

SND4-08

Saving Dolkann

A One-round D&D LIVING GREYHAWK[®] Sunndi Regional Adventure

Version 2.0

by Pieter Sleijpen

Editor: Bas Vermeulen and Pierre van Rooden

Circle Reviewer: Paul Looby

Play Testers: Erno Sombroek, Floris Kraak, Mark Langereis, Maya Deva Kniesse, Rick, Ward van Oosterum

War is upon Sunndi and with it follows pain, death and sorrow. A mother loses her husband and all her children, except one, and he is still fighting in the dismal swamp far from home. She begged her son's superiors for aid and somehow she managed to convince them to give him a safer assignment. There is one problem: right now he is in the heat of the conflict. Getting him out is difficult and irresponsible. Perhaps a group of adventurers can help?

A scenario for APL 2 to 12.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

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 Website, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

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.

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 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

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

to attack must succeed at a DC 10 Handle Animal or

Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a one-round Regional adventure, set in Sunndi. Characters native to Sunndi pay 1 Time Unit, all others pay 2 Time Units. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Adventure Background

The silence before the storm has ended. War is upon Sunndi with the appearance of large bands of bullywugs assaulting the border keeps of Stalward. They have hit the border with the unchecked fury of a tempest, showing no fear, pain or mercy to those in their path. Many a soldier and farmer has died during the first onslaught and there is no sign of the storm abating any time soon.

One of many victims of the war is the woman Alyshizia. Her husband was one of the first to fall. Two other children died shortly after under the cruel blades of the bullywugs, leaving her with only one living son, Dolkann, also a soldier in the Sunndian army. Dreading to lose her last child and only remaining family member, she became desperate. Her son serves in the guards of Count Jarinto of Stalward, a corps not known for its forgiving nature. The Hextorite dominated force demands absolute loyalty and the individual holds little importance. Still, against common sense, Alyshizia approached Dolkann's superiors, begging to transfer her son to a safer post so that Alyshizia would not lose her last child as well.

Captain Marcenn, a pretty decent fellow as far as Hextorites go, felt for Alyshizia. Alyshizia's husband was a good friend of the man, who as a sergeant in the personal guards of Count Jarinto had made quite a name. His children proved to be just as able soldiers, and Marcenn genuinely mourns their deaths. There is little he could do, if only because there no where safe in Stalward and because Dolkann would never accept such a transfer. However, when he learned that one of his superiors had ordered Dolkann to lead a relief force to the beleaguered Nalkan Keep with the order to evacuate the refugees, but had provided too few soldiers for the task, Marcenn became furious. It gave him the opportunity to fulfill Alyshizia's wishes and improve his own standing with the count at the same time. Pointing the folly of the Nalkan mission out to Lord Huandor (the count's brother) provided Marcenn with both permission and the means to hire a group of

adventurers to destroy the leaders of the bullywugs assaulting the keep. If successful, Dolkann gets out of the thick of combat, because he is needed to guard the civilians until they are in safer pastures several days into Sunndi and above all, a painful blow would be dealt to the enemy. The PCs happen to become his choice of adventurers, assuming they accept of course.

As with many tasks, nothing remains as straightforward as it appears to be at the start of a battle. An agent of the Jade Mask has infiltrated the Wastrians long ago, and he managed to get his hands on several battle plans of the Wastrians. Through a chain of messengers, the plans finally arrived in the hands of the half-olven lady Meabhe. Unbeknownst to her, she was spotted by the infamous hunter Walfrend “Olve-Skinner” before she had left the Vast Swamp. She was hunted down and brutally slain before she could deliver the plans. What is worse, when Walfrend found the plans, he realized there is a spy among the faithful.

Meabhe, knowing the importance of the message, cannot find rest in death until the message is delivered to Count Kestor of Corul. Unable to leave the location of her death, she is desperately looking for aid and the arrival of the PCs give her an opportunity to finish her task. All they have to do is track down Walfrend and his men, kill him before he can betray the existence of a spy and return with the plans.

Will the PCs aid Meabhe or Dorkann? Time makes it impossible to aid both...

Adventure Summary

The adventure starts in Eyedrin, capital of the county of Stalward and seat of Count Jarinto. The adventure itself takes the PCs on a journey along the banks of the Pawluck River to Nalkan Keep, one of the Border Keeps right between Eyedrin, and Nondrin: a dangerous journey through now hostile territory.

Depending on the choices the PCs make, the adventure might take them into the northern fringes of the Vast Swamp. More information on the Vast Swamp can be found in Appendix 8.

Introduction: While looking for a job in Eyedrin the PCs are approached by Captain Marcenn and Alyshizia for a task of utmost importance to Sunndi.

Encounter 1: A Briefing: If the PCs show interest, Captain Marcenn takes them to a private room in the back of the inn to give them a briefing on the mission. It is the time to ask questions, get answers and try to make a deal.

Encounter 2: A Mother's Plea: If the PCs show an interest in Alyshizia's troubles, they probably want to have a chat with her and hear the pleas of a desperate mother.

Encounter 3: A Journey Along the River: The trip to Nalkan Keep is not going to be easy, and on the way the PCs run into a small bullywug patrol.

Encounter 4: Trick or Treat: About half-way the trip the PCs observe a strange light on the other side of the river followed by the unnerving sounds best described as the baying of hounds and a woman screaming for help. Is it real or a trick by the enemy?

If the PCs decide to investigate, they will be ambushed by a pack of undead. While not the cause of the haunting, they have been drawn to it like the PCs. Quickly realizing others might be lured to the area by the sounds as well, they decided to wait for prey to come to them.

Encounter 5: A Lady in Distress: Once the battle with the undead is over, the PCs realize that these are not responsible for the hauntings. The ghost of Meabhe approaches them and beseeches the PCs to enter the swamp, recover the stolen message and deliver it to Count Kestor of Corul so that she can find peace.

The PCs have to make a choice: aid Dolkann or Meabhe. The pressure of time makes aiding both impossible.

Encounter 6: Breaking a Siege: If the PCs decide to press on, they soon arrive at Nalkan Keep, where they can finish the task given to them. If they wait too long, the Keep will be overrun by the besieging hordes of bullywugs.

Encounter 7: The Hunters Hunted: If the PCs decide to aid Meabhe, they can follow the trail of those who killed her. It takes them deeper into the Vast Swamp. If they make haste, the PCs manage to catch up the hunters before they have delivered the stolen messages to their superiors, giving them a chance to get the messages back.

Conclusion: Likely the PCs either stuck to their original mission of helping the people of Nalkan Keep or they helped Meabhe. If they helped Meabhe, Nalkan Keep likely fell under the onslaught of the bullywugs and the PCs have no knowledge whether the information was worth the sacrifice of so many. If they helped the people at Nalkan Keep, Meabhe is going to haunt the swamp for a long time to come and who knows what horrors might now come as a total surprise...

Introduction

The adventure starts in the village of Eyedrin, capital of the County of Stalward and center of the war against the bullywug hordes that have come boiling out of the Vast Swamp to pillage the southern marches of the kingdom.

Read aloud or paraphrase the following:

Eyedrin is a grim and foreboding place and usually not very welcoming to adventurers. The Hextorites of Eyedrin have never liked the freesword's unpredictability and lack of discipline. Usually, the feeling is mutual.

Now though, it is the place where the action is, since the bullywugs came north. With their marches overrun by frog folk, the Hextorites can use all the help they can get. They might not like adventurers, but the servants of the Lord of Slaughter never let something as foolish as personal feeling stand in the way of victory. They pay well and do not expect the unfaithful (or the faithful for that matter) to help out of the good of their hearts. To some this might be a refreshing change. The fact is, the bullywugs have brought war to Sunndi and whether out of altruistic, nationalistic or monetary reasons, you are here to fight for the kingdom.

You arrived just after the repulse of the first assault on Eyedrin. The signs of battle can be seen everywhere – from the scorched battlements to the columns of noisome, black smoke billowing up from the pyres of burning bullywug dead. Entering the town proved to be difficult. Fearing traitors, the guards questioned everybody without the proper papers. Once they were certain you were not Wastrian worshippers in disguise, you were allocated quarters in one of the local inns and asked to remain there until an officer of the garrison could assign you to a unit.

The streets of the town are crowded with people: mostly farmers from the surrounding areas seeking refuge from the murderous bullywugs. The inn itself is as grim and dreary as rest of Eyedrin and just as crowded. To your surprise though, the guards were correct, and there are rooms available. The rooms are as spartan as the food, though considering the circumstances, the meals are surprisingly tasty. One look around through the common room shows that the guards apparently have concentrated the adventurers and mercenaries in specific taverns. All that remains now is to wait for the officer...

Allow the PCs to introduce oneself to the rest of the group and to prepare spells for the day. Most of the guests in the tavern are assigned to various tasks throughout the town, and if the PCs ask around, they are assured that they do not have to wait long. There is more than enough to do. Few people really have the time for a long conversation. While the town is dominated by Hextorites, under current

conditions they are more accepting of different faiths than usual. Worshippers of Heironeous are treated politely, if not with respect. Worshippers of Trithereon are treated coldly, but without the usual insults and provocations.

There are a few things the PCs can learn:

- The war started two weeks ago when several large raiding parties attacked the border of Stalward at several points. Though most of the garrisons managed to escape, many border posts were taken and torched in the first onslaught. Civilians did not do as well, thinking the Pawluck River would offer ample protection against the dangers of the Vast Swamp. Many innocents died by the hands of the frogfolk. Luckily, the attack lacked refinement and coordination, so while many died, many more escaped to the safe refuges of Eyedrin, Nondrin and Nalkan Keep (the new border keep between Eyedrin and Nondrin).
- As a result these towns and keeps are crowded with refugees, but the constant threat of raiding parties and roaming swamp monsters have prevented the refugees from heading to safety farther north. Food is growing short, and people fear unrest and plague. There is talk of recruiting adventurers to help evacuate the refugees.
- Having taken the line of border forts, a large force of bullywugs assailed Eyedrin. Luckily, the garrison was ready for them. The bullywugs had little interest in a siege, attacking madly without fear or fatigue. While the bullywugs were thrown back and scattered, many small raiding groups roam the countryside, attacking everything they come across.
- The attacks have focused on the border between Eyedrin and Nondrin, leaving Corul and southwest Stalward untouched. Apparently the forests of southwest Stalward and the dry hills of Corul hold little interest to the bullywugs. Most tacticians think that the bullywugs are trying to overrun Eyedrin and Nondrin and then push up the valley of the Pawluck River to New Keep, remaining close to the water that the bullywugs need so much. The bullywugs underestimated the defenses, which were luckily finished ahead of schedule despite the bad weather of the last few months.
- Nalkan Keep is under siege by a large force of bullywugs. Due to the recent battles around Eyedrin, the soldiers of the count do not have the numbers and manpower yet to break the siege.

After about 10 minutes of role-playing, or when the players do not show much interest in the events, two people enter the tavern arguing loudly:

The sound of the tavern door slamming open with much force draws the attention of most guests to the entrance. A

soldier barges in. He is clad in rust-brown plate mail with a dark green cloak and tabard bearing the blazon of a clenched white gauntlet – the arms of the count's guards. Insignia on his shoulders show him to be a captain. He has short brown hair, a neatly trimmed beard, and a sun-tanned face. He looks rather grim and angry and speaks sternly to an older woman following him into the tavern. Like the soldier, the woman is an Oeridian with long graying brown hair tied into a bun. She wears a simple black dress and a black shawl as a sign of mourning. The expression in her face is a mix of despair, grief and anger.

"I am fully aware you lost your husband, and two of your children in the last two weeks," the captain says loudly. "You are not the only one who lost loved ones, and I can assure you, their deaths will be avenged. At least you still have a home and your possessions, that is more than some others can say. Your son joined the army fully aware of the risks. I cannot just recall every soldier whose mother fears for his or her life."

"But sir," pleads the woman, "that was before my husband and two girls fell. He is all the family I have left. Please don't let him die at Nalkan Keep..."

At that the captain stops, and turns around to the woman, pity and determination replacing anger: "Madam, you have made sure that I am perfectly aware of your situation. Your five minutes have long past and as you can see, I am busy saving the lives of other people's children. Luckily for you that includes the life of your son. Sergeant Dolkann was sent to Nalkan Keep for a reason and it is Sunndi's best interest to make sure he succeeds in his mission. That siege must be broken, and that is why I want a quiet conversation in this inn. Now go home. I will let you know any news as soon as I have any."

"Who will you hire? I need to make sure they know how important this is."

"Fine," the captain says with some exasperation. "Wait here until I have spoken with the freeswords and made sure they are willing. Afterwards you can talk with them all you want."

With that the captain turns around, walks towards the bar, and grabs a scroll from his belt.

"I have a job, dangerous, well-paid and important for the defense of Sunndi," he announces loudly. "Assuming the following people are interested, can they please follow me to more private quarters for a briefing,"

With that he starts reading a list of names.

Which coincidentally are the names of the PCs at the table.

The soldier is Captain Marcenn. A DC 25 Knowledge (The Splintered Sun) check allows PCs to recognize the man. Members of the Sunndian Army or the Royal Army gain a +5 circumstance bonus on the check, or can replace it

with a DC 20 Profession (soldier) check. He has a reputation as a strict, but brave officer who cares about his men. There are rumors that he refused to become a knight, even when offered by Count Jarinto, because he preferred to remain amongst the common soldiers. Some people whisper that he refused the position because he prefers to fight visible enemies as opposed to the cloak-and-dagger intrigues of the court of Stalward. More information on him can be found in Encounter 1.

The woman is Alyshizia, widow and mother of Dolkann. More information on her can be found in Encounter 2.

Development: The PCs are free to refuse the mission, though Captain Marcenn is somewhat irritated that they do not even listen to what the job entails. Members of the Sunndian military can refuse, but they have to live with the consequences. If they step forward, Captain Marcenn briefly introduces himself, and then guides the PCs to a small room at the back of the inn for a briefing. More information can be found in Encounter 1. If the PCs show interest in Alyshizia's story, they can approach her after (or before) the briefing. More information can be found in Encounter 2.

Troubleshooting: If the PCs show more interest in the old woman than following the captain to the briefing room, the captain becomes rather irritated. He states that the PCs can help her more by coming with him and listening to his job offer. The task involves rescuing the lady's son and a lot more people and that is ultimately of more use than offering comfort or a willing ear. If they really want to talk with the lady, they can do so after the briefing, when they know more about the situation.

If the PCs press the matter, whether to spite the captain or out of genuine care for the old lady, the captain patiently (though visibly irritated) accepts the delay as long as the PCs just make sure the lady is comfortable. If the PCs actually want to listen to her story, the captain interferes. He has a lot to do, already knows the story, and the PCs can learn about it after the briefing. He can even wait with a final answer from the PCs whether or not they accept the mission until after they have talked with the woman, though in that case the PCs have to give that answer at the keep so that he can at least be present at the drills.

If the PCs still do not want to come, he shrugs, states that there are enough other adventurers, and leaves the tavern. The PCs are free to talk with the woman, and save Dolkann on their own. They do not get a reward or the favor of Count Jarinto (see the Conclusion), and in Encounter 7 they might have some trouble explaining their

presence without the proper papers, and getting help proves to be even more difficult. Still, it is possible.

Note: No member of a Sunndian military organization¹ can refuse the mission without a reprimand by their superiors. They effectively earn a disfavor with said organization, which should be noted on the AR in the notes section and can be removed with a favor. As long as they have the disfavor they cannot raise in rank.

Encounter 1: A Briefing

Captain Marcenn guides the PCs to a small room dominated by a big wooden table surrounded by sturdy looking chairs. He motions the PCs to sit down, while he orders a drink for each of the characters present (either wine or ale). He remains standing during the briefing.

Once you are all seated, and have got something to drink, you all turn your attention to Captain Marcenn, still standing at the head of the table. He is not particularly tall, but he has the bearing of someone used to being in command. His sun-tanned face is worn by wind and sun, and unlike some of the other officers you have seen in your life, he clearly is a man of action instead of words. He wears his plate mail as if it is his second skin, and his alert brown eyes miss little. His uniform and armor show signs of recent use, though only somebody trained in such things would spot them.

"Greetings," he starts with a firm voice, "like I said earlier, my name is Captain Marcenn. I serve in his lordship's army, recently placed in charge of recruitment and organizing special missions. [Note – A DC 15 Profession (soldier) or Knowledge (nobility and royalty) check shows that this is very likely a significant position.] Such a special mission is the reason I have asked you to attend this briefing. Let me start with a question. What do you know about Nalkan Keep?"

From here the briefing proceeds along a question-and-answer path.

Nalkan Keep?

"Nalkan Keep is one of the more or less finished border keeps. It is situated directly between Eyedrin and Nondrin on the northern bank of the Pawluck River.

Due to the great skill and dedication of the workers at the fort, its walls were finished earlier than expected. Otherwise it probably would have fallen during the first bullywug onslaught. Thanks to the walls, and of course the able bodied soldiers and Sir Levial's leadership, the defenders of the keep prevailed and it remains defiant. It is under constant attack however, and, in all but name, it is under siege.

"Due to our own predicament, we have been unable to send anything more than token aid. Aid that is much needed. The keep is crowded with civilians who fled to the safety of its walls during the first attacks. There is not enough food to feed so many and the cramped conditions are not good for morale. Emotions probably run high on a regular basis. In addition there always is the risk for a plague forcing the keep's precious healers to divert their prayers from the direct defense of the fortress. Sir Levial might be a good leader, but he is a soldier at heart and not a diplomat. A token force was sent some days ago to get the civilians out, but last we heard, they got in, but cannot get out. What is worse, we fear the bullywugs are planning for a massive assault sometime tomorrow. It is likely that the keep will fall if that assault proceeds as planned.

"During the battles around Eyedrin we learned that the bullywugs seem to be in almost nonstop frenzy. As a result they lack refinement and discipline, and that is an understatement. Their officers, both human Wastrians and bullywug clerics, seem to be more in control over their senses and apparently they are the intellect behind the assaults. It should be relatively easy for a group of adventurers to destroy the command post of the bullywugs laying siege to Nalkan Keep. This would provide a reprieve, hopefully long enough for the civilians to get out and flee to safety further north.

"We want you to destroy the command post, and deal a heavy blow to the enemy's plans."

How do we get to Nalkan Keep?

"Finding it is easy. All you have to do is to follow the Pawluck River west from here. Getting there intact might be more problematic. Of course, depending on your skill it might be relatively easy to use magic to travel there. If you can, we are hoping you still are going to use the hard way: by foot overland, or if you think you are up to it, by barge up the river. We know little of the enemy's movements, and all information in this respect might prove to be a great boon in this war. Personally, I would advise against taking a barge. The bullywugs are expert swimmers, and on the river you have no concealment.

"Your best bet is to leave this evening, and use the cover of the night to get to the keep. It should be easier to avoid most of the patrols, and prevent the commanders of

¹ Knights of the Realm, the Sunndian Army, the Grey Scouts, the Barakadar and the Royal Wardens.

the bullywugs being alerted of your presence. Once there, it is up to you whether you first enter the keep to get some rest and learn more about the situation or either strike immediately. I leave that up to you."

Important: Make sure the PCs realize it also is a mission of exploration. It prevents them from *teleporting*, or flying high over the terrain and hence missing Encounter 4.

How long does it take to get there?

"The keep lies about 5 leagues (15 miles) from here. On foot, in the night, it should take you about 6 hours. By horse you are probably not going to be much faster, and chances of being spotted are that much higher."

What can we expect to find at the Keep?

"I take it you are accepting the mission? If not then I cannot provide you with that information."

Once the PCs have accepted the mission, provide them with Player's Handout 1: Marcenn's Map and explain them what they see (more information can be found in Encounter 6).

Who was that old woman?

"You mean Alyshizia? Her husband and two daughters were killed in the fighting. All three were soldiers in his lordship's army, competent, loyal and dedicated. All will miss them, though of course, more by her than us."

"She has one son remaining to her. Dolkann is his name. He was part of the token force sent to Nalkan Keep – a force that should never have been sent. It stood no chance of success. All it did was waste lives. I am happy to say that the man responsible for that action has been removed from his position. As far as we know, Dolkann is still alive, and for obvious reasons his mother wants me to recall him and give him a safer assignment."

"If you are successful in the task I have set you, the Widow Alyshizia's wishes will be fulfilled, since Dolkann belongs to the group ordered to guide the civilians north to Pitchfield."

What is the pay?

"For such a dangerous and important mission we are willing to pay [50 x APL] gold pieces. Of course, if successful, you also earn the gratitude of Count Jarinto and access to his personal armory. We know how you freeswords like to collect fine baubles."

"Soldiers and officers of the Sunndian Army also get a recommendation. You will also get the necessary papers to requisition supplies from the quartermaster not available to the common public due to the war."

The price is not open for negotiation. The PCs can either take it or leave it.

Restricted supplies?

"Yes. Due to the war all weapons, armor and magical supplies have been requisitioned by the army and those with a special permit."

Due to the war the gp limit of the town has been reduced to 40 gp for commoners. With a special permit though, it is 400 gp. It is certainly possible to buy single items up to 400 gp through illegal channels, but that either requires a DC 20 Gather Information check or membership of one of the Contraband Cartels.

When do we leave?

"Tonight, or if you really prefer tomorrow morning. I advice against doing the latter."

🗡 **Captain Marcenn:** LN, male human (Oeridian) Ftr7;

Appearance: Captain Marcenn is of average height and build. He is well groomed, and has short brown hair and a short beard. His skin is sun-tanned and worn by wind and rain. He has a proud commanding bearing and people tend to follow his commands without even realizing they are doing so. Marcenn is not particularly handsome though. His nose is crooked and his expression grim.

Personality: Captain Marcenn is a strict, grim man who is used to being in command. He is quick to follow orders from superiors without question. His men also know him for his dedication, and loyalty to them. There are several examples of him bending orders so that less of his men die. Since it is success that ultimately counts, Lord Huandor and Count Jarinto have ignored it for the moment. Marcenn knows he needs to keep being successful, or he may end up under an executioner's axe for disobeying orders.

Development: If the PCs accept, Captain Marcenn complements them on making the right choice. He also invites them to come to the keep so that he can arrange the necessary documents and provide them with the current passwords. Afterwards, they have some time left to get supplies for the trip before nightfall. The gp limit of the village is 400 gp. Due to the nature of the mission they are also allowed to buy only one *wand of cure light wounds*.

If the PCs want some time to think about it, they get 'till nightfall. They can reach Captain Marcenn at the keep where he will be overseeing the drills of the new recruits. Once past nightfall, they have missed their opportunity and Marcenn is forced to send another less able group out. The

adventure is then over unless the PCs decide to go to Nalkan Keep without enticement of a reward.

If the PCs want to talk with Alyshizia, proceed to Encounter 2. Once they are ready to leave Eyedrin, proceed to Encounter 3.

Encounter 2: A Mother's Plea

Alyshizia's life story is one of pain and loss, but never before was her loss so great in so short a time span. Her eldest daughter –Daraneth– died when the Border Post at which she was stationed was overrun. She sacrificed her life so that her companions could flee and Eyedrin was warned by lighting the signal fires before she was cut down. Her other daughter –Reyvara– died a meaningless death, if there even is such a thing as a meaningful death, during a stupid accident on the walls of the keep a couple of days ago. Her husband –Krevel– died on the walls of Eyedrin not two days ago.

Only her son, Dolkann, is still alive, but he is at Nalkan Keep right in the thick of the fighting. If that was not enough, a jealous and fearful superior has sent him there on a fool's errand. The man is probably counting on Dolkann's death. How can any man wish anybody else to die, let alone so bad that he is willing to risk the lives of many more innocent lives?

She has begged her husband's old friend Captain Marcenn to reassign Dolkann to a safer spot. She would have preferred him to dismiss Dolkann from the army, but she knows that her son would never accept that. He is his father's son all right, and only a direct command would get him into safety while his companions are still in danger. She trusts Marcenn more than any other soldier, and if he says the PCs are vital for the rescue of her son and others, she begs them to accept the mission. She is more than willing to offer her meager savings (which is only 10 gp per PC).

Anybody speaking with her realizes she is really grief stricken and incredibly afraid for her son's life. The only way to really comfort her is by returning her son alive. Otherwise just a willing ear is enough for her to get it off her chest. She has never been to Nalkan Keep and is of little use in acquiring information on the keep or even the surrounding area. Of course, she can give a good description of her son (see Encounter 6 for more information).

◆ **Alyshizia:** LG, female human (Oeridian) Com2;

Appearance: Alyshizia has straight, long graying brown hair tied up in a bun. Her face is worn with age and grief. About 50 years old, she wears simple dark colored

clothes, most importantly her black shawl – a sign of mourning. Her teeth are yellow and crooked, but she still has all of them. Her eyes are red from weeping and she has no tears left.

Personality: Alyshizia's nature is one of silent determination and pride, accepting all hindrances life places before her without complaint. Her recent losses have unhinged her a bit though. Losing her husband and two of her children within a fortnight is a bit much even for her. She is struck with grief and mortally afraid that she is going to lose her last son and only family she has left. She shamelessly begs and pleads with the PCs to please help her.

Development: Asking around about Alyshizia confirms her story. Most people are aware of it, though finding people that can actually confirm it is another story. The soldiers that knew her husband and daughters all are in active duty at the keep or other places in and around Eyedrin. None of them are particularly willing to discuss the dead, afraid that talking about them draws their attention and those might decide they need some companionship. They are willing to talk about Alyshizia, whom they know as a caring faithful woman. She is a Pelosian, and that might garner some scorn from some of the more fanatic Hextorites, but their companions silence them quickly. A soldier never knows when he might need the blessings of the Shining One.

Once the PCs have satisfied their curiosity, or time is catching up with them, proceed with Encounter 3.

Encounter 3: A Journey Along the River

The best time for the PCs to travel towards Nalkan Keep is during the hours of darkness. Bullywugs are creatures of the day and their eyesight is no better than that of humans. The journey might be more difficult for some of the PCs as well, especially since it is a cloudy, dark night, but unless the PCs want to get into Nalkan Keep without facing an entire army (excluding the use of magic), they have to travel by night. If the PCs foolishly elect to go by day anyway, the EL of the encounter has to be increased by 2 by doubling the amount of bullywugs in the patrol.

The region between Nalkan and Eyedrin consists of low rolling hills overgrown with green scrub-bushes. Directly around Eyedrin the area is cultivated with orchards and green fields for livestock. The scars of the recent battles are everywhere with hewn trees, trampled, smoldering fields, rotting carcasses of cattle and the blackened ruins of farms. Further away from Eyedrin, the fields give way to wilderness again.

The Pawluck River flows between the PCs and the Vast Swamp to the south. The slopes of the bluffs leading down to the river are particularly steep and densely overgrown with small trees and bushes. The river is running high, which is normal for the season, and the valley is flooded. The main road from Eyedrin to Nondrin winds over this in parts, but most of the time it is one ridge further away from the river. This close to the Vast, predators would make things too dangerous for the average traveler, even in peacetime. The most likely route for the PCs to take though, is indeed the first hill ridge. They do not want to avoid trouble, and they have a better view of the river and the road while having ample opportunity to hide.

It is going to take the PCs around 5 hours to get to Nalkan Keep. The sun goes down around the eighth bell after noon (8 pm), so in the unlikely case of an uneventful trip, the PCs should expect to arrive at the Keep an hour after midnight. Ask the usual questions at the start of the trip: about marching order, standard tactics, and what buffing spells with a long duration are running when. The first two hours of the trip is going to be relatively uneventful. At the end of the 2nd hour though, the PCs run into a bullywug patrol. If they do not have a scout walking ahead, both groups see each other at about 60 feet distance (mainly due to the undergrowth). A Listen check determines whether or not any of the sides is surprised. Unless the PCs are actively sneaking, assume that both sides are 'taking 10' on their Move Silently check modified by their armor.

A scout runs into the bullywugs as well, but such a character is much more likely to actively sneak, and hence it is certainly possible the bullywugs never see him. The bullywugs walk directly towards the PCs, but if the scout quickly retreats (hopefully without being spotted), he can alert the PCs. These can then either prepare an ambush or try to evade the bullywugs. If the PCs successfully avoid the patrol, which should not be easy, provide them with the same xp as when they fought with it.

Note: If the PCs are carrying a light source the bullywugs spot them long before they can be spotted and in this case they are the ones ambushing the PCs.

Terrain: The area is considered to be a mix of hilly and marsh terrain (see page 88 of the *Dungeon Master Guide*). About 25% of the area is overgrown with light undergrowth, providing concealment to those within. This close to the marshes, 5% is covered with heavy undergrowth. Moving into these areas costs 4 squares of movement, and it provides 30% concealment instead of the usual 20. Note that the bullywugs just walked around a patch of heavy undergrowth, which prevented both sides

seeing each other before. There are no real trees around here.

Do not forget that it is night. The bullywugs do not have low-light vision, and they are not carrying a light source. The darkness provides concealment unless of course the attacker has low-light or darkvision.

APL 2 (EL 3)

👉 **Bullywug raiders (3):** hp 9 each; see Appendix 1 and Appendix 9.

APL 4 (EL 5)

👉 **Bullywug raiders, male bullywug Rng2 (3):** hp 23 each; see Appendix 2.

APL 6 (EL 7)

👉 **Bullywug raiders, male bullywug Rng2/Bbn2 (3):** hp 43 each; see Appendix 3.

APL 8 (EL 9)

👉 **Bullywug raiders, male bullywug Rng2/Bbn4 (3):** hp 65 each; see Appendix 4.

APL 10 (EL 11)

👉 **Bullywug raiders, male bullywug Rng2/Bbn6 (3):** hp 87 each; see Appendix 5.

APL 12 (EL 13)

👉 **Bullywug raiders, male bullywug Rng2/Bbn8 (3):** hp 99 each; see Appendix 6.

Tactics: CHARGE!!! The bullywugs' current enraged state does not allow for very elaborated tactics. They still realize that opening themselves up for a full round attack by the dangerous looking fighter-types is a bad idea. Hence they will try to make sure that at least some of the opponents will have to move more than 5 feet to reach them. They are also well aware of the dangers of area of effect spells, trying to position themselves so that it is difficult to hit them without hitting their opponents as well. Under the right circumstances they might even resort to archery.

Treasure

Looting the bodies of the bullywugs:

APL 2: L: 11 gp;

APL 4: L: 87 gp;

APL 6: L: 215 gp; M 3 x *potion of barkskin* +2 (25 gp)

APL 8: L: 286 gp; M 3 x *oil of greater magic weapon* +1 (62 gp each), 3 x *potion of barkskin* +2 (25 gp each), 3 x *potion of shield of faith* +2 (4 gp each).

APL 10: L: 310 gp; M 3x *oil of greater magic weapon* +2 (100 gp each), 3x *potion of barkskin* +3 (50 gp each), 6x *potion of shield of faith* +3 (25 gp each), 3x *oil of magic vestment* +1 (62 gp each).

APL 12: L: 310 gp; M Magic: 3 x *oil of greater magic weapon* +2 (150 gp each), 3 x *potion of barkskin* +5 (100 gp each), 6 x *potion of shield of faith* +5 (75 gp each), 3 x *oil of magic vestment* +1 (100 gp each).

Detect magic results: *oil of greater magic weapon* +1 (Faint Transmutation), *oil of greater magic weapon* +2/+3 (Moderate Transmutation), *oil of magic vestment* +1 (Faint Transmutation), *oil of magic vestment* +2 (Moderate Transmutation), *potion of barkskin* +2 (Faint Transmutation), *potion of barkskin* +3 (Moderate Transmutation), *potion of barkskin* +5 (Strong Transmutation), *potion of shield of faith* +2 (Faint Abjuration), *potion of shield of faith* +3 (Moderate Abjuration), *potion of shield of faith* +5 (Strong Abjuration).

Development: Most of the bullywugs fight to the death, overcome by madness as they are. If 2/3 or more of the patrol is killed, the rest regains its senses long enough to try to flee. They realize they need to warn their fellows. If one of them does get away, the bullywugs at Nalkan Keep are aware of the approaching PCs. Assume the officers to be warned and alert in that case. Approaching their camp is going to be more difficult and the NPCs have their long term buffing spells running. More information can be found at Encounter 6.

If the PCs manage to capture one of the bullywugs alive, they are in for a difficult time. None of the bullywugs speaks Common. They can only speak the croaking language of the bullywugs.

Troubleshooting: If the PCs chose to travel by flight, they can easily avoid this battle. If they follow the orders of Captain Marcenn they probably do not fly too high above the ground or else scouting is impossible. In this case they are spotted by the bullywugs on the ground. On a DC 15 Spot check, the PCs note the patrol, as well that they seem to have seen them. One of the bullywugs is going to report their presence, with the same consequences as when one or more of the bullywugs escape. If they fly really high they avoid the encounter completely, not gaining any xp for it either. In this case they also avoid Encounter 4 and 5. They arrive at the Keep incredibly fast, but they have ignored their orders and lost a lot of opportunities. If you feel generous, you might let a similar patrol like the one described in this encounter be met around the camp of the officers, which the PCs have to dispatch before they get at the officers. Encounter 4 and 5 cannot be moved as such.

Encounter 4: Trick or Treat

The text below assumes the PCs travel by night and by foot. Adapt it when they decided to travel during the day or when flying (though they still see the light).

Travel is slow in the dark of night, and the constant threat of bullywug patrols does not make the journey any easier. You have been following the river for some time now: a black wide line on your right hand in the flooded valley below you. The branches of trees sticking out above the slow flowing water can be seen as darker patches against the black water. Danger is most likely to come from the river and the swamp beyond, and you have been keeping a sharp eye in that direction. Most of the time the night is silent, with only the sound of rain, insects, frogs and the occasional splash disturbing the peace.

The PCs should make a Listen check. The person that gets the best result hears the sound of what appears to be a baying hound coming from somewhere downstream (the PCs are travelling downstream) and deeper in the swamp. Soon the rest of the PCs hear it as well.

Whatever is making the baying sound is definitely coming closer, and what is worse, it sounds far from natural. Next, the PCs note a spooky yellow light appearing in the distance across the river, soon followed by the scream of a woman and a loud splashing noise as if somebody fell in the river. Shortly after the splash a string of loud curses in olven echo over the river. The sound of the dog quickly approaches the area where you heard the woman fall in the water. Then almost as suddenly as it started, it becomes silent again.

While all this is going on, the PCs can do whatever they want. No matter what they do, there is not going to be a reaction from the other side of the river. It is a haunting, an echo of what happened here one night before. The problem is that from this side of the river nothing can be seen of what is going on. There is a haunting quality to the sound, and combined with the fact that the sounds and lights stopped as suddenly as they appeared might alert the PCs to this fact. Whether it is a real haunting or an illusion to trick the PCs into walking into an ambush is impossible to say. If it is an illusion though, it is a rather weak one. A woman screaming in distress is much more likely to draw somebody close than a few screams of terror followed by utter silence. The only way to know for sure is to cross the river (or use magic to look there) and examine the spot where the woman's scream came from. On the other hand,

the PCs might not even wait to see what is going on, but rush to the riverbank immediately.

In any event, the first step is to get across the river. Normally the river is only 100 feet wide, but at this time of the year it is nearly 500 feet wide. The water level is not that high in the flooded banks (the first 200 feet at each side), and an olve or human could easily wade through that part. Dwarves and small-sized PCs need to swim. The flow of the water is not fast and a DC 10 Swim check suffices. A Swim check is also required once medium-sized characters cross the real river part (the middle 100 feet). If PCs grab a big branch, it provided a +4 circumstance bonus on the Swim check.

Walking over the bottom of the center of the river is not a very easy option. The water is muddy and dark and there are many unpredictable eddies. Without seeing the goal PCs cannot compensate any veering into the wrong direction due to these eddies and the mud gives no solid footing to push off. Without a successful Swim check the PCs do not get forward, though they may be taken further downstream.

Considering these difficulties the PCs might decide to send a scout to the other side instead of all making the trip. Luckily for the scout, the undead are hiding below the water level on this side of the river...

Creatures: A group of undead was drawn to the area in the same way as the PCs. Realizing that others might be lured closer, they decided it would make a great spot to set up an ambush. Already they feasted upon a band of bullywugs, but they are always hungry for more. When the PCs are about 60 feet away from dry ground, they need to make a DC [10 + Hide Skill modifier of the undead] Spot check to note the dark shapes of the undead just before they rise from the water directly next to the PCs. If this happens to be the unlucky scout, only one of the undead rises for each of the scouts, hoping to lure other PCs closer so that his companions can feast as well. If the PCs decide to use ranged attacks, all four attack and try to pull the scouts under. These undead have nothing to do with the haunting.

The bodies of the undead are dark brown and leathery typical of somebody whose corpse ended up in a bog. A malevolent red light glows in their dark eye-sockets, and they have long sharp claws and teeth. They all wear the clothes they wore in life, though the colors are faded and only rags remain. Their armor looks remarkably new. The mummies at higher APLs do not look like regular mummies but follow the description as given above. They are slightly bigger and sturdier and lack the claws and teeth. The DC of the Knowledge (religion) check to recognize these as mummies has a +4 circumstance modifier.

Note that undead attack the PCs on the bank if one or two of their members decide to *dimension door* to the other side of the river (look to the troubleshooting section below for more information).

Terrain: The battle starts in 3 feet of water. Movement costs is doubled for medium-sized creatures while small-sized creatures need to swim (requiring a DC 10 Swim check, and reducing their movement to ¼th normal). Medium-sized characters can chose to swim as well. Running is impossible, and charging requires a DC 15 Balance check with failure leading to no movement at all, or when failed by 5 or more to falling prone in the water. It is possible for wading characters to move at normal speed, but it requires a DC 20 Balance check and the PC loses their Dexterity bonus to AC unless they have 5 or more ranks in Balance. Failure has the same results as when failing it on a charge attempt. Tumbling is impossible.

Assuming somebody is not fully out of the water (such as with the *water walk* spell) the water provides cover (+4 cover bonus to AC, +2 bonus to Reflex saves) no matter whether the attacker assaults the opponent below or above the water level. Somebody who is completely submerged is considered to have total cover against ranged weapons (whether spell or mundane) used from further away then 5 feet. The water also blocks line of effect, which is important for spells and turning. Note that since the undead lack a swim speed, they suffer the same penalties, except that they do not need air to breath and hence can stay much longer underwater than the PCs.

Besides hindrance from the terrain, the DM should not forget the concealment provided by the night unless the attacker has low-light or darkvision (such as the undead). The water is incredibly muddy. Those completely submerged gain concealment when attacked by somebody within 5 feet and total concealment if further away.

Note that there are several trees and bushes in the area, which both the PCs and undead can use for cover.

APL 2 (EL 5)

☛ **Ghouls (5):** hp 13 each; See *Monster Manual* page and Appendix 1.

APL 4 (EL 7)

☛ **Advanced Ghouls, Rog2 (5):** hp 26 each; See Appendix 2.

APL 6 (EL 9)

☛ **Advanced Ghasts, Rog2 (5):** hp 39 each; See Appendix 3.

APL 8 (EL 11)

👁 **Advanced Mummies, Rog2 (5):** hp 65 each; See Appendix 4.

APL 10 (EL 13)

👁 **Advanced Mummies, Rog2/Rng2 (5):** hp 78 each; See Appendix 5.

APL 12 (EL 15)

👁 **Advanced Mummies, Rog4/Rng3 (5):** hp 98 each; See Appendix 6.

Tactics: The undead of this encounter are intelligent and well versed in combat in the swamp. Unlike most other creatures, they do not need to breathe air and they will use this to their advantage. The murky water of the Vast Swamp offers ample opportunity to hide and while an undead is fully submerged it has total cover. This offers good protection against the ability to turn undead since line of effect is needed for this, as well as for spells like *fireball* (see page 92 and 93 in the *Dungeon Master Guide*). The undead are fully aware of this. Also remember that undead that are turned will flee underwater to return later. If a PC casts *entangle* or a similar spell, the undead also drop themselves under the water where they are unreachable by spells as well as arrows.

Note that at APL4+ the undead have the Prone Attack, which allows them to fight from a prone position without penalties and rise as a free action when they hit. Whether or not this triggers an attack of opportunity does not matter since the water provides cover anyway.

IMPORTANT: Seeing a mummy forces the PCs to make a Will save to prevent being paralysed by fear. While strict by the rules the PCs need to make 5 saves, this is very unfair and can quickly lead to a TPK. Just let each PC make one saving throw for all mummies at once.

Treasure

Looting the undead:

APL 2: None

APL 4: L: 4 gp;

APL 6: L: 4 gp;

APL 8: L: 4 gp;

APL 10: L: 49 gp;

APL 12: L: 49 gp;

Development: Once the undead are defeated, there is nothing more to fear, for the moment anyway. The PCs are free to cross the river and investigate the area from which the woman's screams came. If they do so, proceed with Encounter 5.

Troubleshooting: The PCs might decide to ignore the strange sounds, avoiding Encounter 5. There is no inherent problem with this, though it goes against their orders to scout the area and they miss a role-play encounter. In this case the undead have already noted the PCs and swam across the river. Just before the PCs can leave, they start their attack. Use a DC [10 + Move Silently skill modifier of the undead] Listen check as a surprise roll instead of the Spot check described above. If the PCs are standing on the river bank, the undead appear at 30 feet distance (the place where the water becomes too shallow to really hide in), else they appear around 40 feet away, having approached by using bushes and trees for cover. If the PCs still do not cross the river after this fight, proceed with the adventure as if they choose to save Nalkan Keep and Dolkann. They do not get the experience for Encounter 5: the price for ignoring their task.

If they decide to return after having fulfilled their mission at Nalkan Keep, they are going to meet Meabhe and hear her story. It is too late though to catch up with Walfrend unless the PCs have some really powerful travelling and trailing magic at hand. Remember that Walfrend is protected against divinations at higher APLs. Still, if you have the time and the PCs the ability to catch up, feel free to use both encounters. The PCs will only get the xp for one of the encounters though.

Encounter 5: A Lady in Distress

Read out aloud the following once the PCs have crossed the river and approach the site of the woman's scream:

At a first glance there is nothing special about the area. The water is about one foot deep and muddy, making it difficult to see any obstacles that might be hidden below. There is one particular large hollow tree growing here, potentially providing a good hiding spot. From your current position though you cannot look inside the tree. For that you need to get closer. The tree itself is covered with long bearded moss and around it grow tall reed like grass.

A better look at the grass shows that something recently strode through the grass towards or from the tree, dragging something with him or her.

To learn more the PCs need to get closer. Natural animals refuse to get any closer then 30 feet. Once they do so, even when invisible or otherwise hidden, read aloud the following:

With each foot you set closer to the hollow tree you feel the temperature drop. Soon your breath is frosting in white clouds before you.

Suddenly you hear a soft but firm woman's voice coming from inside the tree: "Stop! You do not look like a Wastrian. Who are you and what are you doing here?"

The voice comes from the ghost of the half-olve Meabhe, who was murdered here by Walfrend and Shredder (see Encounter 7). The two had been chasing here for two days until they finally caught up with her. Overcome by panic induced by Shredder's howls, she desperately tried to hide in the hollow tree. Wounded and tired as she was, Shredder easily killed her and dragged her body out of the tree. Walfrend came to investigate and loot the body before hiding it back in the tree.

Meabhe was carrying a package with information vital for the defenders of Sunndi. It contained some of the bullywug's battle plans for the coming invasion. The information was gained by an agent of the Veil of the Sun deeply infiltrated in the cult of Wastri. With the package it is likely that the Wastrians can trace the trail to the spy. Meabhe was the last of a chain of messengers who would deliver it to Count Kestor of Corul. While she does not know the spy, or the contents of the package, she was fully aware of the importance of the message.

Meabhe always had a strong will, which in the past got her into trouble often enough. This time it served her well though: she refused to let it go even in death and quickly rose as a ghost. To her frustration she is unable to leave the site of her death, and, as a grim reminder of her failure, to constantly witness her own murder. She is fully aware that with each minute that passes since her death the chance of Walfrend getting away increases. Frustrated beyond measure, she is incredibly relieved when the PCs came within sight. Finally somebody who might finish her task so that she can find rest! Of course, she first has to make sure they can be trusted...

☛ **Meabhe:** NG, female half-olve ghost RngX [APL dependent]; See Player's Handout 2.

Appearance: In life Meabhe was a tall regal half-olven lady of gray elven descent. She had long sheer brown hair bound together in a tail with a tiara keeping the hair out of her eyes. She had sharp features, a rather sharp nose, a pale skin and amber colored eyes. At the time of her death she was wearing forester clothing, covered with muck, dried blood (her own) and torn on many places. Something tore a large piece from her neck, leaving a grisly gaping wound.

Personality: Meabhe was a headstrong woman, who had a tendency to say out loud what she thought. It got her into trouble often enough. In death this has hardly

changed. She might be desperate, and greatly regret it later, but when the PCs do not comply with her wishes quickly enough, she becomes furious, demanding and downright impolite. Of course, she is not stupid, and she makes sure the PCs are not Wastrians or belong to another vile organization, before telling them about what they need to do for her.

Development: If the PCs send out a scout, and Meabhe realizes there are more Sunndians nearby, she urges the scout to get the rest. When the PC(s) refuse(s) to do so, she becomes suspicious, but she does not draw a conclusion immediately.

The first thing the PCs need to do is to convince her they are not Wastrians or belong to some other vile organization. The first should not be too difficult, especially not if the group contains non-humans. The second is slightly more difficult. She wants to know the PCs name, where they came from and why they are here. Telling the truth is the best way to get her to trust the PCs enough to tell her what happened. Use your judgment, but remember that she is desperate for aid and hence much easier to convince than otherwise.

Once convinced the PCs are at least friendly, she tells her story. Of how she collected a package of paper from a secret hiding spot. How she attempted to bring it back to Count Kestor, but that she ran across Walfrend. At the time she managed to flee, but she had not counted on the dog-like companion and hence was overtaken. Bereft of her wits thanks to the unnatural baying of the beast, they cornered her here in the tree, murdered her and took the package. She has no idea what information the package contained, only that it was important enough for an agent of the Veil to risk his cover. If the PCs do not aid her, not only doesn't the information get with Kestor, the spy is likely to be caught as well. Not that she knows the man or woman, but she knows it is somebody risking his soul in the service of Sunndi.

When she talks about Walfrend allow the PCs to roll a DC 20 Knowledge (the Splintered Sun) or Bardic Lore check. Royal Warders gain a +5 circumstance bonus on the roll. If successful they remember that Walfrend is an infamous member of the Wastrian church. He hunts down enemies of his faith, apparently gaining a lot of pleasure from both the hunt and the kill. Olves and half-Olves are his favorite target. Meabhe was lucky to die so quickly, so apparently the man was in a real hurry. There are no stories about any special dog-like companion, which is not too surprising since the dog is a gift from one of the local powers of the Vast Swamp for some unknown service. Meabhe knows the above and tells about Walfrend when the PCs ask how she knows his name.

If asked about the dog-like creature she gives a fairly accurate description of the yeth hound (and at APL 8+ a black half-dragon). A DC 18 Knowledge (the planes) check allows the PCs to recognize the beast, which includes a +5 circumstance increase to the DC because they have to rely on a description. It is much too big at any APL except 2. As a dog it of course has scent and trip. If they succeed by 5 or more they remember the effects of its bay. If they succeed by 10 or more they know it can fly very fast (60 ft.) and had a good maneuverability. If they succeed by 15 or more they are aware of its 10/silver damage reduction. Note that Meabhe heard it bay and has seen it fly very fast, though she does not know the exact effects.

By the time she has told her story, she finally comes to the point: she needs the PCs to hunt down Walfrend before he can return the package to his masters. Haste is needed or else it becomes impossible to catch up with him. The PCs now have to choose between helping the people at Nalkan Keep (including Dolkann) or Meabhe. They cannot help both. It takes at least two days, and likely more than that, to catch up with Walfrend and return. In that time the keep mostly likely has been overrun. On the other hand, getting to the keep, finding the enemy leaders and destroying them, costs at least one day. A skilled hunter like Walfrend is very likely to evade capture with one more day extra.

In fact, with the day's head start he has now, it might be virtually impossible to catch up with him. If the PCs express concern over this, or about the fact that they do not have a tracker, Meabhe interferes. She heard ghosts can possess people, and she is perfectly willing to give it a try. She can track. In fact, she knows exactly in what direction Walfrend can be found. Purely on voluntarily basis of course...

IMPORTANT NOTE: She vastly prefers to possess a ranger or fighter-type (preferring an archer above a melee fighters) above a cleric of arcane caster (and so should the PCs). So if there is a choice, she **never** chooses such a character. In character she is afraid what the presence of arcane magic or the wrong deity does to her. Out of character, it is going to seriously hurt the team when their cleric or wizard is gone.

A PC interested in the exact effects can make a DC 25 Spellcraft or Knowledge (religion) – see the *magic jar* spell in the *Players Handbook*. PCs who already have been possessed before know this as well of course. If the PCs agree to the possession, take that player aside and explain that the player now has to play Meabhe for a time. Details can be found in Player's Handout 2.

Eventually the PCs have to make a choice. If they choose to stay focused on the original mission, Meabhe is going to be furious. She does NOT attempt an involuntarily

possession though, nor does she attack them. She makes sure the PCs are perfectly aware of what she thinks about them, and it is not going to be very nice. Proceed with Encounter 6. If on the other hand the PCs decide to help Meabhe, she is going to be overjoyed, expressing her gratitude with as much fervor as her displeasure if the PCs refused. Once again she proposes to possess one of the PCs. If they refuse, they better have a decent tracker among them or else the mission is doomed to fail from the start. Meabhe accepts their choice though. In this case proceed with Encounter 7.

Important Note: Meabhe does not need to roll a Survival check to follow Walfrend's tracks. Her murder by Walfrend and her existence as a ghost created a special connection between the two. She does not incur the movement penalties normally associated with tracking. She just knows where the hunter walked.

Troubleshooting: When the PCs attack Meabhe, she tries to calm them. If this does not help, she disappears. Her death is too recent to be overcome by the madness and rage so common in ghosts. Once the PCs have calmed down, she tries to approach them again. If they still refuse to listen the players have lost an opportunity to role-play, and the PCs to aid Sunndi in a different way than helping the people of Nalkan Keep. Their only option from here is to proceed with Encounter 6 as if they made that choice.

At higher APLs the PCs probably have the means to instantly travel to Eyedrin or contact somebody in power in that village. The people of Eyedrin definitely want the PCs to stick to the old mission. The problems at the Keep are definitely real and the situation is desperate. Is some unknown information really worth the lives of 250 people? Not to mention the effect on morale and the war the loss of a keep might have. They do not have the resources to send aid at the moment. There is a reason why they hired adventurers for the task instead of using soldiers as normal.

Smart PCs might actually contact Kestor, a reasonably powerful Trithereonite, or a high-ranking member of the Veil. These people definitely prefer the PCs to get that package. They inform the PCs that they shall contact Nondrin and send aid to Nalkan Keep. While Dolkann still dies under this option, the Trithereonites of Nondrin arrive just in time to save the keep. Perhaps the best of choices, it is only possible at higher levels when instant communication is possible.

Encounter 6: Breaking a Siege

To break the siege of Nalkan Keep three things have to be done by the PCs: (1) they have to get into the Keep, (2) they

have to make some kind of plan together with Lord Leval and (3) they have to execute the plan. All of this has to be done before midnight on the day after the PCs left Eyedrin.

Timeline

Time	Event
7 pm	Likely time of the PCs leaving Eyedrin
10 pm	Likely time of the PCs meeting Meabhe.
~ 1 am	Likely time of the PCs to arrive at Nalkan Keep
8 – 11 am	Morning meeting of the officers of the Bullywugs army, and best time to attack.
7 – 9 pm	Unexpected evening meeting of the bullywug leaders.
10 pm	Bullywugs initiate their massive attack unless their leaders have been killed.

Nalkan Keep and Surroundings

Nalkan Keep is made on a low ridge on the northern bank of the Pawluck River. It provides an excellent view on the Vast Swamp to the south. A large copse of trees several hundreds of feet to the southwest blocks vision in that direction. The border road lays one ridge further to the north. Right where the road to Nalkan Keep splits of this road stood several farms, barns and a small inn. The thorp is known also Nalkan Village. There is nothing more left than a few smoldering ruins. A windmill on a hilltop to the west is another clear landmark in the region. It was mainly used as a sawmill. Like the village it has been reduced to rubble. Finally there is a stone quarry to the east in the valley the northeast of the Keep.

For obvious reasons Captain Marcenn cannot tell where exactly the bullywug forces are camping, let alone where the PCs can find the officers tent. The only place for the PCs to find out is at Nalkan Keep.

Entering Nalkan Keep

While Nalkan Keep is under siege, it is not a particularly tight one. Individuals can sneak in and out relatively easy. The bullywugs lack discipline, and during the night they tend to be sleeping and even those awake cannot see in the dark any better than humans. Since the focus of this adventure is not getting into the keep, you should not spend too much time on this part. Player's Handout 1 provides a good overview of the area.

At the moment the bullywugs camp in the remains of Nalkan Village, the stone quarry and the copse of trees southwest of the Keep. There are no fires burning to betray these areas, but there is more than enough noise to compensate for it. Loud arguments about food and the best

sleeping places are common and often enough end up in an actual brawl. Even a fighter in full plate can get past the guards unseen. Of course, the PCs do not know this ahead of time.

Let them come up with a plan, make them sweat while they execute the plan and let them succeed. Just note that the easiest route is sneaking through the marshy valley between the Keep and the thorp and then walking around the Keep to the River Gate. Of course, at higher levels they could fly in, which is somewhat risky because the archers inside the Keep shoot first and ask questions later under these circumstances. Once again, make the PCs sweat, but do not seriously threaten them. They know the proper passwords, so assume they react quickly.

Battle Plans

The PCs should be able to get inside unmolested, but at first their welcome is far from warm. Their weapons are taken, and if they protest they are thrown out again. Before they are brought before Knight Commander Leval Nalkan, Captain Kregenn interrogates them. He wants to be absolutely sure they are not assassins sent to kill his commander or to poison the cistern. Once he is sure of that, he himself escorts them to Sir Leval and he stays at the meeting with his weapons ready to interfere at a moments notice.

Sir Leval lives in the donjon. The PCs can look through the arrow slits onto the courtyard or they have to walk over the to get to the donjon. Make sure that you describe the destruction that took place there. The remains of scaffolds, wooden wagons, and a few barns stand as silent testimonies of the battles that took place here. Makeshift graves can be seen in the outmost corner, but it offers little protection and the stench of death can be smelt all over the keep. There is not enough dry wood to burn the corpses, and not deep enough ground to give them a proper burial. From the house the sounds of crying children and women can be heard. Soldiers look grim and dirty: covered with muck, sweat and blood. Their weapons are clean and in prime condition though.

The room Leval lives in is sparsely furnished. It is a room of a soldier, and a bit too clean and orderly. Leval himself is a short, broad-shouldered, muscled man of Oeridian descent. He looks like he has not seen sleep for some time, and like the others in the Keep, he really needs a bath, a shave and a decent meal. He does not have the attitude of a desperate man though and during the conversation with the PCs he remains proud, calm and dignified. The impression the PCs should get is of an able commander, who suffers with his men without complaining and who is ready to die for them and Sunndi

without the fatalism or fanaticism that usually comes with it.

🐉 **Lord Levial Nalkan:** LN, male human (Oeridian) Ari2/Ftr4;

At the start of the meeting, Lord Levial is sitting in one of the windows looking to the west. The PCs have to remain standing while they once again have to explain why they are here. Levial offers them some water and bread. He would love to offer some better fare, but there is none in the keep. Once he realizes the PCs are here to strike against the leaders of the bullywugs, he is eager to help. He rises from his position at the window and takes the PCs to a large wooden table. On it lays a large map of the keep and its surroundings with nails slammed into it at various spots: the bushes to the southwest, the thorp to the north and the stone quarry to the east.

Each of these nails represents a bullywug camp. The camp at the copse of trees is lead by a large tough looking bullywug cleric of Wastri. The other two camps are lead by Suel women, twins, ugly as sin, fat, and looking more like toads than humans. They are almost unnaturally fast though, and are probably monks. Killing them might be quite difficult since they are surrounded by highly alert bullywugs always ready for a fight. Levial already tried to kill them some time ago, but it failed miserably. The corpses of those sent can still be seen hanging from the mill to the northwest. Luckily the Wastrians are creatures of habit, and every night these officers come together, presumably to discuss tactics, at the village. Perhaps the PCs have more chance of success then.

Alert PCs might note that perhaps it is easiest to kill them while they are moving to the meeting spot. Lord Levial advises against it. The valley is open, and such an attack does not remain unseen. It alerts the other two leaders and might send down a complete army. What is worse, they are quite well guarded on these trips and killing one is probably not enough. During the meeting though, most bullywugs are kept at a distance. Apparently the constant noise and bickering highly irritates the three leaders, or they might just want to talk without being overheard. Even better is the fact that they discuss their plans inside the old inn. So as long as the PCs keep their battle inside this inn, chances are the bullywugs never note the fight before it is too late.

Levial is willing to start an attack as a diversion once the PCs have finished the task to give them cover to make their get away.

Important Note: At APL 12 the toad-like monks have the Abundant Step ability. Lord Levial knows about it, and

he does warn the PCs in advance, advising them to prepare *dimensional anchor*.

There always is the chance the PCs decide not to attack during the morning meeting, or elected to travel by day and arrived long after that meeting. It should be clear from the timetable given above that there is an unexpected meeting that evening. This can be observed from the Keep and it will alarm Lord Levial greatly. He fears the three are preparing an attack, and that if the PCs want to kill them, they should do it at that time. He is all too right. If the PCs fail to do so now, it is going to be too late...

Dolkann

Once plans have been made chances are the PCs want to speak with Dolkann. With a bit of help from the locals, they can find him either on the walls or at the barracks (depending on the time of the day and the setting you as a DM prefer). Due to the death of direct superior, he has been promoted to the rank of lieutenant. Levial is quite pleased with Dolkann.

Dolkann does not yet know his father is dead. When informed, he keeps his grief bottled up for the moment. It is neither the time nor the place to grieve. He grimly acknowledges the news. If the PCs tell him his mother's concerns, he once again acknowledges it. There is little he can do about it. His place is right here at the side of his comrades and men. He is not going to abandon them and Sunndi at their most difficult time. Many more parents will lose their children, and wives/husbands their spouses, what would make him and his mother more special?

🐉 **Dolkann:** LN, male human (Oeridian) Ftr4;

Appearance: Dolkann is a man of average height and build with short curly brown hair. Compared to most in the Keep he is reasonably clean and his armor and weapons are in impeccable condition. He has the wounds though to show he has been in combat. He has an aura of leadership, of a grim determination to give hell to the bullywugs.

Personality: Dolkann is a grim man of little words. He realizes that there is little chance for a victory without reinforcements or some unexpected aid. To his men he remains hopeful, keeping morale high. He definitely is going to use the PCs presence to his advantage in this regard.

Enemies' Headquarters

Before the PCs can attack the leaders, they need to get there. This is easier then it sounds. If they sneak out of the castle, and make a wide circle around the camps (preferably while it still is dark), they can approach from the rather lightly guarded north flank. The bullywugs are not expecting an attack from that direction, and the PCs should

remain undetected in the region with only a minimum of work. From there, they should try to approach the inn, and be able to get in, as long as they take some decent precautions. Use your judgment, but unless the PCs brazenly walk towards the inn (unless looking like bullywugs or in the disguise of Wastrian cultists) it should succeed.

DM's Map 1 contains the map of the inn, the only building in the village that has not been burned down. Note that Lord Leval can make a sketch of the place. All the rooms except for the common room are empty. The furniture that once stood here is smashed into small bits or taken away. The shutters are open, giving easy access to the building. The common room contains one table with several chairs around it. It is here that the three officers come together to discuss their plans.

Creatures: Besides the three officers there are also a couple of normal bullywugs. Four of these are sitting in the kitchen enjoying a breakfast of still living maggots. The remaining bullywugs wander around the building. At higher APL it should be relatively easy to dispose of these, or avoid them entirely for example by using *dimension door* to directly enter the common room.

APL 2 (EL 5)

- ☞ **Ewish:** Male bullywug Clr1; hp 12; See Appendix 1.
- ☞ **Katura and Talora:** Female human (Suel) Mnk1; hp 10; See Appendix 1.
- ☛ **Bullywugs (4):** hp 10; See Appendix 9.

APL 4 (EL 7)

- ☞ **Ewish:** Male bullywug Clr3; hp 30; See Appendix 2.
- ☞ **Katura and Talora:** Female human (Suel) Mnk3; hp 24; See Appendix 2.
- ☛ **Bullywugs (4):** hp 10; See Appendix 9.

APL 6 (EL 9)

- ☞ **Ewish:** Male bullywug Clr6; hp 63; See Appendix 3.
- ☞ **Katura and Talora:** Female human (Suel) Mnk6; hp 45; See Appendix 3.
- ☛ **Bullywugs (6):** hp 10; See Appendix 9.

APL 8 (EL 11)

- ☞ **Ewish:** Male bullywug Clr8; hp 83; See Appendix 4.
- ☞ **Katura and Talora:** Female human (Suel) Mnk8; hp 59; See Appendix 4.
- ☛ **Bullywugs (8):** hp 10; See Appendix 9.

APL 10 (EL 13)

- ☞ **Ewish:** Male bullywug Clr10; hp 103; See Appendix 5.

☞ **Katura and Talora:** Female human (Suel) Mnk10; hp 73; See Appendix 5.

☛ **Bullywugs (10):** hp 10; See 9.

APL 12 (EL 15)

- ☞ **Ewish:** Male bullywug Clr12; hp 123; See Appendix 6.
- ☞ **Katura and Talora:** Female human (Suel) Mnk12; hp 87; See Appendix 6.
- ☛ **Bullywugs (12):** hp 10; See Appendix 9.

Tactics: Kature and Talora start combat by quaffing a *potion of mage armor*. Ewish is a cleric focused mainly on buffing others and that is what he will do during the battle. If there is an opportunity to do so, he buffs before combat. His AC is reasonable high, so he also tries to lure the PCs into attacking him as opposed to his two companions.

They try to alert the bullywugs in and around the building at the start of the battle. If these have not yet been disposed of, they rush into battle heedless of the danger. These do fight to the death in the protection of their superiors, though at high APLs all they do is block movement. The three do not fight to the death. If brought below half of their hit points in one round, or if only left with a quarter of their hit points they try to flee.

Treasure:

Looting the Wastrian cultists:

APL 2: L: 85 gp; C: 30 gp; M *cloak of resistance* +1 (83 gp), 2 x *potion of cure light wounds* (4 gp each), 8 x *potion of mage armor* (4 gp each), 2 x *scroll of cure light wounds* (2 gp each), *scroll of remove fear* (2 gp).

APL 4: L: 189 gp; C: 30 gp; M 3 x *cloak of resistance* +1 (83 gp each), 2 x *potion of cure light wounds* (4 gp each), 8 x *potion of mage armor* (4 gp each), 2 x *scroll of cure light wounds* (2 gp each), 2 x *potion of cure moderate wounds* (25 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of remove fear* (2 gp).

APL 6: L: 43 gp; C: 30 gp; M +1 *buckler* (96 gp), 3 x *cloak of resistance* +1 (83 gp each), +1 *full plate* (221 gp), 2 x *potion of cure light wounds* (4 gp each), 8 x *potion of mage armor* (4 gp each), 2 x *scroll of cure light wounds* (2 gp each), 2 x *potion of cure moderate wounds* (25 gp each), 2 x *potion of cure serious wounds* (62 gp), 2 x *ring of protection* +1 (167 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of remove fear* (2 gp).

APL 8: L: 49 gp; C: 30 gp; M +1 *buckler* (96 gp), 3 x *cloak of resistance* +1 (83 gp each), +1 *full plate* (221 gp), 2 x *gauntlets of ogre power* (333 gp), 2 x *potion of cure light wounds* (4 gp each), 8 x *potion of mage armor* (4 gp each), 2 x *scroll of cure light wounds* (2 gp each), 2 x *potion of cure moderate wounds* (25 gp each), 2 x *potion of cure serious wounds* (62 gp), 3 x *ring of protection* +1 (167 gp each),

scroll of cure moderate wounds (12 gp), *scroll of cure serious wounds* (31 gp), *scroll of remove fear* (2 gp).

APL 10: L: 55 gp; C: 30 gp; M +2 *buckler* (346 gp), 3 x *cloak of resistance* +1 (83 gp each), +2 *full plate* (471 gp), 2 x *gauntlets of ogre power* (333 gp), 2 x *potion of cure light wounds* (4 gp each), 8 x *potion of mage armor* (4 gp each), 2 x *scroll of cure light wounds* (2 gp each), 2 x *potion of cure moderate wounds* (25 gp each), 2 x *potion of cure serious wounds* (62 gp), 2 x *ring of mighty fist* +1 (500 gp each), 3 x *ring of protection* +1 (167 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of cure serious wounds* (31 gp), *scroll of remove fear* (2 gp).

APL 12: L: 61 gp; C: 30 gp; M +2 *buckler* (346 gp), 2 x *cloak of resistance* +1 (83 gp each), *cloak of resistance* +2 (333 gp), +2 *full plate* (471 gp), 2 x *gauntlets of ogre power* (333 gp), 2 x *monk's belt* (1083 gp each), *periapt of wisdom* +2 (333 gp), 2 x *potion of cure light wounds* (4 gp each), 8 x *potion of mage armor* (4 gp each), 2 x *scroll of cure light wounds* (2 gp each), 2 x *potion of cure moderate wounds* (25 gp each), 2 x *potion of cure serious wounds* (62 gp), 2 x *ring of might fist* +1 (500 gp each), 2 x *ring of protection* +1 (167 gp each), *ring of protection* +2 (667 gp), *scroll of cure moderate wounds* (12 gp), *scroll of cure serious wounds* (31 gp), *scroll of remove fear* (2 gp).

Detect Magic results: +1 and 2 *buckler* (Faint Transmutation), *cloak of resistance* +1 and +2 (Faint Abjuration), +1 and +2 *full plate* (Faint Transmutation), *gauntlets of ogre power* (Moderate Transmutation), *monk's belt* (Moderate Transmutation), *periapt of wisdom* +2 (Moderate Transmutation), *potion of cure light wounds* (Faint Conjunction), *potion of mage armor* (Faint Conjunction), *scroll of cure light wounds* (Faint Conjunction), *potion of cure moderate wounds* (Faint Conjunction), *potion of cure serious wounds* (Faint Conjunction), *ring of might fist* +1 (Faint Evocation), *ring of protection* +1 and +2 (Faint Abjuration), *scroll of cure moderate wounds* (Faint Conjunction), *scroll of cure serious wounds* (Faint Conjunction), *scroll of remove fear* (Faint Abjuration).

Development: The PCs are attacking the enemy within their own camp, so the greatest worry for the party would be to face a whole army. Noise of fighting does not trigger such an alarm. The bullywugs are fighting each other simply too often for that to make them suspicious. Only if one of the three officers escapes from the building is such an alarm sounded. Even then the PCs have several rounds to finish the task and flee. In this case they do NOT have the time to completely loot the bodies (which takes around 10 minutes). At high APLs the PCs might elect to stay and deal some more damage before flying or teleporting out of harm's way. The first wave of attackers are common

bullywugs, only if those are defeated are the champions called in. This gives the PCs enough time to both loot and flee. Don't bother playing it out. Just assume the PCs get away, spent, wounded and exhausted.

If none of the leaders escape, no alarm is sounded and the PCs have all the time of the world. Once back at the fortress proceed with the Conclusion. The adventure is basically over.

Encounter 7: The Hunters Hunted

The trail of Walfrend leads back into the Vast Swamp. Meabhe seems to know in what direction Walfrend is traveling, and with her in the lead, following his tracks is easy. If the PCs refused her help though, they have to make a base DC 11 (10 at APL 8+ due to Shredder's size increase) Survival check for every mile and this does not include any penalties due to the visibility. The real problem lies in the weather. The above DC is increased by 1 for every two hours since Walfrend walked at the scene. So at the murder site of Meabhe the DC is most likely 23 or 24. Use the timetable to determine the DC at a specific time.

At the lower APLs it is virtually impossible to track Walfrend. If they lack the skill, let them realize they lost the trail relatively quickly. They can return to Meabhe and take her upon her offer or resume their journey to Nalkan Keep. Note that it is certainly possible to 'take 10' on the Survival check.

Note that riding horses is virtually impossible in the Vast Swamp. Using them is unnecessarily cruel and the PCs speed is not going to be much higher. Risks of the beast breaking its legs or sinking in a bog hole are rather high.

Timeline

When Walfrend came across Meabhe's trail, he was traveling with a small group of elite bullywugs on their way to the front. His skills were needed to dispose enemy wizards and clerics. Never able to pass up a good hunt, he and his companion left the group to hunt down and murder the half-olive. His superiors did not object because they feared the half-olive might have seen too much. One of his superiors, a female bullywug cleric by the name of Kitesh, would follow Walfrend on a slower pace to meet up with him again at Blood Hill (named after the color of the earth at the hill) to see whether he was successful and to reassign a new task.

For characters with a basic speed of 30 feet the trip from Meabhe's murder site to Blood Hill takes 15 hours. If the slowest character has a movement of 20 feet it takes 20 hours. These numbers do not include any time spend

resting. Assuming the PCs did as they were advised and started their journey to Nalkan Keep at nightfall, they probably need to rest pretty soon or be overcome by fatigue. They could also use a forced march, rules of which can be found at page 164 in the *Player's Handbook*.

Players that do press on, perhaps because they think they do not have the time to rest, probably realize differently quickly. Kitesh's movement is considerably slower than Walfrend's and Shredder's and the two hunters are aware of this fact. Walfrend hates to stay long at one spot when in the wilderness, so he is traveling to Blood Hill at a very relaxed speed. Anybody following his tracks realizes rather quickly he is not in a hurry. Still without magic (or in the unlikely case that the slowest member of the group has a movement of 40 feet) it is impossible to catch up with Walfrend before his meeting at Blood Hill.

The time-line below provides the information on what happens when so that you can adjust the encounter when the PCs dally longer then is wise or are faster then expected (by hustling, sleeping less then 8 hours, and so on).

Relative Time (in hours)	Time	Events
-24	± 11 pm	Walfrend murders Meabhe.
-23	± 12 pm	Walfrend sets up camp for the night.
0	± 11 pm	PCs meet the ghost of Meabhe. Walfrend sets up camp for the night.
+10	± 9 am	Assuming that slowest PC has a speed of 40 and they did not rest they catch up with Walfrend and Shredder.
+12	± 11 am	Walfrend arrives at Blood Hill.
+14	± 1 pm	Kitesh arrives at Blood Hill.
+15	± 2 pm	Earliest possible time for the PCs to arrive at Blood Hill – assuming the slowest character has a speed of 30 and they do not rest for the night. Walfrend delivers the package of documents stolen from Meabhe.
+18	± 5 pm	PCs arrive at Blood Hill when they travel with a speed of 40 and slept for 8 hours. Kitesh starts reading the documents. She finishes it the following morning around 10 am.
+20	± 7 pm	Earliest possible time for the

PCs to arrive at Blood Hill – assuming the slowest character has a speed of 20 and they do not rest for the night.

+23	± 10 pm	Arrival of the PCs with a speed of 30 when they rested.
+28	± 1 am	Arrival of the PCs with a speed of 20 when they rested.
+35	± 8 am	Walfrend leaves Blood Hill.
+38	± 11 am	Kitesh leaves Blood Hill.

The Hunt is On

Once you made sure the PCs have the ability to follow the trail of Walfrend (read: have a survival modifier of +13 or higher or allow Meabhe to possess one of them), ask the PCs whether or not they are going to rest before they proceed. Assuming the PCs left at nightfall from Eyedrin, their meeting with Meabhe took place an hour or two before midnight. They are tired, and traveling through the Vast Swamp by night is difficult and dangerous unless of course all the PCs either have low-light vision or darkvision. Even Meabhe feels the tiredness of her borrowed body and while her original body had low-light vision, her borrowed one might not be adequately equipped for a night trip into the swamp. Arguments from her are to be expected. Remind the player of Meabhe that while the senses of the new body are vicarious, they are all too real.

If they make a camp, ask the PCs to make a quick sketch of the campsite: who is sleeping where and in what kind of terrain do they camp? Do they make a fire? How do they get good drinking water if they do not have a fire? What is the watch schedule? Nothing is going to happen during the night, but the players do not need to know this in advance.

When they are ready to proceed along the trail, whether they start in the morning or immediately after their encounter with Meabhe, ask how they are traveling through the swamp. What is the marching order? What light source, if any are needed, are they using and who is carrying it? Are there any standard tactics? What spells do the PCs have active at what time? And so on.

Once you have the answers to these questions read out aloud the following, and if necessary adjust for the time of the day:

The Vast Swamp never has been a pleasant place for non-natives, and it is worse in the wet season. The swamp consists of low rolling hills with the top of these hills being relatively dry and overgrown with a dense, green blanket of bushes and trees. The areas between these hills consist of reed fields broken by creeks and channels filled with murky water.

The water level in the reed fields tends to be half a foot deep with a similar amount of slick mud beneath. Walking here is treacherous due to the sinkholes hidden below the murky water, and sharp leaves of the reeds. The reeds are almost 7 feet tall, blocking all sight further than a few yards and the constant rustle caused by the warm southerly wind hides many sounds. Still it is the best place for a landlubber to walk. The channels are filled with deep slow flowing water with all kinds of hidden dangers below the brown water. The hills are overgrown with woody plants, much more difficult to bend than the reed.

As a result you are constantly walking in a few inches of water, though at times it rains so hard that you have the feeling you are swimming as opposed to walking. The many insects and leeches do not help making you feel at ease. Still in a way the swamp is a vibrant beautiful place: green and yellow and filled with life, even though most of it seems to be out for your blood in one way or another.

After about an hour you come across what appears to be a campsite. Apparently Walfrend and his companion slept here for the night. He clearly knows the swamp, because it is a good dry sleeping spot.

When the PCs examine the camp, ask for their Search skill modifier and make some rolls behind a screen. There is nothing of special interest to be found here. A successful DC 23 Survival check does reveal that Walfrend apparently was not in a hurry. Even while following his tracks, they should be able to catch up, assuming he keeps up that lack of haste. If they have not yet rested, this is a good time to ask them again.

Note: It is important to inform the PCs about the fact that Walfrend is not in a hurry, or else there is a distinct risk they go on without resting.

From here on the trip is relatively uneventful. Walfrend (or more precisely Shredder) avoided the most dangerous parts of the Vast Swamp and the PCs are reaping the benefits as well. While following the trail the PCs realize Walfrend was not in a hurry at all. In fact, he took the time to hunt birds for food. The PCs are most assuredly gaining on him even while following the tracks. Depending on their speed (see time table above), the PCs eventually come across his second campsite. The tracks leaving this campsite take a more direct route than in the previous part.

A DC 25 Knowledge (geography) or Knowledge (the Splintered Sun) allows the PCs to realize Walfrend is heading to a hill known as Blood Hill. One of the few distinct local landmarks named after its red-brown earth and not because of some atrocity committed in the distant or not-too distant past. Royal Warders of the Vast Swamp and members of the Chtaan have a +5 circumstance bonus

on this check, and this includes Meabhe. If members of these two groups know of the hill, they have been there before. Give them a detailed description of the area (see below).

Even if the PCs miss this clue, there is little chance for them to blunder onto the meeting place. Kitesh needs to inhale a special incense to fight off the effects of Wastri's Breath (as the bullywugs call the strange rage that overcome them about once every 25 years). The smell of the burning incense is a clear warning the PCs are approaching a camp of some kind. At night they might even note the dim glow of the burning braziers from a distance even though they are quite well hidden.

Blood Hill

If it was not for the distinct red colored earth of the hill and the effect it has on a well on it slopes (rusty red water, safe to drink, but with a metallic taste), the hill would be like any other in this region of the swamp. From a distance it still looks like a regular hill. Only on a few spots on the hill can one see the earth itself. Though the well and the small the trickle of water flowing do color the water a bit where it flows into the swamp. While it is not a distinct landmark for the average traveler, it is a good spot to meet somebody, assuming both sides know the area.

Blood Hill is covered with dense undergrowth (see *Dungeon Master's Guide* page 87). Moving costs 4x the regular cost, and it provides 30% miss chance. The DCs of Tumble and Move Silently have a +5 circumstance increase, while Hide checks gain a similar bonus. Running and charging is impossible. Besides the bushes there are several trees providing cover. The exception to this is the small stream leading to the clearing (assume a 5 ft wide trail) of light undergrowth, and a path and clearing itself that are free of any undergrowth. The clearing has a diameter of 40 feet. It contains a small house partially build into the ground and made out of earth and wood.

Sneaking Closer

Sneaking closer to overhear what Kitesh and Walfrend are discussing is extremely dangerous due to the presence of Shredder. The (draconic) yeth hound has extremely sharp senses. At the very least the would-be spy needs to come from a downwind direction; the wind comes from the south. At APL 8+ Walfrend might immediately note it when a new magic aura comes within sixty feet due to his aura vision. Anybody trying to sneak closer needs to make a Hide and Move Silently check opposed by respectively a Spot and Listen check from the three (or two) villains. Do not forget the -2 circumstance penalty to Listen checks due to the constant rustling of the plants. If the villains' rolls beat the PCs roll not all is lost yet. The difference between

the villains' rolls and the characters Hide or Move Silent check x 10 feet is the distance at which the sneaking character is going to be noted. If the character remains further away than that, no alarm is going to be sound.

The most likely reaction from the three to any unexpected intruders is violence, assuming they actually recognize the sound as that of a humanoid intruder. Natural animals become targets for a hunt, especially by Shredder who is bored. Shredder is not so bored that he leaves the campsite by more than 120 feet or so. Only a human or bullywug (only possible with magic – remember Walfrend's aura vision at APL 8+) with very sharp wits might be able to bluff oneself out of a fight by acting as a fellow cultist. Use your own judgment when this happens, but remember that only bullywugs and humans worship Wastri and as far as Kitesh and Walfrend are concerned there are no fellow cultists in the region (at least not without bullywugs).

Still, with the proper skill it is certainly possible for a PC to sneak close enough to the camp to observe it for some time. To actually see what is going on a character needs to get real close due to the dense vegetation. To overhear and understand any conversation the character needs to be within 20 feet. Depending on the time nothing much might be said anyway, with Walfrend cleaning his weapons and equipment and Kitesh reading the documents or preparing the incense.

Creatures: Walfrend is a tall regal human of clear Oeridian descent. He has short brown hair, a light brown skin and is well shaven. He is a silent type with cold predator's eyes, always looking for a weakness to exploit.

Kitesh is a regular bullywug, and few would recognize her as a female. Her size might betray her sex since female bullywugs are larger than male bullywugs. She has a brown-green warty skin with yellow eyes, large webbed hand and feet, and a rather loud voice. Like most bullywugs she has difficulties whispering, and tends to croak when excited. Due to the incense she is a bit slower and distracted.

Shredder looks a bit like an oversized greyhound with dull black fur and cherry red glowing eyes. At APL 8+ he has large black bat-like wings, is partially covered with black scales, has an elongated skull like head with two forward protruding horns and vicious looking claws. Of the two he is the most restless, switching between short restless naps and nervous pacing around the camp. He is a cruel hunter and he hates to do nothing.

APL 2 (EL 5)

☞ **Walfrend:** Male human (Oeridian) Rng2; hp 17; See Appendix 1.

☞ **Kitesh:** Female bullywug Clr2; hp 21; See Appendix 1.

☞ **Shredder:** Male yeth hound; hp 19; See *Monster Manual* page 262 and Appendix 1.

APL 4 (EL 7)

☞ **Walfrend:** Male human (Oeridian) Rng3/Ftr1; hp 32; See Appendix 2.

☞ **Kitesh:** Female bullywug Clr4; hp 43; See Appendix 2.

☞ **Shredder:** Male yeth hound HD 5; hp 32; See Appendix 2.

APL 6 (EL 9)

☞ **Walfrend:** Male human (Oeridian) Rng3/Ftr2/Osl1; hp 53; See Appendix 3.

☞ **Kitesh:** Female bullywug Clr6; hp 63; See Appendix 3.

☞ **Shredder:** Male yeth hound HD 7; hp 59; See Appendix 3.

APL 8 (EL 11)

☞ **Walfrend:** Male human (Oeridian) Rng3/Ftr2/Osl3; hp 69; See Appendix 4.

☞ **Kitesh:** Female bullywug Clr8; hp 83; See Appendix 4.

☞ **Shredder:** Male half-dragon (black) yeth hound HD 7; hp 73; See Appendix 4.

APL 10 (EL 13)

☞ **Walfrend:** Male human (Oeridian) Rng3/Ftr2/Osl5; hp 85; See Appendix 5.

☞ **Kitesh:** Female bullywug Clr10; hp 103; See Appendix 5.

☞ **Shredder:** Male half-dragon (black) yeth hound HD 11; hp 115; See Appendix 5.

APL 12 (EL 15)

☞ **Walfrend:** Male human (Oeridian) Rng3/Ftr4/Osl5; hp 103; See Appendix 6.

☞ **Kitesh:** Female bullywug Clr12; hp 123; See Appendix 6.

☞ **Shredder:** Male half-dragon yeth hound HD 15; hp 172; See Appendix 6.

Tactics: Walfrend and Shredder are hunters at heart, not fanatic fighters dedicated to a cause. They prefer hit-and-run tactics to straightforward melee. Walfrend as an archer (and with a very low AC) is most effective if he can keep his distance, and both Kitesh and Shredder know this. Especially at APL 10 and higher, when he has a *bow of seeking*, he will seek out the bushes, knowing fully well that these offer concealment to him but not to his enemies. He is trained to fight olves and wizards and those are his primary targets, though not when doing so would be suicide.

Shredder starts a fight with his baying. Note that Shredder has made a ritual of howling once per day so that by the time the PCs meet the group Walfrend and Kitesh likely are immune to his howl. If such is impossible due to the timing then Shredder only resorts to baying when the situation is desperate. Shredder tries to maneuver himself between Walfrend and the PCs, using flyby attacks when possible, but willing to stay if such is needed to protect Walfrend.

Kitesh is different in many aspects from the other two. She is slow and she knows it. She starts by buffing herself and the other two, knowing reasonably well what method is most effective. She also is not a fighter, but her AC is decent, so like Shredder she tries to lure the PCs into attacking her instead of Walfrend. Depending on the time she might have some long-term buffing spells running. Use your own judgment. When they are totally surprised by the PCs she starts by casting an *obscuring mist* to buy some time.

Note that both Shredder and Walfrend are not going to stay and fight till death. If brought to half their hit points in one round, or when reduced to one quarter their hit points they try to flee. If cornered, they both fight to the death, knowing that they do not have to expect mercy from their opponents. Kitesh is too slow to get away, and as a result she does fight till death.

Treasure:

Looting Walfrend:

APL2: L: 52 gp; C: 10 gp; M +1 *chain shirt* (104 gp), *potion of cure light wounds* (4 gp).

APL4: L: 60 gp; C: 10 gp; M *brooch of shielding* (125 gp), +1 *chain shirt* (104 gp), *elixir of sneaking* (21 gp), *potion of cure light wound* (4 gp), *potion of cure moderate wounds* (25 gp).

APL6: L: 10 gp; C: 10 gp; M *brooch of shielding* (125 gp), +1 *chain shirt* (104 gp), *elixir of sneaking* (21 gp), *elixir of swimming* (21 gp), +1 *mighty composite longbow* (217 gp), *potion of cure light wound* (4 gp), *potion of cure moderate wounds* (25 gp).

APL8: L: 10 gp; C: 10 gp; M *brooch of shielding* (125 gp), +1 *chain shirt* (104 gp), *elixir of sneaking* (21 gp), *elixir of swimming* (21 gp), *lesser of bracers of archery* (417 gp), +1 *mighty composite longbow* (217 gp), *potion of cure light wound* (4 gp), 2 x *potion of cure moderate wounds* (25 gp each).

APL10: L: 10 gp; C: 10 gp; M *brooch of shielding* (125 gp), +1 *chain shirt* (104 gp), *elixir of sneaking* (21 gp), *elixir of swimming* (21 gp), *lesser of bracers of archery* (417 gp), +1 *mighty composite longbow of seeking* (717 gp), *potion of cure light wound* (4 gp), 2x *potion of cure moderate wounds* (25 gp each).

APL12: L: 9 gp; C: 10 gp; M *brooch of shielding* (125 gp), +1 *buckler* (97 gp), +1 *chain shirt* (104 gp), *cloak of resistance* +2 (333 gp), *elixir of sneaking* (21 gp), *elixir of swimming* (21 gp), *gloves of dexterity* +2 (333 gp), *lesser of bracers of archery* (417 gp), +1 *mighty composite longbow of seeking* (717 gp), *potion of cure light wound* (4 gp), 2x *potion of cure moderate wounds* (25 gp each), *ring of counterspells* (333 gp), *ring of protection* +1 (167 gp).

Detect magic results: *brooch of shielding* (Faint Abjuration), +1 *buckler* (Faint Transmutation), +1 *chain shirt* (Faint Transmutation), *cloak of resistance* +2 (Faint Abjuration), +1 *composite long bow* (Faint Transmutation), +1 *composite long bow of seeking* (Strong Divination), *elixir of sneaking* (Faint Illusion), *elixir of swimming* (Faint Illusion), *gloves of dexterity* +2 (Moderate Transmutation), *lesser bracers of archery* (Faint Transmutation), *potion of cure light wounds* (Faint Conjuration), *potion of cure moderate wounds* (Faint Conjuration), *ring of counterspells* (Moderate Evocation) and *ring of protection* +1 (Faint Abjuration).

Looting Kitesh:

APL2: L: 76 gp; C: 10 gp; M *cloak of resistance* +1 (83 gp), 2x *scroll of cure light wounds* (2 gp each), *scroll of remove fear* (2 gp).

APL4: L: 180 gp; C: 10 gp; M *cloak of resistance* +1 (83 gp), 2x *scroll of cure light wounds* (2 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of remove fear* (2 gp).

APL6: L: 29 gp; C: 10 gp; M +1 *buckler* (97 gp), *cloak of resistance* +1 (83 gp), +1 *full plate* (221 gp), 2x *scroll of cure light wounds* (2 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of remove fear* (2 gp).

APL8: L: 29 gp; C: 10 gp; M +1 *buckler* (97 gp), *cloak of resistance* +1 (83 gp), +1 *full plate* (221 gp), 2x *scroll of cure light wounds* (2 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of cure serious wounds* (31 gp), *scroll of remove fear* (2 gp), *ring of protection* +1 (167 gp).

APL10: L: 29 gp; C: 10 gp; M +2 *buckler* (347 gp), *cloak of resistance* +1 (83 gp), +2 *full plate* (471 gp), 2 x *scroll of cure light wounds* (2 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of cure serious wounds* (31 gp), *scroll of remove fear* (2 gp), *ring of protection* +1 (167 gp).

APL12: L: 29 gp; C: 10 gp; M +2 *buckler* (347 gp), *cloak of resistance* +2 (333 gp), +2 *full plate* (471 gp), *periapt of wisdom* +2 (333 gp), 2 x *scroll of cure light wounds* (2 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of cure serious wounds* (31 gp), *scroll of remove fear* (2 gp), *ring of protection* +2 (667 gp).

Detect magic results: +1 and +2 *buckler* (Faint Transmutation), *cloak of resistance* +1 and +2 (Faint Abjuration), +1 and +2 *full plate* (Faint Transmutation), *periapt of wisdom* +2 (Moderate Transmutation), *ring of*

protection +1 and +2 (Faint Abjuration), *scroll of cure light wounds* (Faint Conjunction), *scroll of cure moderate wounds* (Faint Conjunction), *scroll of cure serious wounds* (Moderate Conjunction), *scroll of remove fear* (Faint Abjuration).

Development: Depending on how much haste the PCs make, and how fast they are, they might catch up with Walfrend long before he alerted Kitesh, or both might have left the meeting site, each going his or her own way. In the first case the PCs have an easier time, though if Walfrend escapes, so to does the package of documents escape. In the last case not all is lost yet. The PCs have to make a choice which tracks to follow: that of the single bullywug or those of the human and his dog-like companion. Both require a base DC 11 Survival roll to follow modified by the time since they left the campsite. The DC increases by 1 for every 2 hours due the rain. Both travel at maximum speed, and unless the PCs are faster, they are not going to catch up with the two until it is too late. If they are faster though, they might catch up. Kitesh joins a large band of humans going deeper into the swamp 4 hours after having left the camp. Walfrend leaves the swamp 15 hours later, his tracks disappearing in the river that forms the border between Sunndi and the Vast Swamp.

If the PCs capture any of the three villains alive, they do not gain much information. Shredder cannot speak, though he does understand Common and Infernal (and at APL 8+ Draconic). Walfrend and Kitesh are not particular forthcoming with information and they are not easily scared into talking. Walfrend hates olves with a fiery passion. Kitesh hatred goes much less deep. Besides, both do not know much either. If the PCs take them along to the civilized world, they try to escape at every possible opportunity. Use your own judgment on whether or not this is going to be successful.

What happens next depends on the PCs' success and is described in the Conclusion below.

Conclusion

There are basically two possible conclusions to the adventure: either they chose to save Dolkann or to help Meabhe. For the few PCs with the right kinds of spells and attitude who might be able to do both, it is easy to combine both conclusions.

Saving Dolkann

Killing (or capturing) the leaders of the bullywug army laying siege to Nalkan Keep does not end the war. Anyone can be replaced after all. It does disrupt the planned assault as chaos breaks out among the bullywugs. Thus buys the defenders enough time to get the civilians out of the Keep,

repair some of the damages, and more importantly send in fresh soldiers and provisions. Once the PCs finish their mission, they are more than welcome to stay at the Keep until the relief forces arrive, and fight along the defenders until that time. They can also choose to travel along with Dolkann and his men to escort the civilians to Pitchfield. Or they can return to Eyedrin to immediately claim their reward. Either way, they have earned the gratitude of Count Jarinto and they get their payment as agreed upon at the start of the adventure (unless they were not hired by Captain Marcenn).

If one or two of the officers of the bullywug army escape alive, it is going to be a partial success. The assault of the bullywugs start as planned but the defenders manage to win the fight, especially if the PCs fight along the soldiers of the Keep. Unless the PCs knocked Dolkann unconscious and locked him up, he dies. The Keep remains under siege for a couple of days until soldiers from Nondrin manage to destroy the army and liberate the Keep. While this has no consequences for the rewards, it might give the PCs a bad feeling.

If on the other hand all three officers manage to escape alive, the assault not only goes as planned, it is going to be a complete victory for the bullywugs. The PCs and some of the soldiers are going to escape alive, but many more die and the Keep is burned to the ground. As long as the PCs did their utmost best, they do get paid for the job. If on the other hand the failure can be directly related to laziness on the PCs' side they do not get a financial reward and instead earn Jarinto's Wrath (see below). Note that this should only be used in the most extreme of circumstances. Do NOT hand it out lightly.

Treasure

Pay for (attempting to) saving Nalkan Keep:

APL 2: C: 100 gp;

APL 4: C: 200 gp;

APL 6: C: 300 gp;

APL 8: C: 400 gp;

APL 10: C: 500 gp;

APL 12: C: 600 gp;

☛ **Favor of Count Jarinto of Stalward:** Lord Jarinto will arrange for any one weapon of your choice to be enchanted (at normal cost), with the following enhancements: *axiomatic, keen, mighty cleaving, bane-aquatic*. Or any one suit of armor can be enhanced with *acid, electricity, fire and/or cold resistance*.

In addition the favor can be used for standard things, though to become a knight in Lord Jarinto's service one's alignment need to be LN or true N. It also counts as a recommendation for the army.

☛ **Wrath of Count Jarinto:** You have earned Count Jarinto's wrath. No favors with the count or the temple of Hextor in the Splintered Sun can be spent until the disfavor is removed. In addition, a candidate for the Knight of the Realm or a promotion in the Sunndian Army needs one more favor than normal.

Helping Meabhe

Once the PCs have retrieved the stolen documents they are not yet finished. Before Meabhe can find rest, the documents need to be delivered to Count Kestor of Corul. Meabhe does not want to travel over Nalkan Keep, preferring to journey directly to Calgen and Kestor's palace. Getting to speak with Kestor is not difficult if Meabhe still controls one of the PCs. She knows the right persons and all the necessary passwords. Without her, it takes some more explaining, which you can play out if you have the time (of course if they have favors with the Kestor it is going to be considerable easier), but eventually they are brought before Kestor himself. Kestor, a tall regal man with short black hair with a distinct white stripe, wants a full report. Once given, he accepts the documents and profoundly thanks the PCs and wishes Meabhe a restful afterlife.

Read out aloud the following when that happens:

With Kestor's last words, you all suddenly feel a warm breeze touch your face almost like somebody touched or kissed your cheek.

A woman's voice so familiar to you whispers in your ear: "Thank you! Without your help I would most assuredly still be wandering in the twilight between life and death. Not all the gold in the world can repay your kind deed or the trust you have shown in a complete stranger. Still, to leave with naught but words to show my gratitude would do your deed little justice. When ready, prepare a pristine weapon untouched by naught but the most basic of magics, call upon my name, and it will receive my blessing."

Her voice became softer and softer with the last sentence until it finally disappears, leaving you with a sense of accomplishment and joy mixed with a strange sadness.

Besides Meabhe's Blessing, the details of its effects can be found below and on the AR, the PCs also earn the favor of Count Kestor. There is no monetary reward.

If on the other hand the PCs failed to recover the stolen documents, Meabhe leaves the possessed body as soon as the group as a whole gives up the chase. She made a choice and for the moment she is doomed to haunt the location of her death. Though if the majority of the tables

fails, or choose to aid Nalkan Keep, this might be remedied in a future scenario. Before she leaves though, she does try to get a promise from the PCs to at least inform Kestor about the events so that he can send a warning to the agent. If they made a genuine attempt to retrieve the documents, but failed due to no fault of theirs (Walfrend and his companions were simply too strong to defeat), they do earn Kestor's favor.

Curious PCs might wonder what happened to Nalkan Keep. If they did alert the people of Eyedrin or Nondrin that they changed their mission, aid was sent to Nalkan Keep. This time the cavalry did not come too late, though it arrived only barely on time. The Keep was saved, but the cost in human life was high. Dolkann is one of many of the victims. If the PCs did not alert anybody, Nalkan Keep was overrun by the bullywugs. Only a few soldiers managed to escape. Due to the value of the stolen information, Kestor does manage to appease the furious Count Jarinto from charging the PCs with treason. If they have nothing to show for it, they better not set foot in Stalward in the enar future.

Treasure:

☛ **Favor Count Kestor of Corul:** This favor counts as a standard favor with Count Kestor. Besides standard use, it can be spend to gain one time access to one of the following items: *boots of levitation*, *brooch of shielding*, *folding boat*, *necklace of fire balls* (up to type V), *slippers of spider climbing*, or a *stone of alarm*. Or you can write six levels of arcane Abjuration or non-evil Necromantic core access spells of up to 6th level of your choice in your spellbook for the normal costs.

☛ **Blessing of Meabhe:** By calling upon Meabhe's name, and using this favor, one can give a +1 weapon without any other enhancements either an upgrade to a +2 weapon or give it a +1 equivalent enhancement from the DMG (except *vicious*). Instead of the usual costs, one pays 3000 gp and 240 xp as if the character crafted the weapon herself. Preparing the weapon costs 1 TU.

☛ **Wrath of Count Jarinto:** You have earned Count Jarinto's wrath. No favors with the count or the temple of Hextor in the Splintered Sun can be spent until the disfavor is removed. In addition, a candidate for the Knight of the Realm or a promotion in the Sunndian Army needs one more favor than normal.

Campaign Consequences

At the conclusion of this module the DM should answer the following questions regarding how events transpired. These answers should be emailed to poc@sunndi.org.

1. What was the composition of the party?
2. At what APL was this event run?
3. How did the PCs treat Alyshizia?
4. How did the PCs treat Captain Marcenn?
5. Did the PCs choose to help Meabhe or the people at Nalkan Keep?
6. Where the PCs successful in their mission?
7. If the PCs decided to help Meabhe, did Walfrend, Shredder or Kitesh die?
8. Did they warn their superiors that they changed the mission?

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

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 roleplaying) to each character.

Encounter 3: A Journey Along the River

Defeating or avoiding the bullywug patrol:

APL2	60 XP
APL4	120 XP
APL6	180 XP
APL8	240 XP
APL10	300 XP
APL12	360 XP

Encounter 4: Trick or Treat

Defeating the pack of undead:

APL2	150 XP
APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP

Encounter 6: Breaking a Siege

Defeating the officers of the bullywug army:

APL2	150 XP
APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP

OR

Encounter 7: The Hunters Hunted

Retrieving the stolen documents

APL2	150 XP
APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP

Note: The PCs only gain experience from **either** Encounter 6 **or** 7 even if they manage to do both

Discretionary Role-playing Award

APL2	90 XP
APL4	135 XP
APL6	180 XP

APL8	225 XP
APL10	270 XP
APL12	315 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.

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

Encounter 3: Journey Along the River:

Looting the bullywugs

APL 2: Loot: 11 gp;

APL 4: Loot: 87 gp;

APL 6: Loot: 215 gp;; Magic: 3x *potion of barkskin* (25 gp each)

APL 8: Loot: 286 gp; Magic: 3x *oil of greater magic weapon* +1 (62 gp each), 3x *potion of barkskin* +2 (25 gp each), 3x *potion of shield of faith* +2 (4 gp each).

APL 10: Loot: 310 gp; Magic: 3x *oil of greater magic weapon* +2 (100 gp each), 3x *potion of barkskin* +3 (50 gp each), 6x *potion of shield of faith* +3 (25 gp each), 3x *oil of magic vestment* +1 (62 gp each).

APL 12: Loot: 310 gp; Magic: 3x *oil of greater magic weapon* +2 (150 gp each), 3x *potion of barkskin* +5 (100 gp each), 6x *potion of shield of faith* +5 (75 gp each), 3x *oil of magic vestment* +1 (100 gp each).

Encounter 4: Trick or Treat

Looting the undead:

APL 2: none

APL 4: Loot: 4gp;

APL 6: Loot 4 gp;

APL 8: Loot: 4 gp;

APL 10: Loot: 49 gp;

APL 12: Loot: 49 gp;

Encounter 6: Breaking a Siege

Looting the Wastrian cultists:

APL 2: Loot: 85 gp; Coin: 30 gp; Magic: *cloak of resistance* +1 (83 gp), 2x *potion of cure light wounds* (4 gp each), 8x *potion of mage armor* (4 gp each), 2x *scroll of cure light wounds* (2 gp each), *scroll of remove fear* (2 gp).

APL 4: Loot: 189 gp; Coin: 30 gp; Magic: 3x *cloak of resistance* +1 (83 gp each), 2x *potion of cure light wounds* (4 gp each), 8x *potion of mage armor* (4 gp each), 2x *scroll of cure light wounds* (2 gp each), 2x *potion of cure moderate wounds* (25 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of remove fear* (2 gp).

APL 6: Loot: 43 gp; Coin: 30 gp; Magic: +1 *buckler* (96 gp), 3x *cloak of resistance* +1 (83 gp each), +1 *full plate* (221 gp), 2x *potion of cure light wounds* (4 gp each), 8x *potion of mage armor* (4 gp each), 2x *scroll of cure light wounds* (2 gp each), 2x *potion of cure moderate wounds* (25 gp each), 2x *potion of cure serious wounds* (62 gp), 2x *ring of protection* +1 (167 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of remove fear* (2 gp).

APL 8: Loot: 49 gp; Coin: 30 gp; Magic: +1 *buckler* (96 gp), 3x *cloak of resistance* +1 (83 gp each), +1 *full plate* (221 gp), 2x *gauntlets of ogre power* (333 gp), 2x *potion of cure light wounds* (4 gp each), 8x *potion of mage armor* (4 gp each), 2x *scroll of cure light wounds* (2 gp each), 2x *potion of cure moderate wounds* (25 gp each), 2x *potion of cure serious wounds* (62 gp), 3x *ring of protection* +1 (167 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of cure serious wounds* (31 gp), *scroll of remove fear* (2 gp).

APL 10: Loot: 55 gp; Coin: 30 gp; Magic: +2 *buckler* (346 gp), 3x *cloak of resistance* +1 (83 gp each), +2 *full plate* (471 gp), 2x *gauntlets of ogre power* (333 gp), 2x *potion of cure light wounds* (4 gp each), 8x *potion of mage armor* (4 gp each), 2x *scroll of cure light wounds* (2 gp each), 2x *potion of cure moderate wounds* (25 gp each), 2x *potion of cure serious wounds* (62 gp), 2x *ring of might fist* +1 (500 gp each), 3x *ring of protection* +1 (167 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of cure serious wounds* (31 gp), *scroll of remove fear* (2 gp).

APL 12: Loot: 61 gp; Coin: 30 gp; Magic: +2 *buckler* (346 gp), 2x *cloak of resistance* +1 (83 gp each), *cloak of resistance* +2 (333 gp), +2 *full plate* (471 gp), 2x *gauntlets of ogre power* (333 gp), 2x *monk's belt* (1083 gp each), *periapt of wisdom* +2 (333 gp), 2x *potion of cure light wounds* (4 gp each), 8x *potion of mage armor* (4 gp each), 2x *scroll of cure light wounds* (2 gp each), 2x *potion of cure moderate wounds* (25 gp each), 2x *potion of cure serious wounds* (62 gp), 2x *ring of might fist* +1 (500 gp each), 2x *ring of protection* +1 (167 gp each), *ring of protection* +2 (667 gp), *scroll of cure moderate wounds* (12 gp), *scroll of cure serious wounds* (31 gp), *scroll of remove fear* (2 gp).

Encounter 7: Hunters Hunted

Looting Walfrend:

APL 2: Loot: 52 gp; Coin: 10 gp; Magic: +1 *chain shirt* (104 gp), *potion of cure light wound* (4 gp).

APL 4: Loot: 60 gp; Coin: 10 gp; Magic: *brooch of shielding* (125 gp), +1 *chain shirt* (104 gp), *elixir of sneaking* (21 gp), *potion of cure light wound* (4 gp), *potion of cure moderate wounds* (25 gp).

APL 6: Loot: 10 gp; Coin: 10 gp; M *brooch of shielding* (125 gp), +1 *chain shirt* (104 gp), *elixir of sneaking* (21 gp), *elixir of swimming* (21 gp), +1 *mighty composite longbow* (217 gp), *potion of cure light wound* (4 gp), *potion of cure moderate wounds* (25 gp).

APL 8: Loot: 10 gp; Coin: 10 gp; Magic: *brooch of shielding* (125 gp), +1 *chain shirt* (104 gp), *elixir of sneaking* (21 gp), *elixir of swimming* (21 gp), *lesser of bracers of archery* (417 gp), +1 *mighty composite longbow* (217 gp), *potion of cure light wound* (4 gp), 2x *potion of cure moderate wounds* (25 gp each).

APL 10: Loot: 10 gp; Coin: 10 gp; Magic: *brooch of shielding* (125 gp), +1 *chain shirt* (104 gp), *elixir of sneaking* (21 gp), *elixir of swimming* (21 gp), *lesser of bracers of archery* (417 gp), +1 *mighty composite longbow of seeking* (717 gp), *potion of cure light wound* (4 gp), 2x *potion of cure moderate wounds* (25 gp each).

APL 12: Loot: 9 gp; Coin: 10 gp; Magic: *brooch of shielding* (125 gp), +1 *buckler* (97 gp), +1 *chain shirt* (104 gp), *cloak of resistance* +2 (333 gp), *elixir of sneaking* (21 gp), *elixir of swimming* (21 gp), *gloves of dexterity* +2 (333 gp), *lesser of bracers of archery* (417 gp), +1 *mighty composite longbow of seeking* (717 gp), *potion of cure light wound* (4 gp), 2x *potion of cure moderate wounds* (25 gp each), *ring of counterspells* (333 gp), *ring of protection* +1 (167 gp).

Looting Kitesh:

APL 2: Loot: 76 gp; Coin: 10 gp; Magic: *cloak of resistance* +1 (83 gp), 2x *scroll of cure light wounds* (2 gp each), *scroll of remove fear* (2 gp).

APL 4: Loot: 180 gp; Coin: 10 gp; Magic: *cloak of resistance* +1 (83 gp), 2x *scroll of cure light wounds* (2 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of remove fear* (2 gp).

APL 6: Loot: 29 gp; Coin: 10 gp; Magic: +1 *buckler* (97 gp), *cloak of resistance* +1 (83 gp), +1 *full plate* (221 gp), 2x *scroll of cure light wounds* (2 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of remove fear* (2 gp).

APL 8: Loot: 29 gp; Coin: 10 gp; Magic: +1 *buckler* (97 gp), *cloak of resistance* +1 (83 gp), +1 *full plate* (221 gp), 2x *scroll of cure light wounds* (2 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of cure serious wounds* (31 gp), *scroll of remove fear* (2 gp), *ring of protection* +1 (167 gp).

APL 10: Loot: 29 gp; Coin: 10 gp; Magic: +2 *buckler* (347 gp), *cloak of resistance* +1 (83 gp), +2 *full plate* (471 gp), 2x *scroll of cure light wounds* (2 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of cure serious wounds* (31 gp), *scroll of remove fear* (2 gp), *ring of protection* +1 (167 gp).

APL 12: Loot: 29 gp; Coin: 10 gp; Magic: +2 *buckler* (347 gp), *cloak of resistance* +2 (333 gp), +2 *full plate* (471 gp), *periapt of wisdom* +2 (333 gp), 2x *scroll of cure light wounds* (2 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of cure serious wounds* (31 gp), *scroll of remove fear* (2 gp), *ring of protection* +2 (667 gp).

Conclusion:

Claiming a reward for breaking the siege of Nalkan Keep:

APL 2: Coin: 100 gp;
APL 4: Coin: 200 gp;
APL 6: Coin: 300 gp;
APL 8: Coin: 400 gp;
APL 10: Coin: 500 gp;
APL 12: Coin: 600 gp;

Maximum Total Allowed Treasure

APL2	450 GP
APL4	650 GP
APL6	900 GP
APL8	1300 GP
APL10	2300 GP
APL12	3300 GP

Items for the Adventure Record

☛ **Favor of Count Jarinto of Stalward:** Lord Jarinto will arrange for any one weapon of your choice to be enchanted (at normal cost), with the following enhancements: *axiomatic*, *keen*, *mighty cleaving*, *bane-aquatic*. Or any one suit of armor can be enhanced with *acid*, *electricity*, *fire* and/or *cold resistance*.

In addition the favor can be used for standard things, though to become a knight in Lord Jarinto's service one's alignment need to be LN or NN. It also counts as a recommendation for the army.

☛ **Wrath of Count Jarinto:** You have earned Count Jarinto's wrath. No favors with the count or the temple of Hextor in the Splintered Sun can be spent until the disfavor is removed. In addition, a candidate for the Knight of the Realm or a promotion in the Sunndian Army needs one more favor then normal.

☛ **Favor of Count Kestor of Corul:** This favor counts as a standard favor with Count Kestor. Besides standard use, it can be spend to gain one time access to one of the following items: *boots of levitation*, *brooch of shielding*, *folding boat*, *necklace of fire balls* (up to type V), *slippers of spider climbing*, or a *stone of alarm*. Or you can write six levels of arcane Abjuration or non-evil Necromantic core access spells of up to 6th level of your choice in your spellbook for the normal costs.

☛ **Blessing of Meabhe:** By calling upon Meabhe's name, and using this favor, one can give a +1 weapon without any other enhancements either an upgrade to a +2 weapon or give it a +1 equivalent enhancement from the DMG (except *vicious*). Instead of the usual costs, one pays 3000 gp and 240 xp as if the character crafted the weapon herself. Preparing the weapon costs 1 TU.

Item Access

APL 2

- ❖ *wand of cure light wounds* (Adventure, DMG)

APL 4 (All of APL 2 plus the following)

- ❖ *brooch of shielding* (Adventure, DMG)
- ❖ *elixir of hiding* (Adventure, DMG)

APL 6 (All of APLs 2-4 plus the following)

- ❖ *elixir of swimming* (Adventure, DMG)

APL 8 (All of APLs 2-6 plus the following)

- ❖ *bracers of archery, lesser* (Adventure, DMG)

APL 10 (All of APLs 2-8 plus the following)

- ❖ *+2 buckler* (Adventure, DMG)
- ❖ *+2 full plate* (Adventure, DMG)
- ❖ *+1 Mighty {str +2} composite longbow of seeking* (Adventure, DMG)
- ❖ *oil of greater magic weapon +2* (Adventure, DMG)
- ❖ *Ring of mighty fist +1* (Adventure, function and cost as an *amulet of mighty fist +1*, DMG)

APL 12 (All of APLs 2-10 plus the following)

- ❖ *cloak of resistance +2* (Adventure, DMG)
- ❖ *monk's belt* (Adventure, DMG)
- ❖ *oil of greater magic weapon +3* (Adventure, DMG)
- ❖ *oil of magic vestment +2* (Adventure, DMG)
- ❖ *potion of barkskin +5* (Adventure, DMG)
- ❖ *potion of shield of faith +5* (Adventure, DMG)
- ❖ *ring of counterspell* (Adventure, DMG)
- ❖ *ring of protection +2* (Adventure, DMG)

Appendix 1: APL 2

Encounter 3: A Journey Along the River

Bullywug raiders (3): Male bullywug War1; CR 1; Medium-Size Humanoid (aquatic); HD 1d8+5; hp 10; Init +1; Spd 20 ft., swim 30 ft.; AC 15 (touch 10, flat-footed 15); Base Atk +1; Grp +3; Atk +3 melee (1d8+2/x3, battleaxe); Full Atk +3 melee (1d8+2/x3, battleaxe); SQ Marsh move; AL CE; SV Fort +7, Ref +0, Will +0; Str 14, Dex 10, Con 20, Int 7, Wis 7, Cha 7.

Skills and Feats: Hide +2 (+8 in marshes), Listen -2, Spot -2; Endurance.

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

Enraged: The effects of Wastri's Breath places the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do **NOT** stack with regular barbarian rage!

Possessions: Battleaxe, dagger, studded leather, heavy wooden shield.

Encounter 4: Trick or Treat

Ghouls (6): CR 1; Medium-size Undead; HD 2d12; hp 13 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus paralysis, bite); Full Atk +2 melee (1d6+1 plus paralysis, bite) and +0/+0 melee (1d3 plus paralysis, claw); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12; AL CE.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack.

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Possessions: None.

Encounter 6: Breaking a Siege

Ewish: Male bullywug Clr1; CR 1; Medium-Size Humanoid (aquatic); HD 1d8+4; hp 12; Init +1; Spd 15 ft., swim 30 ft.; AC 18 (touch 11, flat-footed 17); Base Atk +0; Grp +2; Atk +3 melee (1d10+2/x3, masterwork

glaive) or +1 ranged (1d8/19-20/x2, light crossbow); Full Atk +3 melee (1d10+2/x3, masterwork glaive) or +1 ranged (1d8/19-20/x2, light crossbow); SA Rebuke undead 2/day; SQ Marsh move, spontaneous inflict; AL LE; SV Fort +7, Ref +2, Will +5; Str 14, Dex 12, Con 19, Int 8, Wis 15, Cha 8.

Skills and Feats: Concentration +8, Swim +0; Improved Buckler Defense, Martial Weapon Proficiency (Glaive), Weapon Focus (Glaive).

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

Spells prepared (3/3; Base DC = 12 + Spell Level): 0—*cure minor wounds, detect poison, detect magic, 1st—calm animals*, obscuring mist, shield of faith.*

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

Possessions: Masterwork glaive, morningstar, light crossbow, 20 bolts, masterwork banded mail, masterwork buckler, *cloak of resistance* +1, 2x *scrolls of cure light wounds, scroll of remove fear.*

Katura and Talora: Female human (Suel) Mnk1; CR 1; Medium-Size Humanoid (human); HD 1d8+2; hp 10; Init +1; Spd 30 ft.; AC 13 (touch 13, flat-footed 12); Base Atk +0; Grp +6; Atk +2 melee (1d6+2, unarmed); Full Atk +2 melee (1d6+2, unarmed strike) or +0/+0 melee (1d6+2, unarmed strike); SA Stunning fist 1/day (DC 12); AL LE; SV Fort +3, Ref +3, Will +4; Str 15, Dex 13, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +5, Jump +6, Spot +4, Listen +4, Swim +6, Tumble +5; Improved Grapple, Improved Toughness, Stunning Fist.

Possessions: 4x *potions of mage armor, potion of cure light wounds.*

Bullywugs (4): Male bullywug War1; CR 1; Medium-Size Humanoid (aquatic); HD 1d8+3; hp 10; Init +1; Spd 20 ft., swim 30 ft.; AC 17 (touch 10, flat-footed 17); Base Atk +1; Grp +1; Atk +1 melee (1d8+2/x3, battleaxe); Full Atk +3 melee (1d8+2/x3, battleaxe); SQ Marsh move; AL CE; SV Fort +5, Ref +0, Will -2; Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7.

Skills and Feats: Hide +2 (+8 in marshes), Listen -2, Spot -2; Endurance.

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

Possessions: Battleaxe, dagger, studded leather, heavy wooden shield.

Encounter 7: The Hunters Hunted

Walfrend: Male human (Oeridian) Rng2; CR 2; Medium-Size Humanoid (human); HD 2d8+4; hp 17; Init +6; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Base Atk +2; Grp +3; Atk +6 ranged (1d8+1/x3, masterwork mighty composite long bow) or +3 melee (1d6+1/x3, hand axe); Full Atk +4/+4 ranged (1d8+1/x3, masterwork mighty composite long bow), or +6 ranged (1d8+1/x3, masterwork mighty composite long bow), or +3 melee (1d6+1/x3, hand axe); SA Favored enemy (humanoid – elf: +2); SQ Wild empathy; AL LE; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Feats and Skills: Hide +6, Knowledge (arcana) +2, Listen +3, Move Silently +6, Search +2, Spellcraft +2, Spot +3, Survival +5, Swim +1; Improved Initiative, Rapid Shot, Track, Weapon Focus (Composite Long Bow).

Possessions: Masterwork mighty composite longbow (Str +1), 20 arrows, hand axe, dagger, +1 *chain shirt*, buckler, 2x tanglefoot bags, *potion of cure light wounds*.

Kitesh: Female bullywug Clr2; CR 2; Medium-Size Humanoid (aquatic); HD 2d8+8; hp 21; Init +1; Spd 15 ft., swim 30 ft.; AC 18 (touch 11, flat-footed 17); Base Atk +1; Grp +3; Atk +4 melee (1d10+2/x3, masterwork glaive) or +2 ranged (1d8/19-20/x2, light crossbow); Full Atk +4 melee (1d10+2/x3, masterwork glaive) or +2 ranged (1d8/19-20/x2, light crossbow); SA Rebuke undead 2/day; SQ Marsh move, spontaneous inflict; AL LE; SV Fort +8, Ref +2, Will +6; Str 14, Dex 12, Con 19, Int 8, Wis 15, Cha 8.

Skills and Feats: Concentration +9, Swim +0; Improved Buckler Defense, Martial Weapon Proficiency (Glaive), Weapon Focus (Glaive).

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

Spells prepared (4/4; Base DC = 12 + Spell Level): 0–*cure minor wounds*, *detect poison*, *detect magic* (2); 1st–*calm animals**, *divine favor*, *obscuring mist*, *shield of faith*.

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

Possessions: Masterwork glaive, morningstar, light crossbow, 20 bolts, masterwork banded mail, masterwork buckler, *cloak of resistance* +1, 2x *scrolls of cure light wounds*, *scroll of remove fear*.

Shredder: Male yeth hound; CR 3; Medium Outsider (Extraplanar, Evil); HD 3d8+6; hp 19; Init +6; Spd 40 ft., fly 60 ft. (good); AC 20 (touch 12, flat-footed 18); Base Atk +3; Grp +6; Atk +6 melee (1d8+4, bite); Full Atk +6 melee (1d8+4, bite); SA Bay, trip; SQ DR 10/silver, darkvision 60 ft., flight, scent; SV Fort +5, Ref +5, Will +5; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Listen +11, Spot +11, Search +7, Survival +11 (+17 when tracking); Improved Initiative, Track.

Bay (Su): When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 11 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A yeth hound that hits with its 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 yeth hound.

Flight (Su): A yeth hound can cease or resume flight as a free action.

Possessions: None.

Appendix 2: APL 4

Encounter 3: A Journey Along the River

Bullywug raiders, male bullywug Rng2 (3): CR 2; Medium-size Humanoid (aquatic); HD 2d8+12; hp 25; Init +5; Spd 20 ft., swim 30 ft.; AC 17 (touch 9, flat-footed 16); Base Atk +2; Grp +6; Atk +6 melee (1d12+6/x3, masterwork great axe) or +3 ranged (1d8+2/x3, mighty composite longbow); Full Atk +6 melee (1d12+6/x3, masterwork great axe) or +3 ranged (1d8+2/x3, mighty composite longbow) or +1/+1 ranged (1d8+2/x3, mighty composite longbow); SA Favored enemy (humanoid - elves +2); SQ Marsh move, wild empathy; AL NE; SV Fort +9, Ref +1, Will +2; Str 18, Dex 12, Con 22, Int 7, Wis 11, Cha 5.

Skills and Feats: Hide +5 (+11 in marshes), Listen +5, Spot +5, Survival +5; Improved Initiative, Rapid Shot, Track.

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

Enraged: The effects of Wastri's Breath places the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a –2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do **NOT** stack with regular barbarian rage!

Possessions: Chain shirt, great axe, dagger, mighty composite longbow (Str +2), quiver, 20 arrows.

Encounter 4: Trick or Treat

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

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

Ghouls Fever (Su): Disease—bite, Fortitude DC 14, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 14 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Possessions: Leather armor.

Encounter 6: Breaking a Siege

Ewish: Male bullywug Clr3; CR 4; Medium-Size Humanoid (aquatic); HD 3d8+12; hp 30; Init +1; Spd 15 ft., swim 30 ft.; AC 20 (touch 11, flat-footed 19); Base Atk +2; Grp +5; Atk +5 melee (1d10+2/x3, masterwork glaive) or +3 ranged (1d8/19-20/x2, light crossbow); Full Atk +5 melee (1d10+2/x3, masterwork glaive) or +3 ranged (1d8/19-20/x2, light crossbow); SA Rebuke undead 2/day; SQ Marsh move, spontaneous inflict; AL LE; SV Fort +9, Ref +3, Will +6; Str 14, Dex 12, Con 19, Int 8, Wis 15, Cha 8.

Skills and Feats: Concentration +8, Knowledge (religion) +0, Knowledge (nature) +0, Swim +0; Combat Reflexes, Improved Buckler Defense, Martial Weapon Proficiency (Glaive), Weapon Focus (Glaive).

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

Spells prepared (4/4/3; Base DC = 12 + Spell Level): 0—*cure minor wounds, detect poison, detect magic* (2); 1st—*calm animals**, *divine favor, obscuring mist, shield of faith*; 2nd—*cure moderate wounds, shield other, spiritual weapon**.

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

Possessions: Masterwork glaive, morningstar, light crossbow, 20 bolts, masterwork full plate, masterwork buckler, *cloak of resistance* +1, 2x *scrolls of cure light wounds, scroll of remove fear, scroll of cure moderate wounds*.

Katura and Talora: Female human (Suel) Mnk3; CR 3; Medium-Size Humanoid (human); HD 3d8+6; hp 24; Init +1; Spd 40 ft.; AC 13 (touch 13, flat-footed 12); Base Atk +2; Grp +8; Atk +4 melee (1d6+2, unarmed); Full Atk +4 melee (1d6+2, unarmed strike) or +2/+2 melee (1d6+2, unarmed strike); SA Stunning fist 3/day (DC 13); SQ Evasion, still mind; AL LE; SV Fort +5, Ref +5, Will +6; Str 15, Dex 13, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +9, Jump +10, Spot +5, Listen +5, Swim +8, Tumble +9; Combat Reflexes, Dodge, Improved Grapple, Improved Toughness, Stunning Fist.

Possessions: cloak of resistance +1, 4x potions of mage armor, potion of cure light wounds, potion of cure moderate wounds.

Bullywugs (4): Male bullywug War1; CR 1; Medium-Size Humanoid (aquatic); HD 1d8+3; hp 10; Init +1; Spd 20 ft., swim 30 ft.; AC 17 (touch 10, flat-footed 17); Base Atk +1; Grp +1; Atk +1 melee (1d8+2/x3, battleaxe); Full Atk +3 melee (1d8+2/x3, battleaxe); SQ Marsh move; AL CE; SV Fort +5, Ref +0, Will -2; Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7.

Skills and Feats: Hide +2 (+8 in marshes), Listen -2, Spot -2; Endurance.

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

Possessions: Battleaxe, dagger, studded leather, heavy wooden shield.

Encounter 7: The Hunters Hunted

Walfrend: Male human (Oeridian) Rng3/Ftr1; CR 4; Medium-Size Humanoid (human); HD 3d8+1d10+8; hp 32; Init +7; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Base Atk +4; Grp +5; Atk +9 ranged (1d8+1/x3, masterwork mighty composite long bow) or +5 melee (1d6+1/x3, hand axe); Full Atk +7/+7 ranged (1d8+1/x3, masterwork mighty composite long bow), or +9 ranged (1d8+1/x3, masterwork mighty composite long bow), or +5 melee (1d6+1/x3, hand axe); SA Favored enemy (humanoid – elf: +2); SQ Wild empathy; AL LE; SV Fort +7, Ref +6, Will +4; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Feats and Skills: Hide +7, Knowledge (arcana) +3, Listen +3, Move Silently +7, Search +4, Spellcraft +3, Spot +3, Survival +7, Swim +1; Endurance, Improved Initiative, Iron Will, Point Blank Shot, Rapid Shot, Track, Weapon Focus (Composite Long Bow).

Possessions: Masterwork mighty composite longbow (Str +1), 20 arrows, hand axe, dagger, +1 chain shirt, buckler, brooch of shielding, 2x tanglefoot bags, elixir of sneaking, potion of cure moderate wounds.

Kitesh: Female bullywug Clr4; CR 4; Medium-Size Humanoid (aquatic); HD 4d8+20; hp 43; Init +1; Spd 15 ft., swim 30 ft.; AC 20 (touch 11, flat-footed 19); Base Atk +3; Grp +5; Atk +6 melee (1d10+2/x3, masterwork glaive) or +4 ranged (1d8/19-20/x2, light crossbow); Full Atk +6 melee (1d10+2/x3, masterwork glaive) or +4 ranged (1d8/19-20/x2, light crossbow); SA Rebuke undead 2/day; SQ Marsh move, spontaneous inflict; AL LE; SV Fort +10, Ref +3, Will +7; Str 14, Dex 12, Con 20, Int 8, Wis 15, Cha 8.

Skills and Feats: Concentration +10, Knowledge (religion) +0, Knowledge (nature) +0, Swim +0; Combat Reflexes, Improved Buckler Defense, Martial Weapon Proficiency (Glaive), Weapon Focus (Glaive).

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

Spells prepared (5/5/4; Base DC = 12 + Spell Level): 0–cure minor wounds, detect poison, detect magic (2), read magic; 1st–calm animals*, divine favor, entropic shield, obscuring mist, shield of faith; 2nd–cure moderate wounds, resist energy, shield other, spiritual weapon*.

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

Possessions: Masterwork glaive, morningstar, light crossbow, 20 bolts, masterwork full plate, masterwork buckler, cloak of resistance +1, 2x scrolls of cure light wounds, scroll of remove fear, scroll of cure moderate wounds.

Shredder: Male yeth hound HD 5; CR 4; Medium Outsider (Extraplanar, Evil); HD 5d8+10; hp 32; Init +7; Spd 40 ft., fly 60 ft. (good); AC 21 (touch 13, flat-footed 18); Base Atk +5; Grp +8; Atk +8 melee (1d8+4, bite); Full Atk +8 melee (1d8+4, bite); SA Bay, trip; SQ DR 10/silver, darkvision 60 ft., flight, scent; SV Fort +6, Ref +7, Will +6; Str 17, Dex 16, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +6, Listen +13, Move Silently +6, Spot +13, Search +7, Survival +13 (+19 when tracking); Improved Initiative, Track.

Bay (Su): When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 12 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A yeth hound that hits with its 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 yeth hound.

Flight (Su): A yeth hound can cease or resume flight as a free action.

Possessions: None.

Appendix 3: APL 6

Encounter 3: A Journey Along the River

Bullywug raiders, male bullywug Rng2/Bbn2 (3): CR 4; Medium-Size Humanoid (Aquatic); HD 2d8 + 2d12 + 28; hp 55; Init +6; Spd 30 ft., swim 40 ft.; AC 17 (touch 10, flat-footed 16); Base Atk +4; Grp +8; Atk +10 melee (1d12+7/x3, masterwork great axe) or +6 ranged (1d8+3/x3, mighty composite longbow); Full Atk +10 melee (1d12+7/x3, masterwork great axe) or +6 ranged (1d8+3/x3, mighty composite longbow) or +4/+4 ranged (1d8+3/x3, mighty composite longbow); SA Favored enemy (humanoid - elves +2), rage 1/day; SQ Marsh move, uncanny dodge, wild empathy; AL NE; SV Fort +13, Ref +5, Will +3; Str 20, Dex 14, Con 24, Int 7, Wis 12, Cha 5.

Skills and Feats: Hide +6 (+12 in marshes), Listen +7, Spot +5, Survival +7; Improved Initiative, Power Attack, Rapid Shot, Track.

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

Enraged: The effects of Wastri's Breath places the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a –2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do **NOT** stack with regular barbarian rage!

Possessions: Masterwork chain shirt, masterwork great axe, dagger, mighty composite longbow (Str +3), quiver, 20 arrows, 2 tanglefoot bags, *potion of barkskin* (CL 3).

Encounter 4: Trick or Treat

Advanced Ghouls, Rog2 (4): CR 2; Medium Undead; HD 6d12; hp 39 each; Init +5; Spd 30 ft.; AC 21, touch 15, flat-footed 16; Base Atk +3; Grp +8; Atk +8 melee (1d8+5 plus paralysis, bite); Full Atk +8 melee (1d8+5 plus paralysis, bite) and +6/+6 melee (1d4+2 plus paralysis, claw); Space/Reach 5 ft./5 ft.; SA ghoul fever, paralysis, stench, sneak attack +1d6; SQ +2 turn resistance, undead traits, evasion, trapfinding; AL CE; SV Fort +1, Ref +11, Will +7; Str 20, Dex 21 Con –, Int 15, Wis 16, Cha 14.

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

Ghouls Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

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

Possessions: Leather armor.

Encounter 6: Breaking a Siege

Ewish: Male bullywug Clr6; CR 6; Medium-Size Humanoid (aquatic); HD 6d8+30; hp 63; Init +5; Spd 15 ft., swim 30 ft.; AC 22 (touch 11, flat-footed 21); Base Atk +4; Grp +6; Atk +7 melee (1d10+2/x3, masterwork glaive) or +5 ranged (1d8/19-20/x2, light crossbow); Full Atk +7 melee (1d10+2/x3, masterwork glaive) or +5 ranged (1d8/19-20/x2, light crossbow); SA Rebuke undead 2/day; SQ Marsh move, spontaneous inflict; AL LE; SV Fort +11, Ref +4, Will +8; Str 14, Dex 12, Con 20, Int 8, Wis 15, Cha 8.

Skills and Feats: Concentration +12, Knowledge (religion) +0, Knowledge (nature) +0, Swim +0; Combat Reflexes, Improved Buckler Defense, Improved Initiative, Martial Weapon Proficiency (Glaive), Weapon Focus (Glaive).

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

Spells prepared (5/5/5/3; Base DC = 12 + Spell Level): 0—*cure minor wounds, detect poison, detect magic* (2), *read magic*; 1st—*calm animals**, *divine favor, entropic shield, obscuring mist, shield of faith*; 2nd—*cure moderate wounds, delay poison, resist energy, shield other, spiritual weapon**; 3rd—*dispel magic, dominate animal**, *magic circle against good*.

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

Possessions: Masterwork glaive, morningstar, light crossbow, 20 bolts, +1 *full plate*, +1 *buckler, cloak of resistance* +1, 2x *scrolls of cure light wounds, scroll of remove fear, scroll of cure moderate wounds*.

Katura and Talora: Female human (Suel) Mnk6; CR 6; Medium-Size Humanoid (human); HD 6d8+12; hp 45; Init +1; Spd 50 ft.; AC 15 (touch 15, flat-footed 14); Base Atk +4; Grp +11; Atk +8 melee (1d8+3, unarmed); Full Atk +8 melee (1d8+3, unarmed strike) or +7/+7 melee (1d8+3, unarmed strike); SA Stunning fist 6/day (DC 15); SQ Evasion, ki strike (magic), purity of body, slow fall 30 ft., still mind; AL LE; SV Fort +7, Ref +7, Will +8; Str 16, Dex 13, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +10, Diplomacy +2, Jump +10, Spot +7, Listen +7, Swim +8, Tumble +11; Combat Reflexes, Dodge, Improved Grapple, Improved Toughness, Improved Trip, Stunning Fist, Weapon Focus (fist).

Possessions: *ring of protection* +1, *cloak of resistance* +1, 4x *potions of mage armor*, *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of cure serious wounds*.

Bullywugs (6): Male bullywug War1; CR 1; Medium-Size Humanoid (aquatic); HD 1d8+3; hp 10; Init +1; Spd 20 ft., swim 30 ft.; AC 17 (touch 10, flat-footed 17); Base Atk +1; Grp +1; Atk +1 melee (1d8+2/x3, battleaxe); Full Atk +3 melee (1d8+2/x3, battleaxe); SQ Marsh move; AL CE; SV Fort +5, Ref +0, Will -2; Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7.

Skills and Feats: Hide +2 (+8 in marshes), Listen -2, Spot -2; Endurance.

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

Possessions: Battleaxe, dagger, studded leather, heavy wooden shield.

Encounter 7: The Hunters Hunted

Walfrend: Male human (Oeridian) Rng3/Ftr2/Osl1; CR 6; Medium-Size Humanoid (human); HD 5d8+2d10+18; hp 53; Init +7; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Base Atk +6; Grp +8; Atk +11 ranged (1d8+3/x3, +1 *mighty composite long bow*) or +8 melee (1d6+2/x3, hand axe); Full Atk +9/+9/+4 ranged (1d8+3/x3, +1 *mighty composite long bow*), or +11/+6 ranged (1d8+3/x3, +1 *mighty composite long bow*), or +8/+3 melee (1d6+2/x3, hand axe); SA Favored enemy (humanoid – elf: +2); SQ Magical defense: +1, weapon bond, wild empathy; AL LE; SV Fort +8, Ref +6, Will +6; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Feats and Skills: Hide +7, Knowledge (arcana) +4, Listen +3, Move Silently +7, Search +4, Spellcraft +5, Spot +3, Survival +7, Swim +1; Endurance, Improved Initiative, Improved Toughness, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Composite Long Bow).

Magical Defense (Ex): +1 bonus on all saves vs. spells and spell-like abilities.

Weapon Bond (Su): When using his composite longbow he deals +1d6 damage against spellcasters and creatures with spell-like abilities.

Possessions: +1 *mighty composite longbow* (Str +2), 20 arrows, hand axe, dagger, +1 *chain shirt*, buckler, *brooch of shielding*, 2x tanglefoot bags, *elixir of sneaking*, *elixir of swimming*, *potion of cure moderate wounds*.

Kitesh: Female bullywug Clr6; CR 6; Medium-Size Humanoid (aquatic); HD 6d8+30; hp 63; Init +5; Spd 15 ft., swim 30 ft.; AC 22 (touch 11, flat-footed 21); Base Atk +4; Grp +6; Atk +7 melee (1d10+2/x3, masterwork glaive) or +5 ranged (1d8/19-20/x2, light crossbow); Full Atk +7 melee (1d10+2/x3, masterwork glaive) or +5 ranged (1d8/19-20/x2, light crossbow); SA Rebuke undead 2/day; SQ Marsh move, spontaneous inflict; AL LE; SV Fort +11, Ref +4, Will +8; Str 14, Dex 12, Con 20, Int 8, Wis 15, Cha 8.

Skills and Feats: Concentration +12, Knowledge (religion) +0, Knowledge (nature) +0, Swim +0; Combat Reflexes, Improved Buckler Defense, Improved Initiative, Martial Weapon Proficiency (Glaive), Weapon Focus (Glaive).

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

Spells prepared (5/5/5/3; Base DC = 12 + Spell Level): 0—*cure minor wounds*, *detect poison*, *detect magic* (2), *read magic*; 1st—*calm animals**, *divine favor*, *entropic shield*, *obscuring mist*, *shield of faith*; 2nd—*cure moderate wounds*, *delay poison*, *resist energy*, *shield other*, *spiritual weapon**; 3rd—*dispel magic*, *dominate animal**, *magic circle against good*.

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

Possessions: Masterwork glaive, morningstar, light crossbow, 20 bolts, +1 *full plate*, +1 *buckler*, *cloak of resistance* +1, 2x *scrolls of cure light wounds*, *scroll of remove fear*, *scroll of cure moderate wounds*.

Shredder: Male yeth hound HD 7; CR 6; Large Outsider (Extraplanar, Evil); HD 7d8+28; hp 59; Init +6; Spd 40 ft., fly 60 ft. (good); AC 21 (touch 11, flat-footed 19); Base Atk +7; Grp +18; Atk +13 melee (2d6+10, bite); Full Atk +13 melee (2d6+10, bite); SA Bay, trip; SQ DR 10/silver, darkvision 60 ft., flight, scent; Space/Reach 10 ft./5 ft.; SV Fort +9, Ref +7, Will +7; Str 25, Dex 14, Con 19, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +4, Listen +15, Move Silently +8, Spot +15, Search +9, Survival +15 (+21 when tracking); Flyby Attack, Improved Initiative, Track.

Bay (Su): When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A yeth hound that hits with its bite attack can attempt to trip the opponent (+11 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 yeth hound.

Flight (Su): A yeth hound can cease or resume flight as a free action.

Possessions: None.

Appendix 4:

APL 8

Encounter 3: A Journey Along the River

Bullywug raiders, male bullywug Rng2/Bbn4 (3): CR 6; Medium-Size Humanoid (aquatic); HD 2d8+4d12+42; hp 83; Init +6; Spd 20 ft., swim 40 ft.; AC 20 (touch 10, flat-footed 18); Base Atk +6; Grp +11; Atk +13 melee (1d12+8/x3, masterwork great axe) or +9 ranged (1d8+3/x3, mighty composite longbow); Full Atk +13/+8 melee (1d12+8/x3, masterwork great axe) or +9/+4 ranged (1d8+3/x3, mighty composite longbow) or +7/+7/+2 ranged (1d8+3/x3, mighty composite longbow); SA Rage 2/day, Favored enemy (humanoid - elves +2); SQ Marsh move, trap sense +1, uncanny dodge, wild empathy; AL NE; SV Fort +14, Ref +6, Will +4; Str 20, Dex 14, Con 24, Int 7, Wis 12, Cha 5.

Skills and Feats: Hide +4 (+10 in marshes), Listen +10, Spot +5, Survival +10; Improved Initiative, Power Attack, Rapid Shot, Track, Weapon Focus (great axe).

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

Enraged: The effects of Wastri's Breath places the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a -2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do **NOT** stack with regular barbarian rage!

Note: When the bullywugs heard the PCs approach, they applied an *oil of greater magic weapon* +1 and quaffed a *potion of barkskin* +2. These have already been scratched from the possessions and applied to the stats above.

Possessions: Breastplate, masterwork greataxe (+1 due to *oil of greater magic weapon* +1), dagger, mighty composite longbow (Str +3), quiver, 20 masterwork arrows, 2x tanglefoot bag, *potion of barkskin* +2, *oil of greater magic weapon* +1, *potion of shield of faith* +2.

Encounter 4: Trick or Treat

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

+4, Ref +9, Will +8; Str 28, Dex 15, Con -, Int 9, Wis 14, Cha 16.

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

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

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 18, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Possessions: Leather armor.

Encounter 6: Breaking a Siege

Ewish: Male bullywug Clr8 CR 8; Medium-Size Humanoid (aquatic); HD 8d8+40; hp 83; Init +5; Spd 15 ft., swim 30 ft.; AC 23 (touch 12, flat-footed 22); Base Atk +6; Grp +8; Atk +9 melee (1d10+2/x3, masterwork glaive) or +7 ranged (1d8/19-20/x2, light crossbow); Full Atk +9/+4 melee (1d10+2/x3, masterwork glaive) or +7 ranged (1d8/19-20/x2, light crossbow); SA Rebuke undead 2/day; SQ Marsh move, spontaneous inflict; AL LE; SV Fort +12, Ref +4, Will +10; Str 14, Dex 12, Con 20, Int 8, Wis 16, Cha 8.

Skills and Feats: Concentration +14, Knowledge (religion) +0, Knowledge (nature) +0, Swim +0; Combat Reflexes, Improved Buckler Defense, Improved Initiative, Martial Weapon Proficiency (Glaive), Weapon Focus (Glaive).

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

Spells prepared (6/6/5/5/3; Base DC = 13 + Spell Level): 0—*cure minor wounds, detect poison, detect magic* (2), *light, read magic*; 1st—*calm animals**, *divine favor, entropic shield, obscuring mist, shield of faith* (2); 2nd—*cure moderate wounds, delay poison, resist energy, shield other, spiritual weapon**; 3rd—*dispel magic, dominate animal*, invisibility purge, magic circle against good*; 4th—*divine power*, greater magic weapon, freedom of movement*.

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

Possessions: Masterwork glaive, morningstar, light crossbow, 20 bolts, +1 *full plate*, +1 *buckler*, *cloak of resistance* +1, *ring of protection* +1, 2x *scrolls of cure light wounds*, *scroll of remove fear*, *scroll of cure moderate wounds*, *scroll of cure serious wounds*.

Katura and Talora: Female human (Suel) Mnk8; CR 8; Medium-Size Humanoid (human); HD 8d8+16; hp 59; Init +2; Spd 50 ft.; AC 16 (touch 16, flat-footed 15); Base Atk +6; Grp +14; Atk +11 melee (1d10+4, unarmed); Full Atk +11/+6 melee (1d10+4, unarmed strike) or +10/+10/+5 melee (1d10+4, unarmed strike); SA Stunning fist 8/day (DC 16); SQ Evasion, ki strike (magic), purity of body, slow fall 40 ft., still mind, wholeness of body (16 hp); AL LE; SV Fort +8, Ref +8, Will +9; Str 18, Dex 14, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +10, Diplomacy +4, Jump +10, Spot +9, Listen +9, Swim +10, Tumble +13; Combat Reflexes, Dodge, Improved Grapple, Improved Toughness, Improved Trip, Stunning Fist, Weapon Focus (fist).

Possessions: *gauntlets of ogre power, ring of protection* +1, *cloak of resistance* +1, 4x *potions of mage armor, potion of cure light wounds, potion of cure moderate wounds, potion of cure serious wounds*.

Bullywugs (8): Male bullywug War1; CR 1; Medium-Size Humanoid (aquatic); HD 1d8+3; hp 10; Init +1; Spd 20 ft., swim 30 ft.; AC 17 (touch 10, flat-footed 17); Base Atk +1; Grp +1; Atk +1 melee (1d8+2/x3, battleaxe); Full Atk +3 melee (1d8+2/x3, battleaxe); SQ Marsh move; AL CE; SV Fort +5, Ref +0, Will -2; Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7.

Skills and Feats: Hide +2 (+8 in marshes), Listen -2, Spot -2; Endurance.

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

Possessions: Battleaxe, dagger, studded leather, heavy wooden shield.

Encounter 7: The Hunters Hunted

Walfrend: Male human (Oeridian) Rng3/Ftr2/Osl3; CR 8; Medium-Size Humanoid (human); HD 6d8+2d10+24; hp 69; Init +7; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Base Atk +8; Grp +10; Atk +14 ranged (1d8+3/x3, +1 *mighty composite long bow*) or +10 melee (1d6+2/x3, hand axe); Full Atk +12/+12/+7 ranged (1d8+3/x3, +1 *mighty composite long bow*), or +14/+9 ranged (1d8+3/x3, +1 *mighty composite long bow*), or +10/+5 melee (1d6+2/x3, hand axe); SA Favored enemy (humanoid – elf: +2); SQ Auravision, magical defense: +2, mind over magic 1/day, vicious strike, weapon bond, wild empathy; AL LE; SV Fort +9, Ref +7, Will +7; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Feats and Skills: Hide +7, Knowledge (arcana) +5, Listen +3, Move Silently +7, Search +5, Sense Motive +2, Spellcraft +7, Spot +3, Survival +7 (+9 when tracking), Swim +1; Endurance, Improved Initiative, Improved Toughness, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Composite Long Bow).

Auravision (Su): An occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action.

Magical Defense (Ex): +2 bonus on all saves vs. spells and spell-like abilities.

Mind over Magic (Su): 1/day an occult slayer can cause a spell or spell-like ability targeted against him to rebound upon the caster as a free action. This ability functions otherwise like *spell turning* (CL 8).

Weapon Bond (Su): When using his composite longbow he deals +1d6 damage against spellcasters and creatures with spell-like abilities.

Possessions: +1 *mighty composite longbow* (Str +2), 20 arrows, hand axe, dagger, +1 *chain shirt*, buckler, *lesser bracers of archery, brooch of shielding*, 2x tanglefoot bags, *elixir of sneaking, elixir of swimming*, 2x *potion of cure moderate wounds*.

Kitesh: Female bullywug Clr8; CR 8; Medium-Size Humanoid (aquatic); HD 8d8+40; hp 83; Init +5; Spd 15 ft., swim 30 ft.; AC 23 (touch 12, flat-footed 22); Base Atk +6; Grp +8; Atk +9 melee (1d10+2/x3, masterwork glaive) or +7 ranged (1d8/19-20/x2, light crossbow); Full Atk +9/+4 melee (1d10+2/x3, masterwork glaive) or +7 ranged (1d8/19-20/x2, light crossbow); SA Rebuke undead 2/day; SQ Marsh move, spontaneous

inflict; AL LE; SV Fort +12, Ref +4, Will +10; Str 14, Dex 12, Con 20, Int 8, Wis 16, Cha 8.

Skills and Feats: Concentration +14, Knowledge (religion) +0, Knowledge (nature) +0, Swim +0; Combat Reflexes, Improved Buckler Defense, Improved Initiative, Martial Weapon Proficiency (Glaive), Weapon Focus (Glaive).

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

Spells prepared (6/6/5/5/3; Base DC = 13 + Spell Level): 0—*cure minor wounds, detect poison, detect magic* (2), *light, read magic*, 1st—*calm animals**, *divine favor, entropic shield, obscuring mist, shield of faith* (2); 2nd—*cure moderate wounds, delay poison, resist energy, shield other, spiritual weapon**, 3rd—*dispel magic, dominate animal*, invisibility purge, magic circle against good*, 4th—*divine power**, *greater magic weapon, freedom of movement*.

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

Possessions: Masterwork glaive, morningstar, light crossbow, 20 bolts, +1 *full plate*, +1 *buckler*, *cloak of resistance* +1, *ring of protection* +1, 2x *scrolls of cure light wounds*, *scroll of remove fear*, *scroll of cure moderate wounds*, *scroll of cure serious wounds*.

Shredder: Male half-dragon (black) yeth hound HD 7; CR 8; Large Dragon (Extraplanar, Evil); HD 7d10+35; hp 73; Init +6; Spd 40 ft., fly 60 ft. (good) or 80 ft. (average); AC 25 (touch 11, flat-footed 23); Base Atk +7; Grp +22; Atk +15 melee (2d6+11, bite); Full Atk +15 melee (2d6+11, bite), and +10/+10 (1d6+5, claw); SA Bay, breath weapon 1/day, trip; SQ DR 10/silver, darkvision 60 ft., flight, low-light vision, immune to acid, immune to *sleep* and paralysis effects, scent; Space/Reach 10 ft./5 ft.; SV Fort +10, Ref +7, Will +7; Str 33, Dex 14, Con 21, Int 8, Wis 14, Cha 12.

Skills and Feats: Hide +4, Listen +15, Move Silently +8, Spot +15, Search +10, Survival +15 (+21 when tracking); Flyby Attack, Improved Initiative, Track.

Bay (Su): When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 14 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Breath Weapon (Su): 60-ft. line of acid, 6d8 dmg, DC 18 Reflex half.

Trip (Ex): A yeth hound that hits with its bite attack can attempt to trip the opponent (+15 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 yeth hound.

Flight (Su): A yeth hound can cease or resume flight as a free action.

Possessions: None.

Appendix 5:

APL 10

Encounter 3: A Journey Along the River

Bullywug raiders, male bullywug Rng2/Bbn6 (3): CR 8; Medium-Size Humanoid (Aquatic); HD 2d8+6d12+56; hp 111; Init +6; Spd 20 ft., swim 40 ft.; AC 23 (touch 10, flat-footed 21); Base Atk +8; Grp +13; Atk +16 melee (1d12+9/x3, masterwork great axe) or +10 ranged (1d8+4/x3, mighty composite longbow); Full Atk +16/+11 melee (1d12+9/x3, masterwork great axe) or +10/+5 ranged (1d8+4/x3, mighty composite longbow) or +8/+8/+3 ranged (1d8+4/x3, mighty composite longbow); SA Rage 2/day, favored enemy (humanoids - elves +2); SQ Improved uncanny dodge, marsh move, trap sense +2, wild empathy; AL NE; SV Fort +15, Ref +7, Will +5; Str 20, Dex 14, Con 24, Int 7, Wis 12, Cha 5.

Skills and Feats: Hide +4 (+10 in marshes), Listen +12, Spot +5, Survival +12; Improved Initiative, Power Attack, Rapid Shot, Weapon Focus (great axe).

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

Enraged: The effects of Wastri's Breath places the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a –2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do **NOT** stack with regular barbarian rage!

Note: When the bullywugs heard the PCs approach, they applied an *oil of greater magic weapon* +2 and an *oil of magic vestment* +1, and quaffed a *potion of barkskin* +3. These have already been scratched from the possessions and applied to the stats above.

Possessions: Breastplate (1 due to *oil of magic vestment* +1), masterwork great axe (+2 due to *oil of greater magic weapon* +2), dagger, mighty composite longbow (Str +4), quiver, 20 masterwork arrows, 2x tanglefoot bag, *potion of barkskin* +3, *oil of greater magic weapon* +2, 2x *potion of shield of faith* +3, *oil of magic vestment* +1.

Encounter 4: Trick or Treat

Advanced Mummies, Rog2/Rng2 (6): CR 8; Medium Undead; HD 12d12; hp 78 each; Init +7; Spd 20 ft.; AC 27, touch 13, flat-footed 24; Base Atk +6; Grp +15; Atk +15 melee (1d6+13 plus mummy rote, slam); Full Atk +15/+10 melee (1d6+13 plus mummy rot, slam); SA

Darkvision 60 ft., despair, favored enemy (human: +2), mummy rot, sneak attack +1d6; SQ damage reduction 5/-, vulnerability to fire, undead traits, evasion, trapfinding; AL CE; SV Fort +7, Ref +13, Will +8; Str 28, Dex 16, Con –, Int 9, Wis 14, Cha 16.

Skills and Feats: Hide +13, listen +6, Move Silently +13, Spot +6, Survival +6, Tumble +11; Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Prone Attack, Track, Two-Weapon Fighting.

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 19 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 19, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Possessions: Chain shirt.

Encounter 6: Breaking a Siege

Ewish: Male bullywug Clr10; CR 10; Medium-Size Humanoid (aquatic); HD 10d8+50; hp 103; Init +5; Spd 15 ft., swim 30 ft.; AC 25 (touch 12, flat-footed 24); Base Atk +7; Grp +9; Atk +10 melee (1d10+2/x3, masterwork glaive) or +8 ranged (1d8/19-20/x2, light crossbow); Full Atk +10/+5 melee (1d10+2/x3, masterwork glaive) or +8 ranged (1d8/19-20/x2, light crossbow); SA Rebuke undead 2/day; SQ Marsh move, spontaneous inflict; AL LE; SV Fort +13, Ref +5, Will +11; Str 14, Dex 12, Con 20, Int 8, Wis 16, Cha 8.

Skills and Feats: Concentration +16, Knowledge (religion) +0, Knowledge (nature) +0, Swim +0; Combat Reflexes, Improved Buckler Defense, Improved Initiative, Martial Weapon Proficiency (Glaive), Power Attack, Weapon Focus (Glaive).

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

Spells prepared (6/6/6/5/4/3; Base DC = 13 + Spell Level): 0—*cure minor wounds, detect poison, detect magic* (2), *light, read magic*, 1st—*calm animals**, *divine favor, entropic shield, obscuring mist, shield of faith* (2); 2nd—*cure moderate wounds, delay poison, resist energy* (2), *shield other, spiritual weapon**, 3rd—*dispel magic, dominate animal**, *invisibility purge, magic circle against good*, 4th—*control water, divine power**, *greater magic weapon, freedom of movement*, 5th—*flame strike*, mass cure light wounds, righteous might*.

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

Possessions: Masterwork glaive, morningstar, light crossbow, 20 bolts, +2 *full plate*, +2 *buckler*, *cloak of resistance* +1, *ring of protection* +1, 2x *scrolls of cure light wounds*, *scroll of remove fear*, *scroll of cure moderate wounds*, *scroll of cure serious wounds*.

Katura and Talora: Female human (Suel) Mnk10; CR 10; Medium-Size Humanoid (human); HD 10d8+20; hp 73; Init +2; Spd 60 ft.; AC 17 (touch 17, flat-footed 15); Base Atk +7; Grp +15; Atk +13 melee (1d10+5/19-20/x2, unarmed); Full Atk +13/+13/+8 melee (1d10+5/19-20/x2, unarmed strike); SA Stunning fist 10/day (DC 17); SQ Improved evasion, ki strike (lawful, magic), purity of body, slow fall 50 ft., still mind, wholeness of body (16 hp); AL LE; SV Fort +9, Ref +9, Will +10; Str 18, Dex 14, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +10, Diplomacy +8, Jump +10, Spot +11, Listen +11, Swim +10, Tumble +15; Combat Reflexes, Dodge, Improved Critical (fist), Improved Grapple, Improved Toughness, Improved Trip, Stunning Fist, Weapon Focus (fist).

Possessions: *Gauntlets of ogre power*, *ring of mighty fist*, *ring of protection* +1, *cloak of resistance* +1, 4x *potions of mage armor*, *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of cure serious wounds*.

Bullywugs (10): Male bullywug War1; CR 1; Medium-Size Humanoid (aquatic); HD 1d8+3; hp 10; Init +1; Spd 20 ft., swim 30 ft.; AC 17 (touch 10, flat-footed 17); Base Atk +1; Grp +1; Atk +1 melee (1d8+2/x3, battleaxe); Full Atk +3 melee (1d8+2/x3, battleaxe); SQ

Marsh move; AL CE; SV Fort +5, Ref +0, Will -2; Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7.

Skills and Feats: Hide +2 (+8 in marshes), Listen -2, Spot -2; Endurance.

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

Possessions: Battleaxe, dagger, studded leather, heavy wooden shield.

Encounter 7: The Hunters Hunted

Walfrend: Male human (Oeridian) Rng3/Ftr2/Osl5; CR 10; Medium-Size Humanoid (human); HD 8d8+2d10+30; hp 85; Init +7; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Base Atk +10; Grp +12; Atk +16 ranged (1d8+3/19-20/x3, +1 *mighty composite long bow*) or +12 melee (1d6+2/x3, hand axe); Full Atk +14/+14/+9 ranged (1d8+3/19-20/x3, +1 *mighty composite long bow*), or +16/+11 ranged (1d8+3/19-20/x3, +1 *mighty composite long bow*), or +12/+7 melee (1d6+2/x3, hand axe); SA Favored enemy (humanoid – elf: +2); SQ Auravision, blank thoughts, magical defense: +3, mind over magic 2/day, nondetection cloak, vicious strike, weapon bond, wild empathy; AL LE; SV Fort +9, Ref +7, Will +8; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Feats and Skills: Hide +7, Knowledge (arcana) +5, Listen +4, Move Silently +7, Search +5, Sense Motive +2, Spellcraft +7, Spot +4, Survival +8 (+10 when tracking), Swim +1; Endurance, Improved Critical (Composite Longbow), Improved Initiative, Improved Toughness, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Composite Long Bow).

Auravision (Su): An occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action.

Blank Thoughts (Ex): An occult slayer is immune to mind-affecting effects. This ability can be suppressed or resumed as a free action.

Magical Defense (Ex): +3 bonus on all saves vs. spells and spell-like abilities.

Mind over Magic (Su): 2/day an occult slayer can cause a spell or spell-like ability targeted against him to rebound upon the caster as a free action. This ability functions otherwise like *spell turning* (CL 10).

Nondetection Cloak (Su): An occult slayer has a protection against divination as if protected by a *nondetection* spell (CL 5).

Weapon Bond (Su): When using his composite longbow he deals +1d6 damage against spellcasters and creatures with spell-like abilities.

Possessions: +1 *seeking mighty composite longbow* (Str +2), 20 arrows, hand axe, dagger, +1 *chain shirt*, buckler, *lesser bracers of archery*, *brooch of shielding*, 2x tanglefoot bags, *elixir of sneaking*, *elixir of swimming*, 2x *potion of cure moderate wounds*.

Kitesh: Female bullywug Clr10; CR 10; Medium-Size Humanoid (aquatic); HD 10d8+50; hp 103; Init +5; Spd 15 ft., swim 30 ft.; AC 25 (touch 12, flat-footed 24); Base Atk +7; Grp +9; Atk +10 melee (1d10+2/x3, masterwork glaive) or +8 ranged (1d8/19-20/x2, light crossbow); Full Atk +10/+5 melee (1d10+2/x3, masterwork glaive) or +8 ranged (1d8/19-20/x2, light crossbow); SA Rebuke undead 2/day; SQ Marsh move, spontaneous inflict; AL LE; SV Fort +13, Ref +5, Will +11; Str 14, Dex 12, Con 20, Int 8, Wis 16, Cha 8.

Skills and Feats: Concentration +16, Knowledge (religion) +0, Knowledge (nature) +0, Swim +0; Combat Reflexes, Improved Buckler Defense, Improved Initiative, Martial Weapon Proficiency (Glaive), Power Attack, Weapon Focus (Glaive).

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

Spells prepared (6/6/6/5/4/3; Base DC = 13 + Spell Level): 0—*cure minor wounds*, *detect poison*, *detect magic* (2), *light*, *read magic*; 1st—*calm animals**, *divine favor*, *entropic shield*, *obscuring mist*, *shield of faith* (2); 2nd—*cure moderate wounds*, *delay poison*, *resist energy* (2), *shield other*, *spiritual weapon**; 3rd—*dispel magic*, *dominate animal**, *invisibility purge*, *magic circle against good*; 4th—*control water*, *divine power**, *greater magic weapon*, *freedom of movement*; 5th—*flame strike**, *mass cure light wounds*, *righteous might*.

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

Possessions: Masterwork glaive, morningstar, light crossbow, 20 bolts, +2 *full plate*, +2 *buckler*, *cloak of resistance* +1, *ring of protection* +1, 2x *scrolls of cure light wounds*, *scroll of remove fear*, *scroll of cure moderate wounds*, *scroll of cure serious wounds*.

Shredder: Male half-dragon (black) yeth hound HD 11; CR 10; Large Dragon (Extraplanar, Evil); HD 11d10+55; hp 115; Init +6; Spd 40 ft., fly 60 ft. (good) or 80 ft. (average); AC 25 (touch 11, flat-footed 23); Base Atk +11; Grp +27; Atk +20 melee (2d6+12, bite); Full Atk +20 melee (2d6+12, bite), and +15/+15 (1d6+6, claw); SA Bay, breath weapon 1/day, trip; SQ DR 10/silver, darkvision 60 ft., flight, low-light vision, immune to acid, immune to *sleep* and paralysis effects, scent;

Space/Reach 10 ft./5 ft.; SV Fort +12, Ref +9, Will +9; Str 34, Dex 14, Con 21, Int 8, Wis 14, Cha 12.

Skills and Feats: Hide +8, Listen +19, Move Silently +12, Spot +19, Search +14, Survival +19 (+25 when tracking); Flyby Attack, Improved Initiative, Power Attack, Track.

Bay (Su): When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 16 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Breath Weapon (Su): 60-ft. line of acid, 6d8 dmg, DC 20 Reflex half.

Trip (Ex): A yeth hound that hits with its bite attack can attempt to trip the opponent (+15 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 yeth hound.

Flight (Su): A yeth hound can cease or resume flight as a free action.

Possessions: None.

Appendix 6:

APL 12

Encounter 3: A Journey Along the River

Bullywug raiders, male bullywug Rng2/Bbn8 (3): CR 10; Medium-Size Humanoid (Aquatic); HD 2d8+8d12+70; hp 129; Init +6; Spd 30 ft., swim 40 ft.; AC 26 (touch 10, flat-footed 24); Base Atk +10; Grp +15; Atk +19 melee (1d12+10/19-20/x3, masterwork great axe) or +12 ranged (1d8+4/x3, mighty composite longbow); Full Atk +19/+14 melee (1d12+10/19-20/x3, masterwork great axe) or +13/+8 ranged (1d8+4/x3, mighty composite longbow) or +11/+11/+6 (1d8+4/x3, might composite longbow); SA Rage 3/day, Favored Enemy (humanoid - elves +2); SQ DR 1/-, improved uncanny dodge, marsh move, trap sense +2, wild empathy; AL NE; SV Fort +16, Ref +7, Will +5; Str 20, Dex 14, Con 24, Int 7, Wis 12, Cha 5.

Skills and Feats: Hide +4 (+10 in marshes), Listen +12, Spot +5, Survival +12; Improved Critical (great axe), Improved Initiative, Power Attack, Rapid Shot, Track, Weapon Focus (great axe).

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

Enraged: The effects of Wastri's Breath places the bullywugs in a near permanent rage. These are taken into account in the stats above. It provides a +4 bonus on strength and constitution, a +2 morale bonus on Will saves and a –2 penalty on AC. Any thing that suppresses a barbarian's rage or creates an immunity to poison removes this effect. Unlike a barbarian the bullywug will be exhausted. Note that these bonuses do **NOT** stack with regular barbarian rage!

Note: When the bullywugs heard the PCs approach, they applied an *oil of greater magic weapon* +3 and an *oil of magic vestment* +2, and quaffed a *potion of barkskin* +5. These have already been scratched from the possessions and applied to the stats above.

Possessions: Breastplate (+2 due to *oil of magic vestment* +2), masterwork great axe (+3 due to *oil of greater magic weapon* +3), dagger, mighty composite longbow (Str +4), quiver, 20 masterwork arrows, 2x tanglefoot bag, *potion of barkskin* +5, *oil of greater magic weapon* +3, 2x *potion of shield of faith* +5, *oil of magic vestment* +2.

Encounter 4: Trick or Treat

Advanced Mummies, Rog4/Rng3 (6): CR 10; Medium Undead; HD 15d12; hp 98 each; Init +7; Spd 20 ft.; AC 27, touch 13, flat-footed 24; Base Atk +9; Grp +18; Atk +18 melee (1d6+13 plus mummy rote, slam); Full Atk

+18/+13 melee (1d6+13 plus mummy rot, slam); SA Darkvision 60 ft., despair, favored enemy (human: +2), mummy rot, sneak attack +2d6; SQ damage reduction 5/-, vulnerability to fire, undead traits, evasion, trapfinding, trap sense +1, uncanny dodge; AL CE; SV Fort +8, Ref +14, Will +12; Str 28, Dex 16, Con –, Int 9, Wis 14, Cha 16.

Skills and Feats: Hide +13, listen +6, Move Silently +13, Spot +6, Survival +6, Tumble +11; Great Fortitude, Endurance, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Prone Attack, Track, Two-Weapon Fighting.

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 20 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 20, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Possessions: Chain shirt.

Encounter 6: Breaking a Siege

Ewish: Male bullywug Clr12; CR 12; Medium-Size Humanoid (aquatic); HD 12d8+60; hp 123; Init +5; Spd 15 ft., swim 30 ft.; AC 26 (touch 13, flat-footed 25); Base Atk +9; Grp +11; Atk +12 melee (1d10+2/x3, masterwork glaive) or +10 ranged (1d8/19-20/x2, light crossbow); Full Atk +12/+7 melee (1d10+2/x3, masterwork glaive) or +10 ranged (1d8/19-20/x2, light crossbow); SA Rebuke undead 2/day; SQ Marsh move,

spontaneous inflict; AL LE; SV Fort +15, Ref +7, Will +14; Str 14, Dex 12, Con 20, Int 8, Wis 19, Cha 8.

Skills and Feats: Concentration +18, Knowledge (religion) +0, Knowledge (nature) +0, Swim +0; Combat Reflexes, Craft Wondrous Items, Improved Buckler Defense, Improved Initiative, Martial Weapon Proficiency (Glaive), Power Attack, Weapon Focus (Glaive).

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

Spells prepared (6/7/6/6/5/4/3; Base DC = 14 + Spell Level): 0—*cure minor wounds*, *detect poison*, *detect magic* (2), *light*, *read magic*, 1st—*calm animals**, *command*, *divine favor*, *entropic shield*, *obscuring mist*, *shield of faith* (2); 2nd—*cure moderate wounds*, *delay poison*, *resist energy* (2), *shield other*, *spiritual weapon**, 3rd—*dispel magic* (2), *dominate animal**, *invisibility purge*, *magic circle against good*, 4th—*control water*, *divine power**, *greater magic weapon*, *freedom of movement* (2); 5th—*flame strike** (2), *mass cure light wounds*, *righteous might*, 6th—*blade barrier**, *harm*, *heal*.

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

Possessions: Masterwork glaive, morningstar, light crossbow, 20 bolts, +2 *full plate*, +2 *buckler*, *periapt of wisdom* +2, *cloak of resistance* +2, *ring of protection* +2, 2x *scrolls of cure light wounds*, *scroll of remove fear*, *scroll of cure moderate wounds*, *scroll of cure serious wounds*.

Katura and Talora: Female human (Suel) Mnk12; CR 12; Medium-Size Humanoid (human); HD 12d8+24; hp 87; Init +6; Spd 70 ft.; AC 18 (touch 18, flat-footed 17); Base Atk +9; Grp +17; Atk +15 melee (2d8+5/19-20/x2, unarmed); Full Atk +15/+15/+15/+10 melee (2d8+5/19-20/x2, unarmed strike); SA Stunning fist 13/day (DC 18); SQ Abandoned step 1/day, diamond body, improved evasion, ki strike (lawful, magic), purity of body, slow fall 60 ft., still mind, wholeness of body (16 hp); AL LE; SV Fort +10, Ref +10, Will +11; Str 18, Dex 15, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +10, Diplomacy +12, Jump +10, Spot +13, Listen +13, Swim +10, Tumble +17; Combat Reflexes, Dodge, Improved Critical (fist), Improved Grapple, Improved Initiative, Improved Toughness, Improved Trip, Stunning Fist, Weapon Focus (fist).

Possessions: *Gauntlets of ogre power*, *ring of mighty fist*, *ring of protection* +1, *cloak of resistance* +1, *monk's belt*, 4x *potions of mage armor*, *potion of*

cure light wounds, *potion of cure moderate wounds*, *potion of cure serious wounds*.

Bullywugs (12): Male bullywug War1; CR 1; Medium-Size Humanoid (aquatic); HD 1d8+3; hp 10; Init +1; Spd 20 ft., swim 30 ft.; AC 17 (touch 10, flat-footed 17); Base Atk +1; Grp +1; Atk +1 melee (1d8+2/x3, battleaxe); Full Atk +3 melee (1d8+2/x3, battleaxe); SQ Marsh move; AL CE; SV Fort +5, Ref +0, Will -2; Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7.

Skills and Feats: Hide +2 (+8 in marshes), Listen -2, Spot -2; Endurance.

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

Possessions: Battleaxe, dagger, studded leather, heavy wooden shield.

Encounter 7: The Hunters Hunted

Walfrend: Male human (Oeridian) Rng3/Ftr4/Osl5; CR 12; Medium-Size Humanoid (human); HD 8d8+4d10+36; hp 103; Init +8; Spd 30 ft.; AC 22 (touch 15, flat-footed 18); Base Atk +12; Grp +14; Atk +19 ranged (1d8+5/19-20/x3, +1 *mighty composite long bow*) or +14 melee (1d6+2/x3, hand axe); Full Atk +17/+17/+12/+7 ranged (1d8+5/19-20/x3, +1 *mighty composite long bow*), or +19/+14/+9 ranged (1d8+5/19-20/x3, +1 *mighty composite long bow*), or +14/+9/+4 melee (1d6+2/x3, hand axe); SA Favored enemy (humanoid – elf: +2); SQ Auravision, blank thoughts, magical defense: +3, mind over magic 2/day, nondetection cloak, vicious strike, weapon bond, wild empathy; AL LE; SV Fort +11, Ref +10, Will +10; Str 14, Dex 19, Con 14, Int 10, Wis 12, Cha 8.

Feats and Skills: Hide +7, Knowledge (arcana) +5, Listen +4, Move Silently +7, Search +5, Sense Motive +2, Spellcraft +7, Spot +4, Survival +9 (+11 when tracking), Swim +5; Endurance, Improved Critical (Composite Longbow), Improved Initiative, Improved Toughness, Iron Will, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Composite Long Bow), Weapon Specialization (Composite Long Bow).

Auravision (Su): An occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action.

Blank Thoughts (Ex): An occult slayer is immune to mind-affecting effects. This ability can be suppressed or resumed as a free action.

Magical Defense (Ex): +3 bonus on all saves vs. spells and spell-like abilities.

Mind over Magic (Su): 2/day an occult slayer can cause a spell or spell-like ability targeted against him to

rebound upon the caster as a free action. This ability functions otherwise like *spell turning* (CL 10).

Nondetection Cloak (Su): An occult slayer has a protection against divination as if protected by a *nondetection* spell (CL 5).

Weapon Bond (Su): When using his composite longbow he deals +1d6 damage against spellcasters and creatures with spell-like abilities.

Possessions: +1 *seeking mighty composite longbow* (Str +2), 20 arrows, hand axe, dagger, +1 *chain shirt*, +1 *buckler*, *ring of protection* +1, *cloak of resistance* +1, *lesser bracers of archery*, *gloves of dexterity* +2, *brooch of shielding*, *ring of counter spell* (contains *scorching ray*), 2x tanglefoot bags, *elixir of sneaking*, *elixir of swimming*, 2x *potion of cure moderate wounds*.

Kitesh: Female bullywug Clr12; CR 12; Medium-Size Humanoid (aquatic); HD 12d8+60; hp 123; Init +5; Spd 15 ft., swim 30 ft.; AC 26 (touch 13, flat-footed 25); Base Atk +9; Grp +11; Atk +12 melee (1d10+2/x3, masterwork glaive) or +10 ranged (1d8/19-20/x2, light crossbow); Full Atk +12/+7 melee (1d10+2/x3, masterwork glaive) or +10 ranged (1d8/19-20/x2, light crossbow); SA Rebuke undead 2/day; SQ Marsh move, spontaneous inflict; AL LE; SV Fort +15, Ref +7, Will +14; Str 14, Dex 12, Con 20, Int 8, Wis 19, Cha 8.

Skills and Feats: Concentration +18, Knowledge (religion) +0, Knowledge (nature) +0, Swim +0; Combat Reflexes, Craft Wondrous Items, Improved Buckler Defense, Improved Initiative, Martial Weapon Proficiency (Glaive), Power Attack, Weapon Focus (Glaive).

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

Spells prepared (6/7/6/6/5/4/3; Base DC = 14 + Spell Level): 0—*cure minor wounds*, *detect poison*, *detect magic* (2), *light*, *read magic*, 1st—*calm animals**, *command*, *divine favor*, *entropic shield*, *obscuring mist*, *shield of faith* (2); 2nd—*cure moderate wounds*, *delay poison*, *resist energy* (2), *shield other*, *spiritual weapon**; 3rd—*dispel magic* (2), *dominate animal**, *invisibility purge*, *magic circle against good*; 4th—*control water*, *divine power**, *greater magic weapon*, *freedom of movement* (2); 5th—*flame strike** (2), *mass cure light wounds*, *righteous might*; 6th—*blade barrier**, *harm*, *heal*.

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

Possessions: Masterwork glaive, morningstar, light crossbow, 20 bolts, +2 *full plate*, +2 *buckler*, *periapt of*

wisdom +2, *cloak of resistance* +2, *ring of protection* +2, 2x *scrolls of cure light wounds*, *scroll of remove fear*, *scroll of cure moderate wounds*, *scroll of cure serious wounds*.

Shredder: Male half-dragon yeth hound HD 15; CR 12; Large Dragon (Extraplanar, Evil); HD 15d10+90; hp 172; Init +6; Spd 40 ft., fly 60 ft. (good) or 80 ft. (average); AC 25 (touch 11, flat-footed 23); Base Atk +15; Grp +31; Atk +24 melee (2d6+12, bite); Full Atk +24 melee (2d6+12, bite), and +23/+23 (1d6+6, claw); SA Bay, breath weapon 1/day, trip; SQ DR 10/silver, darkvision 60 ft., flight, low-light vision, immune to acid, immune to *sleep* and paralysis effects, scent; Space/Reach 10 ft./5 ft.; SV Fort +15, Ref +11, Will +11; Str 34, Dex 14, Con 22, Int 8, Wis 14, Cha 12.

Skills and Feats: Hide +12, Listen +23, Move Silently +16, Spot +23, Search +18, Survival +23 (+29 when tracking); Flyby Attack, Improved Initiative, Multiattack, Power Attack, Track.

Bay (Su): When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 18 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Breath Weapon (Su): 60-ft. line of acid, 6d8 dmg, DC 22 Reflex half.

Trip (Ex): A yeth hound that hits with its bite attack can attempt to trip the opponent (+15 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 yeth hound.

Flight (Su): A yeth hound can cease or resume flight as a free action.

Possessions: None.

Appendix 7:

Nalkan Keep at a Glance

👑 Nalkan Keep (fortress/hamlet): Conventional; AL LN; 100 gp limit; Assets 1250 gp; Population 250 (normally around 100); Isolated (humans 208, 22 halfling, 12 dwarves, 8 half-orc).

Authority Figures: Lord Leval Nalkan, knight commander in Stalward's army and master of the keep (Male Oeridian Ari2/Ftr4); Captain Kregenn, battle scourge and chaplain (Male Oeridian Clr5 of Hextor); Tuvin Torensen, seneschal of the keep (Male Oeridian Exp5); Magara Stoneface, master stonemason and leader of the building project (Female Dwarf Exp5).

Important Temples: Shrine of the Iron Gauntlet (shrine dedicated to Hextor, carters to the soldiers of the keep); Shrine of the Stone Knight (shrine dedicated to Fortubo, carters to the various workers and architects involved in building the walls as well as the less fanatic soldiers).

The southern border of Sunndi always has been insecure and dangerous. While there never has been much fear of conquest by forces from the Vast Swamp, raids (and once every generation a horde of bullywugs) has made life in the region difficult. It might one of the more fertile regions of Sunndi, but few people chose to settle there. Until the end of the Greyhawk Wars and the crowning of Hazendel in 589 CY there was little the Sunndians could do about it. They had more urgent matters to deal with in the west and north in the form of the Great Kingdom and its tyrannical rulers. When the Great Kingdom finally splintered, time and resources could be made available for securing the southern border with the Vast Swamp.

Together with the Congress of Lords, King Hazendel ordered to build a string of keeps along the border from where soldiers could be quickly dispatched in case of a raid or worse. Several years passed before the designs were finished, and finances arranged. In the meantime the threat of a massive assault became more and more apparent. So once the building finally started, priorities had to be made. Since most people lived behind Pawluck River, it was decided to focus on this part first.

In a massive effort the first fortresses were built in record time. The first to finish were Eyedrin and Nondrin. The third fortress was Nalkan Keep. Building started in CY 592, but as of yet it is not finished, though work proceeded much quicker than expected. Luckily for its inhabitants, even partially

finished it proved to be a significant barrier to the marauding bullywugs currently laying siege to it.

Nalkan Keep is built on the northern riverbank of the Pawluck River on a spot where the bank is rather steep. The location was chosen more because of its position relative to Eyedrin and Nondrin than because of its defensibility. As such much work needed, and still needs to be done to make it the impenetrable fortress the Sunndians are hoping for. Work on the ditch, the outer walls, and even some parts of the inner buildings, was still in progress when the bullywugs appeared. The scaffoldings have been destroyed and parts of the outer walls that were finished have been destroyed.

Walls

The walls are made out of solid stone. The battlements have slanted roofs made out of slate. There are holes in the floor on regular intervals through which one has a clear view on the floor directly in front of the walls. These can also be used to pour hot sand or boiling oil through.

Ditch

Only part of the ditch is finished. The walls have only been reinforced on the keep's side. It is about 10 feet deep, and very muddy.

Gate

As of yet the gate is not completely finished. There is no barbican yet, though the battlements on the walls provide an excellent view on the region before the gate. The wooden bridge, while on the map has been destroyed. The gates themselves have been made out of with steel reinforced doors and an iron grate behind.

Courtyard

The courtyard is a muddy affair. There are several still smoldering remains of make shift buildings, but these clearly have been burned down during the siege.

Donjon

The donjon is one of the few parts of the castle that is truly finished. It is a large domineering square tower that, with its five stories, towers above the whole keeps. It has a slanted roof with slate roof tiles though there are battlements around the roof, providing an excellent view over the area. It was built to be used as the last line of defense and not for comfort. It also contains the

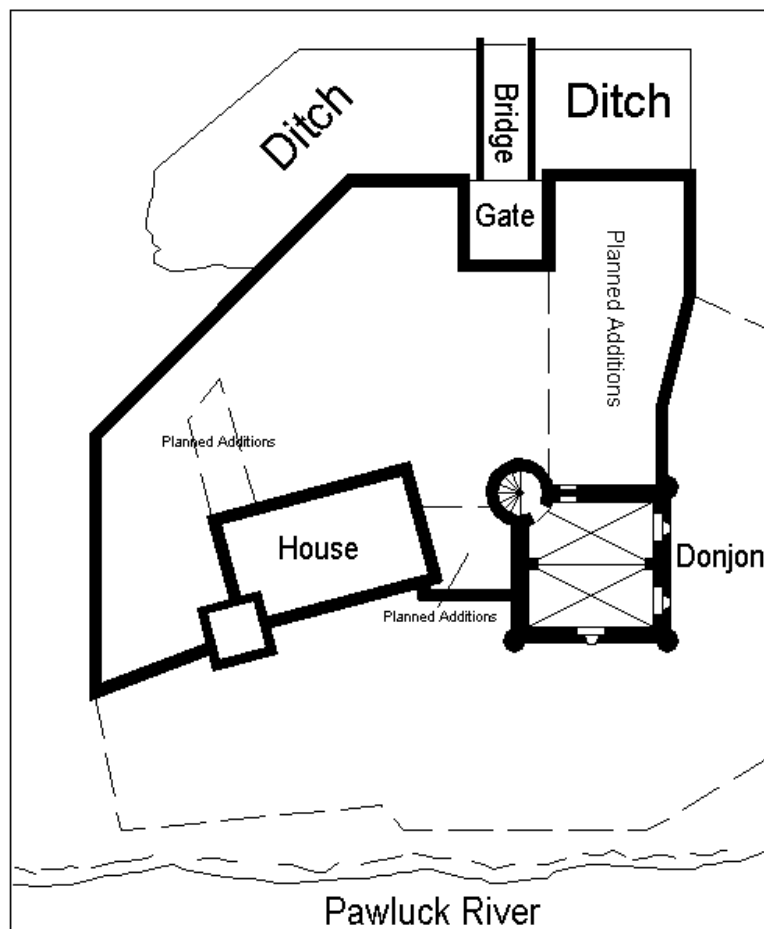
cistern in its cellar where rainwater from both the house and tower is collected.

House

This two-story building also has a slanted roof with slate roof tiles. Like the donjon battlements surround the roof. Most of the civilian inhabitants have sought refuge inside this building, and as a result it is filthy and overcrowded.

Harbor Gate

The term gate is perhaps a bit much for this steel reinforced door at the southern foot of the donjon. A small path leads down to the river.



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

Description

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

The northern fringes in which this adventure takes place though contain bigger patches of dry ground either due to vegetation or low hills that rise above the mud and water. In open areas and waterways sight can extend several hundred yards before being blocked by reeds and bushes; within the reeds it is limited to a few feet at best. Mosquitoes and leeches are a constant pest, leaving bleeding wounds (no damage, but distressing) when removed. Large, hairy (harmless) spiders scuttle through the reeds, and small crocodiles swim about (and flee when the PCs pay them any attention). Other swamp life includes otters, muskrats, silver white herons, king fishers, ducks, geese and countless other birds. Alders or other swamp trees cling on to life on the numerous dry spots, covered in Spanish moss and similar, long tendrilled lichen and surrounded by patches of tall reed and reed-like plants. A constant warm wind makes the temperature bearable, but causes the reeds to rustle, giving a –2 circumstance penalty to any listening checks.

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

Appendix 8: The Vast Swamp

surprised by a sudden dip into a mud-filled hole. Deeper channels of slowly flowing water and small lakes overgrown with water lilies cut through these shallow areas like veins. These channels and lakes can be quite deep, forcing travellers to swim through murky water.

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

Sentient Life and Unlife

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

The Vast Swamp is most infamous for the bullywugs that have made this area their home and who continually raid Sunndi to the north. The bullywugs of the Vast Swamp are more intelligent and organized than their more wild cousins described in the *Forgotten Realms Monster Manual*. They worship the lawful deity Wastri who promotes the destruction of dwarves, elves, gnomes and halflings, and who considers humans and amphibians far superior. Unlike regular bullywug clerics, clerics of Wastri are treated as normal clerics and they can choose from the domains Animal, Law and War. They can only rebuke undead and cast spontaneous inflict spells. Rumours tell of a monastery deep in the Vast Swamp where Wastri himself resides, ruling over his minions like a mad tyrant surrounded by both amphibious and human servants as well as more unnatural things.

Most feared by all are the undead, the origins of which are a mystery for most. They are particularly common in a specific part of the Vast Swamp as if they are drawn to it like moths to a light. Still, they can be encountered everywhere. Most of common of all are corporeal undead: hungry ghouls and fearsome bog-mummies – all that remains of unwary travellers who drowned far from home and civilisation. With the undead comes those who study them and the energy

that empowers these vile creatures: necromancers and clerics of deities of death, decay and magic. Sometime ago the undead in the form of a pack of adventurers had become a real threat to the safety of Sunndi, but adventurers on the pay-role of Sunndi had put an end to this threat. Now the undead and their masters tend to remain within the borders of the Swamp.

Least known, but most friendly to the average traveller are the lizardfolk of the Chtaan tribe. By human standards these savage hunters are cruel and unforgiving, willing to do anything for the survival of their tribe. Still, unlike the bullywugs and undead, they can be reasoned with and once a traveller manage to gain their trust and becomes part of their tribe, they are staunch unwavering allies whose friendship can be a great boon to any traveller in their homeland. The Chtaan are divided in different clans who live in separate villages spread over the northern parts of the swamp forming a buffer of some sort between Sunndi to the north and the bullywugs and undead to the south. While relations between the different clans as well as the Sunndians to the north are cordial at best, they seldom come to violent clashes. The constant threat of dangerous natural predators, human outlaws, bullywugs and undead unite them into a single group.

Game Mechanics

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

Appendix 9: New Rules Items

Bullywug

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

Medium-Size Humanoid (Aquatic)

Hit Dice: 1d8 + 3 (7 hp)

Initiative: +0

Speed: 20 ft. (4 squares), swim 30 ft. (3 squares)

Armor Class: 15 (+2 leather, +3 natural), touch 10, flatfooted 15

Base Attack / Grapple: +1/+1

Attack: Halfspear +1 melee (1d6); or halfspear +1 ranged (1d6)

Full Attack: Halfspear +1 melee (1d6); or halfspear +1 ranged (1d6)

Space/Reach: 5 ft./5 ft.

Special Qualities: Marsh move, summoning (clerics only)

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

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

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

Feats: Endurance

Environment: Temperate and warm aquatic and marsh

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

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +1

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

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

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

Combat

Bullywugs prefer to fight in or near water. Whenever possible, they use summoned monsters as the first wave of attack. In any given fight, there is a 50% chance that bullywugs will fight to death, no matter how stupid that seems, and a 50% chance that they will flee for their lives when some of their number have fallen, even if they otherwise could win the fight.

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

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

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

Bullywug Characters

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

Bullywug Society

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

In the Vast Swamp

The bullywugs in the Vast Swamp tend to be more intelligent and organized than their more wild cousins. They worship the lawful deity Wastri who promotes the destruction of dwarves, elves, gnomes and halflings, and who considers humans and amphibians

far superior. Unlike regular bullywug clerics, clerics of Wastri are treated as normal clerics and they can chose from the domains Animal, Law and War. They can only rebuke undead and cast spontaneous inflict spells.

Occult Slayer

Reference: *Complete Warrior*, page 66.

CL	BAB	Fort	Ref	Will	Special
1 st	+1	+0	+0	+2	Magic defense +1, weapon bond
2 nd	+2	+0	+0	+3	Vicious strike, mind over magic 1/day
3 rd	+3	+1	+1	+3	Auravision, magic defense +2
4 th	+4	+1	+1	+4	Mind over magic 2/day, nondetection cloak
5 th	+5	+1	+1	+4	Blank thoughts, magic defense +3

Hit Die: d8

Requirements:

Base Attack Bonus: +5

Skills: Knowledge (arcane) 4 ranks, Spellcraft 3 ranks

Feats: Improved Initiative, Weapon Focus (any weapon)

Class Skills:

Bluff (Cha), Craft (Int), Gather Information (Cha), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features:

Weapon and Armor Proficiency: Occult Slayers are proficient with all simple and martial weapons and all armor and shields.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against all spells or spell-like abilities. This bonus is +1 at 1st level, and it 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 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, any successful attack she

makes with that weapon against a spell-caster 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 if at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon and doing 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 upon 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 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 a *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 detect spells. The occult slayer gains protection against divinations equivalent to a *nondetection* spell (caster level equals occult slayer level), except that it affect 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 moral effects). She can suppress or resume this ability as a free action.

Feats

Improved Buckler Defense

(Source: *Complete Warrior*, page 100)

You can attack with an off-hand weapon while retaining a buckler's shield bonus to your Armor Class.

Prerequisite: Shield Proficiency.

Benefit: When you attack with a weapon in your off-hand, you may still apply your buckler's shield bonus to your Armor Class.

Normal: Without this feat, a character wielding a buckler who attacks with an off-hand weapon loses the buckler's shield bonus to AC until his or her next turn.

Special: A fighter may select Prone Attack as one of his fighter bonus feats.

Improved Toughness

(Source: *Complete Warrior*, page 101)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Prone Attack as one of his fighter bonus feats.

Prone Attack

(Source: *Complete Warrior*, page 103)

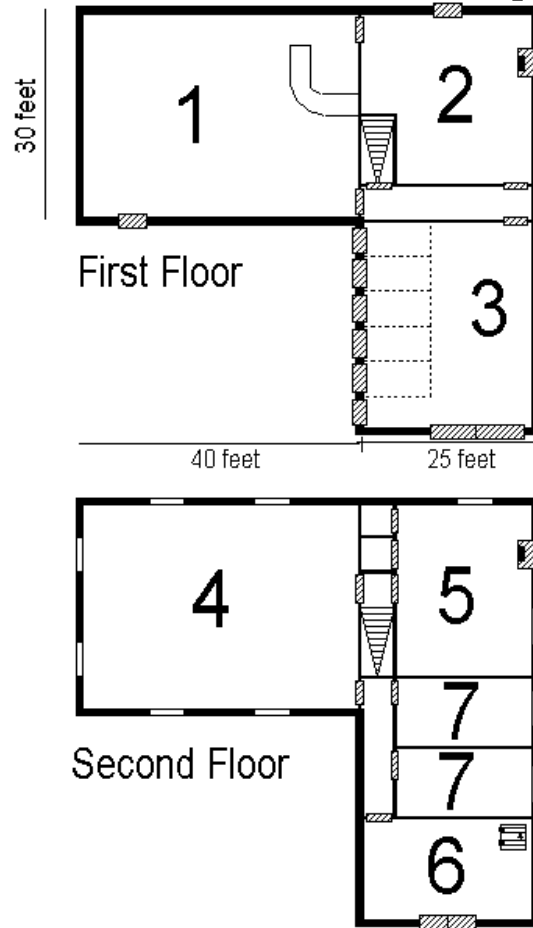
You can attack from a prone position without penalty.

Prerequisites: Dex 15, Lightning Reflexes, base attack bonus +2.

Benefit: You can make an attack from the prone position and take no penalty on your attack roll. If your attack roll is successful, you may regain your feet immediately as a free action. Opponents gain no bonus on melee attacks against you while you are prone.

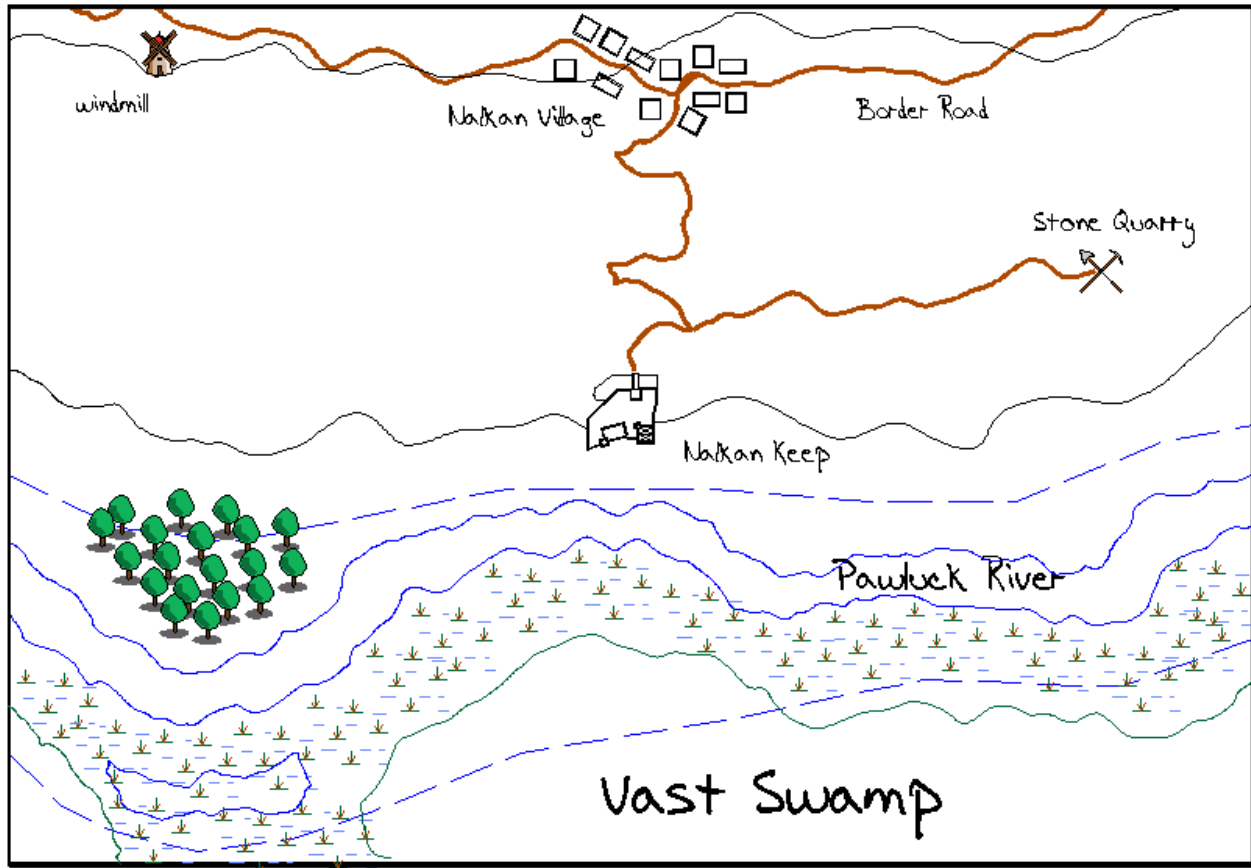
Special: A fighter may select Prone Attack as one of his fighter bonus feats.

DM's Aid 1:
Map of the Bullywugs HQ



1. Common Room
2. Kitchen
3. Stables
4. Large Sleeping Room
5. Private Quarters
6. Hay Attic
7. Guest Rooms

Player's Handout 1: Nalkan Keep and Surroundings



Note: The Pawluck River is currently flooded. The solid blue line is the usual riverbank. The dotted line is more or less where the water is standing now.

Player's Handout 2: In the grip of Meabhe

The ghost of Meabhe has possessed your character. You must role-play your character accordingly. Meabhe has the following goals in order of importance: (1) Retrieve the stolen information, (2) kill Walfrend, (3) retrieve the stolen information, (4) give the information to Count Kestor, and (5) RETRIEVE THE STOLEN INFORMATION.

Role-Playing Tips

Meabhe always has been a passionate opinionated quick-tempered woman with the diplomatic skills of a raging bull. These traits got her into trouble on a regular basis. At the same time she is quick to forgive and forget, and she is fiercely loyal and attentive to friends and surprisingly enough other people's feelings. Most of the time she is guilt-wracked after one of her many tempers or when accidentally hurting somebody by a misplaced remark. It is this reason that she became a ranger, and spent most of her time away from humans deep in the wilderness. Note that in death she has become more obsessed and single minded. Whatever it takes to retrieve the stolen information and kill Walfrend...

What Meabhe Knows about...

How she was murdered: As a Royal Warder she spent most of her time in the Vast Swamp, scouting for potential dangers to Sunndi. Her last mission was to collect a batch of documents from a specific point in the swamp and to deliver them to Count Kestor. While on her way back she came across a band of bullywugs. She managed to flee, but she had not counted upon them sending a very able human hunter on her trail. After a chase of several days, and despite her considerable woodland skills, they managed to catch up with her near Pawluck River. Had it not been for the strange dog's panic causing howl she surely would have been able to escape. It made thinking very difficult though, so instead of diving in the river she hid in a hollow tree. Here the dog found her with ease, and still unable to act, she was quickly dispatched.

Walfrend: All she knows about Walfrend is from rumors, and she is not sure whether these are true or are actually a combination of stories about different people. He is known as "The Elf-Slayer" and his hatred for elves, everything elven (especially their magic) goes beyond that of the average Wastrian. If even half of the stories are true, then she was lucky to be killed quickly. Some stories depict him as a mage slayer who could sling spells back right at their caster. All stories agree though that he is an excellent hunter and archer who prefer to operate from the shadows instead of a straight melee fight.

The Dog-like creature: She does not know much about what it is, and if anything, she is going to pester the PCs about it. On APL2 and 4 it was a thin pony-sized gray wind hound with red glowing eyes that could fly incredibly well. On APL 6 it was as large as a horse. On APL 8+ it had large bat-like wings, black scales and a reptilian-like head with two horns. She is fully aware that it's baying caused an unnatural panic within her, bereaving her of her ability to think straight. Her fear for becoming overcome again by this baying induced panic is nearly unreasonable.

The stolen documents: She knows nothing about what kind of information the documents contain. They are in code. They are VERY important though.

Meabhe's Possession Statistics

Abilities

Your body is still the same body of your PC, but your mental traits are those of Meabhe. Keep your strength, dexterity, and constitution the same, but substitute Meabhe's stats for wisdom, intelligence, and charisma for your own.

BAB and Saves

Next, take Meabhe's base attack bonus and base saving throws and substitute them for your respective numbers. Use Meabhe's numbers to recalculate your new attack bonuses and saving throws after modifying them for your stats, magic

items, and any other modifiers to those numbers. You need to add your body's constitution and dexterity bonuses to Meabhe's fortitude and reflex saves

Skills and Feats

Use all of Meabhe's skills in place of your own, modified for your ability scores. Use all of her feats in place of your own.

Class Abilities

At higher APLs you can cast spells as a ranger. Your level depends upon the APL. If you were a spell caster, then you can no longer access your old spells. Do not forget that as Meabhe, you face the same restrictions as a ranger, as far as armor and load is concerned (and she does not have the necessary armor proficiencies in the first place). If your character was wearing medium or heavy armor she is going to remove those.

Note that the body retains its natural, and automatic abilities, but **NOT** its class abilities. For example a body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body. Neither can you use supernatural abilities dependent on a ghost's body (frightful moan).

APL 2

Meabhe, female half-elf ghost Rng2: Medium undead; HD 2d12; hp PC's hit points; Init PC's Dex modifier; Spd Fly 30 ft. (perfect); AC 10 (based upon PC's AC); Atk +2 base melee plus PC's Str modifier, +2 base ranged plus PC's Dex modifier; SA Favored enemy (humanoid – human: +2), frightful moan, malevolence, manifestation; SQ Animal empathy +4, rejuvenation, turn resistance +4; AL CG; SV Fort +3 plus PC's Con modifier, Ref +3 plus PC's Dex modifier, Will +3; Str (same as PC's), Dex (same as PC's), Con (same as PC's), Int 10, Wis 16, Cha 14;

Skills: Diplomacy +4, Gather Information +4, Hide +5 plus PC's Dex modifier, Knowledge (nature) +7, Listen +7, Move Silently +5 plus PC's Dex modifier, Search +6, Spot +6, Survival +10 (+12 when tracking), Swim +5 plus PC's Str modifier.

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Track.

Languages: Common, Elven.

Possessions: None.

APL 4

Meabhe, female half-elf ghost Rng4: Medium undead; HD 4d12; hp PC's hit points; Init PC's Dex modifier; Spd Fly 30 ft. (perfect); AC 10 (based upon PC's AC); Atk +4 base melee plus PC's Str modifier, +4 base ranged plus PC's Dex modifier; SA Favored enemy (humanoid – human: +2), frightful moan, malevolence, manifestation; SQ Animal empathy +4, rejuvenation, turn resistance +4; AL CG; SV Fort +4 plus PC's Con modifier, Ref +4 plus PC's Dex modifier, Will +4; Str (same as PC's), Dex (same as PC's), Con (same as PC's), Int 10, Wis 16, Cha 14;

Skills: Climb +4 plus PC's Str modifier, Diplomacy +4, Gather Information +4, Hide +7 plus PC's Dex modifier, Knowledge (nature) +7, Listen +7, Move Silently +7 plus PC's Dex modifier, Search +6, Spot +6, Survival +12 (+14 when tracking), Swim +7 plus PC's Str modifier.

Feats: Dodge, Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Languages: Bullywug, Common, Elven.

Spells Known (1; base DC = 13 + Spell Level): 1 – *longstrider*. (Can be changed in the morning for another ranger spell.)

Possessions: None.

APL 6

Meabhe, female half-elf ghost Rng6: Medium undead; HD 6d12; hp PC's hit points; Init PC's Dex modifier; Spd Fly 30 ft. (perfect); AC 10 (based upon PC's AC); Atk +6/+1 base melee plus PC's Str modifier, +6/+1 base ranged plus PC's Dex modifier; SA Favored enemy (humanoid – human: +4; humanoid – aquatic: +2), frightful moan, malevolence, manifestation, telekinesis; SQ Animal empathy +8, rejuvenation, turn resistance +4; AL CG; SV Fort +5 plus PC's Con modifier, Ref +5 plus PC's Dex modifier, Will +5; Str (same as PC's), Dex (same as PC's), Con (same as PC's), Int 10, Wis 16, Cha 14;

Skills: Climb +6 plus PC's Str modifier, Diplomacy +4, Gather Information +4, Hide +9 plus PC's Dex modifier, Knowledge (nature) +7, Listen +9, Move Silently +9 plus PC's Dex modifier, Search +6, Spot +8, Survival +14 (+16 when tracking), Swim +9 plus PC's Str modifier.

Feats: Dodge, Endurance, Many Shot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Languages: Bullywug, Common, Elven.

Spells Known (2; base DC = 13 + Spell Level): 1 – *entangle*, *longstrider*. (Can be changed in the morning for another ranger spell.)

Possessions: None.

APL 8

Meabhe, female half-elf ghost Rng8: Medium undead; HD 8d12; hp PC's hit points; Init PC's Dex modifier; Spd Fly 30 ft. (perfect); AC 10 (based upon PC's AC); Atk +8/+3 base melee plus PC's Str modifier, +8/+3 base ranged plus PC's Dex modifier; SA Favored enemy (humanoid – human: +4; humanoid – aquatic: +2), frightful moan, malevolence, manifestation, telekinesis; SQ Animal empathy +10, rejuvenation, swift tracker, turn resistance +4, woodland stride; AL CG; SV Fort +6 plus PC's Con modifier, Ref +6 plus PC's Dex modifier, Will +5; Str (same as PC's), Dex (same as PC's), Con (same as PC's), Int 10, Wis 16, Cha 14;

Skills: Climb +6 plus PC's Str modifier, Diplomacy +4, Gather Information +4, Hide +11 plus PC's Dex modifier, Knowledge (nature) +7, Listen +9, Move Silently +11 plus PC's Dex modifier, Search +6, Spot +8, Survival +16 (+18 when tracking), Swim +9 plus PC's Str modifier, Tumble +5 plus PC's Dex modifier.

Feats: Dodge, Endurance, Many Shot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Languages: Bullywug, Common, Elven, Ancient Sueloise.

Spells Known (2/1; base DC = 13 + Spell Level): 1st—*entangle*, *longstrider*, 2nd—*cat's grace*. (Can be changed in the morning for another ranger spell.)

Possessions: None.

APL 10

Meabhe, female half-elf ghost Rng10: Medium undead; HD 10d12; hp PC's hit points; Init PC's Dex modifier; Spd Fly 30 ft. (perfect); AC 10 (based upon PC's AC); Atk +10/+5 base melee plus PC's Str modifier, +10/+5 base ranged plus PC's Dex modifier; SA Favored enemy (humanoid – human: +6; humanoid – aquatic: +4; undead: +2), frightful moan, malevolence, manifestation, telekinesis; SQ Animal empathy +12, evasion, rejuvenation, swift tracker, turn resistance +4, woodland stride; AL CG; SV Fort +7 plus PC's Con modifier, Ref +7 plus PC's Dex modifier, Will +6; Str (same as PC's), Dex (same as PC's), Con (same as PC's), Int 10, Wis 16, Cha 14;

Skills: Climb +10 plus PC's Str modifier, Diplomacy +4, Gather Information +4, Hide +13 plus PC's Dex modifier, Knowledge (nature) +7, Listen +11, Move Silently +13 plus PC's Dex modifier, Search +6, Spot +10, Survival +18 (+20 when tracking), Swim +9 plus PC's Str modifier, Tumble +5 plus PC's Dex modifier.

Feats: Dodge, Endurance, Improved Critical (Composite Long Bow), Many Shot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Languages: Bullywug, Common, Elven, Ancient Sueloise.

Spells Known (2/2; base DC = 13 + Spell Level): 1st—*entangle*, *longstrider*, 2nd—*cat's grace*, *protection from energy*. (Can be changed in the morning for another ranger spell.)

Possessions: None.

APL 12

Meabhe, female half-elf ghost Rng12: Medium undead; HD 12d12; hp PC's hit points; Init PC's Dex modifier; Spd Fly 30 ft. (perfect); AC 10 (based upon PC's AC); Atk +12/+7/+2 base melee plus PC's Str modifier, +12/+7/+2 base ranged plus PC's Dex modifier; SA Favored enemy (humanoid – human: +6; humanoid – aquatic: +4; undead: +2), frightful moan, malevolence, manifestation, telekinesis; SQ Animal empathy +14, evasion, rejuvenation, swift tracker, turn resistance +4, woodland stride; AL CG; SV Fort +8 plus PC's Con modifier, Ref +8 plus PC's Dex modifier, Will +8; Str (same as PC's), Dex (same as PC's), Con (same as PC's), Int 10, Wis 18, Cha 14;

Skills: Climb +12 plus PC's Str modifier, Diplomacy +4, Gather Information +4, Hide +15 plus PC's Dex modifier, Knowledge (nature) +7, Listen +14, Move Silently +15 plus PC's Dex modifier, Search +6, Spot +13, Survival +21 (+23 when tracking), Swim +11 plus PC's Str modifier, Tumble +5 plus PC's Dex modifier.

Feats: Dodge, Endurance, Improved Critical (Composite Long Bow), Improved Precise Shot, Many Shot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Track.

Languages: Bullywug, Common, Elven, Ancient Sueloise.

Spells Known (2/2/2; base DC = 13 + Spell Level): 1st—*entangle*, *longstrider*, 2nd—*cat's grace*, *protection from energy*, 3rd—*neutralize poison*, *water walk*. (Can be changed in the morning for another ranger spell.)

Possessions: None.