

Secrets of Black Marsh

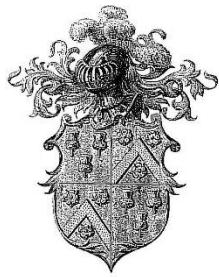
Dungeon Module LBM

By Claude M. LeBrun

An adventure for Characters Levels 10 – 14



Black Marsh is a large wilderness area, most of it and unknown and unexplored. Over the years many explorers have entered the marsh never to be heard from again. Those that have returned brought back tales so outrageous that people thought the explorers were insane. Rumors about the Black Marsh tell about a treasure trove hidden somewhere in its depths. Does your party have what it takes to survive this dreaded place?



Secrets of Black Marsh

An adventure for 4 – 6 characters of Levels 10 – 14

Written By Claude M. LeBrun

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Background

Black Marsh is a large wilderness area, over 600 mi², located to the SW of the Kingdom of Sandidar, and is the headwater for the Lost River. Black Marsh was once the site of an ancient lake that slowly receded. The mountains to the south and west of the marsh provide runoff water that matches the water draining to the Lost River thereby keeping the water level fairly constant. The climate is sub-tropical and the area is the home to many creatures, some unknown to the civilized races.

The following lore about Black Marsh are known to citizens of nearby towns and countryside. If the PCs are not citizens of the realm share three of the following with the party: (the DM can choose any three or roll a d6 three times)

1. Large wilderness area, most of it unexplored and unknown.
2. The marsh is home to many different creatures, most of which are deadly to people.
3. Over the years many explorers have entered the marsh never to be heard from again.
4. Those that have returned from exploring the marsh brought back tales so outrageous that people

considered the explorers were insane.

5. The marsh is a place where one can contract any number of terrible diseases.
6. The longest running rumor about Black Marsh is hidden somewhere in that swamp is a treasure trove of unspeakable riches.

A band of druids inhabit the marsh and maintain a protective watch to keep the marsh from being exploited by any creatures. The druids are headed by Archdruid Daire, a female human who is assisted by nine other Druids. Daire feels that magic has upset the natural balance of the world and she has started a campaign to rid the world of magic items and devices. She will mercilessly destroy any magic items that she can. As part of her campaign Daire has solicited the services of the notorious thief, Julicus. Julicus uses his network of thieves to steal magic items which he sells to Daire.



Notes to the Dungeon Master

This adventure was originally written for my kingdom of Sandiar, but the adventure can be inserted into any world. The Black Marsh is a very large swamp and is the head waters for the Lost River. This module begins in Chirden, a town about two days sail from the edge of Black Marsh. Feel free to change the name and location of Chirden to match your world.

This adventure could take many in-game days or weeks for the adventurers to complete. If the party spends too much time in the swamp they will may have to hunt for food and search for fresh water. If any player character drinks the swamp water without boiling or otherwise sanitizing it they will, 95% of the time, become infested with a stomach parasitic infection. (Refer to the Parasitic Infection Table in Appendix D) Be sure to keep track of gaming time so you know when to have the symptoms of a disease appear.

Another major challenge confronting the PCs is not getting lost in the marsh. The terrain is very confusing and if the party does not take special care they will become lost 60% of the time. For the details of becoming lost refer to the Dungeon Masters Guide.

Various random encounters can occur in the marsh; leeches, wandering monsters, mosquito borne illness, and parasitic infections. Refer to Appendix A for the random encounter tables. Random terrain tables are also in Appendix A.

Starting the adventure

The PCs are in Chirden, walking down a street. Read to the party the following:

You hear loud noises coming from around the corner, clanging of bells, jingling of tambourines, stomping of horse hooves, dozens of voices singing and shouting. When you turn the corner to investigate you see a caravan of horse drawn wagons. The horses are painted with bright colors, greens, yellow, red, etc. Their manes and tails are braided and have brightly colored flowers weaved into the braids. The wagons are covered with canvas that looks like multi-colored quilts. The street is crowded with all manner of people, and races. Children are running all around excited by the procession.

At some point Halflings (part of Julicus's network, and masquerading as children) will steal whatever magic items they can from the Player Characters. The manner of the theft is up to the DM based on how the players are outfitted. Typically the Halflings, working in groups, will slice open the backpacks or bags of the PCs.

When everything in the bags clatter to the ground, several Quicklings will take whatever magic items they can snatch up and run. Halflings will also attempt to pick up items and flee. They are betting the PCs will pick up their gear from the ground instead of giving chase. Tell the PCs that other people are eyeing the gear that is on the ground. If a PC chases a Halfling the thief will run around in an attempt to get the crowd between himself and the PCs. Other Halflings will run in front of the PCs in order to trip them and slow them down. There are 18 Halflings and 7 Quicklings working together.

The Halflings and Quicklings will eventually go to the docks and load any stolen items onto one of Julicus's ships. The ship is a small galley and is manned by the crew listed in Appendix B. The ship captain will pay the Halflings for the stolen goods. The PCs will have to either follow a thief to the docks or catch one for interrogation to learn the fate of their stolen items. Unless the party gets to the docks very quickly they will miss the ship as it sails 30 minutes after the Halflings and Quicklings load the stolen items. If the PCs question any of the thieves they may learn about the ship but may miss it due to the delay of running the interrogation.

Any thief or assassin in the party will know something about Julicus for his name is well known among those in the underground professions.

Known facts about Julicus:

1. Julicus is a legendary thief and smuggler
2. Julicus operates a fencing operation that can be found somewhere upriver from Chirden
3. Julicus is very ruthless and won't hesitate to kill anyone for any reason



Trader's Cove

Trader's Cove (see the map at the end of this module) is the hub of a thieves den run by the notorious Julicus. Julicus is a Lizard man, thief/assassin with no morals, and he subscribes to his own code of ethics. He loves money, power, and hates other races, but he will tolerate anyone who he can use to further his means. Julicus runs a large fencing and smuggling operation headquartered in the cove. Julicus has made a deal with the Druids where they will buy any magic

items his network of thieves steal. The Druids give him top dollar and in turn Julicus protects the Black Marsh's flora and fauna.

Trader's Cove is on the Lost River, where the river emerges from the Black Marsh. It is a two day sail from Chirden. The cove is surrounded by Cypress trees and other vegetation so it is not visible from the river. The mouth of the cove is blocked by a huge dead tree that has been transmuted from wood to rock. The gate is set on a pivot point and can be swung open to allow boats to enter and exit the cove. The north side of the cove has been dredged out to give boats plenty of draft. The water depth from the gate to the docks is 10'. The depth slowly decreases towards the south and merges into the marsh with less than 2' of depth. The dock is big enough to support two medium boats. The marsh around the cove has also been dredged creating an 8' deep, 25' wide moat that surrounds the cove. Anything approaching the cove from the surrounding swamp must cross the moat.

Most activity takes place at night. From sundown to sunup all residents are up and performing their various duties; loading/unloading a boat, inventorying goods, etc. If the PCs enter the cove at night there will be a boat at the dock. The boat has a captain and a crew of four.

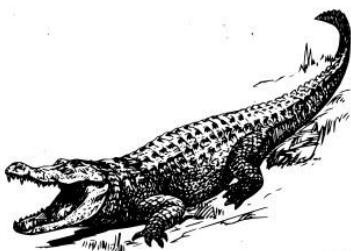
(Their stats are listed in Appendix B) Daytime is typically sleep time for the residents. Julicus utilizes local animals as sentries. If anything approaches from the river or from the land (swamp) the Kookooberras (a local bird species) sound off with their distinctive call, alerting everyone in the cove. (One benefit of Julicus's pact with the druids are the Kookooberras.) Only the birds on the side of the cove where the intruders are located will sound off alerting the thieves to the direction of the threat.

Julicus has six Lizard Men lieutenants that work for him; Pilerius, Nerula, Tibier, Caligos, Herios, and Augustian. (Their stats are listed in Appendix B)

There are 20 regular Lizard Men (per MM1) who are the worker bees and troops of Julicus's gang.

Every member of Julicus's gang is fiercely loyal to Julicus. The lieutenants are more loyal than the troops, but they all will fight any intruders that invade their cove. They all hate other races, but like Julicus will tolerate them if it suits their needs.

All the thieves will act as a coordinated unit when under attack. Julicus runs fighting drills weekly with the intensity and discipline of a demonic drill instructor. Their actions depend on the location of the threat.



Land (swamp) borne threat:

Caligos, Herios, Augustian and 10 Lizard Men troops, armed with a crossbow and swords, will take up stations behind trees where they can face the threat and shoot crossbows at the intruders, coordinating their shots with military precision. Half of the troops will fire their crossbows, then duck behind a tree to reload. While they are reloading the others will jump out from behind their trees, shoot, and duck back to reload. These tactics will continue until the threat is neutralized or all of their bolts are expended. Each lizard man is carrying 20 bolts. Caligos, Herios, and Augustian will coordinate the troops while looking for their own targets to shoot. After all the crossbow bolts have been fired they will form a skirmish line and assault the invaders. Tibier, Pilerius, Nerula and the remaining 10 troops, armed with broadswords, will sneak through the swamp to out flank the intruders. One half going one direction, the other half assaulting from the other flank. Julicus will also sneak up behind whomever he feels is the biggest threat in the party in an attempt to backstab.

If the combat goes bad for the thieves, 10 troops or two or more lieutenants killed, they will retreat into the water, and swim to a prearranged spot so they can attempt to ambush the party. (The location is up to the DM based on which direction the PCs go)

Water borne threat:

Tibier, Caligos, Herios, Augustian and 10 troops will take up station on the dock, behind crates and use crossbows, coordinating their shots with military precision. One half of them will fire, duck down to reload while the other half stand up and fire their bolts. Pilerius and Nerula will quietly enter the water and ambush the boat from underneath. They will use their swords to cut holes in the boat in order to sink it. After which they will climb onto the boat and engage the intruders. The remaining 10 troops will also enter the water and attempt to board the ship. Julicus will use the confusion to sneak around to the best spot in which to attack and backstab the leader of the intruders.

Buildings:

1. Julicus's Hut – a two room shack; a bedroom and a large living area. Various items lie about the hut,

weapons, trinkets, etc. Under a loose board under his bed is a small locked chest. The lock has a poison needle trap that will within 1 – 4 rounds cause the infected to become violently ill. After that the infected person loses 2- 8 hit points per round until they are healed with a cure strong poison or until they die. The chest contains 1000 gold. The fireplace in the living area has a stone trigger inside the fireplace to the left. (Wisdom check 15 to detect) This trigger opens a panel in the fireplace where Julicus stores his personal hoard. A strong box holding 5,000 gold pieces, 25,000 gp of gems, and a cursed ring of wishes. The ring has 3 wishes and will grant the exact opposite of whatever is wished. Also up to two of the magic items stolen from the PCs will be stored here.

2. Lieutenants' Quarters – has six separate bedrooms, and one common room. Each thief has a strong box hidden under a loose board under their beds. Pilerius's box: poison needle trap the same as Julicus, 1000 gold pieces and 5000 gp worth of gems. Nerula's box; poison needle trap the same

as Julicus, 5000 gp worth of gems. Tibier's box: locked, but looks empty. 1500 gold and 10 - 100 gp gems hidden beneath a false bottom. (Wisdom check 13 to notice) Caligos's box: locked, 1200 gold. Herios's box: locked, poison trap $\frac{1}{2}$ the strength of Julicus's, 400 gold and 1000 gp worth of gems. Augustian's box: locked, 950 gold.

3. Troop Quarters – Cots with medium chests at the feet line both sides of the hut. A full search will yield 1255 gp, 15 javelins, 20 lizard men clubs.
4. Warehouse – 10 crates of bottles of the outlawed narcotic liquid, grash. Each crate holds 50 bottles worth 100 gold each on the black market. Total value 5000 gp
5. Warehouse – 20 crates of all sorts of weapons, swords, crossbows, bolts, bows, arrows, hand axes, and daggers. Total value 800 gp
6. Warehouse – This one stores boxes and bags of various trade goods; tools, leather, raw iron, whiskey, etc. Total value 1000 gp

Boat Crew

The schooner is manned by a captain and four crewmen. None of the sailors have any knowledge of the Druids or Julicus's deal with them. All hands are loyal to their captain and the first mate. If under attack they will fight to defend their ship. If Julicus's gang is attacked they will assist if the ship is attacked, but their primary efforts will be to escape downriver in their ship. The sailor's stats are listed in Appendix B.

Druids

The druids watch over everything in the marsh. (Map of Black Marsh is located at the end of the module) They also maintain two Sacred Groves; the Pennil Grove and The Mother Grove. The Mother Grove is the main grove in Black Marsh, and is where the druids meet for worship and other druid rituals. Daire, Skor, Yrjo, Jan, Fante and Bral are the keepers of The Mother Grove. Willoo, Jukka, Biti, and Vesu are the keepers of the Pennil Grove. Each Grove also has 3 Aspirant or Ovate druids. These low level druids keep within 500 yards of their respective grove. Each Druid lives in a hut just outside their respective grove. The huts are built into the trunks of very large cypress trees. (Refer to Appendix B for the stats of each druid)

Once a month the Druids meet at The Mother Grove and take part in a ritual that is used to destroy any gathered magic items. During the ritual the Druids will pile the items up on the altar and summon lightning to destroy them.

All of the Druids are loyal to Daire, their fellow Druids and the swamp.

All of the Druids patrol the entire Black Marsh on a regular basis, always working in pairs. The Druids contact the animal inhabitants as part of their patrols to gather information on what has been happening in the area. Very little escapes the attention of the Druids.

Any outsiders in the swamp will be followed and watched. If anyone harms any plants or animals beyond normal self-defense the Druids begin to hamper the party by using plants and animals to interfere with their progress. If this does not force the PCs to leave the swamp the Druids will use a Charm Person spell and attempt to talk them into leaving. If forced into combat the Druids will fight, but if possible they will use Pass Plant spells to travel to just outside The Mother Grove to get help against the invaders.

During combat the Druids work together, one throwing a spell to blind or obscure the sight of the foe and the other Druid throwing entangle or such to incapacitate them. The Druids prefer ambushing (by

pass plant spell or other means) instead of face to face combat.

Daire is the biological mother of all the other druids. If Daire comes into a friendly contact with a male elf, with a high enough charisma and/or other solid stats, Daire will attempt to seduce the elf in order to get pregnant. This seduction starts with Daire casting a Charm Person spell. This is the manner that Daire uses to grow her clan of druids.

Daire is experiencing an alignment conflict. She has strayed towards the chaotic with her dealings of outsiders to her swamp. Her decisions regarding outsiders are hard to predict by her fellow druids. Sometimes allowing nature-friendly outsiders safe passage, at other times she will treat outsiders with contempt, wanting them gone from her swamp. These chaotic tendencies are especially strong against magic items that are not druidic in nature. If Daire is confronted with a very stressful situation (i.e. her fellow druids being attacked and killed) her personality will become very irrational and chaotic.

The Pennil Grove

The Pennil Grove (see the map at the end of this module) was created to protect a rare phenomenon, which is a huge spider web created by 100 Giant Spiders. The

spiders had created a single monstrous web that spans across the entire grove covering all vegetation from about 10' off the ground. The spiders are fond of dropping down onto anything edible that wander under the webs. The spiders, however, will never attack any of the Druids. 4 Phase Spiders also make their home in the web. The dry land around the pool is covered in a soft moss. The water channel is 6' deep and has stepping stones across it at one location. The pool in the grove is 20' deep and is home to 4 Giant Crayfish. The crayfish feed off whatever fall out of the webs, with the Druids providing additional food as needed.



Giant Spiders: HP 40, AC 4, poisonous bite, save vs poison or die

Phase Spider: HP 50, AC 7, poisonous bite, -2 on saving throw vs poison or die

Giant Crayfish: HP 40, AC 4, 2 attacks, 2d6 dam, 8' long

The Mother Grove

The Mother Grove (see the map at the end of this module) is the source of most

of the water in The Black Marsh. The huge cascading waterfall brings runoff down from the mountains and empties into the large pool in the center of the grove. The dry land areas are covered in a soft blanket of moss. Each pool of water has a distinct shoreline inside the grove and merges smoothly into the swamp at the outer edges of the grove. Each pool is very deep and home to some friends of the Druids. The main pool is 40' deep and the home of Morg, the Druids pet Froghemoth.

Froghemoth: HP 128, AC: 2 tentacles, 4 body, 6 tongue

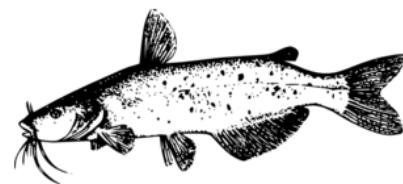
Attacks:

Tongue (10' long) plus bite 5d10, victim swallowed on a 19 or 20 on hit die (14 - 20 for small victims) 4d4 damage from digestion each round, the victim falls unconscious after 2 rounds. When their HP are at -10 the victim is forever dead. Tongue strength is 18/50, when a victim of less strength is caught roll 1d6 against froghemoth's 1d8, and if victim's roll is \geq froghemoth the victim has grabbed a hold onto something. Roll each round until victim is swallowed, breaks free or someone else deals 16 HP damage to the tongue.

4 Tentacles 1d4 +4 for each, 15' long, 22 HP to sever a tentacle.

Three giant catfish inhabit the other ponds around the edge of the grove. These pools are 20' deep. The Druids care for the fish by bringing in and/or luring prey into the waters of the grove.

Giant Catfish: HP 80, AC 7, 20 - 22' long, bite 3d4, two others can be hit by whiskers for 2d4 or 1d4 if saving throw vs poison made. If swallowed, a victim receives 1 hp damage plus a 5% chance of suffocating per round. If a victim has an edged weapon in hand when swallowed and deals 40 HP of damage to the fish, the victim has cut free of the fish. Any piercing attacks from the outside have 20% chance of hitting a swallowed victim. 3 - 100 gp gems inside one fish's stomach.



If any outsiders enter the grove the Druids will do whatever they can to incapacitate the intruders (entangle spells, etc.) and throw them into the pools to feed their pets.

The huts for the Druids are located inside the cypress trees to the west of the grove. The huts are Spartan in their furnishings containing only the basic items, crude

table, chair, bed.

The stones of the altar are fitted together very tightly and there is a stone hiding a cavity which is very hard to detect. This movable stone is the one shaped exactly like the deep pool of the Mother Grove. Detection of the movable stone is at $\frac{1}{2}$ of normal for anyone searching. The Druids use the Stone Shape spell to open and close the cavity. The stones in the altar are fitted together very tightly and can be very difficult to pry up. Hidden under the stone of the altar is a large cavity containing a large iron bound chest containing gemstones totaling 30,000 GP in value. Also in the cavity are magic items gathered, but not yet destroyed.

Magic items: +1 banded armor, +1 throwing hammer, +2 robe, Boots of Secure Footing (see below) and all but one of the items stolen from the PCs. (Choose 1 item at random from those stolen, this item will never be recovered)

Boots of Secure Footing: These leather boots allow the wearer to have stable and secure footing on even the most precarious surface. Grease, ice, and loose sand can be crossed at normal movement rate, with no risk of falling. Even the strongest wind cannot blow over one wearing these boots (though they still may take damage from flying debris). When climbing, the wearer is granted a +15% bonus, due to the extra traction the boots provide.



Appendix A – Random Encounters

Leeches

Anytime a character travels in the water of the swamp there is a 2 in 4 chance every hour they will encounter 1d6 leeches. If leeches are encountered there is a 1 in 6 chance there will be one giant leech, and a 1 in 8 chance one will be a throat leech.



Mosquito Borne Illness

Every day an outsider spends in the swamp there is a 5% chance they will contract a mosquito borne illness. Equal chances for the illness to be Malaria, Yellow Fever, Dengue or West Nile Virus. Appendix C details these diseases.

Parasitic Infection

Every day an outsider spends in the swamp there is a 3% chance they will contract a parasitic infection. If a parasite is contracted, use the table below to determine where the infestation has occurred. Roll percentile dice to determine where the infection has occurred, then roll a d8 to determine the severity of the infection. Details of each of these infections are provided in Appendix D.

Parasitic Infestation Table

Dice		Severity (d8)		
<u>Score</u>	<u>Parasites Infest</u>	<u>Mild</u>	<u>Severe</u>	<u>Terminal</u>
01 - 10	cardiovascular system	1-2	3-5	6-8
11 - 35	intestines	1-2	3-7	8
36 - 40	muscles	1	2-3	4-8
41 - 45	respiratory system	1	2-4	5-8
46 - 75	skin/hair	1-7	8	-
76 - 00	stomach	1-2	3-7	8

Random Monster Encounters

Roll for random encounters every hour, a 1 or 2 on a d6 indicates an encounter, roll 1d8 & 1d12, add the numbers to determine what is encountered.

2 Haunt – MMII 40 hp, 405 xp

3 Crayfish, Giant – MM 36 hp, 60 xp

4 Troll, Giant – FF 64 hp, 1365 xp

5 Shambling Mound 80 hp, 1600 xp

6 Phycomid – MMII 40 hp, 440 xp

7 Toad, Poisonous – MM 16 hp, 98 xp

8 Lizard, Giant – MM 25 hp, 125 xp

9 Crane, Giant – MMII 24 hp, 97 xp

10 Centipede, Giant – MM 2 hp, 38 xp

11 Spider, Large or Phase – MM 9 hp, 83 xp; 45 hp, 275 xp

12 Crocodile, Normal or Giant – MM 24 hp, 107 xp; 56 hp, 675 xp

13 Poisonous Frog – MM 8 hp, 100 xp

14 Lycanthrope, Wereboar – MM 45 hp, 285 xp

15 Basidirond – MMII 45 hp, 745 xp

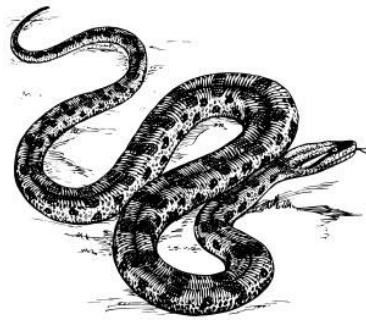
16 Caterwaul – FF 34 hp, 340 xp

17 Zombie, Juju – MMII 36 hp, 255 xp

18 Pseudo-undead – MMII (wraith) 43 hp x 5, 250 xp

19 Eblis – MMII 36 hp x 5, 345 xp

20 Shade – MMII



Terrain

Black Marsh is modeled after the bayous of southern Louisiana. Water dominates the terrain. Water depths range from mere inches up to 5'. Vegetation varies from swamp grass, to brush, to swamp lilies, to trees. To randomly determine the terrain of any given area use the following tables.

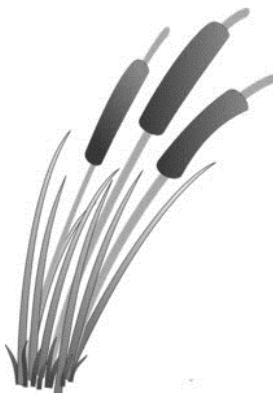
First roll on the water table to determine the level of water in the area. Next roll on the vegetation table to determine the predominate plants in the area.

Water Table - 2d6

<u>Die Roll</u>	<u>Result</u>
2 – 3	Ground, solid
4 – 5	Water, medium depth, 2' – 3'
6 – 8	Water, shallow depth, < 2'
9 – 10	Quaking ground (somewhat solid with underlying water, 2% of this is quicksand)
11 – 12	Water, open, > 3' deep

Vegetation Table – 2d6

<u>Die Roll</u>	<u>Result</u>
2 – 3	Swamp lilies, on long stem vines
4 – 5	Swamp grass, short, up to 2'
6 – 8	Trees, thick
9 – 10	Trees spaced out
11 – 12	Long stem grass, 3 – 6 feet in height



Notes:

1. Solid ground, quaking ground and shallow water are not navigable by any type of boat
2. Movement is 1/3 of normal when on quaking ground
3. Boats move at half speed in swamp grass, swamp lilies, and thick trees
4. There is a 15% chance per turn a boat will get tangled in swamp grass and swamp lilies
5. Movement is $\frac{1}{4}$ normal in long stem grass
6. Quaking ground is a mat of vegetation overlying water. Walking on this feels like walking on a floating mattress. When walking on this terrain there is a 55% chance per turn the traveler will either fall over or fall through to the water. A successful dexterity check will negate this.



Appendix B – NPCs

Thieves

Julicus – 20th level Thief / 10th level Assassin

HP 66; AC -5; AL NE;

Str 17, Int 16, Wis 15, Dex 18, Con 13, Chr 9

Languages: Lizard man, Common, Druidic, Chaotic Evil, Chaotic Neutral

Elfin chain mail +1, two-handed sword 3d6, 3 daggers 1d4, garrote, small pouch with 5 – 100 gp gems, 2 – 1000 gp of gems

Julicus will never divulge anything about his operation or the Druids under any circumstances.

Pilerius – 12th level Thief

HP 35; AC -4; AL NE;

Str 16, Int 15, Wis 15, Dex 17, Con 13, Chr 10

Elfin chain Mail +1, crossbow 1d6+1, two-handed sword 3d6, 3 daggers 1d4, small pouch with 5 – 100 gp gems

Pilerius is Julicus's second in command, and shares Julicus ethics. Pilerius knows the details of the deals with the Druids. He will never divulge anything about his operation or the Druids under any circumstances.

Nerula – 8th level Thief

HP 33; AC 0; AL NE;

Str 15, Int 13, Wis 13, Dex 16, Con 12, Chr 9

Chain Mail, crossbow 1d6+1, bastard sword 2d8, 4 daggers 1d4, small pouch with 50 gold, 2 – 100 gp gems

Nerula knows items are sold to the Druids, but has no knowledge of the details. But he does know the location where the thieves meet the Druids when they sell the

magic items. He will never divulge anything about his operation or the Druids under any circumstances.

Tibier – 8th level Thief

HP 33; AC 0; AL NE;

Str 14, Int 13, Wis 12, Dex 15, Con 13, Chr 10

Chain Mail, crossbow 1d6+1, bastard sword 2d8, 4 daggers 1d4, small pouch with 5 – 100 gp gems, 2 – 1000 gp gems

Tibier knows items are sold to the Druids, but has no knowledge of the details. But he does know the location where the thieves meet the Druids when they sell the magic items. He will give up this information if he is under strong duress.

Caligos – 8th level Thief

HP 33; AC 0; AL NE;

Str 13, Int 14, Wis 10, Dex 14, Con 13, Chr 8

Chain Mail, crossbow 1d6+1, bastard sword 2d8, 4 daggers 1d4, small pouch with 75 gold

Caligos knows items are sold to the Druids, but has no knowledge of any details. But he does know the location where the thieves meet the Druids when they sell the magic items. He will give up this information if he is under strong duress.

Herios – 7th level Thief

HP 26; AC 0; AL NE;

Str 13, Int 14, Wis 12, Dex 14, Con 14, Chr 11

Chain Mail, crossbow 1d6+1, bastard sword 2d8, 3 daggers 1d4, small pouch with 50 gold gems, 2 – 100 gp gems

Herios knows items are sold to the Druids, but has no knowledge of any details.

Augustian – 7th level Thief

HP 26; AC 0; AL NE;

Str 12, Int 12, Wis 13, Dex 15, Con 14, Chr 10

Chain Mail, crossbow 1d6+1, bastard sword 2d8, 3 daggers 1d4, small pouch with 50 gp gem, 25 gold

Augustian knows items are sold to the Druids, but has no knowledge of any details.

20 standard Lizard Men – HP 14; AC 4; crossbows and broadswords. They know that the gang is friendly with the Druids but have no knowledge of anything else related to them.

Boat Crew

Captain – 10th level fighter, human

HP 71; AC 6; AL: LN

Str 17, Int 15, Wis 13, Dex 15, Con 14, Chr 15

Studded leather, cutlass 1d8, dagger 1d4, 250 gold



First Mate – 8th level fighter human

HP 54; AC 5; AL: LN

Str 17, Int 15, Wis 12, Dex 13, Con 14, Chr 13

Studded leather, cutlass 1d8, dagger 1d4, 500 gold

Crew Member 1 – 6th level fighter human

HP 39; AC 5; AL: CN

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Str 15, Int 13, Wis 13, Dex 14, Con 14, Chr 12

Studded leather, cutlass 1d8, dagger 1d4, 350 gold

Crew Member 2 – 6th level fighter human

HP 41; AC 5; AL: CN

Str 15, Int 14, Wis 13, Dex 12, Con 13, Chr 11

Studded leather, cutlass 1d8, dagger 1d4, 240 gold

Crew Member 3 – 6th level fighter human

HP 37; AC 5; AL: LN

Str 14, Int 11, Wis 13, Dex 13, Con 13, Chr 10

Studded leather, cutlass 1d8, dagger 1d4, 100 gold

Druids

Daire

Female Human, 13th level Druid, HP 79, AC 8, AL CN

Str 13, Int 16, Wis 15, Dex 14, Con 13, Chr 16

Leather Armor, Scimitar 1d8, Spear 1d8, pouch with 5 – 1000 gp gems

Spells:

1st lvl: Detect snares and pits, Animal friendship, Entangle, Faerie fire, Detect magic, Pass w/o trace, Speak w/ animals

2nd lvl: Charm person/mammal, Heat metal, Warp wood, Feign death, Fire trap, Produce flames

3rd lvl: Call lightning, Pyrotechnics, Summon insects, Cure diseases, Plant growth, Tree

4th lvl: Animal summoning I, Hallucinatory forest, Plant door, Call woodland beings, Control temperature, Produce fire

5th lvl: Animal summoning II, Pass plant, Animal growth, Control winds, Insect plaque, Wall of fire

6th lvl: Conjure fire elemental, Transport via plants, Animal summoning III, Wall of thorns

7th lvl: Control weather, Creeping doom, Transmute metal to wood, Finger of death, Youthfullness (a custom spell she uses in order to stay young)

Wiloo

Female Half-Elf, 9th Level Druid, HP 53, AC 7, AL N

Str 13, Int 16, Wis 15, Dex 14, Con 13, Chr 16

Leather Armor, Scimitar 1d8, Spear 1d8, Wooden Shield, pouch with 5 – 100 gp gems

Spells:

1st lvl: Animal friendship, Detect magic, Speak w/ animals, Pass w/o trace, Entangle

2nd lvl: Charm person/mammal, Heat metal, Produce flames, Obscurement

3rd lvl: Hold animal, Stone shape, Plant growth

4th lvl: Plant door, Animal Summoning I

5th lvl: Pass plant

Skor

Female Half-Elf, 9th Level Druid, HP 53, AC 7, AL N

Str 13, Int 16, Wis 15, Dex 14, Con 13, Chr 16

Leather Armor, Scimitar 1d8, Spear 1d8, Wooden Shield, pouch with a 100 gp gem

Spells:

1st lvl: Animal friendship, Detect magic, Speak w/ animals, Pass w/o trace, Entangle

2nd lvl: Charm person/mammal, Heat metal, Produce flames, Fire trap

3rd lvl: Call lightning, Stone shape, Produce fire

4th lvl: Plant door, Animal Summoning I

5th lvl: Pass plant

Yrjo

Female Half-Elf, 9th Level Druid, HP 53, AC 7, AL N

Str 13, Int 16, Wis 15, Dex 14, Con 13, Chr 16

Leather Armor, Scimitar 1d8, Spear 1d8, Wooden Shield, pouch with a 500 gp gem

Spells:

1st lvl: Animal friendship, Detect magic, Speak w/ animals, Pass w/o trace, Faerie fire

2nd lvl: Charm person/mammal, Heat metal, Produce flames, Feign death

3rd lvl: Hold animal, Cure diseases, Plant growth

4th lvl: Plant door, Call woodland beings

5th lvl: Pass plant

Jukka

Female Half-Elf, 9th Level Druid, HP 53, AC 7, AL N

Str 13, Int 16, Wis 15, Dex 14, Con 13, Chr 16

Leather Armor, Scimitar 1d8, Spear 1d8, Wooden Shield, pouch with 2 – 100 gp gems

Spells:

1st lvl: Animal friendship, Detect magic, Speak w/ animals, Pass w/o trace, Entangle

2nd lvl: Charm person/mammal, Warp wood, Fire trap, Obscurement

3rd lvl: Pyrotechnics, Summon insects, Plant growth

4th lvl: Plant door, Control temperature

5th lvl: Pass plant

Jan

Female Half-Elf, 9th Level Druid, HP 53, AC 7, AL N

Str 13, Int 16, Wis 15, Dex 14, Con 13, Chr 16

Leather Armor, Scimitar 1d8, Spear 1d8, Wooden Shield, pouch with 3 – 25 gp gems

Spells:

1st lvl: Animal friendship, Detect magic, Speak w/ animals, Pass w/o trace, Detect snares and pits

2nd lvl: Charm person/mammal, Heat metal, Produce flames, Obscurement

3rd lvl: Call lightning, Stone shape, Plant growth

4th lvl: Plant door, Animal Summoning I

5th lvl: Pass plant

Fante

Female Half-Elf, 9th Level Druid, HP 53, AC 7, AL N

Str 13, Int 16, Wis 15, Dex 14, Con 13, Chr 16

Leather Armor, Scimitar 1d8, Spear 1d8, Wooden Shield, pouch with 2 – 100 gp gems

Spells:

1st lvl: Animal friendship, Detect magic, Speak w/ animals, Pass w/o trace, Faerie fire

2nd lvl: Charm person/mammal, Heat metal, feign death, Obscurement

3rd lvl: Pyrotechnics, Stone shape, Plant growth

4th lvl: Plant door, Animal Summoning I

5th lvl: Pass plant

Biti

Female Half-Elf, 9th Level Druid, HP 53, AC 7, AL N

Str 13, Int 16, Wis 15, Dex 14, Con 13, Chr 16

Leather Armor, Scimitar 1d8, Spear 1d8, Wooden Shield, pouch with 2 – 100 gp gems, and a 50 gp gem

Spells:

1st lvl: Animal friendship, Detect magic, Speak w/ animals, Pass w/o trace, Entangle

2nd lvl: Charm person/mammal, Heat metal, Fire trap, Obscurement

3rd lvl: Hold animal, Tree, Plant growth

4th lvl: Plant door, Control temperature

5th lvl: Pass plant

Sari

Female Half-Elf, 2nd Level Druid, HP 14, AC 8, AL N

Str 13, Int 16, Wis 15, Dex 14, Con 13, Chr 16

Leather Armor, Scimitar 1d8, Spear 1d8,

1st lvl: Animal friendship, Speak w/ animals

2nd lvl: Charm Person or mammal

Roma

Female Half-Elf, 2nd Level Druid, HP 14, AC 8, AL N

Str 14, Int 16, Wis 16, Dex 14, Con 14, Chr 16

Leather Armor, Scimitar 1d8, Spear 1d8,

1st lvl: Animal friendship, Speak w/ animals

2nd lvl: Heat Metal

Tor

Female Half-Elf, 1st Level Druid, HP 8, AC 8, AL N

Str 13, Int 16, Wis 15, Dex 14, Con 13, Chr 16

Leather Armor, Scimitar 1d8, Spear 1d8,

1st lvl: Animal friendship, Speak w/ animals

Bral

Female Half-Elf, 9th Level Druid, HP 53, AC 7, AL N

Str 13, Int 16, Wis 15, Dex 14, Con 13, Chr 16

Leather Armor, Scimitar 1d8, Spear 1d8, Wooden Shield, pouch with 2 – 100 gp gems

Spells:

1st lvl: Animal friendship, Detect magic, Speak w/ animals, Pass w/o trace, Entangle

2nd lvl: Charm person/mammal, Warp wood, Produce flames, Obscurement

3rd lvl: Call lightning, Stone shape, Plant growth

4th lvl: Plant door, Animal Summoning I

5th lvl: Pass plant

Vesu

Female Half-Elf, 9th Level Druid, HP 53, AC 7, AL N

Str 13, Int 16, Wis 15, Dex 14, Con 13, Chr 16

Leather Armor, Scimitar 1d8, Spear 1d8, Wooden Shield, pouch 3 – 50 gp gems

Spells:

1st lvl: Animal friendship, Detect magic, Speak w/ animals, Pass w/o trace, Entangle

2nd lvl: Charm person/mammal, Feign death, Produce flames, Obscurement

3rd lvl: Summon insects, Stone shape, Plant growth

4th lvl: Plant door, Animal Summoning I

5th lvl: Pass plant

Myr

Female Half-Elf, 2nd Level Druid, HP 14, AC 8, AL N

Str 13, Int 16, Wis 15, Dex 14, Con 13, Chr 16

Leather Armor, Scimitar 1d8, Spear 1d8,

1st lvl: Animal friendship, Speak w/ animals

2nd lvl: Trip

Oba

Female Half-Elf, 1st Level Druid, HP 8, AC 8, AL N

Str 13, Int 16, Wis 15, Dex 14, Con 13, Chr 16

Leather Armor, Scimitar 1d8, Spear 1d8,

1st lvl: Animal friendship, Speak w/ animals

Lalu

Female Half-Elf, 1st Level Druid, HP 8, AC 8, AL N

Str 13, Int 15, Wis 15, Dex 14, Con 13, Chr 15

Leather Armor, Scimitar 1d8, Spear 1d8,

1st lvl: Animal friendship, Speak w/ animals



Appendix C – Swamp Borne Diseases

Malaria -- The time from the initial malaria infection until symptoms appear (incubation period) generally ranges from 7 to 14 days.

Symptoms:

- Fever
- Chills
- Headache
- Sweats
- Fatigue
- Nausea and vomiting

Symptoms may appear in cycles and may come and go at different intensities and for different lengths of time.

Yellow Fever -- Symptoms appear from 3 to 6 days after infection.

An infection has three phases. The first phase of symptoms can last for 3 to 4 days and disappears.

Initial symptoms:

- Fever and chills
- Flu-like symptoms such as muscle aches, headache, and vomiting.

The next phase is remission, which lasts for 48 hours. Patients improve.

The third phase of infection occurs for 15% of patients. 50% of people who reach this severe phase of infection die.

The third-phase symptoms of yellow fever are:

- Jaundice (liver damage), which causes yellowing of the skin and eyes
- Hepatitis (inflammation of the liver)
- Internal bleeding (hemorrhaging)
- Vomiting blood
- Shock
- Multisystem organ failure leading to death

Dengue -- Symptoms, which usually begin 3 to 6 days after infection and last for 10 days.

- Sudden, high fever
- Severe headaches
- Pain behind the eyes
- Severe joint and muscle pain
- Nausea
- Vomiting
- Skin rash, which appears three to four days after the onset of fever
- Mild bleeding (such a nose bleed, bleeding gums, or easy bruising)

West Nile Virus -- Symptoms begin 3 to 14 days after the mosquito bite and last for 3 to 6 days, and includes:

- A fever
- Headaches, body aches, or pain in your eyes
- A rash, usually on the chest, back, and arms
- Feeling very tired
- Not feeling hungry
- Feeling sick to your stomach or throwing up
- Swollen glands (lymph nodes), in rare cases

With severe cases (20% of the time) the symptoms can last for weeks or months. Severe cases that involve problems with the brain and spinal cord are rare (3%) but they may cause:

- Headaches
- A high fever
- A stiff neck or paralysis
- Confusion
- Reduced attention to surroundings
- Tremors, convulsions, or muscle weakness
- A coma

Appendix D – Parasitic Infection

Occurrence determines whether the disease is a single (acute) attack or whether the disease will recur periodically once contracted (chronic).

Chronic maladies will affect the character periodically, and if they occur at the same time as any other malady (disease, disorder, or parasitic infection), the severity of both will be increased. Thus, if two chronic maladies are contracted, the character is not likely to survive another disease attack.

Severity refers to the seriousness of the disease, disorder, or parasitic infestation and determines the period of disability (recovery time or length of illness which terminates in the character's demise) and the effects of the malady.

Mild: During the period of affliction the character is unable to perform strenuous activities and must rest. Some treatment must be determined by the DM to allow a shortening of the period of illness. A normal period is 1-3 weeks.

Severe: A severe malady will lower the character's hit points to 50% of normal and make him or her totally disabled for 1-2 weeks, plus a further 1-2 weeks of time during which the malady is in the mild state as the character recovers.

Terminal: The malady will cause death (or loss of the body part or function) in 1-12 days (longer periods are stated hereafter in the discussion of the various maladies).

Cardiovascular afflictions will cause a loss of 1 point each of strength and constitution per week until totally cured. Thus, chronic cardiovascular problems will slowly wear the character away. Terminal cases will take 1-12 days.

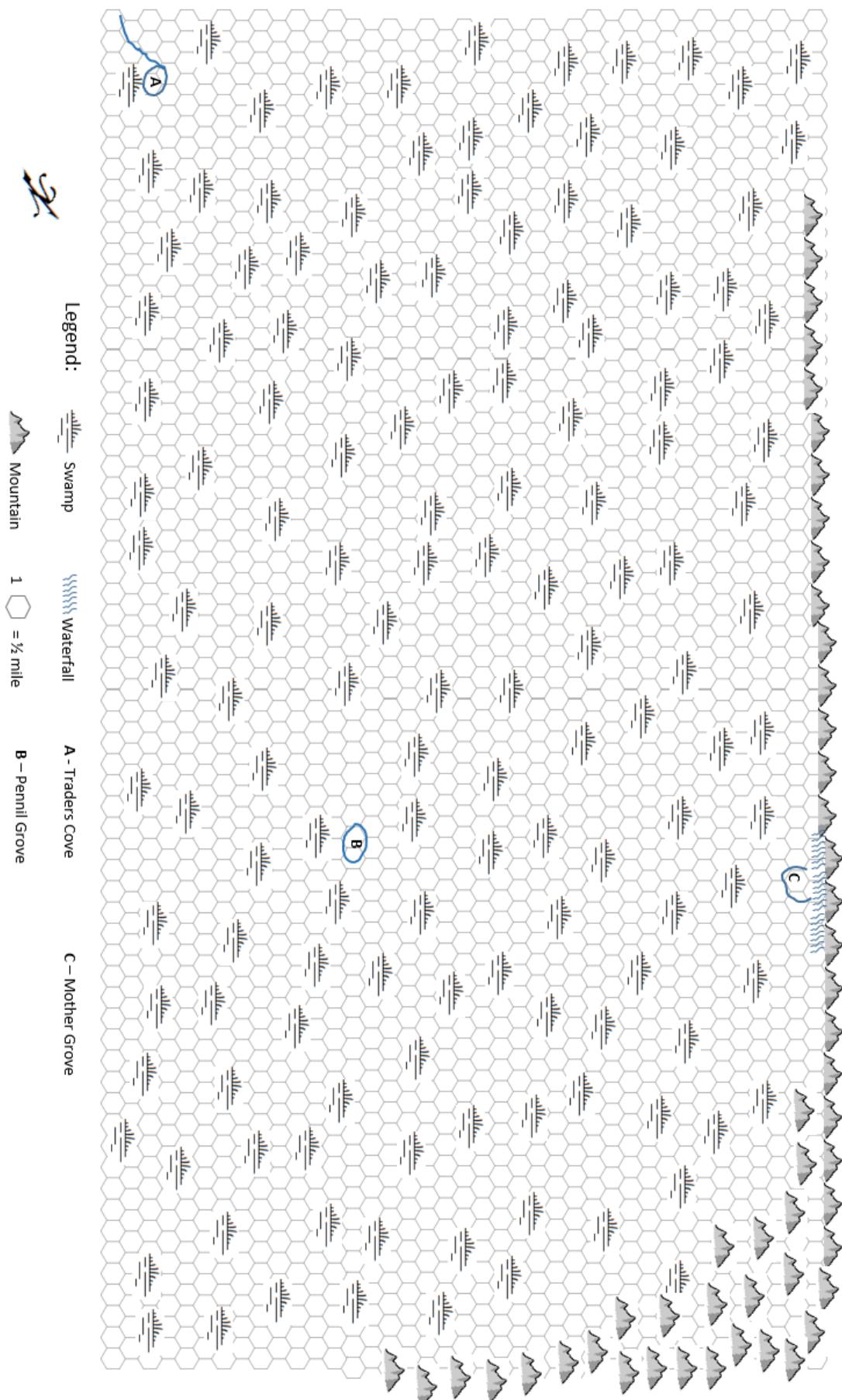
Gastro-intestinal problems of chronic nature cause the loss of 1 point each of strength and constitution per occurrence until cured, severe attacks causing such loss permanently. The accompanying diarrhea, and dehydration will cause such weakness forcing the victim to bedrest. Terminal cases will cause fatality in 1-12 weeks.

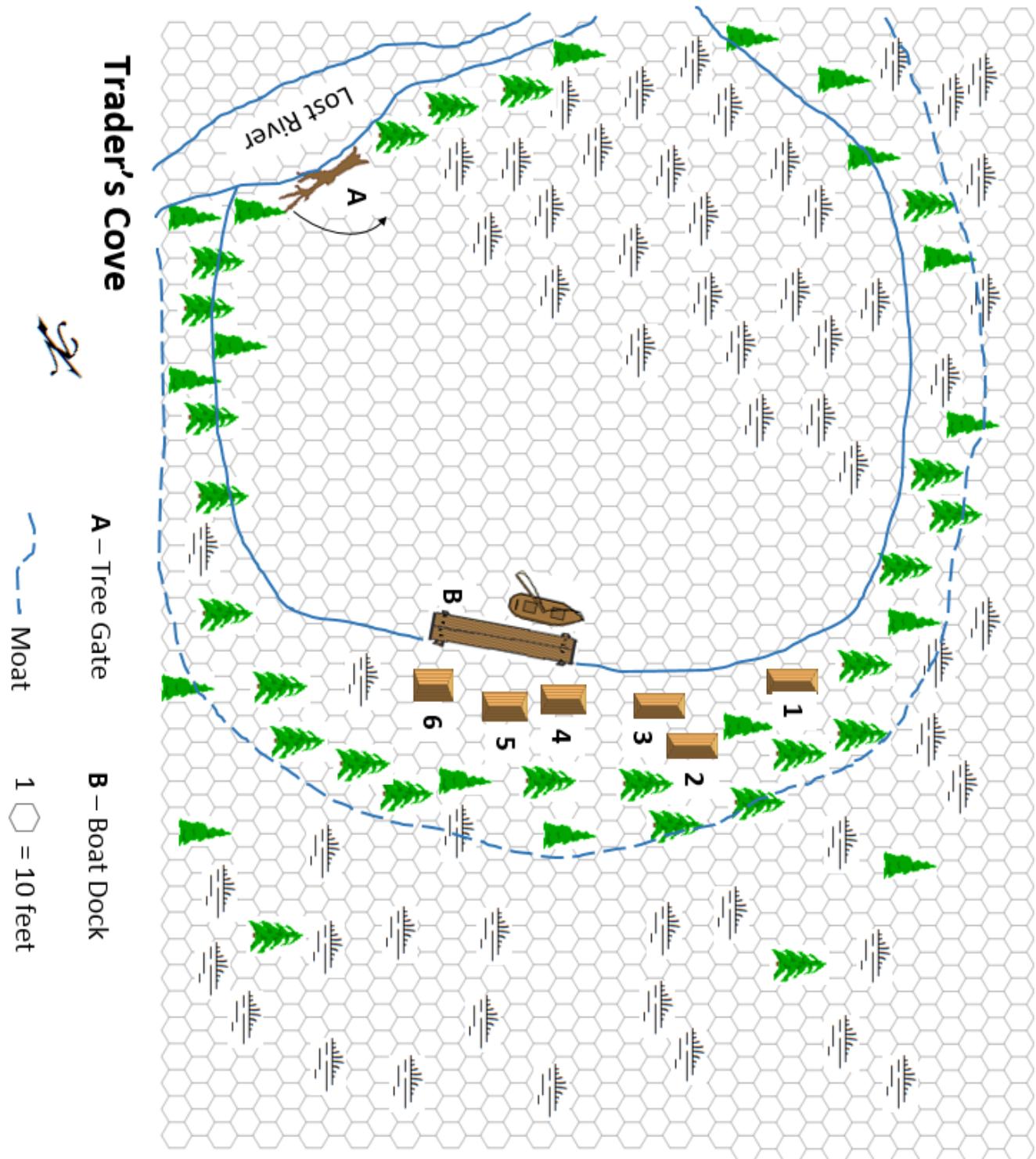
Muscle disorders of chronic nature cause the loss of 1 point each of strength and dexterity, severe attacks having a 25% chance of causing such loss permanently. Terminal cases will cause fatality in 1-12 months.

Respiratory disorders of chronic, severe nature are 10% likely to cause the loss of 1 point each of strength and constitution (check separately for each). Terminal cases take from 1-12 months until fatality occurs.

Skin afflictions of severe nature are 10% likely to cause permanent loss of 1 point of charisma. Chronic, mild attacks are also 10% likely to cause such loss, while chronic, severe attacks will be 25% likely to cause such loss. Terminal cases will take 1-12 weeks for fatality.

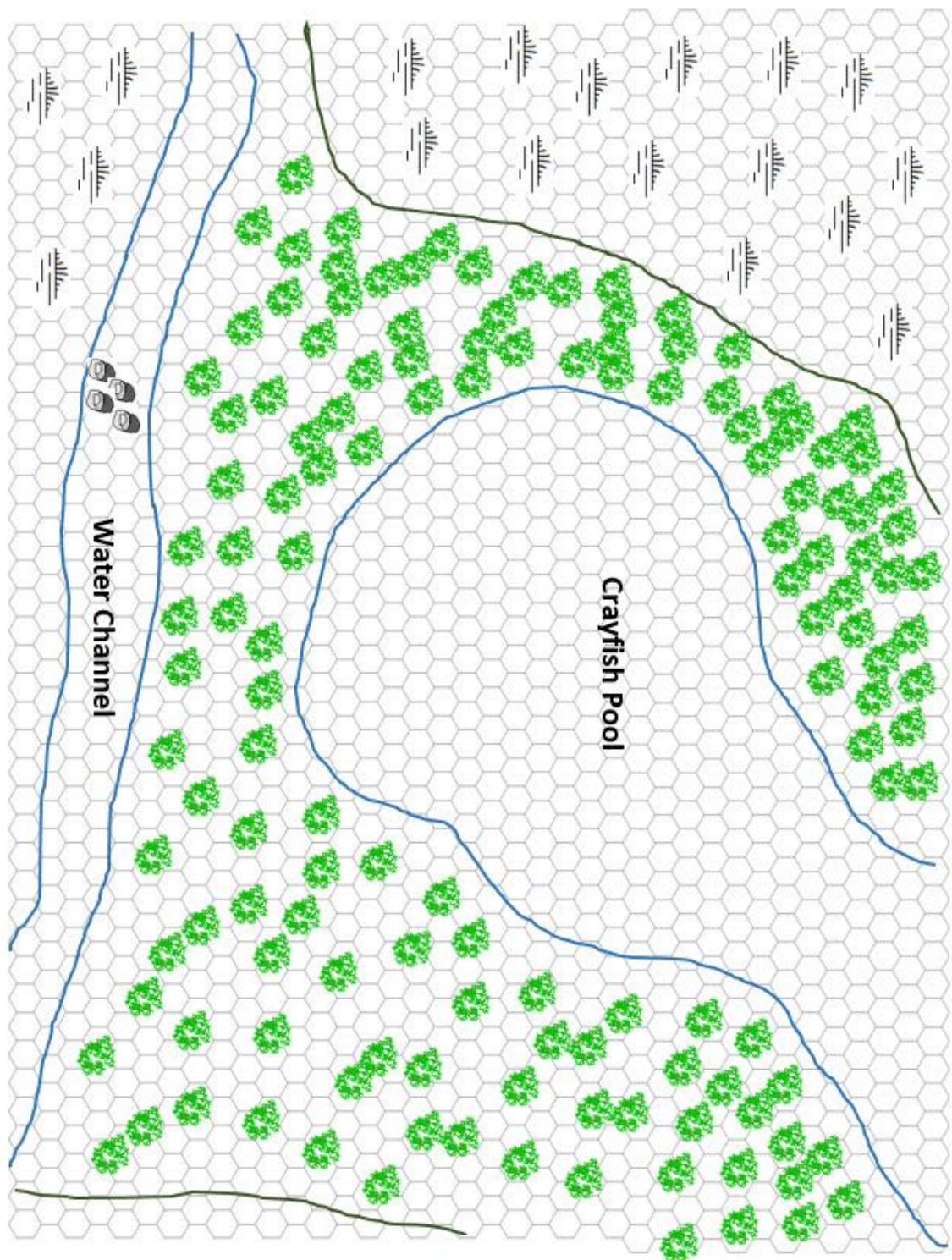
Black Marsh





Pennil Grove

- 2 Water
- Moss
- Stepping Stones
- 1  = 10 feet



Mother Grove



A – Tree Bridge B - Alter

Moss

Waterfall

1 = 10 feet

