. Please."

The Lizardfolk want the characters to teach them how to use weapons. (Any weapon, even a dagger, or a club. If the character has no visible weapons, the Lizardfolk will point at something else the character has, like a wand or a piece of jewelry. It seems they don't even know what weapons are.) Dealing with the Lizardfolk in this way may lead to a moral dilemma: Are these Lizardfolk likely to become a danger to humans (elves, gnomes, etc.)? And if so, should the characters be teaching them weapon use? Currently the Lizardfolk are **Indifferent** to the human (elf, gnome, etc.) civilization that surrounds them. Will interacting with the characters change this attitude?

Does the character agree to teach the lizardfolk? **Have each character that agrees to teach the Lizardfolk "weapon use" roll a Diplomacy skill check** to see what effect they have on the attitude of the Lizardfolk they teach. Use the table "Influencing NPC Attitudes" on PHB pg. 72 (Currently the Lizardfolk are **Indifferent**) with the modifiers listed below to see the result. Other characters may not Aid in this roll. Characters may take 10 on this roll (but cannot take 20, as this would require 20 days).

- +2 if Beoridatter traveled with the characters (if she didn't stay in Stone Battle, she Aids this roll)
- +2 if the character rolling can speak Draconic.
- +2 if the character rolling is small. (The Lizardfolk are less afraid of things smaller than them.)
- -1 for each Lizardfolk that failed to return with the characters (if the characters "found their own path to the village" and failed to insure that all or some of the Lizardfolk arrived safely home).
- -2 if the character rolling is large. (The Lizardfolk are more afraid of things larger than them.)
- -2 if the character rolling has an animal of medium size or larger with them most of the time (animal companions, riding dogs, etc.), as strange animals frighten the Lizardfolk. (Do not apply this modifier if the animal is a crocodile animal companion, as these are not "strange animals" to the Lizardfolk.)

Characters not involved in teaching the Lizardfolk weapon use will likely become involved in preparing "surprises" for Needdels' Band. These could be traps, or walls or pits or whatever the characters can think of. The Lizardfolk will help anyway they can, with any part of it.

DM Note: If the players create traps, be sure they look up the DCs to spot them and save against (pg 69 DMG).

Encounter Seven: “Fish for Lunch?” or “Holy Rolling, rolling for Converts”

Like breakfast, lunch appears to be an assortment of dishes, prepared by all the villagers and laid out on the table in front of the “guest hut.” The only recognizable thing in the dishes is fish, prepared at least four different ways. As happened at breakfast, several of the Lizardfolk wait a short distance away, and when you signal that you are done, they whisk the remains of the meal away.

DM note: This encounter and Encounter Eight should take place at the same time, with different characters. During lunch (and after) any clerics, paladins or favored souls among the characters will be asked in detail about their religion and gods.

Each day at lunch (for the three days till Needdels' Band arrives), have them roll a Diplomacy skill check and use the table “Influencing NPC Attitudes” on PHB pg. 72 (Currently the Lizardfolk are **Indifferent**) with the modifiers listed below to see the result. If they get a result of “Helpful”, they have won a convert to their religion (if their god/goddess will except Lizardfolk worshippers). If they get a result of “Friendly,” they have shifted the potential convert’s attitude to **Friendly** and may try another roll the next day. A result of Unfriendly, and they have shifted the potential converts attitude to **Unfriendly** and may try another roll with a new potential convert (Indifferent) the next day. Each character may only “convert” one Lizardfolk.

Other characters may not Aid in this roll. Characters may take 10 on this roll (but cannot take 20, as this would require 20 days).

- +2 if Beoridatter traveled with the characters (if she didn't stay in Stone Battle, she Aids this roll)
- +2 if the character rolling can speak Draconic.
- +2 if the character rolling is small. (The Lizardfolk are less afraid of things smaller then them.)
- +2 for each character that (in Encounter 6a above) shifted the attitude of the Lizardfolk to Friendly or Helpful.
- -1 for each character that (in Encounter 6a above) shifted the attitude of the Lizardfolk to Unfriendly.
- -1 for each Lizardfolk that failed to return with the characters (if the characters “found their own path to the village” and failed to insure that the Lizardfolk arrived safely home).
- -2 if the character rolling is large. (The Lizardfolk are more afraid of things larger then them.)

- -2 if the character rolling has an animal of medium size or larger with them most of the time (such as an animal companion, riding dog, etc.), as strange animals frighten the Lizardfolk. (For each animal, so druid with a riding dog and a wolf companion would get -4. Do not apply this modifier if the animal is a crocodile (animal companion), as these are not “strange animals” to the Lizardfolk.)

Encounter Eight: “Something doesn’t feel right” or “Need a snack?”

Over the course of the morning, two of the characters notice odd things. Hand one of the players that is not involved with Encounter 7 Players Handout #5, with the statement that “you notice something odd.”

Hand the rest of the characters Player’s Handout #4 with the statement “that something is not “right” with the Lizardfolk of the village.”

At lunch on the first day, the characters decide that the Lizardfolk are “sick.” If they ask, tell them they made a Sense Motive roll, and “have a hunch.” Tell them they need to puzzle out the cause of the “illness,” and how to “heal” it by the time Needdels' Band arrives. This is a Puzzle for the characters to solve and a bit of a role-playing event to gain some sympathy for the Lizardfolk.

The Lizardfolk are starving (see “Starvation and Thirst”, DMG pg 304). They have not had enough food and are now giving what food they have been able to harvest to the characters. (They know that the salmon run is starting and they will be well fed in a few days, so they are “paying” the characters what they have now, holding up their end of the bargain to get rid of Needdels' Band.)

In the course of investigating the “illness”, the players are likely to try many things to see if they can “fix” the “problem”. All the Lizardfolk are Fatigued (see “fatigued”, pg 308, PHB,) but rest will not remove this condition. “Non-lethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores hit points heals this damage.

Encounter Nine: “Fish for dinner?” or “Where’s the kids?”

The Lizardfolk have hidden away their children, as they think the humans will hurt them, (some even believe that humans eat Lizardfolk children). The characters need to overcome this problem, or they cannot protect the Lizardfolk kids. There are two parts to solving this problem:

First, the characters need to notice the fact that there are no children in the village. (If one of the players doesn't mention the lack of children in the village, have each player roll a WIS check [DC 14] with a +2 bonus for each day they have been in the village. Have the characters make this roll at the end of each day, right after dinner.) Once the characters notice that there are no kids in the Village, **they then need to get the Lizardfolk children back into the village.** After the characters discover that the Lizard kids have been hidden in the swamp, **Tell the players this!**

This is best accomplished with Diplomacy skill rolls to convince the Lizardfolk to return the children to the village, but some other skill (a Bluff roll, or even tracking them down and bringing them in themselves) might work, (this is a DMs call). Have the characters make these rolls, explaining that the characters cannot keep the village safe if the most important part of it is not in the village.

It is possible that players with no diplomatic skills will decide to use some other means of getting the Lizardfolk to bring their children back into the village. Possible courses of action include (but are not limited to):

- Using Intimidate to force the Lizardfolk into returning the Lizard children to the village. The Lizardfolk modified Level check (the DC the characters would be trying to beat) would be DC 15. Remember that if the characters use this path to get the Lizard kids back into the village, the Lizardfolk default attitude toward the characters will shift to "Unfriendly" from this point on.
- Using Bluff to convince the Lizardfolk that there is a great danger in the Swamp and the children would be safer in the village. (It would help that this Bluff is likely true!). Treat this as a Diplomacy roll below, except the Lizardfolk attitude will have to be shifted to "Helpful" (DC 30).
- Using force to just go out and get them. The Characters would need to find them, but the Lizard Kids are non-combative and not able to put up much of a fight. The Lizardfolk adults with them will only fight if one or more of the children are killed, otherwise they just cower in the face of determined action on the part of the players. If the characters use this path to get the Lizard kids back into the village, the Lizardfolks default attitude toward the characters will shift to "Unfriendly" from this point on.

If the characters use a skill here, they need to appoint a spokesman for this skill roll. All of the other characters may assist with rolls (same skill) of their own. If they persuade Lizardfolk to bring their children (and eggs) back to the village, several Lizard kids will begin to follow one or more of the characters around (hero worship?) This is a good chance to role-play the Lizardfolk as "just plain folks".

The Lizardfolk are **Indifferent** in their Attitude to the characters (and civilization). When the characters try to change this use the table "Influencing NPC Attitudes" on PHB pg. 72. The following modifiers should apply if the characters are using Diplomacy to influence the Lizardfolk attitude. The Lizardfolk attitude will have to be shifted to "Friendly" (DC 15) to get them to return the children to the Village.

- +2 if Beoridatter traveled with the characters (if she didn't stay in Stone Battle, she Aids this roll)
- +2 if the character rolling can speak Draconic.
- +2 if the character rolling is small. (The Lizardfolk are less afraid of things smaller than them.)
- +2 for each character that (in Encounter 6a above) shifted the attitude of the Lizardfolk to Friendly or Helpful.
- +2 for each Lizardfolk Converted in Encounter 6b above.
- -1 for each character that (in Encounter 6a and 6b above) shifted the attitude of the Lizardfolk to Unfriendly.
- -1 for each Lizardfolk that failed to return with the characters (if the characters "found their own path to the village" and failed to insure that the Lizardfolk arrived safely home).
- -2 for each animal of medium size or larger that the characters have with them (animal companions, riding dogs, etc.), as strange animals frighten the Lizardfolk.
- -2 if the character rolling is large. (The Lizardfolk are more afraid of things larger than them.)
- -2 at APL4 (the characters look dangerous.)
- -4 at APL6 (the characters look very dangerous.)
- -6 at APL8 (the characters are plainly very dangerous.)
- -8 at APL10 (the characters are plainly the most dangerous creatures the Lizardfolk have every seen.)
- -10 at APL12 (the characters fearsome reputations are known even in this remote village.)

If the characters fail in this Encounter, it will make Encounter Ten harder, as the smuggler/bandits will have some of the kids as hostages.

Encounter Ten: "Fish for dinner... again?!"

At some point prior to the arrival of Needdels' Band, several of the Lizardfolk will ask if it is "Civilized" to

attack without warning? They are trying to understand the ways of this “civilization” the characters have spoken of. If the characters “talked” their way out of Encounter Three the Lizardfolk will be trying to understand why they don’t use the same skills here. If the characters “fought” their way out of Encounter Three, using non-lethal means, they will ask if the characters intend to capture Needdels’ Band alive as they did the bullies in Stone Battle.

After several days of the salmon run, the smuggler/bandits arrive. The characters should be on guard duty and ready, and the Lizardfolk will give warning (1d6+4 minutes) that “Needdel is coming”.

DM Note: on initiative rolls: Each of the Smuggler/Bandits should have their own initiative rolls. Judges using Initiative Cards should have one for each of the bandits, though the Twins may go on the same initiative.

Unless attacked before getting to the beach, the characters will get to watch the following (at APL2, Patty and Links appear to be humans armed with spike chains, not dead bloated lizardfolk armed with clubs).

A large flat bottom barge is slowly poled out of the evening mist and up to the shore not far from where you landed three days ago. As the poles that are being used to propel the craft are moved, it looks almost like some living creature, walking slowly out of the mist. The hunched back of the “creature” resolves itself into a small deckhouse surrounded by wooden boxes and crates. Soon you can make out a number of figures on board, the two using the poles appearing to be bloated Lizardfolk corpses; their tails missing and they glisten wetly with slime.

As the barge grounds firmly against the shore, the dead take up clubs and large shields and walk a short distance ashore. While they do this you can see other figures begin to move about on the barge, and a well-dressed human steps forward and speaks in a loud clear voice (in Draconic).

If the characters failed to bring the Lizardfolk kids back to the village, the smuggler/bandits have discovered them and taken four of them hostage (the others fled into the swamp). The kids can plainly be seen, tied in a cluster in the center of the barge. Marcore is announcing to the Lizardfolk **“Make the adventurers go away or we’ll kill and eat the kids.”**

If the characters were able to bring the Lizardfolk kids back to the village and the smuggler/bandits spot nothing out of the ordinary they are calling out to the Lizardfolk to bring out their taxes. **“It’s time to pay the taxes! Start loading the fish onto the barge. Now!”**

When the bandits detect the characters (even if the characters attacked first), they will at first think that the characters are a rival smuggler gang called Barnhams — slavers who operate more on the Nyrond border.

Marcore will demand, **“You Slavers pack up and get back to Nyrond! The Compact states that this is Needdels’ territory! You have no right to be here!”** If the characters explain that the Lizardfolk hired them Marcore will offer to split the catch with the characters and point out that Lizard skin boots are in fashion in Greyhawk City.

If any of the characters are Centaurs or Asherati, or dressed in desert clothing, Mamoot will start the combat as soon as he sees them (at APL 4 and above he is linked through the use of a *message* spell with the other members of his team, so all the smuggler/bandits start shooting at once). He had a bad experience in the Bright Sands recently and will assume these characters are here to settle old scores.

APL 2 (EL 5)

☛ **Marcore Selton:** male human Marshal 2; hp 15; Init +9; See Appendix 2.

☛ **Mamoot:** male human Drd 1; hp 8; Init +5; See Appendix 2.

☛ **Roguar Greyleaf** female Grey Elf Rogue 1; hp 8; Init +11; See Appendix 2.

☛ **Patty and Links:** male and female human War 1; hp 9 each; Init +5 each; See Appendix 2.

APL 4 (EL 2)

☛ **Marcore Selton:** male human Marshal 3/Warmage 1; hp 26; Init +9; See Appendix 2.

☛ **Mamoot:** male human Drd 2/Wiz 1; hp 16; Init +5; See Appendix 2.

☛ **Roguar Greyleaf** female Grey Elf Rogue 3; hp 14; Init +11; See Appendix 2.

☛ **Patty and Links:** male and female human Barb 1/Ftr 1; hp 20 each; Init +5 each; See Appendix 2.

APL 6 (EL 4)

☛ **Marcore Selton:** male human Marshal 4/Warmage 2; hp 37; Init +9; See Appendix 2.

☛ **Mamoot:** male human Drd 2/Wiz 3; hp 22; Init +5; See Appendix 2.

☛ **Roguar Greyleaf** female Grey Elf Rog 4/Wiz 1; hp 21; Init +11; See Appendix 2.

☛ **Patty:** female human Barb 2/Ftr 2; hp 35; Init +5; See Appendix 2.

☛ **Links:** male human Barb 1/Ftr 2; hp 27; Init +5; See Appendix 2.

APL 8 (EL 6)

☛ **Marcore Selton:** male human Marshal 4/Warmage 4; hp 47; Init +10; See Appendix 2.

☛ **Mamoot:** male human Drd 3/Wiz 3/Mystic Theurge 1; hp 30; Init +6; See Appendix 2.

☛ **Roguar Greyleaf** female Grey Elf Rog 4/Wiz 3; hp 27; Init +12; See Appendix 2.

☛ **Patty:** female human Barb 3/Ftr 2/Occult Slayer 1; hp 49; Init +10; See Appendix 2.

☛ **Links:** male human Barb 3/Ftr 2; hp 43; Init +10; See Appendix 2.

APL 10 (EL 8)

☛ **Marcore Selton:** male human Marshal 4/Warmage 6; hp 57; Init +10; See Appendix 2.

☛ **Mamoot:** male human Drd 3/Wiz 3/Mystic Theurge 3; hp 36; Init +10; See Appendix 2.

☛ **Roguar Greyleaf** female Grey Elf Rog 5/Wiz 4; hp 34; Init +13; See Appendix 2.

☛ **Patty:** female human Barb 3/Ftr 2/Occult Slayer 3; hp 69; Init +10; See Appendix 2.

☛ **Links:** male human Barb 3/Ftr 2/Occult Slayer 2; hp 55; Init +10; See Appendix 2.

APL 12 (EL 10)

☛ **Marcore Selton:** male human Marshal 4/Warmage 8; hp 67; Init +11; See Appendix 2.

☛ **Mamoot:** male human Drd 3/Wiz 3/Mystic Theurge 5; hp 42; Init +11; See Appendix 2.

☛ **Roguar Greyleaf** female Grey Elf Rog 5/Wiz 6; hp 40; Init +15; See Appendix 2.

☛ **Patty:** female human Barb 3/Ftr 2/Occult Slayer 5; hp 83; Init +11; See Appendix 2.

☛ **Links:** male human Barb 3/Ftr 2/Occult Slayer 4; hp 76; Init +11; See Appendix 2.

Tactics: Overall tactics for the Smuggler/Bandits (individual tactics will be listed in Appendix 2 in each smugglers listing): Each of the Smuggler/Bandits fill a role in the group as a whole.

Marcore – Magic Suppression (shoot at enemy spell casters), and ranged attack support

Mamoot – Summoner/medic – provides the hammer for the twins Anvil (in the form of summoned monsters). Provide healing when friends go down.

Roguar – Sniper/Scout – in combat, help the twins by shooting characters attacking them, or snipe at characters Marcore has wounded.

Paddy and Links (the twins) – The Anvil for Mamoot's summoned “hammer”. Prevent characters from getting the rest of the team in melee.

They know and follow the tactic called “Russian Tank Doctrine”. Simply put, this means they all attack the same target (if they can), and keep attacking it until it falls. They shoot at wounded enemies first, and keep doing so as long as they can.

They use *Goodberries* to stabilize downed foes if they can (taking their next action if not engaged, but not risking an AOO). They feel that prisoners are always worth more than dead bodies – and none of them are evil (none are good either though).

Remember, these Smugglers are not here looking for a fight! They are smugglers, not fighters. They will not fight to the death if they have any say in the matter. If 2 of them go down, they are likely to run if able too (unless most of the attackers are down as well). If 3 of them go down they are likely to call for surrender terms, “you guys offer parole?”. At most APL's they have “escape” potions (*Gaseous Form* and/or *Invisibility*), or a *Dimension Door* spell (at APL10 and 12).

DM Note: if the fight appears to be going badly for the characters, the Lizardfolk will attack the bandits in mass – driving off any remaining smuggler/bandits and “saving” the characters. Only use this as a last resort, as the last character goes down they will see the Lizardfolk moving to their rescue. The characters will awaken to the healing of Beoridatter, and can pick up the adventure from there. Be sure and reduce the XP for this encounter by 20% for each Smuggler/Bandit not dropped, and remove any magic items that were on escaped Smuggler/Bandits.

After the fight: Beoridatter will arrive (from Stone Battle if the characters fought their way out of Encounter 3,) and assist with healing. She can change her spells to those needed by the characters if they remain here till in the morning. She also has several potions of Restoration, Lesser in her home (see her write-up in Appendix 1).

When/If the characters defeat the smuggler/bandits, they will find that this is not all the smuggler/bandit gang. Needdel is not here, this was only one of his operations, and he is elsewhere in the swamp. He is checking on this operation (magically), and will warn the base that “they have been compromised” and need to quit the area.

Encounter Eleven:

“Finding Needdel – in a Swamp”

The characters can track the smuggler/bandits back to an old ruin in the swamp. If the characters are unable to track them themselves, the Lizardfolk will lead them to the location of the Bandit Hideout (see Appendix 4).

They have a base camp hidden here (hidden mainly from aerial patrols). By the time the characters get here, the smuggler/bandits have fled, escaping into the swamp

just hours before. Needdel has been checking on the progress of the characters magically and warns the smuggler/bandits left here when it is time to “bug-out.” The bandits rig a “surprise” for anyone (the characters) coming along afterward. A Hydra will attack the characters as the characters are exploring the ruins.

As you get closer to it, the small island ahead of you resolves itself into a tumbled ruin, covered in trees. Closer still and you can see a opening in the trees that shows a sandy beach with several small boats pulled up on it. The trees here have ripped stone from stone, breaking the stone walls of an old fortress into a heap of rubble. And yet behind the beach, you see a shadowed opening, twenty-five feet wide and over ten feet tall that seems to let onto what was once a courtyard of the fortress, now roofed in vegetation and rubble.

DM description of the Smuggler base (also on the DM map):

- Three small flat bottom boats are drawn up on the beach; all are rotting and useless. The entrance from the river is 25 feet wide, soft sand and shows the tracks of many boats and booted feet. Each of the “Halls” is over 50’ by 75’, walled in stone rubble, with a roof of rubble and vegetation 25 to 35 above a flagstone floor. At one time these were the courtyards of some castle, now they are just dimly lit chambers.
- First hall – used by the smugglers to store boats, there is some equipment to pull a raft up into the chamber and off the beach.
- Second Hall – used by the smugglers to store goods, it is now empty, though it appears to have been cleared in a hurry.
- Third Hall – used by the smugglers as living quarters, this area has been divided up some by stringing cloth drapes from ropes. Now empty, it shows signs of having been used recently by 10 to 15 men.

The smuggler/bandits have fled, but they have arranged to have a Hydra come into the “Cavern,” leading it here with a *Helping Hand* spell. It arrives as the characters are exploring the Third Hall of the hide out. The Hydra is hungry (aren’t all monsters?), and once it is on the beach it will follow the old scent of fish until it encounters the characters. All but one of the Lizardfolk guides left outside will flee, that one running through the Halls calling out a warning to the characters. This means that the characters will have only two rounds of warning before the Hydra arrives. The Lizardfolk guide that gives them warning will remain behind the party, letting they handle the monster, unless it appears that the characters are losing.

If it looks like the characters are overmatched, (several of them are down) this Lizardfolk will charge the Hydra, yelling at the characters to escape while she distracts the monster. If the characters do not take this opportunity to escape, the Hydra will grab the (now dead) Lizardfolk and splash back to the river to eat her (swimming away).

At APL 2, the Lizardfolk guides will attack the Hydra to assist the characters, distracting two of the heads each round and causing 8 points of damage each round. (Don’t bother to distract from the players’ combat by rolling dice for the Lizardfolk, just tell the players that the Lizards are helping them.)

APL2 and APL4 (EL 5)

👉 **Five-Headed Hydra:** hp 55; see *Monster Manual* page 156.

APL6 (EL 7)

👉 **Seven-Headed Hydra:** hp 77; see *Monster Manual* page 156.

APL8 (EL 9)

👉 **Nine-Headed Hydra:** hp 99; see *Monster Manual* page 157.

APL10 (EL 11)

👉 **Eleven-Headed Hydra:** hp 118; see *Monster Manual* page 157.

APL12 (EL 13)

👉 **Eleven-Headed Cryo-Hydra:** hp 118; see *Monster Manual* page 157.

DM note: on why the Hydra arrives at the worst possible time for the characters. Not all the Bandits have left the Hide Out. Under orders from Needdel, the bandits have cast the spell *Rope Trick* just inside the entrance to Hide Out and several of them are watching for the characters to arrive. One of these has cast a *helping hand* spell to lure the largest monster in the area here (the Hydra – discovered sometime back and avoided by everyone in this area of the swamp).

Encounter Twelve: “Fish again?! Maybe next year”

The Lizard village is saved, and the characters return to Stone Battle. The Lizardfolk invite the characters to return next year and “help” with the harvest. The characters leave the Village in the same boats they arrived in, loaded down with fish (prisoners and loot ... and maybe extra boats, each propelled by two of the Lizardfolk).

As part of the rewards on AR: characters may spend one TU (home region CoU) or two TU (Out of Region) at

the start of each year to gain a money reward (selling part of the salmon harvest).

DM Note: What do the characters do with the Smuggler/Bandits? The characters will have to decide on the final disposition of both living and dead members of Needdels' Band. **This information needs to be noted on each characters AR!**

Possible options for the living ones will include:

- A. Turn them over to County of Urnst authorities (they are wanted).
- B. Released in Stone Battle.
- C. Released in the swamp (in the Lizard Village or some distance from it).
- D. Killed. (This is an Evil Act. Mention that to the characters that pick this option.)
- E. "Something Else". Characters are inventive, and always try for "something outside the module". Please note on the back of the AR what they did.

Possible options for the bodies of dead members of Needdels' Band include:

1. Burial marked or unmarked graves in the woods north of the Village (what the Lizardfolk would do with dead Lizardfolk).
2. Burial at Stone Battle.
3. Burial somewhere else.
4. Burn the bodies.
5. Dispose of the bodies in some "un-mentionable" method. (Drop them in the swamp, feed the crocs, etc.) (This is a borderline Evil Act. Mention that to the characters that pick this option.)
6. "Something Else". Characters are inventive, and always try for "something outside the module". Please note on the back of the AR what they did.

Conclusion: "Fish for ... Profit?"

As you arrive back at Stone Battle with a boatload of fish, a well-dressed merchant greets at the docks.

He meets you with a sunny smile and offers you a hand up from your boat. "Well, my money sense has never failed my yet, and by Zilchus it hasn't now. I am believe that" he points to one of the baskets of fish in your boat, "is a fine catch of some of the Fennelmores' famous Salmon. Perhaps you would care to deal with an old established company that provides fine meats all through the County of Urnst? My name is Grunny, rhymes with money, and I represent Sir Loins Meats. I would be very happy to..." adventure fades out.

The End

Experience Point Summary

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

Encounter Three

Get past the Thugs, by talking or fighting

APL2 30 xp; **APL4** 90 xp; **APL6** 120 xp;

APL8 180 xp; **APL10** 240 xp; **APL12** 300 xp;

Encounter Four

Get past the disease, infected or not.

All APL 90 xp;

Encounter Ten

Defeat Needdels' Band

APL2 150 xp; **APL4** 210 xp; **APL6** 270xp;

APL8 330 xp; **APL10** 390 xp; **APL12** 450 xp.

Encounter Eleven

Defeat or survive the Hydra:

APL2 90 xp; **APL4** 150 xp; **APL6** 210 xp;

APL8 270 xp; **APL10** 330 xp; **APL12** 390 xp;

Story Award

APL2 45 xp; **APL4** 67 xp; **APL6** 90 xp;

APL8 112xp; **APL10** 135 xp; **APL12** 157 xp;

Discretionary roleplaying award

APL2 45 xp; **APL4** 68 xp; **APL6** 90 xp;

APL8 113xp; **APL10** 135 xp; **APL12** 158 xp;

Total possible experience:

APL2 450 xp; **APL4** 675 xp; **APL6** 900 xp;

APL8 1125 xp; **APL10** 1350 xp; **APL12** 1575 xp;

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10

minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Ten: (loot from Needdels' Band)

APL 2: L: 345 gp; C: 99 gp; M: 333 gp; +1 *Chain Shirt* (204 gp each), Wand of *Lesser Vigor* (125 gp each), Scroll of *Cure Light Wounds* (4 gp each).

APL 4: L: 401 gp; C: 106 gp; M: 1539 gp. +1 *Chain Shirt* (204 gp), +1 *Buckler* (194 gp), Wand of *Lesser Vigor* (125 gp), Cloak of Elvenkind (416 gp), (2x) *Hat of Disguise* (600 gp).

APL 6: L: 368 gp; C: 6 gp; M: 2955 gp; +1 *Chain Shirt* (204 gp), +1 *Buckler* (194 gp), (3x) *Brooch of Shielding* (750 gp), Wand of *Lesser Vigor* (125 gp), Potion of *invisibility* (50 gp), (2x) *Potion of Gaseous Form* (250 gp), Cloak of Elvenkind (416 gp), (2x) *Hat*

of Disguise (600 gp), (2x) *Mithral Chain Shirt* (366 gp).

APL 8: L: 443 gp; C: 47 gp; M: 4911 gp; +1 *Chain Shirt* (204 gp), +1 *Buckler* (194 gp), (3x) *Brooch of Shielding* (750 gp), (2x) *Cloak of Resistance* +1 (332 gp), +1 *Ring of Protection* (333 gp), (3x) *Potion of Gaseous Form* (375 gp), Wand of *Lesser Vigor* (125 gp), *Potion of invisibility* (50 gp), *Pearl of Power* (1st level) (166 gp), *Pearl of Power* (2nd level) (666 gp), *Cloak of Elvenkind* (416 gp), (2x) *Hat of Disguise* (600 gp), (2x) *Mithral Chain Shirt* +1 (700 gp).

APL 10: L: 335 gp; C: 106 gp; M: 9295 gp; +1 *Mithral Full Plate* (1666 gp), +1 *Buckler* (194 gp), (3x) *Brooch of Shielding* (750 gp), +1 *Ring of Protection* (333 gp), (5x) *Potion of Gaseous Form* (625 gp), Wand of *Lesser Vigor* (125 gp), *Potion of invisibility* (50 gp), (2x) *Pearl of Power* (1st level) (332 gp), (2x) *Pearl of Power* (2nd level) (1332 gp), *Headband of Intellect* +2 (666 gp), *Cloak of Elvenkind* (416 gp), +1 *Composite Longbow* (400 gp), (2x) *Hat of Disguise* (600 gp), (2x) *Mithral Chain Shirt* +1 (700 gp), (2x) *Cloak of Resistance* +1 (332 gp), (2x) *Spiked Chain* +1 (774 gp).

APL 12: L: 269 gp; C: 33 gp; M: 16143 gp; +1 *Mithral Full Plate* (1666 gp), +1 *Buckler* (194 gp), (3x) *Brooch of Shielding* (750 gp), +1 *Ring of Protection* (333 gp), (5x) *Potion of Gaseous Form* (625 gp), *Cloak of Charisma* +2 (666 gp), *Eversmoking Bottle* (900 gp), *Lesser Metamagic Rod of Silent* (500 gp), Wand of *Lesser Vigor* (125 gp), (2x) *Pearl of Power* (1st level) (332 gp), (2x) *Pearl of Power* (2nd level) (1332 gp), (2x) *Headband of Intellect* +2 (1332 gp), *Pearl of Power* (3rd level) (1500 gp), *Cloak of Elvenkind* (416 gp), +1 *Composite Longbow* (400 gp), *Gloves of Dexterity* +2 (666 gp), (2x) *Hat of Disguise* (600 gp), (2x) *Mithral Chain Shirt* +1 (700 gp), (2x) *Cloak of Resistance* +1 (332 gp), (2x) *Spiked Chain* +1 *Merciful* (2774 gp).

Encounter Twelve: (Share of Salmon)

All APLs: L: 100 gp; C: 0 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 445 gp; C: 99 gp; M: 333 gp - Total: 877 gp

APL 4: L: 501 gp; C: 106 gp; M: 1539 gp - Total: 2146 gp

APL 6: L: 468 gp; C: 6 gp; M: 2955 gp - Total: 3429 gp

APL 8: L: 543 gp; C: 47 gp; M: 4911 gp - Total: 5501 gp

APL 10: L: 435 gp; C: 106 gp; M: 9295 gp - Total: 9836 gp

APL 12: L: 369 gp; C: 33 gp; M: 16143 gp - Total: 16545 gp

Special

☛ **"Final" disposition of Needdels' Band:** What did the characters do with the Smuggler/Bandits (living and dead)? (___/___) (a letter/number code should be noted here, such as A/4).

☛ **In the Salmon Business Now!** In thanks for helping them in their time of need, the Lizardfolk would like you to return each year to "assist" them in the annual Salmon Harvest. For this, you will be gifted with a portion of the harvest. Returning to "civilization" in Stone Battle you locate a Dealer in Fine Meats (A company named "Sir Loins Meats") who offer to buy all your fish each year you bring it to them.

At the start of each Calendar Year you may spend one time unit (on your first AR of that year) to roll a D20, consult the following chart and gain additional gold pieces. Characters not native to the County of Urnst have to pay 2 time units (the first two of the year). During these time units you do not have to pay upkeep, as you are "hosted" by the Lizardfolk tribe.

Roll	Result
1-2	The Tribe has fallen on bad times. You spend 100 gp to help them through this thin time. (If you fail to pay this, you will not be invited back to "help in the harvest" — cross off this favor.).
3-10	You break even. But it was good eating!
11-13	Small yield, you gain 50 gp
14-16	Medium yield, you gain 100 gp
17-19	Large yield! You had to use two boats to get it all back! You gain 200 gp
20	Extra Long Run! You don't want to see Salmon for weeks, let alone eat it! It takes you an extra TU just to get all the fish to Stone Battle! Gain 500 gp but spend 1 extra TU. You may decline some of this boon and take only a large yield, gaining 200 gp without spending an extra TU.

Items for the Adventure Record

APL 2

- Wand of *Lesser Vigor* (50 chgs) (Adventure, *DMG*, 750 gp)

APL 4 (APL 2 plus the following)

- Mithral Chain Shirt (Adventure, *DMG*, 1100 gp),
- Cloak of Elvenkind* (Adventure, *DMG*, 2500 gp),
- Hat of Disguise* (Adventure, *DMG*, 1800 gp),
- Mamoots' Spellbook: 1st—[*Colorspray*, *Summon Monster I*, *Mage Armor*, *Detect Secret Doors*, *Grease*]. (Adventure, 50 gp),

APL 6 (APL 2-4 plus the following)

- Brooch of Shielding* (Adventure, *DMG*, 1500 gp),
- Mamoots' spellbook (these plus spells from APL 4): 1st—[*Disguise Self*, *Enlarge Person*]; 2nd—[*Invisibility*, *Summon Monster II*]. (Adventure, 110 gp)
- Roguars' Spellbook: 1st—[*Colorspray*, *Enlarge Person*, *Mage Armor*, *Erase*, *Magic Missile*, *True Strike*, *Sleep*]. (Adventure, 70 gp)

APL 8 (APL 2-6 plus the following)

- Pearl of Power (1st level) (Adventure, *DMG*, 1000 gp)
- Pearl of Power (2nd level) (Adventure, *DMG*, 4000 gp)
- +1 Mithral chain shirt (Adventure, *DMG*, 2100 gp)
- Mamoots' Spellbook (these plus spells from APL 4-6): 2nd—[*Blur*, *See Invisibility*]. (Adventure, 150 gp)
- Roguars' Spellbook (these plus spells from APL 6): 2nd—[*Invisibility*, *Glitterdust*]. (Adventure, 110 gp)

APL 10 (APL 2-8 plus the following)

- +1 Mithral Full Plate (Adventure, *DMG*, 11650 gp),
- Mamoots' Spellbook (these plus spells from APL 4-8): 3rd—[*Invisibility Sphere*, *Summon Monster III*, *Displacement*, *Gaseous Form*]. (Adventure, 230 gp)
- Roguars' Spellbook (these plus spells from APL 6-8): 2nd—[*Mirror Image*, *See Invisibility*]. (Adventure, 110 gp)

APL 12 (APL 2-10 plus the following)

- Pearl of Power (3rd level) (Adventure, *DMG*, 8000 gp),
- Eversmoking Bottle (Adventure, *DMG*, 5400 gp)
- Mamoots' spellbook (these plus spells from APL 4-10): 2nd—[*Whispering Wind*]; 3rd—[*Haste*]; 4th—[*Greater Invisibility*, *Rainbow Pattern*, *Summon Monster IV*, *Dimension Door*]. (Adventure, 440 gp)
- Roguars' spellbook (these plus spells from APL 6-10): 3rd—[*Invisibility Sphere*, *Fly*, *Displacement*, *Haste*] (Adventure, 230 gp)

Appendix 1: Friendly Non-Player Characters

☛ **Beoridatter**, (“Be-o-ry-dat-ter”): female, human [Flan], Drd 4; CR 4; HD 4d8+4; hp 14; Init -1; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); BAB/Grapple +3/+2; Atk +2 melee (Club, 1d6-1, x2, bludge.) or +3 ranged [(Sling 1d4-1, x2, bludge.)]; SA nil; SQ Spells, animal companion (at her home), nature sense, wild empathy (+6), woodland stride, trackless step, resist nature’s lure; SR nil; AL N/N; SV Fort +3, Ref +1, Will +8; Str 9, Dex 11, Con 9, Int 12, Wis 18, Cha 10.

Skills and Feats: Diplomacy +0, Handle Animal +7, Heal +14, Kn (nature) +8, Profession (boater) +11, Spot +7, Survival +12, Swim +6; Skill Focus (Healing), Brew Potion, Extend Spell.

Possessions: [Items worn or carried]; Club (walking stick), Sling (10 bullets), Potion of neutralize poison, Potion of lesser restoration, Potion of water breathing, 16 goodberries (1 to 3 days old), Holy symbol (Beory), 3 lbs. Salt, 2 lbs. Tea leaves, Traveler’s outfit, backpack, waterskin, 3 torches, flint and steel, tea pot. At her home she has 3 potions of Restoration, Lesser that she has crafted herself. If the characters should be in need of these she will sell them to them at half price (150 gp. each) (they are used during this adventure, and so are not available on the AR at this reduced price).

Physical Description: Beoridatter is a 65-year-old human female, of pure Flan blood. She has gray stringy hair and heavy wrinkled sun bronzed skin, her left eye is slightly filmed with white (cataract). It is easy to see why most people in Stone Battle think of her as “that creepy old swamp witch”, a description she enjoys.

Spells Prepared (5/4/3; base DC = 14 + spell level): 0—[*cure minor wounds, guidance, light, purify food & drink* (2)]; 1st—[*cure light wounds, entangle, goodberries, speak with animals*]; 2nd—[*animal trance, delay poison, fog cloud*].

Personality Notes: Play her as a crabby old lady. She squints one eye (the one with the slight cataract) to peer at people as she talks to them. She acts even older than she is (65) – she’s “the Old Swamp Witch” and likes playing the part.

☛ **Lizard Kids**, (“Sheesher”, or “Kassher” or “Kessheck”, Etc): male and female, Lizardfolk [Small Humanoid (Reptilian)]; CR 0; HD 1d8+1; hp varies; Init +0; Spd 30 ft.; AC 15 (+1 size, +4 natural) (touch 11, flat-footed 15); BAB/Grapple none/none; Atk none; SA nil; SQ Hold breath; SR nil; AL Usually neutral; SV Fort +1, Ref +2, Will +0; Str 10, Dex 10, Con 13, Int 9, Wis 9, Cha 10.

Skills and Feats: Balance +5, Jump +5, Swim +6; Multiattack (not used until adult).

Possessions: [Items worn or carried]; effectively none (a small toy?).

Physical Description: These small humanoids look like a cross between a human and a lizard. They have clawed hands, a long tail and toothy jaws. Right now they are the size of kobolds, but in time they will likely grow into powerful humanoids.

Appendix 2: Non-Player Characters

APL 2

Encounter 3

☛ **Relan “Bug-face” Tork and several of his friends, Street Bullies:** [male] [Human (Mixed)] [Warrior 1]; CR 1/2; HD 1d8+2; hp 7; Init 0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12) [+2 leather armor]; BAB/Grapple +1/+2; Atk +2 melee [(Unarmed strike 1d3+1 nonlethal damage, Bludgeoning)] or +2 Grapple; SA none; SQ none; SR nil; AL [N/E]; SV Fort +6, Ref +0, Will -1; Str 12, Dex 10, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Intimidate +6, Sense Motive +0; Great Fortitude (helps in drinking), Skill Focus (Intimidate).

Possessions: Leather armor.

Encounter 10

☛ **Marcore Selton:** [male] [Human (Flan/Suel)] [Marshal 2]; CR 2; HD 2d8+2; hp 15; Init +6(+3*); Spd 30 ft., AC 18 (touch 12, flat-footed 16) [+5 armor, +2 Shield, +2 Dex]; BAB/Grapple +1/+1; Atk +1 melee [Long Sword (1d8, 19x2 slashing)] or +4 (+5) ranged [(Masterwork Long Comp. Bow, 1d8 (or 1d8+1), X3 piercing), Point Blank Shot]; SA Point Blank Shot feat; SQ **Minor Aura** (*Motivate Dexterity*), **Major Aura** (*Resilient Troops*); SR nil, AL L/N; SV Fort +4(+1**), Ref +2(+1**), Will +2(+1**); Str 10, Dex 14, Con 12, Int 14, Wis 8, Cha 16.

Skills and Feats: Bluff +8, Diplomacy +17, Escape Artist +2, Knowledge (Nobility and Royalty) +7, Intimidate +8, Know Lang. +5 (Draconic, Elven, Flan, Suloise, Rophan.), Sense Motive +4, Spot +2. Improved Initiative, Point Blank Shot

Minor Aura (*Motivate Dexterity*) all allies add +3 bonus on Dex checks, Dex-based skill checks and Initiative checks.

Major Aura (*Resilient Troops*) Allies add +1 to all saves.

Possessions: (+1) Chain Shirt armor, Heavy Wooden Shield, Longsword, Masterwork Long Composite Bow, 20 arrows, Alchemical Silver Light Mace, Flask of Acid, Healers Kit, 1 *Goodberries* from Mamoot.

*+3 bonus if within 60' of Marcore (himself) when his *motivate dexterity* Minor Aura is active (always).

**+1 bonus if within 60' of Marcore (himself) when his *Resilient Troops* Major Aura is active (always).

Tactics: In combat Marcore will normally ready a missile attack against the first enemy spellcaster he sees casting spells (he is attempting to disrupt enemy spellcasting). If forced into melee he will step back and shot his bow. He only fights with longsword if all other options are unavailable.

☛ **Mamoot:** [male][Human (Baklunish)] [Drd 1]; CR 1; HD 1d8, hp 8; Init 2(+3*); Spd 30 ft.; AC 16 (touch 14, flat-footed 12) [+2 armor, +2 shield, +2 Dex]; BAB/Grapple +0/+2; Atk +2 melee (Scimitar 1d6+2, 18x2, Slashing) or +2 ranged (Sling 1d4+2, Bludgeoning); SA Spells; SQ Wild Empathy, Nature Sense, Animal Companion (crocodile), Woodland Stride; SR nil; AL L/N; SV Fort +2(+1**), Ref +2(+1**), Will +4(+1**); Str 14, Dex 14, Con 10, Int 14, Wis 15, Cha 8.

Skills and Feats: Handle Animal +3 (+4 for companion), Heal +6 (+2 with healers kit), Kn (nature) +8, Listen +6, Spot +6, Survival +8, Swim +6; Spell Focus (Conjuration), Augment Summoning.

Possessions: Wand of *Lesser Vigor* (50), Leather Armor, Heavy Wooden Shield, Scimitar, Sling, Bullets (10), 6 Goodberries (from a spell cast at dusk yesterday) (1 given to each ally and 2 kept himself, so he is only carrying 2), Scroll of *Cure Light Wounds*.

Spells Prepared (3/2; base DC = 12 (13 for conjurations) + spell level): 0—[*Cure Minor Wounds*, *Detect Magic*, *Create Water*]; 1st—[*Entangle*, *Goodberries*].

*+3 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (always).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Tactics: In the first round of combat Mamoot will cast his entangle spell, in later rounds he will shoot his sling. If any of his allies or enemies fall, he will move to render first aid (or heal them with his *goodberries*).

☛ **Mamoot's 1st level Animal Companion**, Crocodile, Medium animal; HD: 3d8+9; hp 22; Init +1; Spd 20 ft., swim 30 ft.; AC 17 (touch 11, flat-footed 16) [+1 Dex, +4 natural, +2 leather barding]; BAB/Grapple: +2/+6; Att: Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6); Full Attack: Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6); SA: Improved grab; SQ: Hold breath, low-light vision, link, share spells; AL NN; SV Fort +6, Ref +4, Will +2; Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2

Skills and Feats: Hide +7 (+4 in water, +10 cover bonus if only eyes and nostrils out), Listen +4, Spot +4, Swim +12; Alertness, Skill Focus (Hide).

Tricks: Attack, Defend, Heel, Bonus Tricks (1), Work.

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an AOO. If it wins the grapple check, the crocodile establishes a hold

on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

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

☛ **Roguar Greyleaf:** [female] [Grey Elf] [Rog 1]; CR 1; HD 1d6; hp 6; Init 8 (+3*); Spd 30 ft.; AC 17 (touch 14, flat-footed 13) [[AC +3 armor, +4 Dex]]; BAB/Grapple +0/+0; Atk +0 melee [(Rapier 1d6, 18x2, piercing)] or +5 ranged [(Longbow 1d8, x3, piercing)]; SA Sneak Attack Dice +1d6; SQ Elf traits; SR nil; AL L/N; SV Fort +0(+1**), Ref +6(+1**), Will -1(+1**); Str 10, Dex 18, Con 10, Int 18, Wis 8, Cha 8.

Skills and Feats: Bluff +3, Decipher Script +5, Disable Device +10, Escape Artist +8(+3*), Hide +8(+3*), Jump +4, Kn(local) +5, Listen +5, Move Silently +8(+3*), Open Locks +7(+3*), Search +10, Spot +5, Tumble +8(+3*); Improved Initiative

Possessions: Masterwork Studded leather armor, Rapier, Masterwork Longbow, arrows (20), Masterwork Thieves Tools, 1 *Goodberries* from Mamoot.

*+3 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (always).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Tactics: In the first round of Combat Roguar will attempt to shot any character within 30 foot that is still Flat-Footed. On later rounds she will try to remain out of melee, shooting at any character engaged with the chain-fighters (any 10' from a bandit, Roguar does not have Precise Shot)

☛ **Patty and Links:** [1 male & 1 female] [Human] [Warrior 1]; CR 1/2; HD 1d8+1; hp 9 each; Init +2(+3*); Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [[AC +4 armor, +2 Dex]]; BAB/Grapple +1/+5; Atk +6 melee [(Masterwork Spiked chain, 2d4+6, Piercing)] or +3 ranged [(Javelin, 1d6+4 piercing)]; Face/Reach 5 ft./10 ft.; SA Combat Reflexes, SQ nil; SR nil; AL [N/N]; SV Fort +3(+1**), Ref +2(+1**), Will +0(+1**); Str 18, Dex 14, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Tumble +2(+3*). Exotic Weapon (Spiked Chain), Combat Reflexes (2 extra AOO).

Special Quality:- Combat Reflexes allows them an AOO even when flat-footed.

Possessions: Chain shirt armor, Masterwork Spiked Chain, Locking gauntlet (left hand), 3 javelins in quiver on back (to be thrown with right hand), 1 *Goodberries* from Mamoot.

*+3 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (always).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Physical Description: Twin brother and sister. Dress alike, look alike, act alike.

Tactics: Patty and Links will move off the boat to the shoreline and take a defensive stance twenty feet apart. In the first round of Combat they will ready an attack to swing at anything moving against them or their allies. On later rounds they will move back in the direction of the boat, trying to place themselves 10 or more feet from enemies (this will give their allies a clear shot). They will double-team an enemy when they can, trying to drop any that have been hit, before moving on to another opponent. If not engaged in melee, they will throw their javelins.

Encounter 3

☛ **Relan “Bug-face” Tork and several of his friends, Street Bullies:** [male] [Human (Mixed)] [Warrior 2]; CR 1; HD 2d8+4; hp 13; Init 0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12) [[+2 leather armor]]; BAB/Grapple +2/+3; Atk +3 melee [(Unarmed strike 1d3+1 nonlethal damage, Bludgeoning)] or +3 Grapple; SA none; SQ none; SR nil; AL [N/E]; SV Fort +7, Ref +0, Will -1; Str 12, Dex 10, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Intimidate +7, Sense Motive +1; Great Fortitude (helps in drinking), Skill Focus (Intimidate),

Possessions: Leather armor.

Encounter 10

☛ **Marcore Selton:** [male] [Human (Flan/Suel)] [Marshal 3/Warmage 1]; CR 4; HD 3d8+3+1d6+1; hp 26; Init +6(+3*); Spd 30 ft.; AC 19 (touch 12, flat-footed 17) [+5 armor, +2 Shield, +2 Dex]; BAB/Grapple +2/+2; Atk +3 melee [Masterwork Long Sword (1d8, 19x2 slashing)] or +5 (+6) ranged [(Masterwork Long Comp. Bow, 1d8 (or 1d8+1), X3 piercing), Point Blank Shot]; SA Point Blank Shot feat; SQ **Minor Auras** (*Motivate Dexterity, Force of Will*), **Major Aura** (*Resilient Troops*); SR nil; AL L/N; SV Fort +4(+1**), Ref +3(+1**), Will +4 (+1**) (+3 with *Force of Will**); Str 10, Dex 14, Con 12, Int 14, Wis 8, Cha 17.

Skills and Feats: Bluff +8, Concentration +4, Diplomacy +19, Escape Artist +5(+3*), Knowledge (Nobility and Royalty) +7, Intimidate +9, Know Lang. +6 (Draconic, Goblin, Elven, Flan, Suloise, Rophan.), Sense Motive +4, Spot +4. Improved Initiative, Point Blank Shot, Practiced Spellcaster (Warmage).

Minor Auras (*Motivate Dexterity*) all allies add +3 bonus on Dex checks, Dex-based skill checks and Initiative checks. (*Force of Will*) all allies add +3 bonus on Will Saves.

Major Aura (*Resilient Troops*) Allies add +1 to all saves.

Possessions: (+1) Chain Shirt armor, (+1) Buckler, Masterwork Longsword, Masterwork Long Composite Bow, 20 arrows, Alchemical Silver Light Mace, Flask of Acid, Healers Kit, 2 *Goodberries* from Mamoot.

*+3 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+3 bonus if within 60' of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Warmage Spells Known (cast at caster level 4th) (5/4; base DC = 13 + spell level): 0—[*Acid Splash, Disrupt Undead, Light, Ray of Frost*] (**Remember his Point Blank Shot feat!**); 1st—[*Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Lesser Orb of (Acid, Cold, Electricity, Fire, Sound), Shocking Grasp, True Strike*];

Tactics: In combat Marcore will normally ready an attack against the first enemy spellcaster he sees casting spells (he is attempting to disrupt enemy spellcasting). This attack will normally be the spell *Hail of Stone* (which causes 4d4+2 damage in a 5' radius when cast by Marcore). If forced into melee he will use *Shocking Grasp* if he still has spells left.

☛ **Mamoot:** [male] [Human (Baklunish)] [Drd 2/Wiz 1 (Illus.)]; CR 3; HD 2d8+1d4, hp 16; Init +2(+3*); Spd 30 ft.; AC 16 (touch 14, flat-footed 12) [[+4 armor (*mage armor*), +2 Dex]]; BAB/Grapple +1/+3; Atk +3 melee [(Scimitar 1d6+2, 18x2, Slashing)] or +3 ranged [(Sling 1d4+2, Bludgeoning)]; SA Spells; SQ Wild Empathy, Nature Sense, Animal Companion (crocodile); SR nil; AL L/N; SV Fort +3(+1**), Ref +2(+1**), Will +7(+1**) (+3 with *Force of Will**); Str 14, Dex 14, Con 10, Int 14, Wis 15, Cha 8.

Skills and Feats: Concentration +5, Handle Animal +4 (+4 for companion), Heal +7 (+2 with healers kit), Kn (nature) +11, Listen +7, Spot +7, Survival +11, Swim +7; Spell Focus (Conjuration), Augment Summoning, Practiced Spellcaster (Wizard).

Possessions: Wand of *Lesser Vigor* (50), Leather Armor, Heavy Wooden Shield, Scimitar, Sling, Bullets (10), 10 *Goodberries* (from a spell cast at dusk yesterday and the day before), (2 given to each ally and 2 to himself). (His armor and shield will be stored in the boat, as he has cast Mage Armor).

*+3 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+3 bonus if within 60' of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Druid Spells Prepared (4/3; base DC = 12 (13 for conjurations) + spell level): 0—[*Create Water, Cure Minor Wounds x2, Guidance*]; 1st—[*Entangle, Goodberries, Magic Stone*].

Wizard (Illusionist) (Caster level 3) Spells Prepared (4/3; base DC = 12 (13 for conjurations) + spell level): 0—[*Ghost Sound*, *Prestidigitation*, *Message (pre-cast)*, *Detect Magic*]; 1st—[*Colorspray*, *Summon Monster I*, *Mage Armor (Pre-Cast)*].

specialty school spell are underlined

Tactics: Before approaching the Village Mamoot has cast *mage armor* and *message* (so that he can whisper to the other members of his team (Marcore, Roguar and Patty) and coordinate combat). In the first round of combat Mamoot will cast his entangle spell and move back out of sight behind cover on the boat, in later rounds he will cast his *Summon Monster I* (fiendish snake, tiny viper), and then cast his *Goodberries* and *Magic Stone* spells as *Summon Natures Ally I* (more small vipers). If any of his allies fall, he is tasked to move to render first aid (or heal them with his *goodberries*). If confronted in melee he will use his *Colorspray*.

🐾 **Mamoot's 2nd level Animal Companion**, Crocodile, Medium animal; HD: 3d8+9; hp 22; Init +1; Spd 20 ft., swim 30 ft.; AC 17 (touch 11, flat-footed 16) [+1 Dex, +4 natural, +2 leather barding]; BAB/Grapple: +2/+6; Att: Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6); Full Attack: Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6); SA: Improved grab; SQ: Hold breath, low-light vision, link, share spells; AL NN; SV Fort +6, Ref +4, Will +2; Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2

Skills and Feats: Hide +7 (+4 in water, +10 cover bonus if only eyes and nostrils out), Listen +4, Spot +4, Swim +12; Alertness, Skill Focus (Hide).

Tricks: Attack, Defend, Heel, Bonus Tricks (1), Work (pull a loaded boat).

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an AOO. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

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

🐉 **Roguar Greyleaf:** [female] [Grey Elf] [Rog 3]; CR 3; HD 3d6; hp 14; Init 8 (+3*); Spd 30 ft.; AC 17 (touch 14, flat-footed 13) [[AC +3 armor, +4 Dex]]; BAB/Grapple +2/+2; Atk +2 melee [(Rapier 1d6, 18x2, piercing)] or +7 ranged [(Longbow 1d8, x3, piercing), Point Blank Shot]; SA Sneak Attack Dice +2d6, Point Blank Shot; SQ Elf traits, Evasion; SR nil; AL L/N; SV Fort +1(+1**), Ref +7(+1**), Will +0(+1**)(+3 with *Force of Will**); Str 10, Dex 18, Con 10, Int 18, Wis 8, Cha 8.

Skills and Feats: Balance +9 (+3*), Bluff +5, Decipher Script +7, Disable Device +12, Escape Artist +10(+3*), Hide +15(+3*), Jump +6, Kn(local) +5, Listen +7, Move Silently +10(+3*), Open Locks +9(+3*), Search +12, Spot

+7, Tumble +12(+3*); Improved Initiative, Point Blank Shot

Possessions: Masterwork Studded leather armor, Rapier, Masterwork Longbow, arrows (20), Masterwork Thieves Tools, Cloak of Elvenkind, 2 *Goodberries* from Mamoot.

*+3 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+3 bonus if within 60' of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Tactics: In the first round of Combat Roguar will attempt to shot any character within 30 foot that is still Flat-Footed. On later rounds she will try to remain out of melee (on the back of the boat with Mamoot), shooting at any character engaged with the chain-fighters (any 10' from a bandit, Roguar does not have Precise Shot). After each shot she will try to hide again (-20 "sniping" gives her a Hide skill of -2), hoping to get both her Point Blank Shot and Sneak Attack Dice.

👤 **Patty and Links:** [1 male & 1 female] [Human] [Barb 1/Ftr 1]; CR 2; HD 1d12+1+1d10+1; hp 20 each; Init +2(+3*); Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [[AC +4 armor, +2 Dex]]; BAB/Grapple +2/+6; Atk +7 melee [(Spiked chain, 2d4+6, Piercing)] or +3 ranged [(Javelin, 1d6+4 piercing)]; Face/Reach 5 ft./10 ft.; SA Combat Reflexes, Rage, Fast Movement; SQ nil; SR nil; AL [N/N]; SV Fort +3(+1**), Ref +2(+1**), Will +0(+1**)(+3 with *Force of Will**); Str 18, Dex 14, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Listen +4, Survival +4, Swim +9, Tumble +2 (+3*). Exotic Weapon (Spiked Chain), Combat Reflexes (2 extra AOO), Power Attack.

Special Quality:- Combat Reflexes allows them an AOO even when flat-footed, Rage (1 time per day), Fast Movement.

Possessions: Hat of Disguise (*Disguise Self* to appear to be a bloated dead Lizardfolk), Masterwork Spiked Chain, Locking gauntlet (left hand), 3 javelins in quiver on back (to be thrown with right hand), Tower shield (discarded at the start of melee combat), 2 *Goodberries* from Mamoot.

*+3 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+3 bonus if within 60' of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Physical Description: Twin brother and sister. Dress alike, look alike, act alike.

Tactics: Using a **Hat of Disguise** to appear to be **bloated dead Lizardfolk**. Carrying tower shields (giving themselves +4 AC, which is **not reflected in the above stats!**) **Patty** and **Links** will move off the boat to the shoreline and take a defensive stance twenty feet apart. In **the first round of Combat** they will ready an attack to lose the shields and swing at anything moving against them or their allies. **On later rounds** they will move back in the direction of the boat, trying to place themselves 10 or more feet from enemies (this will give their allies a clear shot). They will double-team an enemy when they can, trying to drop any that have been hit, before moving on to another opponent. If able to, **they will use a Goodberrie to stabilize enemy they have downed** (having been told that “they are worth more alive”). **If not engaged in melee**, they will throw their javelins (still using the tower shield, so they are only +1 to hit with them while using the tower shields) or crouch behind the shields (total cover). They don’t Rage unless the other is dropped, then they fly into a rage and attempt to “avenge” their sibling.

Encounter 3

☛ **Relan “Bug-face” Tork and several of his friends, Street Bullies:** [male] [Human (Mixed)] [Warrior 3]; CR 1; HD 3d8+6; hp 20; Init 0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12) [[+2 leather armor]]; BAB/Grapple +3/+4; Atk +4 melee [(Unarmed strike 1d3+1 nonlethal damage, Bludgeoning)] or +4 Grapple; SA none; SQ none; SR nil; AL [N/E]; SV Fort +7, Ref +1, Will +0; Str 12, Dex 10, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Intimidate +8, Sense Motive +5; Great Fortitude (helps in drinking), Skill Focus (Intimidate), Skill Focus (Sense Motive).

Possessions: Leather armor.

Encounter 10

☛ **Marcore Selton:** [male] [Human (Flan/Suel)] [Marshal 4/Warmage 2]; CR 6; HD 4d8+4+2d6+2; hp 37; Init +6(+3*); Spd 30 ft., AC 19 (touch 12, flat-footed 17) [+5 armor, +2 Shield, +2 Dex]; BAB/Grapple +4/+4; Atk +5 melee [Masterwork Long Sword (1d8, 19x2 slashing)] or +7 (or +8) ranged [(Masterwork Long Comp. Bow, 1d8 (or 1d8+1), X3 piercing), Point Blank Shot]; SA: Point Blank Shot feat; SQ: Brooch of Shielding (absorb 101 points of MM damage), Armored Mage (light), Warmage Edge (+2), **Minor Auras** (*Motivate Dexterity, Force of Will*), **Major Aura** (*Resilient Troops*), **Grant Move Action**; SR nil, AL L/N; SV Fort +5(+1**), Ref +3(+1**), Will +6 (+1**) (+3 with *Force of Will**), Str 10, Dex 14, Con 12, Int 14, Wis 8, Cha 17.

Skills and Feats: Bluff +8, Concentration +13, Diplomacy +21, Escape Artist +5(+3*), Knowledge (Nobility and Royalty) +7, Intimidate +11, Know Lang. +7 (Baklunish, Draconic, Goblin, Elven, Flan, Suloise, Rophan.), Sense Motive +4, Spot +4. Improved Initiative, Point Blank Shot, Practiced Spellcaster (Warmage), Combat Casting.

Minor Auras (*Motivate Dexterity*) all allies add +3 bonus on Dex checks, Dex-based skill checks and Initiative checks. (*Force of Will*) all allies add +3 bonus on Will Saves.

Major Aura (*Resilient Troops*) Allies add +1 to all saves.

Possessions: Brooch of Shielding (absorb 101 points of MM damage), (+1) Chain Shirt armor, (+1) Buckler, Masterwork Longsword, Masterwork Long Composite Bow, 20 arrows, Alchemical Silver Light Mace, Flask of Acid, Healers Kit, 3 *Goodberries* from Mamoot.

*+3 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+3 bonus if within 60' of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are

casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Warmage Spells Known (cast at caster level 6th) (6/5; base DC = 13 + spell level): 0—[*Acid Splash, Disrupt Undead, Light, Ray of Frost*];

1st—[*Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Lesser Orb of (Acid, Cold, Electricity, Fire, Sound), Shocking Grasp, True Strike*];

Tactics: In combat Marcore will normally ready an attack against the first enemy spellcaster he sees casting spells (he is attempting to disrupt enemy spellcasting). This attack will normally be the spell *Hail of Stone* (which causes 4d4+2 damage in a 5' radius when cast by Marcore). If forced into melee he will use *Shocking Grasp* if he still has spells left. If shot with Magic Missiles (his brooch absorbs the damage) he will use Bluff to act like he is taking damage (so that a spell caster will MM him again).

☛ **Mamoot:** [male] [Human (Baklunish)] [Drd 2/Wiz 3 (Illus.)]; CR 5; HD 2d8+3d4, hp 22; Init +2(+3*); Spd 30 ft.; AC 16 (touch 14, flat-footed 12) [[+4 armor (*mage armor*), +2 Dex]]; BAB/Grapple +2/+4; Atk +4 melee [(Scimitar 1d6+2, 18x2, Slashing)] or +4 ranged [(Sling 1d4+2, Bludgeoning)]; SA Spells; SQ Brooch of Shielding (absorb 101 points of MM damage), Wild Empathy (+3), Nature Sense, Animal Companion (crocodile), Woodland Stride; SR nil; AL L/N; SV Fort +4(+1**), Ref +3(+1**), Will +8(+1**) (+3 with *Force of Will**); Str 14, Dex 14, Con 10, Int 14, Wis 15, Cha 8.

Skills and Feats: Concentration +8, Handle Animal +5 (+4 for companion), Heal +7 (+2 with healers kit), Kn (arcane) +7, Kn (nature) +9, Kn (religion) +7, Spellcraft +8, Survival +11, Swim +7; Spell Focus (Conjuration), Augment Summoning. Practiced Spellcaster (Wizard).

Possessions: Brooch of Shielding (absorb 101 points of MM damage), Potion of *invisibility*, Potion of *Gaseous Form*, Wand of *Lesser Vigor* (50), Leather Armor, Scimitar, Sling, Bullets (10), 12 *Goodberries* – 3 given to each of his fellow adventures (from a spells cast at dusk yesterday and the day before). (His armor and shield will be stored in the boat, as he has cast Mage Armor.)

*+3 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+3 bonus if within 60' of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Druid (Caster level 2) Spells Prepared (4/3; base DC = 12 (13 for conjurations) + spell level): 0—[*Create Water, Cure Minor Wounds* x2, *Guidance*]; 1st—[*Entangle, Goodberries, Magic Stone*].

Wizard (Illusionist) (Caster level 5) Spells Prepared (5/4/3; base DC = 12 (13 for conjurations) + spell level): 0—[*Ghost Sound, Prestidigitation, Message (Pre-Cast), Dancing Lights, Detect Magic*]; 1st—[*Colorspray, Summon Monster I* (x2), *Mage Armor (Pre-Cast)*]. 2nd—[*Invisibility, Summon Monster II* (x2)].

specialty school spell are underlined

Tactics: Before approaching the Village, Mamoot has cast; *Mage Armor* (on himself and his animal companion through share spells), and *Message* (so that he can whisper to all members of his team (even his Animal Companion) and coordinate combat). In the first round of combat Mamoot will cast his *entangle* spell and move back out of sight behind cover on the boat, in later rounds he will cast his *Invisibility* (with his animal companion within 5' so that both of them are *Invisible*, then slip off the back of the boat and move away from the boat), then his *Summon Monster* spells (to summon fiendish snakes, small vipers), and then cast his *Goodberries* and *Magic Stone* spells as *Summon Natures Ally I* (more small vipers). If confronted in melee he will flee if *invisible*, or use his *Colorspray* if he has to. If he needs to flee he will drink his potions to escape.

🐾 **Mamoot's 2nd level Animal Companion**, Crocodile, Medium animal; HD: 3d8+9; hp 22; Init +1; Spd 20 ft., swim 30 ft.; AC 17 (touch 11, flat-footed 16) [+1 Dex, +4 natural, +2 leather barding]; BAB/Grapple: +2/+6; Att: Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6); Full Attack: Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6); SA: Improved grab; SQ: Hold breath, low-light vision, link, share spells; AL NN; SV Fort +6, Ref +4, Will +2; Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2

Skills and Feats: Hide +7 (+4 in water, +10 cover bonus if only eyes and nostrils out), Listen +4, Spot +4, Swim +12; Alertness, Skill Focus (Hide).

Tricks: Attack, Defend, Heel, Bonus Tricks (1), Work.

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an AOO. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

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

🐾 **Roguar Greyleaf:** [female] [Grey Elf] [Rog 4/Wiz 1(Illus.)]; CR 5; HD 4d6+1d4; hp 21; Init 8 (+3*); Spd 30 ft.; AC 17 (touch 14, flat-footed 17) [[AC +3 armor, +4

Dex]]; BAB/Grapple +3/+3; Atk +3 melee [(Rapier 1d6, 18x2, piercing)] or +8 ranged [(Longbow 1d8, x3, piercing), Point Blank Shot]; SA Sneak Attack Dice +2d6, Point Blank Shot; SQ Elf traits, Trapfinding, Evasion, Trap Sense (+1), Uncanny Dodge; SR nil; AL L/N; SV Fort +1(+1**), Ref +8(+1**), Will +2(+1**)(+3 with *Force of Will*); Str 10, Dex 19, Con 10, Int 18, Wis 8, Cha 8.

Skills and Feats: Balance +9 (+3*), Bluff +5, Decipher Script +7, Disable Device +14, Escape Artist +12(+3*), Hide +17(+3*), Jump +6, Kn(local) +5, Listen +9, Move Silently +12(+3*), Open Locks +9(+3*), Search +14, Spellcraft +6, Spot +9, Tumble +14(+3*); Improved Initiative, Point Blank Shot

Possessions: Brooch of Shielding (absorb 101 points of MM damage), Masterwork Studded leather armor (160), Rapier, Masterwork Longbow, arrows (20), Masterwork Thieves Tools, Cloak of Elvenkind , 3 *Goodberries* from Mamoot, Potion of *Gaseous Form*.

*+3 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+3 bonus if within 60' of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Wizard (Illusionist) (Caster level 1, 10% spell failure for armor) Spells Prepared (4/3; base DC = 14: 0—[*Ghost Sound, Prestidigitation, Dancing Lights, Detect Magic*]; 1st—[*Colorspray, Enlarge Person, Sleep*].

specialty school spell are underlined

Tactics: In the **first round** of Combat Roguar will attempt to shot any character within 30 foot that is still Flat-Footed. On later rounds she will try to remain out of melee (on the back of the boat), shooting at any character engaged with the chain-fighters (any 10' from a bandit, Roguar does not have Precise Shot). After each shot she will try to hide in the cover on the back of the boat again (-20 "sniping" gives her a Hide skill of -2), hoping to get both her Point Blank Shot and Sneak Attack Dice. She will hide and resort to spells if her shooting does not seem to be effective. (She may enlarge Patty or *Sleep* anyone in combat with her fighters).

🐾 **Patty:** [female] [Human] [Barb 2/Ftr 2]; CR 4; HD 2d12+2+2d10+2; hp 35; Init +2(+3*); Spd 40 ft.; AC 16 (touch 12, flat-footed 16) [[AC +4 armor, +2 Dex]]; BAB/Grapple +4/+8; Atk +10 melee [(Spiked chain, 2d4+6, Piercing)] or +5 ranged [(Javelin, 1d6+4 piercing)]; Face/Reach 5 ft./10 ft.; SA Combat Reflexes, Power Attack, Cleave; SQ Rage, Fast Movement, Uncanny dodge; SR nil; AL [L/N]; SV Fort +7(+1**), Ref +2(+1**), Will +0(+1**)(+3 with *Force of Will*); Str 18, Dex 14, Con 13, Int 8, Wis 10, Cha 8.

Skills and Feats: Listen +6, Survival +5, Swim +11, Tumble +5(+3*); Exotic Weapon (Spiked Chain), Combat Reflexes (2 extra AOO), Power Attack, Weapon Focus (Spiked Chain), Cleave.

Special Quality-: Combat Reflexes allows them an AOO even when flat-footed, Rage (1 time per day), Fast Movement.

Possessions: Hat of Disguise (*Disguise Self* to appear to be a bloated dead Lizardfolk), Mithral chain shirt armor, Masterwork Spiked Chain, Locking gauntlet (left hand), Spiked Gauntlet (right hand), 3 javelins in quiver on back (to be thrown with right hand), Tower shield (discarded at the start of melee combat), 3 *Goodberries* from Mamoot.

*+3 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+3 bonus if within 60' of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Physical Description: Currently appears to be a bloated dead Lizardfolk – tailless, rotting Lizardfolk, carrying Tower shields, javelins and clubs. Anyone in melee with them gets a Will Save (DC10) to see through the *Disguise Self* of the Hat. (Really is Links's twin sister. Dresses like, looks like, acts like her brother.)

☛ **Links:** [male] [Human] [Barb 1/Ftr 2]; CR 3; HD 1d12+1+2d10+2; hp 27; Init +2(+3*); Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [[AC +4 armor, +2 Dex]]; BAB/Grapple +3/+7; Atk +9 melee [(Spiked chain, 2d4+6, Piercing)] or +4 ranged [(Javelin, 1d6+4 piercing)]; Face/Reach 5 ft./10 ft.; SA Combat Reflexes, Power Attack, Cleave; SQ Rage, Fast Movement; SR nil; AL [L/N]; SV Fort +6(+1**), Ref +2(+1**), Will +0(+1**) (+3 with *Force of Will**); Str 18, Dex 14, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Listen +6, Survival +5, Swim +9, Tumble +5(+3*); Exotic Weapon (Spiked Chain), Combat Reflexes (2 extra AOO), Power Attack, Weapon Focus (Spiked Chain), Cleave.

Special Quality-: Combat Reflexes allows them an AOO even when flat-footed, Rage (1 time per day), Fast Movement.

Possessions: Hat of Disguise (*Disguise Self* to appear to be a bloated dead Lizardfolk), Mithral chain shirt armor, Masterwork Spiked Chain, Locking gauntlet (left hand), 3 javelins in quiver on back (to be thrown with right hand), Tower shield (discarded at the start of melee combat), 3 *Goodberries* from Mamoot.

*+3 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+3 bonus if within 60' of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Physical Description: Currently appears to be a bloated dead Lizardfolk – tailless, rotting Lizardfolk, carrying Tower shields, javelins and clubs. Anyone in melee with them gets a Will Save (DC10) to see through the *Disguise Self* of the Hat. (Really is Patty's twin brother. Dresses like, looks like, acts like his sister.)

Patty and Links Tactics: Using a Hat of Disguise to appear to be bloated dead Lizardfolk. Carrying tower shields (giving themselves +4 AC, which is **not reflected in the above stats!**) **Patty and Links** will move off the boat to the shoreline and take a defensive stance twenty feet apart. Before the first round of Combat they will ready an attack on anything moving against them or their allies. This way on the first round of combat they will lose the shields and swing at anything moving against them or their allies. On later rounds they will move back in the direction of the boat, trying to place themselves 10 or more feet from enemies (this will give their allies a clear shot). They will double-team an enemy when they can, trying to drop any that have been hit, before moving on to another opponent. If able to, **they will use a Goodberrie to stabilize enemy they have downed** (having been told that “they are worth more alive”). If not engaged in melee, they will throw their javelins (still using the tower shield, so they are -2 to hit with them while using the tower shields) or crouch behind the shields (total cover). They don't Rage unless their brother/sister is dropped, then they fly into a rage and attempt to “avenge” their sibling.

Encounter 3

☛ **Relan “Bug-face” Tork and several of his friends, Street Bullies:** [male] [Human (Mixed)] [Warrior 4]; CR 1; HD 4d8+8; hp 26; Init 0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12) [[+2 leather armor]]; BAB/Grapple +4/+5; Atk +5 melee [(Unarmed strike 1d3+1 nonlethal damage, Bludgeoning)] or +5 Grapple; SA none; SQ none; SR nil; AL [N/E]; SV Fort +8, Ref +1, Will +0; Str 12, Dex 10, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Intimidate +9, Sense Motive +6; Great Fortitude (helps in drinking), Skill Focus (Intimidate), Skill Focus (Sense Motive).

Possessions: Leather armor.

Encounter 10

☛ **Marcore Selton:** [male] [Human (Flan/Suel)] [Marshal 4/Warmage 4]; CR 10; HD 4d8+4+4d6+4; hp 47; Init +6(+4*); Spd 30 ft.; AC 20 (touch 13, flat-footed 18) [+5 armor, +2 Shield, +2 Dex, +1 Ring of Protection]; BAB/Grapple +5/+5; Atk +6 melee [Masterwork Long Sword (1d8, 19x2 slashing)] or +8 (or +9 with Point Blank Shot) ranged [(Masterwork Long Comp. Bow, 1d8 (or 1d8+1), X3 piercing), Point Blank Shot]; SA: Point Blank Shot feat; SQ: Brooch of Shielding (absorb 101 points of MM damage), Armored Mage (light), Warmage Edge (+2), **Minor Auras** (*Motivate Dexterity, Force of Will*), **Major Aura** (*Resilient Troops*), **Grant Move Action**; SR nil, AL L/N; SV Fort +7(+1**), Ref +5(+1**), Will +8 (+1**) (+4 with *Force of Will**); Str 10, Dex 14, Con 12, Int 14, Wis 8, Cha 18.

Skills and Feats: Bluff +9, Concentration +15, Diplomacy +22, Escape Artist +6(+3*), Knowledge (Nobility and Royalty) +7, Intimidate +11, Know Lang. +7 (Baklunish, Draconic, Goblin, Elven, Flan, Suloise, Rophan.), Sense Motive +7, Spot +7. Improved Initiative, Point Blank Shot, Practiced Spellcaster (Warmage), Combat Casting.

Minor Auras (*Motivate Dexterity*) all allies add +4 bonus on Dex checks, Dex-based skill checks and Initiative checks. (*Force of Will*) all allies add +4 bonus on Will Saves.

Major Aura (*Resilient Troops*) Allies add +1 to all saves.

Possessions: Brooch of Shielding (absorb 101 points of MM damage), (+1) Chain Shirt armor, (+1) Buckler, Cloak of Resistance (+1), Masterwork Longsword, Masterwork Long Composite Bow, 20 arrows, (+1) Ring of Protection, Alchemical Silver Light Mace, Flask of Acid, Healers Kit, Potion of *Gaseous Form*, 6 *Goodberries* from Mamoot.

*+4 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+4 bonus if within 60' of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Warmage Spells Known (cast at caster level 8th) (6/7/4; base DC = 14 + spell level): 0—[*Acid Splash, Disrupt Undead, Light, Ray of Frost*]; 1st—[*Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Lesser Orb of (Acid, Cold, Electricity, Fire, Sound), Shocking Grasp, Tenser's Floating Disk, True Strike*]; 2nd—[*Blades of Fire, Continual Flame, Fire Trap, Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade*]

Tactics: In combat Marcore will normally ready an attack against the first enemy spellcaster he sees casting spells (he is attempting to disrupt enemy spellcasting). This attack will normally be the spell *Flaming Sphere*. On rounds after the first he will use his move action to move the Sphere, then ready *Hail of Stone* (which causes 5d4+2 damage in a 5' radius when cast by Marcore) to fall on any enemy spellcaster he sees casting spells. If forced into melee he will use *Shocking Grasp* (5d6+2). If unable to cast spells he will use his bow, or flee using his potion of *gaseous form*. If shot with Magic Missiles (his brooch absorbs the damage) he will use Bluff to act like he is taking damage (so that a spell caster will MM him again).

☛ **Mamoot:** [male][Human (Baklunish)] [Drd 3/Wiz 3 (Illus.)/ Mystic Theurge 1]; CR 7; HD 3d8+4d4, hp 30; Init +2(+4*); Spd 40 ft.; AC 16 (touch 14, flat-footed 12) [[+4 armor (*mage armor*), +2 Dex]]; BAB/Grapple +4/+6; Atk +6 melee [(Scimitar 1d6+2, 18x2, Slashing)] or +6 ranged [(Sling 1d4+2, Bludgeoning)]; SA: Spells; SQ: Brooch of Shielding (absorb 101 points of MM damage), Wild Empathy (+4), Nature Sense, Animal Companion (crocodile), Woodland Stride, Trackless Step; SR nil; AL L/N; SV Fort +4(+1**), Ref +4(+1**), Will +10(+1**) (+4 with *Force of Will**); Str 14, Dex 14, Con 10, Int 14, Wis 15, Cha 8.

Skills and Feats: Concentration +10, Handle Animal +5 (+4 for companion), Heal +11 (+2 with healers kit), Kn (arcane) +7, Kn (nature) +9, Kn (religion) +7, Spellcraft +9, Survival +11, Swim +12; Spell Focus (Conjuration), Augment Summoning. Practiced Spellcaster (Wizard), Practiced Spellcaster (Druid).

Possessions: Brooch of Shielding (absorb 101 points of MM damage), Potion of *invisibility*, Potion of *Gaseous Form*, Pearl of Power (1st level spell), Pearl of Power (2nd level spell), Wand of Lesser Vigor (50), Scimitar, Masterwork Sling, Bullets (10), 24 *Goodberries* – 6 given to each of his fellow adventures (from spells cast at dusk yesterday and the day before, using the Pearl of Power).

*+4 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+4 bonus if within 60' of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Druid (Caster level 7) Spells Prepared (5/4/3; base DC = 12 (13 for conjurations) + spell level): 0—[*Create Water*, *Cure Minor Wounds* x2, *Guidance*, *Resistance*]; 1st—[*Entangle*, *Detect Snares and Pits* (pre-Cast), *Goodberries*, *Longstrider* (pre-Cast)]; 2nd—[*Barkskin*, *Summon Swarm*, *Warp Wood*].

Wizard (Illusionist) (Caster level 7) Spells Prepared (5/5/4; base DC = 12 (13 for conjurations) + spell level): 0—[*Ghost Sound*, *Prestidigitation*, *Message* (pre-Cast), *Dancing Lights*, *Detect Magic*]; 1st—[*Colorspray*, *Enlarge Person*, *Summon Monster I* (x2), *Mage Armor* (pre-Cast)]; 2nd—[*Invisibility*, *Summon Monster II* (x2), *See Invisibility*].

specialty school spell are underlined

☛ **Mamoot's 3rd level Animal Companion**, Crocodile, Medium animal; HD: 5d8+15; hp 37; Init +1; Spd 30 ft., swim 30 ft.; AC 19 (touch 11, flat-footed 18) [+1 Dex, +6 natural, +2 leather barding]; BAB/Grapple: +3/+8; Att: Bite +8 melee (1d8+7) or tail slap +8 melee (1d12+7); Full Attack: Bite +8 melee (1d8+7) or tail slap +8 melee (1d12+7); SA: Improved grab; SQ: Hold breath, low-light vision, link, share spells, evasion; AL NN; SV Fort +7, Ref +5, Will +2; Str 20, Dex 13, Con 17, Int 1, Wis 12, Cha 2

Skills and Feats: Hide +9 (+4 in water, +10 cover bonus if only eyes and nostrils out), Listen +4, Spot +4, Swim +12; Alertness, Skill Focus (Hide).

Tricks: Attack, Defend, Heel, Bonus Tricks (2), Work, Stay

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an AOO. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

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

Tactics: Before approaching the Village, Mamoot has cast; *Mage Armor* and *Longstrider* (on himself and his animal companion through share spells), *Message* (so that he can whisper to all members of his team (even his Animal Companion) and coordinate combat) and *Detect Snares and Pits* to detect any simple traps the Lizardfolk (and the characters) may have constructed. He is maintaining concentration on the Detect (duration 70

min), but will stop if/when trouble starts. In the first round of combat Mamoot will cast his *Invisibility* (with his animal companion within 5' so that both of them are *Invisible*) then slip off the back of the boat and move away to start summoning. In later rounds he will cast his *Summon Monster* spells (to summon fiendish snakes, small vipers), and then cast his Druid spells as *Summon Natures Ally I and II* (to summon more small vipers). He will use his Pearls of Power (2nd level and 1st level) to recall spells and summon more monsters. If confronted in melee he will flee if *invisible*, or use his *Colorspray* if he has to. If he needs to flee he will drink his potions to escape.

☛ **Roguar Greyleaf**: [female] [Grey Elf] [Rog 4/Wiz 3 (Illus.)]; CR 7; HD 4d6+3d4; hp 27; Init +8 (+4*); Spd 30 ft.; AC 18 (touch 14, flat-footed 18) [[AC +4 armor, +4 Dex]]; BAB/Grapple +5/+5; Atk +5 melee [[Rapier 1d6, 18x2, piercing]] or +9 ranged [[Long Composite bow 1d8, x3, piercing], Point Blank Shot]; SA Sneak Attack Dice +2d6, Point Blank Shot, Precise Shot; SQ Elf traits, Trapfinding, Evasion, Trap Sense (+1), Uncanny Dodge; SR nil; AL L/N; SV Fort +2(+1**), Ref +9(+1**), Will +3(+1**)(+4 with *Force of Will**); Str 10, Dex 19, Con 10, Int 18, Wis 8, Cha 8.

Skills and Feats: Balance +9 (+4*), Bluff +5, Decipher Script +11, Disable Device +14, Escape Artist +12(+4*), Hide +17(+4*), Jump +6, Kn(arcane) +9, Kn(local) +5, Listen +9, Move Silently +12(+4*), Open Locks +9(+4*), Search +14, Spellcraft +9, Spot +9, Tumble +14(+4*); Improved Initiative, Point Blank Shot, Precise Shot

Possessions: Brooch of Shielding (absorb 101 points of MM damage), Masterwork Rapier, Masterwork Long Composite bow, arrows (20), Masterwork Thieves Tools, Cloak of Elvenkind, 6 *Goodberries* from Mamoot, Pearl of Power (1st Level), Potion of *Gaseous Form*.

*+4 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+4 bonus if within 60' of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Wizard (Illusionist) (Caster level 3) Spells Prepared (5/4/3; base DC = 14: 0—[*Ghost Sound* (x2), *Prestidigitation*, *Dancing Lights*, *Detect Magic*]; 1st—[*Colorspray*, *Enlarge Person* (x2), *Mage Armor* (pre-cast)]; 2nd—[*Invisibility* (x2), *Glitterdust*].

specialty school spell are underlined

Tactics: In the **first round** of Combat Roguar will attempt to shot any character within 30 foot that is still Flat-Footed. On later rounds she will try to remain out of melee (on the back of the boat), shooting at any character engaged with the chain-fighters (Roguar has

Precise Shot). After each shot she will try to hide in the cover on the back of the boat again (-20 “sniping” gives her a Hide skill of -2), hoping to get both her Point Blank Shot and Sneak Attack Dice. She will resort to spells (*Invisibility*) if her shooting does not seem to be effective. She will *Glitterdust* enemy fighters and Rogues, then shot them, hoping to get her Sneak Attack dice. (While *Invisible* She may *Enlarge* **Patty** and/or **Links** if they appear to be hard pressed. She will warn them through Mamoots’ message spell before she casts a spell on them.)

☛ **Patty:** [female] [Human] [Barb 3/Ftr 2/Occult Slayer 1]; CR 6; HD 3d12+3+2d10+2+1d8+1; hp 49; Init +6(+4*); Spd 40 ft.; AC 17 (touch 12, flat-footed 17) [[AC +5 armor, +2 Dex]]; BAB/Grapple +6/+10; Atk +12/+6 melee [(Spiked chain, 2d4+6, Piercing)] or +8/+3 ranged [(Javelin, 1d6+4 piercing)]; Face/Reach 5 ft./10 ft.; SA Combat Reflexes, Power Attack, Weapon Bond (Spiked Chain) (+1d6 damage vs. Spell-user), Cleave; SQ Rage, Fast Movement, Uncanny dodge, Trap Sense (+1), Magical Defense (+1); SR nil; AL [L/N]; SV Fort +8(+1**)(+1 vs. spells), Ref +4(+1**)(+1 vs. spells), Will +4(+1**)(+1 vs. spells) (+4 with *Force of Will**); Str 18, Dex 14, Con 13, Int 8, Wis 10, Cha 8.

Skills and Feats: Kn (Arcana) +3, Listen +6, Prof: (Boater) +2, Spellcraft +2, Tumble +6(+4*); Exotic Weapon (Spiked Chain), Combat Reflexes (2 extra AOO), Power Attack, Weapon Focus (Spiked Chain), Improved Initiative, Cleave.

Special Quality-: Combat Reflexes allows them an AOO even when flat-footed, Rage (1 time per day), Fast Movement, Trap Sense (+1).

Possessions: Hat of Disguise (*Disguise Self* to appear to be a bloated dead Lizardfolk), Mithral chain shirt armor (+1), Cloak of Resistance (+1), Masterwork Spiked Chain, Locking gauntlet (left hand), Spiked Gauntlet (right hand), 3 javelins in quiver on back (to be thrown with right hand), Tower shield (discarded at the start of melee combat), 6 *Goodberries* from Mamoot.

*+4 bonus if within 60’ of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+4 bonus if within 60’ of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60’ of Marcore when his *Resilient Troops* Major Aura is active (always).

Physical Description: Currently appears to be a bloated dead Lizardfolk – tailless, rotting Lizardfolk, carrying Tower shields, javelins and clubs. Anyone in melee with them gets a Will Save (DC10) to see through the *Disguise Self* of the Hat. (Really is **Links**’ twin sister. Dresses like, looks like, acts like her brother.)

☛ **Links:** [male] [Human] [Barb 3/Ftr 2]; CR 5; HD 3d12+3+2d10+2; hp 43; Init +6(+4*); Spd 40 ft.; AC 17 (touch 12, flat-footed 17) [[AC +5 armor, +2 Dex]]; BAB/Grapple +5/+9; Atk +11 melee [(Spiked chain, 2d4+6, Piercing)] or +7 ranged [(Javelin, 1d6+4 piercing)]; Face/Reach 5 ft./10 ft.; SA Combat Reflexes, Power Attack; SQ Rage, Fast Movement, Uncanny dodge, Trap Sense (+1); SR nil; AL [L/N]; SV Fort +8(+1**), Ref +4(+1**), Will +2(+1**)(+4 with *Force of Will**); Str 18, Dex 14, Con 13, Int 8, Wis 10, Cha 8.

Skills and Feats: Kn (Arcana) +3, Spellcraft +2, Listen +6, Tumble +6(+4*); Exotic Weapon (Spiked Chain), Combat Reflexes (2 extra AOO), Power Attack, Weapon Focus (Spiked Chain), Improved Initiative.

Special Quality-: Combat Reflexes allows them an AOO even when flat-footed, Rage (1 time per day), Fast Movement, Trap Sense (+1).

Possessions: Hat of Disguise (*Disguise Self* to appear to be a bloated dead Lizardfolk), Mithral chain shirt armor (+1), Cloak of Resistance (+1), Masterwork Spiked Chain, Locking gauntlet (left hand), Spiked Gauntlet (right hand), 3 javelins in quiver on back (to be thrown with right hand), Tower shield (discarded at the start of melee combat), 6 *Goodberries* from Mamoot.

*+4 bonus if within 60’ of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+4 bonus if within 60’ of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60’ of Marcore when his *Resilient Troops* Major Aura is active (always).

Physical Description: Currently appears to be a bloated dead Lizardfolk – tailless, rotting Lizardfolk, carrying Tower shields, javelins and clubs. Anyone in melee with them gets a Will Save (DC10) to see through the *Disguise Self* of the Hat. (Really is **Patty**’s twin brother. Dresses like, looks like, acts like his sister.)

Patty and Links Tactics: Using a Hat of Disguise to appear to be bloated dead Lizardfolk. Carrying tower shields (giving themselves +4 AC, which is **not reflected in the above stats!**) **Patty** and **Links** will move off the boat to the shoreline and take a defensive stance twenty feet apart. Before the first round of Combat they will ready an attack on anything moving against them or their allies. This way on the first round of combat they will lose the shields and swing at anything moving against them or their allies. On later rounds they will move back in the direction of the boat, trying to place themselves 10 or more feet from enemies (this will give their allies a clear shot). They will double-team an enemy when they can, trying to drop any that have been hit, before moving on to another opponent. If able to, **they will use a Goodberrie to stabilize enemy they have downed** (having been told that “they are worth more alive”). If not

engaged in melee, they will throw their javelins (still using the tower shield, so they are -2 to hit with them while using the tower shields) or crouch behind the shields (total cover). They don't Rage unless their brother/sister is dropped, then they fly into a rage and attempt to "avenge" their sibling.

Encounter 3

☛ **Relan “Bug-face” Tork and several of his friends, Street Bullies:** [male] [Human (Mixed)] [Warrior 6]; CR 1; HD 6d8+12; hp 39; Init 0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12) [[+2 leather armor]]; BAB/Grapple +6/+7; Atk +7/+2 melee [(Unarmed strike 1d3+1 nonlethal damage, Bludgeoning)] or +7/+2 Grapple; SA none; SQ none; SR nil; AL [N/E]; SV Fort +9, Ref +2, Will +1; Str 12, Dex 10, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Intimidate +11, Sense Motive +7; Great Fortitude (helps in drinking), Skill Focus (Intimidate), Skill Focus (Sense Motive).

Possessions: Leather armor.

Encounter 10

☛ **Marcore Selton:** [male] [Human (Flan/Suel)] [Marshal 4/Warmage 6]; CR 10; HD 4d8+4+6d6+6; hp 57; Init +6(+4*); Spd 30 ft.; AC 24 (touch 13, flat-footed 22) [+9 armor, +2 Shield, +2 Dex, +1 Ring of Protection]; BAB/Grapple +6/+6; Atk +7/+2 melee [Masterwork Long Sword (1d8, 19x2 slashing)] or +9/+4 (or +10/+5 with Point Blank Shot) ranged [(Masterwork Long Comp. Bow, 1d8 (or 1d8+1), X3 piercing), Point Blank Shot]; SA: Point Blank Shot feat; SQ: Brooch of Shielding (absorb 101 points of MM damage), Armored Mage (light), Warmage Edge (+2), **Minor Auras** (*Motivate Dexterity, Force of Will*), **Major Aura** (*Resilient Troops*), **Grant Move Action**; SR nil, AL L/N; SV Fort +7(+1**), Ref +5(+1**), Will +8 (+1**) (+4 with *Force of Will**); Str 10, Dex 14, Con 12, Int 14, Wis 8, Cha 18.

Skills and Feats: Bluff +9, Concentration +17, Diplomacy +22, Escape Artist +8(+4*), Knowledge (Nobility and Royalty) +7, Intimidate +18, Know Lang. +7 (Baklunish, Draconic, Goblin, Elven, Flan, Sulioise, Rophan.), Sense Motive +7, Spot +7. Improved Initiative, Point Blank Shot, Practiced Spellcaster (Warmage), Combat Casting, Precise Shot.

Minor Auras (*Motivate Dexterity*) all allies add +4 bonus on Dex checks, Dex-based skill checks and Initiative checks. (*Force of Will*) all allies add +4 bonus on Will Saves.

Major Aura (*Resilient Troops*) Allies add +1 to all saves.

Possessions: Brooch of Shielding (absorb 101 points of MM damage), (+1) Chain Shirt armor, (+1) Buckler, Masterwork Longsword, Masterwork Long Composite Bow, 20 arrows, (+1) Ring of Protection, Alchemical Silver Light Mace, Flask of Acid, Healers Kit, Potion of *Gaseous Form*.

*+4 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+4 bonus if within 60' of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Warmage Spells Known (cast at caster level 8th) (6/7/6/4; base DC = 14 + spell level): **0**—[*Acid Splash, Disrupt Undead, Light, Ray of Frost*]; **1st**—[*Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Lesser Orb of (Acid, Cold, Electricity, Fire, Sound), Shocking Grasp, Tenser's Floating Disk, True Strike*]; **2nd**—[*Blades of Fire, Continual Flame, Fire Trap, Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade*]; **3rd**—[*Fire Shield, Fireball, Flame Arrow, Gust of Wind, Ice Storm, Lighting Bolt, Poison, Ring of Blades, Sleet Storm, Stinking Cloud, Wind Wall*];

Tactics: In combat Marcore will normally ready an attack against the first enemy spellcaster he sees casting spells (he is attempting to disrupt enemy spellcasting). The first time this attack will normally be the spell *Flaming Sphere*. On rounds after the first he will use his move action to move the Sphere, then ready *Hail of Stone* (which causes 5d4+2 damage in a 5' radius when cast by Marcore) to fall on any enemy spellcaster he sees casting spells. If forced into melee he will use *Shocking Grasp* (5d6+2). If unable to cast spells he will use his bow, or flee using his potion of *gaseous form*. He is also likely to use *Pyrotechnics* on a *Flaming Sphere* to create smoke over enemy spellcasters. If his troops are shot at with missile weapons, he may cast *Wind Wall* 10' past **Patty** and **Links** (so that Roguar can still shot anyone in melee with them). If shot with Magic Missiles (his brooch absorbs the damage) he will use Bluff to act like he is taking damage (so that a spell caster will MM him again).

☛ **Mamoot:** [male][Human (Baklunish)] [Drd 3/Wiz 3 (Illus.)/ Mystic Theurge 3]; CR 9; HD 3d8+6d4, hp 36; Init +6(+4*); Spd 40 ft.; AC 16 (touch 14, flat-footed 12) [[+4 armor (*mage armor*), +2 Dex]]; BAB/Grapple +5/+5; Atk +7 melee [(Scimitar 1d6+2, 18x2, Slashing)] or +8 ranged [(Sling 1d4+2, Bludgeoning)]; SA: Spells; SQ: Brooch of Shielding (absorb 101 points of MM damage), Wild Empathy (+4), Nature Sense, Animal Companion (crocodile), Woodland Stride, Trackless Step; SR nil; AL L/N; SV Fort +5(+1**), Ref +5(+1**), Will +12(+1**) (+4 with *Force of Will**); Str 14, Dex 14, Con 10, Int 16, Wis 16, Cha 8.

Skills and Feats: Concentration +12, Handle Animal +6 (+4 for companion), Heal +12 (+2 with healers kit), Kn (arcane) +8, Kn (nature) +10, Kn (religion) +8, Spellcraft +15, Survival +12, Swim +12; Spell Focus (Conjuration), Augment Summoning. Practiced Spellcaster (Wizard), Practiced Spellcaster (Druid), Improved Initiative.

Possessions: Brooch of Shielding (absorb 101 points of MM damage), Headband of Intellect (+2), Potion of *invisibility*, Potion of *Gaseous Form*, Pearl of Power (1st level spell), Pearl of Power (2nd level spell), Wand of Lesser Vigor (50), Scimitar, Masterwork Sling, Bullets (10), 24 – 6 given to each of his fellow adventures Goodberries (from spells cast at dusk yesterday and the day before, using the Pearl of Power).

*+4 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+4 bonus if within 60' of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Druid (Caster level 9) Spells Prepared (5/4/4/3; base DC = 13 (14 for conjurations) + spell level): 0—[*Create Water, Cure Minor Wounds x2, Guidance, Resistance*]; 1st—[*Entangle, Detect Snares and Pits (pre-Cast), Goodberries, Longstrider (pre-Cast)*]; 2nd—[*Barkskin, Summon Swarm, Resist Energy, Warp Wood*]; 3rd—[*Cure Moderate Wounds, Dominate Animal, Water Breathing*].

Wizard (Illusionist) (Caster level 9) Spells Prepared (5/5/5/4; base DC = 13 (14 for conjurations) + spell level): 0—[*Ghost Sound, Prestidigitation, Message (Pre-Cast), Dancing Lights, Detect Magic*]; 1st—[*Colorspray, Enlarge Person, Summon Monster I (x2), Mage Armor (Pre-Cast)*]; 2nd—[*Invisibility (x2), Summon Monster II (x2), See Invisibility*]; 3rd—[*Invisibility Sphere, Summon Monster III (x2)*].

specialty school spell are underlined

🐉 **Mamoot's 3rd level Animal Companion**, Crocodile, Medium animal; HD: 5d8+15; hp 37; Init +1; Spd 30 ft., swim 30 ft.; AC 19 (touch 11, flat-footed 18) [+1 Dex, +6 natural, +2 leather barding]; BAB/Grapple: +3/+8; Att: Bite +8 melee (1d8+7) or tail slap +8 melee (1d12+7); Full Attack: Bite +8 melee (1d8+7) or tail slap +8 melee (1d12+7); SA: Improved grab; SQ: Hold breath, low-light vision, link, share spells, evasion; AL NN; SV Fort +7, Ref +5, Will +2; Str 20, Dex 13, Con 17, Int 1, Wis 12, Cha 2

Skills and Feats: Hide +9 (+4 in water, +10 cover bonus if only eyes and nostrils out), Listen +4, Spot +4, Swim +12; Alertness, Skill Focus (Hide).

Tricks: Attack, Defend, Heel, Bonus Tricks (2), Work, Stay

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an AOO. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

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

Tactics: Before approaching the Village, Mamoot has cast; *Mage Armor* and *Longstrider* (on himself and his animal companion through share spells), *Message* (so that he can whisper to all members of his team (even his Animal Companion) and coordinate combat) and *Detect Snares and Pits* to detect any simple traps the Lizardfolk (and the characters) may have constructed. He is maintaining concentration on the Detect (duration 90 min), but will stop if/when trouble starts. In the first round of combat Mamoot will cast his *Invisibility Sphere* (with his animal companion within 5' so that both of them are *Invisible*) then slip off the back of the boat and move away to start summoning. In later rounds he will cast his *Summon Monster* spells (to summon fiendish snakes, small vipers), and then cast his Druid spells as *Summon Natures Ally I, II or III* (to summon more small vipers). If faced with flying opponents, he summons flying monsters, if faced with invisible opponents he summons Dire bats and Bat Swarms. If the combat lasts long enough, he will use his Pearls of Power to recall spells and cast more *Summon* spells. If confronted in melee he will flee if *invisible*, or use his *Colorspray* if he has to. If he needs to flee he will drink his potions to escape.

🐉 **Roguar Greyleaf:** [female] [Grey Elf] [Rog 5/Wiz 4(Illus.)]; CR 9; HD 4d6+3d4; hp 34; Init +9 (+4*); Spd 30 ft.; AC 19 (touch 14, flat-footed 19) [[AC +4 armor, +5 Dex]]; BAB/Grapple +5/+5; Atk +6 melee [(Rapier 1d6, 18x2, piercing)] or +11 ranged [(Long Composite bow 1d8+1, x3, piercing), Point Blank Shot]; SA Sneak Attack Dice +3d6, Point Blank Shot, Precise Shot; SQ Elf traits, Trapfinding, Evasion, Trap Sense (+1), Uncanny Dodge, Practiced Spellcaster (Wizard), Stealthy; SR nil; AL L/N; SV Fort +2(+1**), Ref +10(+1**), Will +4(+1**) (+4 with *Force of Will**); Str 10, Dex 20, Con 10, Int 18, Wis 8, Cha 8.

Skills and Feats: Balance +9 (+4), Bluff +5, Decipher Script +11, Disable Device +14, Escape Artist +16(+4*), Hide +23(+4*), Jump +6, Kn(arcane) +10, Kn(local) +10, Listen +9, Move Silently +18(+4*), Open Locks +9(+4*), Search +14, Spellcraft +9, Spot +9, Tumble +14(+4*); Improved Initiative, Point Blank Shot, Precise Shot, Practiced Spellcaster (Wizard), Stealthy

Possessions: Brooch of Shielding (absorb 101 points of MM damage), Masterwork Rapier, Long Composite bow (+1), arrows (20), Masterwork Thieves Tools, Cloak of Elvenkind, 6 *Goodberries* from Mamoot, Pearl of Power (1st Level), Pearl of Power (2nd level spell), Potion of *Gaseous Form*.

*+3 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+3 bonus if within 60' of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are

casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Wizard (Illusionist) (Caster level 8) Spells Prepared (5/5/4; base DC = 14: 0—[*Ghost Sound* (x2)], *Prestidigitation*, *Dancing Lights*, *Detect Magic*]; 1st—[*Colourspray*, *Enlarge Person* (x2), *Mage Armor* (pre-cast), *Magic Missile* (4 missiles)]; 2nd—[*Invisibility* (x2)], *Glitterdust*, *Mirror Image* (1d4+3 images)].

specialty school spell are underlined

Tactics: In the **first round** of Combat Roguar will attempt to shot any character within 30 foot that is still Flat-Footed. On later rounds she will try to remain out of melee (on the back of the boat), shooting at any character engaged with the chain-fighters (Roguar has Precise Shot). After each shot she will try to hide in the cover on the back of the boat again (-20 “sniping” gives her a Hide skill of -2), hoping to get both her Point Blank Shot and Sneak Attack Dice. She will resort to spells (*Invisibility*) if her shooting does not seem to be effective. She will *Glitterdust* enemy fighters and Rogues, then shot them, hoping to get her Sneak Attack dice. (While *Invisible* She may *Enlarge Patty* and/or **Links** if they appear to be hard pressed. She will warn them through Mamoots' message spell before she casts a spell on them.) She will cast *Mirror Image* as a defense against enemy shooters. She will use her 2nd level Pearl of Power to recall whichever of her spells that were the most effective.

☛ **Patty:** [female] [Human] [Barb 3/Ftr 2/Occult Slayer 3]; CR 8; HD 3d12+6+2d10+4+3d8+6; hp 69; Init +6(+4*); Spd 40 ft.; AC 17 (touch 12, flat-footed 17) [[AC +5 armor, +2 Dex]]; BAB/Grapple +8/+12; Atk +14/+9 melee [(Spiked chain, 2d4+7, Piercing)] or +10/+5 ranged [(Javelin, 1d6+4 piercing)]; Face/Reach 5 ft./10 ft.; SA Combat Reflexes, Power Attack, Weapon Bond (Spiked Chain) (+1d6 damage vs. Spell-user), Cleave, Vicious Strike; SQ Rage, Fast Movement, Uncanny dodge, Trap Sense (+1), Magical Defense (+2), Mind Over Magic 1/day, Auravision; SR nil; AL [L/N]; SV Fort +9(+1**)(+2 vs. spells), Ref +5(+1**)(+2 vs. spells), Will +5(+1**)(+2 vs. spells) (+4 with *Force of Will**); Str 18, Dex 14, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Kn (Arcana) +3, Listen +6, Prof: (Boater) +4, Spellcraft +2, Tumble +7(+4*); Exotic Weapon (Spiked Chain), Combat Reflexes (2 extra AOO), Power Attack, Weapon Focus (Spiked Chain), Improved Initiative, Cleave.

Special Quality- Combat Reflexes allows them an AOO even when flat-footed. Rage (1 time per day). Vicious Strike – Double damage with a readied attack action to disrupt a spellcaster. Mind Over Magic 2/day - cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. Auravision - see magical auras at a range of up to 60 feet as a free action.

Possessions: Hat of Disguise (*Disguise Self* to appear to be a bloated dead Lizardfolk), Mithral chain shirt armor (+1), Cloak of Resistance (+1), Spiked Chain (+1), Locking gauntlet (left hand), Spiked Gauntlet (right hand), 3 javelins in quiver on back (to be thrown with right hand), Tower shield (discarded at the start of melee combat), Potion of *Gaseous Form*, 6 *Goodberries* from Mamoot.

*+4 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+4 bonus if within 60' of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Physical Description: Currently appears to be a bloated dead Lizardfolk – tailless, rotting Lizardfolk, carrying Tower shields, javelins and clubs. Anyone in melee with them gets a Will Save (DC10) to see through the *Disguise Self* of the Hat. (Really is **Links**'s twin sister. Dresses like, looks like, acts like her brother.)

☛ **Links:** [male] [Human] [Barb 3/Ftr 2/Occult Slayer 2]; CR 7; HD 3d12+3+2d10+2+2d8+2; hp 55; Init +6(+4*); Spd 40 ft.; AC 17 (touch 12, flat-footed 17) [[AC +5 armor, +2 Dex]]; BAB/Grapple +7/+11; Atk +13/+8 melee [(Spiked chain, 2d4+7, Piercing)] or +9/+4 ranged [(Javelin, 1d6+4 piercing)]; Face/Reach 5 ft./10 ft.; SA Combat Reflexes, Power Attack, Weapon Bond (Spiked Chain) (+1d6 damage vs. Spell-user), Cleave, Vicious Strike; SQ Rage, Fast Movement, Uncanny dodge, Trap Sense (+1), Magical Defense (+1), Mind Over Magic 1/day; SR nil; AL [L/N]; SV Fort +8(+1**)(+1 vs. spells), Ref +4(+1**)(+1 vs. spells), Will +5(+1**)(+1 vs. spells) (+4 with *Force of Will**); Str 18, Dex 14, Con 13, Int 8, Wis 10, Cha 8.

Skills and Feats: Kn (Arcana) +3, Listen +6, Prof: (Boater) +2, Spellcraft +2, Tumble +7(+4*); Exotic Weapon (Spiked Chain), Combat Reflexes (2 extra AOO), Power Attack, Weapon Focus (Spiked Chain), Improved Initiative, Cleave.

Special Quality Combat Reflexes allows them an AOO even when flat-footed. Rage (1 time per day). Vicious Strike – Double damage with a readied attack action to disrupt a spellcaster. Mind Over Magic 1/day - cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action.

Possessions: Hat of Disguise (*Disguise Self* to appear to be a bloated dead Lizardfolk), Mithral chain shirt armor (+1), Cloak of Resistance (+1), Spiked Chain (+1), Locking gauntlet (left hand), Spiked Gauntlet (right hand), 3 javelins in quiver on back (to be thrown with right hand), Tower shield (discarded at the start of melee combat), Potion of *Gaseous Form*, 6 *Goodberries* from Mamoot.

*+4 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+4 bonus if within 60' of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Physical Description: Currently appears to be a bloated dead Lizardfolk – tailless, rotting Lizardfolk, carrying Tower shields, javelins and clubs. Anyone in melee with them gets a Will Save (DC10) to see through the *Disguise Self* of the Hat. (Really is Patty's twin brother. Dresses like, looks like, acts like his sister.)

Patty and Links Tactics: Using a Hat of Disguise to appear to be bloated dead Lizardfolk. Carrying tower shields (giving themselves +4 AC, which is **not reflected in the above stats!**) **Patty** and **Links** will move off the boat to the shoreline and take a defensive stance twenty feet apart. Before the first round of Combat they will ready an attack on anything moving against them or their allies. This way on the first round of combat they will lose the shields and swing at anything moving against them or their allies. On later rounds they will move back in the direction of the boat, trying to place themselves 10 or more feet from enemies (this will give their allies a clear shot). They will double-team an enemy when they can, trying to drop any that have been hit, before moving on to another opponent. If able to, **they will use a Goodberrie to stabilize enemy they have downed** (having been told that “they are worth more alive”). If not engaged in melee, they will throw their javelins (still using the tower shield, so they are -2 to hit with them while using the tower shields) or crouch behind the shields (total cover). They don't Rage unless their brother/sister is dropped, then they fly into a rage and attempt to “avenge” their sibling. If things look bad, they will both drink their Potions of *Gaseous Form* and flee.

Encounter 3

☛ **Relan "Bug-face" Tork and several of his friends****Street Bullies:** [male] [Human (Mixed)] [Warrior 8]; CR 1; HD 8d8+16; hp 52; Init 0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12) [[+2 leather armor]]; BAB/Grapple +8/+9; Atk +9/+4 melee [(Unarmed strike 1d3+1 nonlethal damage, Bludgeoning)] or +9/+4 Grapple; SA none; SQ none; SR nil; AL [N/E]; SV Fort +7, Ref +1, Will +0; Str 12, Dex 10, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Intimidate +13, Sense Motive +8; Great Fortitude (helps in drinking), Skill Focus (Intimidate), Skill Focus (Sense Motive).

Possessions: Leather Armor.

Encounter 10

☛ **Marcore Selton:** [male] [Human (Flan/Suel)] [Marshal 4/Warmage 8]; CR 12; HD 4d8+4+8d6+8; hp 67; Init +6(+5*); Spd 30 ft., AC 24 (touch 13, flat-footed 22) [+9 armor, +2 Shield, +2 Dex, +1 Ring of Protection]; BAB/Grapple +7/+7; Atk +8/+3 melee [Masterwork Long Sword (1d8, 19x2 slashing)] or +10/+5 (or +11/+6 with Point Blank Shot) ranged [(Masterwork Long Comp. Bow, 1d8 (or 1d8+1), X3 piercing), Point Blank Shot]; SA: Point Blank Shot feat, Sudden Empower; SQ: Brooch of Shielding (absorb 101 points of MM damage), Armored Mage (light), Warmage Edge (+2) and Extra Edge (Total +6), Armored Mage (Medium), **Minor Auras** (*Motivate Dexterity*, *Force of Will*), **Major Aura** (*Resilient Troops*), **Grant Move Action**; SR nil, AL L/N; SV Fort +7(+1**), Ref +5(+1**), Will +9 (+1**) (+5 with *Force of Will*); Str 10, Dex 14, Con 12, Int 14, Wis 8, Cha 21.

Skills and Feats: Bluff +10, Concentration +19, Diplomacy +23, Escape Artist +9(+5*), Knowledge (Nobility and Royalty) +7, Intimidate +22, Know Lang. +7 (Baklunish, Draconic, Goblin, Elven, Flan, Sulioise, Rophan.), Sense Motive +7, Spot +7. Improved Initiative, Point Blank Shot, Practiced Spellcaster (Warmage), Combat Casting, Precise Shot, Sudden Empower, Extra Edge (+4).

Minor Auras (*Motivate Dexterity*) all allies add +5 bonus on Dex checks, Dex-based skill checks and Initiative checks. (*Force of Will*) all allies add +5 bonus on Will Saves.

Major Aura (*Resilient Troops*) Allies add +1 to all saves.

Possessions: Brooch of Shielding (absorb 101 points of MM damage), (+1) Mithral Fill Plate armor, (+1) Buckler, Masterwork Longsword, Masterwork Long Composite Bow, 20 arrows, (+1) Ring of Protection, Cloak of Charisma (+2, factored in to stats above), Alchemical Silver Light Mace, Flask of Acid, Healers Kit,

Eversmoking Bottle, Lesser Metamagic Rod of Silent, Potion of *Gaseous Form*.

*+5 bonus if within 60' of Marcore when his *Motivate Dexterity* Minor Aura is active (most times).

*+5 bonus if within 60' of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Warmage Spells Known (cast at caster level 12th) (6/7/7/6/4; base DC = 15 + spell level): **0**—[*Acid Splash*, *Disrupt Undead*, *Light*, *Ray of Frost*]; **1st**—[*Accuracy*, *Burning Hands*, *Chill Touch*, *Fist of Stone*, *Hail of Stone*, *Magic Missile*, *Lesser Orb of (Acid, Cold, Electricity, Fire, Sound)*, *Shocking Grasp*, *Tenser's Floating Disk*, *True Strike*]; **2nd**—[*Blades of Fire*, *Continual Flame*, *Fire Trap*, *Fireburst*, *Flaming Sphere*, *Ice Knife*, *Melf's Acid Arrow*, *Pyrotechnics*, *Scorching Ray*, *Shatter*, *Whirling Blade*]; **3rd**—[*Fire Shield*, *Fireball*, *Flame Arrow*, *Gust of Wind*, *Ice Storm*, *Lighting Bolt*, *Poison*, *Ring of Blades*, *Sleet Storm*, *Stinking Cloud*, *Wind Wall*]; **4th**—[*Blast of Flame*, *Contagion*, *Evard's Black Tentacles*, *Orb of (Acid, Cold, Electricity, Fire, Force, Sound)*, *Phantasmal Killer*, *Shout*, *Wall of Fire*];

Tactics: In combat Marcore will normally ready an attack against the first enemy spellcaster he sees casting spells (he is attempting to disrupt enemy spellcasting). The first time this attack will normally be the spell *Evard's Black Tentacles*. On rounds after the first he will concentrate on taking down enemy spell casters. If forced into melee he will use *Shocking Grasp* (5d6+2). If unable to cast spells he will use his bow (or use his Metamagic Rod to cast 3 attack spells if he is in the area of a *Silence*), or flee using his Eversmoking Bottle and potion of *gaseous form*. He is also likely to use *Pyrotechnics* on a *Flaming Sphere* to create smoke over enemy spellcasters. If his troops are shot at with missile weapons, he may cast *Wind Wall* 10' past **Patty** and **Links** (so that Roguar can still shot anyone in melee with them). If shot with Magic Missiles (his brooch absorbs the damage) he will use Bluff to act like he is taking damage (so that a spell caster will MM him again). If things are going badly for the team, he will un-stopper the Eversmoking Bottle, so that his team can drink Potions of *Gaseous Form* and flee back to their base camp.

☛ **Mamoot:** [male][Human (Baklunish)] [Drd 3/Wiz 3 (Illus.)/ Mystic Theurge 5]; CR 11; HD 3d8+8d4, hp 42; Init +6(+5*); Spd 40 ft.; AC 16 (touch 14, flat-footed 12) [[+4 armor (*mage armor*), +2 Dex]]; BAB/Grapple +6/+8; Atk +8/+3 melee [(Scimitar 1d6+2, 18x2, Slashing)] or +9 ranged [(Sling 1d4+2, Bludgeoning)]; SA: Spells; SQ:

Brooch of Shielding (absorb 101 points of MM damage), Wild Empathy (+4), Nature Sense, Animal Companion (crocodile), Woodland Stride, Trackless Step; SR nil; AL L/N; SV Fort +5(+1**), Ref +5(+1**), Will +13(+1**) (+5 *with Force of Will*); Str 14, Dex 14, Con 10, Int 16, Wis 16, Cha 8.

Skills and Feats: Concentration +14, Handle Animal +6 (+4 for companion), Heal +12 (+2 with healers kit), Kn (arcane) +8, Kn (nature) +10, Kn (religion) +8, Sense Motive +9, Spellcraft +15, Survival +12, Swim +13; Spell Focus (Conjuration), Augment Summoning. Practiced Spellcaster (Wizard), Practiced Spellcaster (Druid), Improved Initiative.

Possessions: Brooch of Shielding (absorb 101 points of MM damage), Headband of Intellect (+2), Potion of Gaseous Form, Pearl of Power (1st level spell), Pearl of Power (2nd level spell), Pearl of Power (3rd level spell), Wand of Lesser Vigor (50), Scimitar, Masterwork Sling, Bullets (10), 24 Goodberries – 6 given to each of his fellow adventures (from spells cast at dusk yesterday and the day before, using the Pearl of Power).

*+5 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+5 bonus if within 60' of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Druid (Caster level 11) Spells Prepared (6/5/4/4/2; base DC = 13 (14 for conjurations) + spell level): 0—[*Create Water, Cure Minor Wounds x2, Guidance x2, Resistance*]; 1st—[*Entangle, Detect Snares and Pits (pre-Cast), Goodberries, Longstrider (pre-Cast, Speak with Animals)*]; 2nd—[*Barkskin, Summon Swarm, Resist Energy, Warp Wood*]; 3rd—[*Cure Moderate Wounds x2, Dominate Animal, Water Breathing*]; 4th—[*Air Walk, Freedom of Movement*].

Wizard (Illusionist) (Caster level 11) Spells Prepared (5/6/5/5/3 base DC = 13 (14 for conjurations) + spell level): 0—[*Ghost Sound, Prestidigitation, Message (Pre-Cast), Dancing Lights, Detect Magic*]; 1st—[*Colorspray, Enlarge Person, Summon Monster I (x2), Mage Armor (Pre-Cast), Disguise Self*]; 2nd—[*Invisibility (x2), Summon Monster II (x2), See Invisibility, Whispering Wind*]; 3rd—[*Invisibility Sphere, Summon Monster III (x2), Gaseous Form, Haste*]; 4th—[*Greater Invisibility, Summon Monster IV, Dimension Door*].

specialty school spell are underlined

🐾 **Mamoot's 3rd level Animal Companion**, Crocodile, Medium animal; HD: 5d8+15; hp 37; Init +1; Spd 20 ft., swim 30 ft.; AC 19 (touch 11, flat-footed 18) +1 Dex, +6 natural, +2 leather barding; BAB/Grapple: +3/+8; Att: Bite +8 melee (1d8+7) or tail slap +8 melee (1d12+7); Full

Attack: Bite +8 melee (1d8+7) or tail slap +8 melee (1d12+7); SA: Improved grab; SQ: Hold breath, low-light vision, link, share spells, evasion; AL NN; SV Fort +7, Ref +5, Will +2; Str 20, Dex 13, Con 17, Int 1, Wis 12, Cha 2

Skills and Feats: Hide +9 (+4 in water, +10 cover bonus if only eyes and nostrils out), Listen +4, Spot +4, Swim +12; Alertness, Skill Focus (Hide).

Tricks: Attack, Defend, Heel, Bonus Tricks (2), Work, Stay

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an AOO. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

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

Tactics: Before approaching the Village, Mamoot has cast; *Mage Armor* and *Longstrider* (on himself and his animal companion through share spells), *Message* (so that he can whisper to all members of his team (even his Animal Companion) and coordinate combat) and *Detect Snares and Pits* to detect any simple traps the Lizardfolk (and the characters) may have constructed. He is maintaining concentration on the Detect (duration 110 min), but will stop if/when trouble starts. **In the first round of combat** Mamoot will cast his *Invisibility Sphere* (with his animal companion within 5' so that both of them are *Invisible*, as well as any other members of his team that are in the area) then slip off the back of the boat and move away to start summoning (he will cast *Air Walk* when he is able, to get above the battle). In later rounds he will cast his *Summon Monster* spells (to summon fiendish snakes, small vipers, large numbers of them), and then cast his Druid spells as *Summon Natures Ally I, II, III or IV* (to summon more small vipers). If faced with flying opponents, he summons flying monsters, if faced with invisible opponents he summons Dire bats and Bat Swarms, otherwise he likes small vipers. If the combat lasts long enough, he will use his Pearls of Power to recall spells and cast more *Summon* spells. If confronted in melee he will flee if *invisible*, or use his *Colorspray* if he has to. If he needs to flee he will *Dimension Door* away to escape.

🐾 **Roguar Greyleaf:** [female] [Grey Elf] [Rog 5/Wiz 6]; CR 11; HD 4d6+3d4; hp 40; Init +10 (+5*); Spd 30 ft.; AC 19 (touch 14, flat-footed 19) [[AC +4 armor, +5 Dex]]; BAB/Grapple +6/+6; Atk +7/+2 melee [(Rapier 1d6, 18x2, piercing)] or +12/+7 ranged [(Long Composite bow 1d8+1, x3, piercing), Point Blank Shot]; SA Sneak Attack Dice +3d6, Point Blank Shot, Precise Shot; SQ Elf traits, Trapfinding, Evasion, Trap Sense (+1), Uncanny Dodge, Practiced Spellcaster (Wizard), Stealthy; SR nil; AL L/N; SV Fort +3(+1**), Ref +11(+1**), Will +5(+1**) (+5 *with*

*Force of Will**; Str 10, Dex 22, Con 10, Int 20, Wis 8, Cha 8.

Skills and Feats: Balance +11 (+5*), Bluff +5, Decipher Script +17, Disable Device +15, Escape Artist +17(+5*), Hide +24(+5*), Jump +6, Kn(arcane) +11, Kn(local) +13, Listen +9, Move Silently +19(+5*), Open Locks +10(+5*), Search +15, Spellcraft +15, Spot +9, Tumble +15(+5*); Improved Initiative, Point Blank Shot, Precise Shot, Practiced Spellcaster (Wizard), Stealthy;

Possessions: Brooch of Shielding (absorb 101 points of MM damage), Masterwork Rapier, Long Composite bow (+1), arrows (20), Gloves of Dexterity (+2), Headband of Intellect (+2), Masterwork Thieves Tools, Cloak of Elvenkind, 6 *Goodberries* from Mamoot, Pearl of Power (1st Level), Pearl of Power (2nd level spell), Potion of *Gaseous Form*.

*+5 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+5 bonus if within 60' of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Wizard (Illusionist) (Caster level 10) Spells Prepared (5/6/5/4; base DC = 15: 0—[*Ghost Sound* (x2)], *Prestidigitation*, *Dancing Lights*, *Detect Magic*; 1st—[*Color Spray*, *Enlarge Person* (x2)], *Mage Armor* (pre-cast), *Magic Missile* (5 missiles)(x2); 2nd—[*Invisibility* (x2)], *Glitterdust* (x2), *Mirror Image* (1d4+3 images); 3rd—[*Invisibility Sphere*, *Fly* (x2), *Displacement*].

specialty school spell are underlined

Tactics: In the **first round** of Combat Roguar will attempt to shot any character within 30 foot that is still Flat-Footed. On later rounds she will try to remain out of melee (on the back of the boat), shooting at any character engaged with the chain-fighters (Roguar has Precise Shot). After each shot she will try to hide in the cover on the back of the boat again (-20 "sniping" gives her a Hide skill of -2), hoping to get both her Point Blank Shot and Sneak Attack Dice.

She will resort to spells (*Invisibility*) if her shooting does not seem to be effective. She will *Glitterdust* enemy fighters and Rogues, and then shoot them, hoping to get her Sneak Attack dice. (While *Invisible* She may *Enlarge* **Patty** and/or **Links** if they appear to be hard pressed. She will warn them through Mamoots' message spell before she casts a spell on them.) She will cast *Mirror Image* or *Displacement* as a defense against enemy shooters. She will use her Pearls of Power to recall whichever of her spells that were the most effective.

☛ **Patty:** female Human Barb 3/Ftr 2/Occult Slayer 5; CR 10; HD 3d12+6+2d10+4+4d8+8; hp 83; Init +6(+5*); Spd 40 ft.; AC 17, touch 12, flat-footed 17 (+5 armor, +2

Dex); BAB/Grapple +10/+14; Atk +16/+11 melee [(Spiked chain, 2d4+7+1d6, non-lethal Piercing)] or +12/+7 ranged [(Javelin, 1d6+4 piercing)]; Face/Reach 5 ft./10 ft.; SA Combat Reflexes, Power Attack, Weapon Bond (Spiked Chain) (+1d6 damage vs. Spell-user), Cleave, Vicious Strike; SQ Rage, Fast Movement, Uncanny dodge, Trap Sense (+1), Magical Defense (+3), Mind Over Magic 2/day, Auravision, Nondetection cloak, Blind-Fight; SR nil; AL [L/N]; SV Fort +9(+1**)(+3 vs. spells), Ref +5(+1**)(+3 vs. spells), Will +6(+1**)(+3 vs. spells) (+5 *with Force of Will**); Str 18, Dex 14, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Knowledge (Arcana) +3, Listen +6, Prof: (Boater) +6, Spellcraft +2, Tumble +8(+5*); Exotic Weapon (Spiked Chain), Combat Reflexes (2 extra AOO), Power Attack, Weapon Focus (Spiked Chain), Improved Initiative, Cleave, Blind-Fight.

Special Quality: Combat Reflexes allows them an AOO even when flat-footed. Rage (1 time per day). Vicious Strike – Double damage with a readied attack action to disrupt a spellcaster. Mind Over Magic 2/day - cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. Auravision - see magical auras at a range of up to 60 feet as a free action.

Possessions: Hat of Disguise (*Disguise Self* to appear to be a bloated dead Lizardfolk), Mithral chain shirt armor (+1), Cloak of Resistance (+1), Spiked Chain (+1, Merciful), Locking gauntlet (left hand), Spiked Gauntlet (right hand), 3 javelins in quiver on back (to be thrown with right hand), Tower shield (discarded at the start of melee combat), Potion of *Gaseous Form*, 6 *Goodberries* from Mamoot.

*+5 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+5 bonus if within 60' of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Physical Description: Currently appears to be a bloated dead Lizardfolk – tailless, rotting Lizardfolk, carrying Tower shields, javelins and clubs. Anyone in melee with them gets a Will Save (DC10) to see through the *Disguise Self* of the Hat. (Really is **Links**'s twin sister. Dresses like, looks like, acts like her brother.)

☛ **Links:** [male] [Human] [Barb 3/Ftr 2/Occult Slayer 4]; CR 9; HD 3d12+6+2d10+4+4d8+8; hp 76; Init +6(+5*); Spd 40 ft.; AC 17 (touch 12, flat-footed 17) [(AC +5 armor, +2 Dex)]; BAB/Grapple +9/+13; Atk +15/+10 melee [(Spiked chain, 2d4+7+1d6, non-lethal Piercing)] or +11/+6 ranged [(Javelin, 1d6+4 piercing)]; Face/Reach 5 ft./10 ft.; SA Combat Reflexes, Power Attack, Weapon Bond (Spiked Chain) (+1d6 damage vs. Spell-user), Cleave, Vicious Strike; SQ Rage, Fast Movement,

Uncanny dodge, Trap Sense (+1), Magical Defense (+2), Mind Over Magic 2/day, Auravision, Nondetection cloak, Blind-Fight; SR nil; AL [L/N]; SV Fort +9(+1**)(+2 vs. spells), Ref +5(+1**)(+2 vs. spells), Will +6(+1**)(+2 vs. spells) (+5 with *Force of Will*); Str 18, Dex 14, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Kn (Arcana) +3, Listen +6, Prof: (Boater) +4, Spellcraft +2, Tumble +8(+5*); Exotic Weapon (Spiked Chain), Combat Reflexes (2 extra AOO), Power Attack, Weapon Focus (Spiked Chain), Improved Initiative, Cleave, Blind-Fight.

Special Quality-: Combat Reflexes allows them an AOO even when flat-footed. Rage (1 time per day). Vicious Strike – Double damage with a readied attack action to disrupt a spellcaster. Mind Over Magic 2/day - cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. Auravision - see magical auras at a range of up to 60 feet as a free action.

Possessions: Hat of Disguise (*Disguise Self* to appear to be a bloated dead Lizardfolk), Mithral chain shirt armor (+1), Cloak of Resistance (+1), Spiked Chain (+1, Merciful), Locking gauntlet (left hand), Spiked Gauntlet (right hand), 3 javelins in quiver on back (to be thrown with right hand), Tower shield (discarded at the start of melee combat), Potion of *Gaseous Form*, 6 *Goodberries* from Mamoot.

*+5 bonus if within 60' of Marcore when his *motivate dexterity* Minor Aura is active (most times).

*+5 bonus if within 60' of Marcore when his *Force of Will* Minor Aura is active (if enemy spell casters are casting spells requiring Will saves, Marcore will raise this Aura as a swift action).

**+1 bonus if within 60' of Marcore when his *Resilient Troops* Major Aura is active (always).

Physical Description: Currently appears to be a bloated dead Lizardfolk – tailless, rotting Lizardfolk, carrying Tower shields, javelins and clubs. Anyone in melee with them gets a Will Save (DC10) to see through the *Disguise Self* of the Hat. (Really is Patty's twin brother. Dresses like, looks like, acts like his sister.)

Patty and Links Tactics: Using a Hat of Disguise to appear to be bloated dead Lizardfolk. Carrying tower shields (giving themselves +4 AC, which is **not reflected in the above stats**!) **Patty** and **Links** will move off the boat to the shoreline and take a defensive stance twenty feet apart. Before the first round of Combat they will ready an attack on anything moving against them or their allies. This way on the first round of combat they will lose the shields and swing at anything moving against them or their allies. (As they do non-lethal damage with their chain, it might appear that they are swinging to subdue.) On later rounds they will move back in the direction of the boat, trying to place themselves 10 or more feet from enemies (this will give their allies a clear shot). They will double-team an enemy when they can, trying to drop any

that have been hit, before moving on to another opponent. If it is needed and they are able to, **they will use a Goodberrie to stabilize enemy they have downed** (having been told that “they are worth more alive”, which is why they use a “Merciful” weapon). If not engaged in melee, they will throw their javelins (still using the tower shield, so they are -2 to hit with them while using the tower shields) or crouch behind the shields (total cover). They don't Rage unless their brother/sister is dropped, then they fly into a rage and attempt to “avenge” their sibling. If things are going badly, they will both drink their Potions of *Gaseous Form* and flee.

Feats used

Extra Edge (CA): Benefit:

You gain a +1 bonus on your warmage edge, plus an additional +1 bonus per four warmage levels. For instance, an 8th level warmage with 18 Intelligence gets a +7 bonus on the damage dealt by any spell that deals hit points damage.

Practiced Spellcaster (CA): Benefit:

Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus.

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

Sudden Empower (CA): Benefit:

Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower Spell normally if you have it.

Non-Core Classes Used

Marshal (MH): Class Features of note:

Auras (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same type (major or minor). A marshal can have an aura active continually; thus an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn. ...

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies....

Appendix 3 – Expansion rules used

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Aura:

Force of Will: Bonus on Will saves.

Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks.

Major Aura:

Resilient Troops: Bonus on all saves.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (this may mean, for example that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

Warmage (CA): Class Features of note:

Warmage Edge (Ex): A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he adds his Intelligence bonus (if any) to the amount of damage dealt. For instance, if a 1st-level warmage with 17 Intelligence casts magic missile, he deals 1d4+1 points of damage normally, plus an extra 3 points of damage due to his Intelligence bonus. The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not to those he might have by virtue of levels in another class.

A single spell can never gain this extra damage more than once per casting. For instance, a fireball deals the extra damage to all creatures in the area it affects. However, if a 3rd-level warmage casts magic missile and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target. If a spell deals damage for more than 1 round, it deals this extra damage in each round....

Sudden Empower: At 7th level, a warmage gains Sudden Empower as a bonus feat.

Prestige Classes Used

Occult Slayer (CW): Class Features:

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level, and increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, on a successful attack she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else – no adventuring) to create a new weapon bond.

Mind over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the spell turning spell (caster level equals the character's occult slayer level +5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

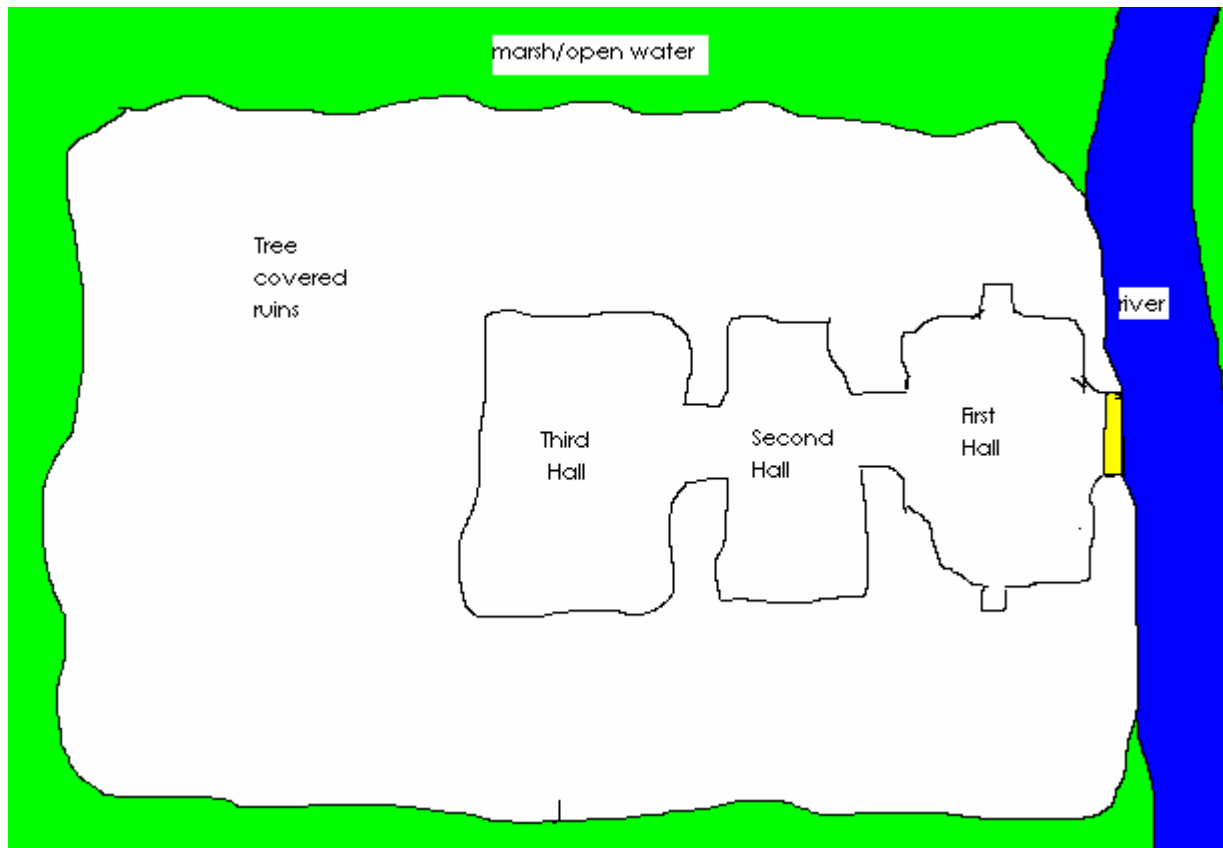
Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as the detect magic spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as clairaudience/clairvoyance, locate object, and other detection spells. The occult slayer gains magical protection from divinations equivalent to a nondetection spell (caster level equals the character's occult slayer level), except that it affects only the occult slayer and her possessions.

Blank Thoughts (Ex): At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). She can suppress or resume this ability as a free action.

Appendix 4 Map of the Bandit Hideout



Three small flat bottom boats are drawn up on the beach, all are rotting and useless. The entrance from the river is 25 feet wide, soft sand and shows the tracks of many boats and booted feet. Each of the "Halls" is over 50' by 75', walled in stone rubble, with a roof of rubble and vegetation 25 to 35 above a flagstone floor. At one time these were the courtyards of some castle, now they are just dimly lit chambers.

- First hall – used by the smugglers to store boats, there is some equipment to pull a raft up into the chamber and off the beach.
- Second Hall – used by the smugglers to store goods, it is now empty, though it appears to have been cleared in a hurry.
- Third Hall – used by the smugglers as living quarters, this area has been divided up some by stringing cloth drapes from ropes. Now empty, it shows signs of having been used recently by 15 to 20 men.

Appendix 5 – “Fish Food”

Some ideas for DM's who are a little more “challenged” when it comes to describing things in a culinary environment.

Fish Kabob – chunks of fish and unidentified vegetables on a bamboo stick, with a brown sauce.

Baked Fish – Fish and spices (with unidentified vegetables) wrapped in green leaves (Banana leaf), baked in the ashes of an open fire.

Fish ‘n Pumpkin stew – Fish chunks, onions, herbs, and spices baked in a pumpkin shell.

Fried Fish Cakes – Fish cakes (chopped fish, eggs, acorn flour, herbs and spices) fried on a flat rock.

Sushi – Sushi in all its’ many forms.

Clams – Fresh water clams, fixed several different ways (see all the dishes above).

Frog legs – Frog Legs, fixed several different ways (see all the dishes above, plus fried like chicken).

Appendix 6 – Mamoot Summoned Animals

Because of his Augment Summoning feat, Mamoot summons non-standard creatures when he summons. This Appendix lists the creatures Mamoot will typically summon. He prefers small vipers, both normal ones (from Summon Natures Ally spells) and fiendish ones (from Summon Monster spells), and (at higher APLs) will use 2nd and 3rd level spells to summon 1d3 or 1d4+1 of them.

Mamoot summoned animals: Summon Monster I

Mamoot prefers to summon Fiendish Snakes, but will summon Fiendish Hawks against flyers and Celestial Porpoise against swimmers.

🐉 **Fiendish Snake, Small Viper**; CR 1/2; small magical beast (extra-planar); HD 1d8+2; hp 6; Init +3; Spd 20 ft., Climb 20 ft., Swim 20 ft.; AC 17 (touch 14, flat-footed 15) [+1 size, +3 Dex, +3 nat.]; BAB/Grapple +0/-4; Atk Bite +4 melee (1d2 plus poison); SA poison, smite good (1 time, first attack); SQ scent, Darkvision 60', cold resistance (5), fire resistance (5); SR 6; AL C/E; SV Fort +4, Ref +5, Will +1; Str 10, Dex 17, Con 15, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11 (+2), Hide +11, Listen +7, Spot +7, Swim +6 (+2); Weapon Finesse

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con (Fort DC 12). The save DCs are Constitution based.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (max +20) against a good foe.

🦅 **Fiendish Hawk**; CR 1/3; tiny magical beast (extra-planar); HD 1d8+2; hp 6; Init +3; Spd 10 ft., Fly 60 ft. (average), AC 17 (touch 15, flat-footed 14) [+2 size, +3 Dex, +2 natural]; BAB/Grapple +0/-8; Atk +5 melee [Talons, 1d4]; SA Smite Good; SQ Low-light vision, Darkvision 60', cold resistance (5), fire resistance (5); SR 6; AL C/E; SV Fort +5, Ref +5, Will +3; Str 10, Dex 17, Con 14, Int 3, Wis 14, Cha 6.

Skills and Feats: Listen +2, Spot +14; Weapon Finesse.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (max +20) against a good foe.

🐙 **Celestial Porpoise**; CR 1/2; Medium magical beast (extra-planar); HD 2d8+6; hp 15; Init +3; Spd swim 80 ft.; AC 15 (touch 13, flat-footed 12) [+3 Dex, +2 natural]; BAB/Grapple +1/+3; Atk Slam +4 melee (2d4+3); SA smite evil (1 per day, first attack); SQ Blindsight 120 ft., Hold breath, low-light vision, Darkvision 60 ft., Acid resistance (5), Cold resistance (5), Electricity resistance

(5); SR 7; AL N/G; SV Fort +5, Ref +6, Will +1; Str 15, Dex 17, Con 17, Int 3, Wis 12, Cha 6.

Skills and Feats: Listen +8*, Spot +7*, Swim +8 (+2); Weapon Finesse.

Blindsight (Ex): Porpoises can “see by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the porpoise to rely on its vision, which is approximately as good as a human’s.

Hold Breath (Ex): A porpoise can hold its breath for a number of rounds equal to 6 x its Constitution score before it risks drowning.

Smite Evil (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (max +20) against an evil foe.

Notes: A porpoise has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A porpoise has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

Mamoot summoned animals: Summon Natures Ally I

Mamoot prefers to summon Snakes, but will do Eagles against flyers and Porpoise against swimmers (Wolves and Dire Rats are included for judges who prefer them).

🐉 **Snake, Small Viper**; CR 1/2; small animal; HD 1d8+2; hp 6; Init +3; Spd 20 ft., Climb 20 ft., Swim 20 ft.; AC 17 (touch 14, flat-footed 15) [+1 size, +3 Dex, +3 nat.]; BAB/Grapple +0/-4; Atk Bite +4 melee (1d2 plus poison); SA poison; SQ scent; SR nil; AL n/n; SV Fort +4, Ref +5, Will +1; Str 10, Dex 17, Con 15, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11 (+2), Hide +11, Listen +7, Spot +7, Swim +6 (+2); Weapon Finesse

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con (Fort DC 12). The save DCs are Constitution based.

🦅 **Eagle**; CR 1/2; Small animal; HD 1d8+3; hp 7; Init +2; Spd 10 ft., fly 80 ft. (average); AC 14 (touch 13, flat-footed 12) [+1 size, +2 Dex, +1 natural]; BAB/Grapple +0/-2; **Atk**: Talons +3 melee (1d4+2), **Full Atk**: 2 talons +3 melee (1d4+2), bite -2 melee (1d4+1); SA nil; SQ low-light vision; SR nil; AL n/n; SV Fort +5, Ref +4, Will +2; Str 14, Dex 15, Con 16, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +2, Spot +14; Weapon Finesse.

🐡 **Porpoise**; CR 1/2; Medium animal; HD 2d8+6; hp 15; Init +3; Spd swim 80 ft.; AC 15 (touch 13, flat-footed 12) [+3 Dex, +2 natural]; BAB/Grapple +1/+3; Atk Slam +4 melee (2d4+3); SA nil; SQ Blindsight 120 ft., Hold breath, low-light vision; SR nil; AL n/n; SV Fort +5, Ref +6, Will +1; Str 15, Dex 17, Con 17, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +8*, Spot +7*, Swim +8 (+2); Weapon Finesse.

Blindsight (Ex): Porpoises can “see by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the porpoise to rely on its vision, which is approximately as good as a human’s.”
Hold Breath (Ex): A porpoise can hold its breath for a number of rounds equal to 6 x its Constitution score before it risks drowning.

Notes: A porpoise has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
*A porpoise has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

🐺 **Wolf**; CR 1; Medium animal; HD 2d8+8; hp 17; Init 2; Spd 50 ft.; AC 14 (touch 12, flat-footed 12) [+2 Dex, +2 natural]; BAB/Grapple +1/+4; Atk Bite +5 melee (1d6+4); SA Trip; SQ Low-light Vision, Scent; SR nil; AL n/n; SV Fort +7, Ref +5, Will +1; Str 17, Dex 15, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*, Track (B), Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

*Wolves have a +4 racial bonus on survival checks when tracking by scent.

🦇 **Dire Rat**; CR 1/3; Small Animal; HD 1d8+3 hp 7; Init +3; Spd 40 ft., Climb 20 ft. AC 15 (touch 14, flat-footed 12) [+1 size, +3 Dex, +1 natural]; BAB/Grapple +0/-2; Atk +4 melee [Bite, 1d4+3 plus disease]; SA Disease; SQ Low-light vision, scent; SR nil; AL N/N; SV Fort +5, Ref +5, Will +3; Str 14, Dex 17, Con 19, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse(B).

Disease (Ex): Filth fever- bite, Fort DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Notes: Dire rats can always choose to take 10 on Climb checks even if rushed or threatened.

Mamoot summoned animals: Summon Monster II

Mamoot prefers to summon 1d3 Fiendish Snakes (small vipers) with Summon Monster II spells, but will summon 1d3 Celestial Porpoises against swimmers and a Celestial Giant bee against flyers.

🐝 **Celestial Giant Bee**; CR 1; Medium magical creature (extraplanar); HD 3d8+6; hp 19; Init +2; Spd 20 ft., fly 80 ft. (good); AC 14 (touch 12, flat-footed 12) [+2 dex, +2 natural]; BAB/Grapple +2/+4; Atk sting +4 melee [1d4+2 plus poison]; SA Poison, Smite Evil; SQ Darkvision 60 ft., vermin traits, Acid resistance (5), Cold resistance (5), Electricity resistance (5); SR 8; AL L/G; SV Fort +5, Ref +3, Will +2; Str 15, Dex 14, Con 15, Int 3, Wis 12, Cha 9.

Skills and Feats: Spot +5, Survival +1*.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d4 Con. The save is Constitution-based.

Smite Evil (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (max +20) against an evil foe.

Mamoot summoned animals: Summon Natures Ally II

Mamoot prefers to summon 1d3 small viper snakes with *Summon Natures Ally II* spells, but will summon Dire Bats against flyers or invisible foes and crocodiles against swimmers.

🦇 **Dire Bat**; CR 2; Large Animal; HD 4d8+20 hp 38; Init +6; Spd 20 ft., fly 40 ft. (good); AC 20 (touch 15, flat-footed 14) [-1 size, +6 Dex, +5 natural]; BAB/Grapple +3/+12; Atk +7 melee [Bite, 1d8+7]; Face/Reach 10 ft./5ft.; SA nil; SQ Blindsight 40ft.; SR nil; AL N/N; SV Fort +9, Ref +10, Will +6; Str 21, Dex 22, Con 21, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +4, Listen +12, Move Silently +11, Spot +8; Alertness, Stealthy.

Blindsense (Ex): A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Notes: Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

🐉 **Crocodile**; CR 2; Medium animal; HD 3d8+15; hp 31; Init +1; Spd 20 ft., swim 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 natural]; BAB/Grapple +2/+8; **Atk**: Bite +8 melee (1d8+9), or tail slap +8 (1d12+9); SA Improved grab; SQ Hold breath, low-light vision; SR nil; AL n/n; SV Fort +8, Ref +4, Will +2; Str 23, Dex 12, Con 21, Int 1, Wis 12, Cha 2.

Skills and Feats: Hide +7*, Listen +4, Spot +4, Swim +12; Alertness, Skill Focus (Hide).

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an AOO (Grapple is +8). If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

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

Notes: A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A crocodile gains a +4 racial bonus 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 checks.

Mamoot summoned animals: Summon Monster III

Mamoot prefers to summon 1d4+1 Fiendish Snakes (small vipers) with *Summon Monster III*, but will summon 1d4+1 Celestial Porpoise against swimmers and 1d3 Celestial Giant bees against flyers.

Mamoot summoned animals: Summon Natures Ally III

Mamoot prefers to summon 1d4+1 small viper snakes with *Summon Natures Ally III* spells, but will summon 1d3 Dire Bats against flyers or indivisible foes and 1d3 crocodiles against swimmers. The Dire Wolf write-up is included for those judges that like them.

🐺 **Dire Wolf**; CR 3; Large Animal; HD 6d8+30; hp 57; Init +2; Spd 50 ft.; AC 14 (touch 11, flat-footed 12) [-1 size, +2 Dex, +3 natural]; BAB/Grapple +4/+17; Atk Bite +13 melee [1d8+13]; 10 ft./5 ft.; SA Trip; SQ Low-light Vision, scent; SR nil; AL n/n; SV Fort +10, Ref +7, Will +6; Str 29, Dex 15, Con 21, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*; Alertness, Run, Track (B), Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+13 check modifier) as a free action without making a touch attack or provoking an AOO. If the attempt fails, the opponent cannot react to trip the dire wolf.

* A dire wolf has a +4 racial bonus on Survival checks when tracking by scent.

Mamoot summoned animals: Summon Monster IV

Mamoot prefers to summon a Fiendish Snake, (Huge Viper) with *Summon Monster IV* spells, but will summon 1d4+1 Celestial Giant bees against flyers.

🐍 **Fiendish Snake, Huge Viper**; CR 4; Huge Magical Beast (Extra-planar); HD 6d8+18; hp 45; Init +6; Spd 20 ft., Climb 20 ft., Swim 20 ft.; AC 15 (touch 10, flat-footed 15) [-2 size, +2 Dex, +5 natural]; BAB/Grapple +4/+17; Atk Bite +8 melee [1d6+7 plus poison]; 15 ft./10 ft.; SA Poison, Smite Good (use on first attack); SQ Scent, Darkvision (60'), DR 5/Magic, Cold Resistance 5, Fire Resistance 5; SR 11; AL C/E; SV Fort +8, Ref +7, Will +3; Str 20, Dex 15, Con 17, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +13, Hide +3, Listen +7, Spot +7, Swim +11; Improved Initiative, Run, Weapon Focus (Bite).

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con (Fort DC 16). The save DCs are Constitution based.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (max +20) against a good foe. (This is normally used on its' first attack.)

Mamoot summoned animals: Summon Natures Ally IV

Mamoot prefers to summon 1d4+1 Medium Viper snakes, (stats listed here, as he summons Small Vipers with lower level Summon spells) with *Summon Natures Ally IV* spells, but will summon 1d4+1 Dire Bats against flyers or invisible foes and 1d4+1 crocodiles against swimmers. He could summon a Brown Bear, a Huge Viper or 1d3 Dire Wolves, for those judges that like them.

🐍 **Snake, Medium Viper**; CR 1; Medium Animal; HD 2d8+4; hp 13; Init +3; Spd 20 ft., Climb 20 ft., Swim 20 ft.; AC 16 (touch 13, flat-footed 13) [+3 Dex, +3 natural]; BAB/Grapple +1/+2; Atk Bite +4 melee (1d4+1); SA Poison; SQ scent; SR nil; AL n/n; SV Fort ++5, Ref +6, Will +1; Str 12, Dex 17, Con 15, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7; Weapon Finesse

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con (Fort DC 13). The save DCs are Constitution based

🐾 **Bear, Brown:** CR 4; Large Animal; HD 6d8+36; hp 63; Init +1; Spd 40 ft.; AC 15 (touch 10, flat-footed 14) [-1 size, +1 Dex, +5 natural]; BAB/Grapple +4/+18; Atk Claw +13 melee [1d8+10]; Full attack 2 claws +13 melee (1d8+10) and bite +8 melee (2d6+6); 10 ft./5 ft.; SA Improved Grab; SQ Low-light vision, scent; SR nil; AL n/n; SV Fort +11, Ref +6, Will +3; Str 31, Dex 13, Con 23, Int 1, Wis 12, Cha 6.

Skills and Feats: Listen +4, Spot +7, Swim +14; Endurance, Run, Track.

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple (Grapple +18) as a free action without provoking an AOO.

🐍 **Snake, Huge Viper:** CR 3; Huge Animal; HD 6d8+18; hp 45; Init +6; Spd 20 ft., Climb 20 ft., Swim 20 ft.; AC 15 (touch 10, flat-footed 15) [-2 size, +2 Dex, +5 natural]; BAB/Grapple +4/+17; Atk Bite +8 melee [1d6+7 plus poison]; 15 ft./10 ft.; SA Poison; SQ Scent; SR nil; AL n/n; SV Fort +8, Ref +7, Will +3; Str 20, Dex 15, Con 17, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +13, Hide +3, Listen +7, Spot +7, Swim +11; Improved Initiative, Run, Weapon Focus (Bite).

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con (Fort DC 16). The save DCs are Constitution based.



The Miner's Pick

Welcomes You

Fine Food and Good Spirits (the drinking kind!),

Are to be had in the Tavern.

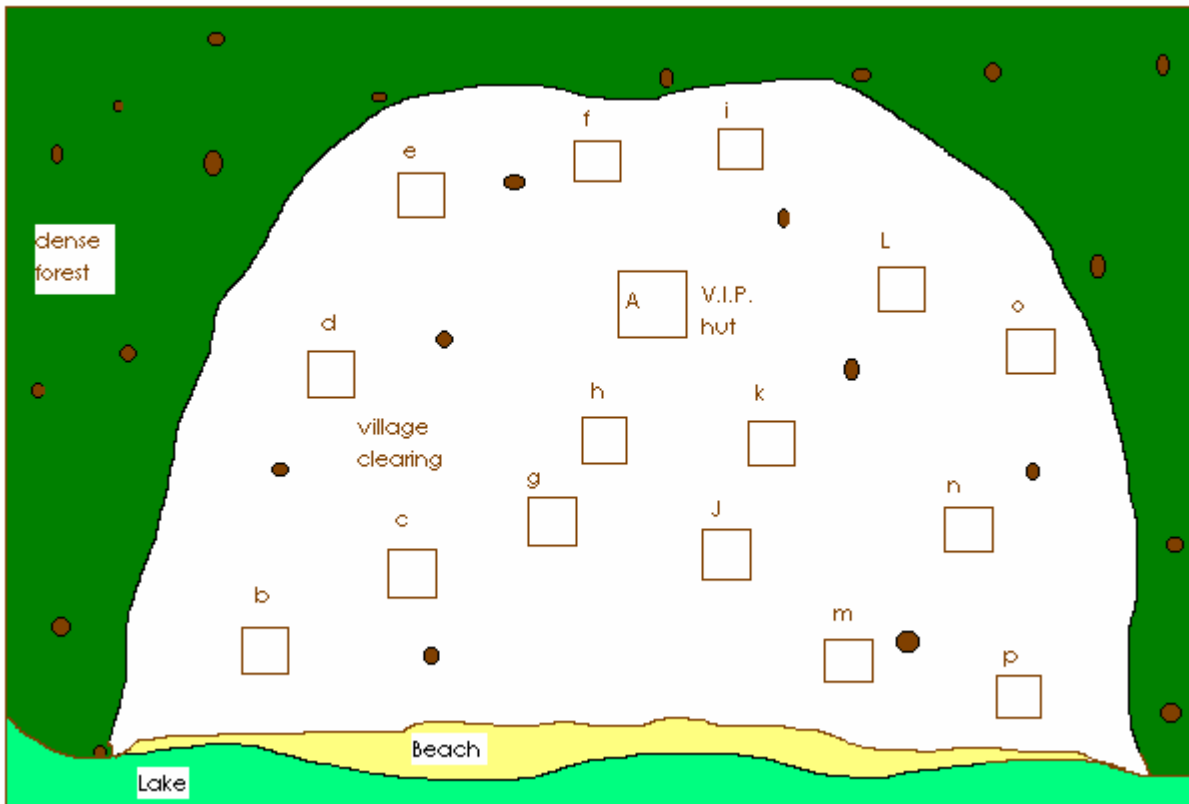
Clean Rooms, Soft Beds, and Hot Baths,

Are available from the Inn.

For stable needs, ring the bell, otherwise

Come Right In! We're Waiting on You!

Player Handout #2: Map of the Village



- A) V.I.P. hut. Larger and sturdier than the other buildings in the village (20' by 20'). This is the building the villagers turn over to their visitors.
- B) 15' by 15' hut, used to store boats.
- C) 15' by 15' hut holding 8 adult Lizardfolk (bachelor males?).
- D) 15' by 15' hut holding 4 adult Lizardfolk, (Shess lives here).
- E) 15' by 15' hut holding 4 adult Lizardfolk.
- F) 15' by 15' hut holding 2 adult Lizardfolk.
- G) 15' by 15' hut holding 4 adult Lizardfolk.
- H) 15' by 15' hut holding 4 adult Lizardfolk.
- I) 15' by 15' hut holding 2 adult Lizardfolk.
- J) 15' by 15' hut holding 7 adult Lizardfolk (bachelor females?).
- K) 15' by 15' hut holding 2 adult Lizardfolk.
- L) 15' by 15' hut holding 2 adult Lizardfolk.
- M) 15' by 15' hut holding "tools" (including fishing spears).
- N) 15' by 15' open sided hut (roof only), storage for dry wood.
- O) 15' by 15' hut holding 3 adult Lizardfolk.
- P) 15' by 15' hut, used to store boats.

Players Handout #3

Curious about the two hooded figures with the old witch, you gaze intently at one of them. Slowly you realize that the glints of reflected light you see from beneath the hood of the figure are from a scaly skin, and from a mouth full of reptile teeth. Looking closer at both of the cloaked figures, you realize the cloaks conceal large muscular tails, and clawed hands. The figures across the table from you are definitely not human, elf or any of the common races. You glance about to see if any of your companions realize this...(you can tell that anyone reading this Handout before you knows it, as does any reading it after you).

(You will need to pass this Handout to the player the Judge directs you to.)

Players Handout #4

Over the course of the morning, in dealing with the Lizardfolk, you have noticed that they appear to be suffering from something like a wasting sickness. At first you thought it might be related to the sickness you were exposed to on the trip here, but now you are sure it is something else. It appears to be affecting all the Lizardfolk of the village. Those afflicted suffer from three symptoms:

1. the loss of 2 points of strength and 2 points of dexterity;
2. they are tired to the point of impairment.
3. the loss of hit points (1d6 points of nonlethal damage), and this damage appears to increase over time (0 to 6 points new damage each day).

You are sure you should know what could cause these symptoms, but can't seem to think of it right now. And you are sure that it is important for you that this puzzle is solved, or all the Lizardfolk will likely die, even if you defeat the bandits.

Players Handout #5

As the remains of lunch are whisked away, you notice that the Lizardfolk carry the dishes over behind the hut you are to be staying in. There they drop the dishes and everything on them into a large pot of boiling water. You remember that they did the same thing at breakfast, and at the time you thought that it was a strange way to do the dishes. They did remove the dishes later and stack them on a table to dry. Perhaps it is some strange Lizardfolk tradition, or perhaps they worry about catching some disease from you.

Later, you notice that when the Lizardfolk arrive to take the dishes back to their huts that they also take a bowl of the hot water with them. After all the dishes have been removed from the table where they were drying, you notice that the large pot is also missing. Just before dinner, you see two lizardfolk filling it with water from the lake and setting it back on the fire behind you hut.