

SND5-04

Isle in the Wake

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

Version 2.0

Round 1

by Dan Hass

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War washes out of the Vast Swamp and a tide of refugees is pushed north. One community tries to hold its own in the wake of the war, but heroes are needed to save it. A one-round scenario for APL 2 to 12 for those prepared for war.

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

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Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1 to 6.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this

sheet to your senior GM directly after play. You'll also find a *Living Greyhawk* Adventure Record (AR).

LIVING GREYHAWK Levels of Play

Because players bring their own characters to *Living Greyhawk* games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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	

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

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

Living Greyhawk adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

Time Units and Upkeep

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

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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*. Remember that certain metagame organizations provide free upkeep within Sunndi.

Adventure Background

Centuries ago, Ssorzz, a lizardfolk cleric, came upon a boon: a tome containing secrets for toughening and strengthening reptilian and amphibian races. Ssorzz viewed the tome as a gift from her deity, even though in reality it was only the culmination of years of research by a particularly talented sage. Ssorzz propagated the myth among the races of the Vast Swamp that it was a divine boon. With this tome, the cleric moulded a strong force that raided from the Vast Swamp and terrorized the area that is now southern Sunndi.

Eventually a group of adventurers found Ssorzz's lair, slew her, and escaped with the tome. Perhaps the tome was mundane and thus safe to destroy, but if it was truly a divine favour destroying it could bring unimaginable doom. Rather than risk destroying it, it was secreted in a hidden chamber and a small citadel erected above it. One of the adventurers, Gorm, retired to

perpetually guard the keep. A small farming community grew up around the citadel and took the name of Gromkeep (as Gorm's name became slightly transformed over time), and Gorm's descendants have been the barons of the community over the years. But Gorm died unexpectedly, and because he had not shared the secret of the tome hidden deep within the family keep's vault, the specific location of Ssorzz's Tome died with Gorm, and the tome passed into legend.

Kartak is an ambitious Wastrian cleric. In the run up to the war he trained and studied at a remote monastery. During the course of his study he found a reference to an ancient tome of divine origin, which described rituals for toughening batrachians. Anticipating an advantage for his troops, Kartak inquired with other Wastrians who oversaw batrachians about the existence of the tome, but they either discounted it as legend or knew nothing at all. As time passed, Kartak continued to research Ssorzz's Tome, and his information began to congeal. As the war broke out, he had finally determined the location of Ssorzz's tome. He was charged with a contingent of bullywugs and ordered to march on Sunndi. He did – straight to Gromkeep. He would have preferred to infiltrate the community, but the war was already raging, so force was the only available choice. His initial assault drove most of Gromkeep's residents from their homes and they fled to the relative safety of Kellenshire fifty miles north.

A contingent of the hardier residents along with Scaltann, Baron of Gromkeep, fortified themselves in the citadel. Unfortunately for Kartak, the citadel has proven to be a tough target, and he has been forced to settle into a siege.

This is problematic for Kartak. The chaotic bullywugs do not have the temperament for sieges. They hear of the booty their cousins have collected as they swept out of the swamp, and they want to move on to better pickings. Additionally, the Baron and his entourage have proven valiant. Any slip and the siege could crumble, but Kartak is sure Baron Scaltann cannot hold out much longer.

Meanwhile the refugees struggle in Kellenshire with meagre resources and no means of long-term support.

Adventure Summary

SND5-04 *Isle in the Wake* is a standard relatively linear scenario with specific events happening at specific times despite of the PCs actions since they were set into motion long before the PCs got involved.

Introduction: The PCs happen upon the hamlet of Kellenshire. Once a tranquil farming community in the county of Ralsond, the hamlet is now inundated with war refugees from the neighboring county of Stalward.

Encounter 1 [Relief Effort]: The PCs have an opportunity to alleviate some of the stress and misery of the community. Kellenshire has never been a wealthy

community and the pressure of so many refugees has pushed the edge both materially and socially. In the course of the relief effort the PCs learn of Gromkeep, a community inside the county of Stalward that is holding out (desperately) against a bullywug siege.

Encounter 2 [Rallying Support]: The PCs have an opportunity to meet with the Baron Zhost of Kellenshire. The aristocrat is accompanied by a young marshal who is charged with organizing a second layer of defense behind the main front. They explain that there are barely enough martial forces to secure Kellenshire, let alone break the Gromkeep siege. The Baron would send word to the Count, but frankly, if the county had resources to spare, it would have already sent them. He makes it clear that the fate of Gromkeep's defenders falls to the PCs. The marshal adds that breaking the siege would certainly earn a favorable disposition from the Sunndi Army, which he represents.

In addition a representative of the Queens Hall is curious about the interest the Wastrians have in Grimkeep, offering additional inducement for the PCs to proceed to Gromkeep.

Encounter 3 [Heroes?]: One final chance for the PCs to prove themselves worthy.

Encounter 4 [Ch'taan at Work]: The PCs come across the bodies of a group of bullywugs killed by K'fir, a lizardfolk ranger. If they have the inclination and skills, they can search out K'fir and gain information from him.

Encounter 5 [The Picket]: The PCs must make it past a bullywug picket. Assuming the PCs survive the bullywug ambush, and kill the attackers, the PCs receive clues that if they can eliminate the Wastrian cleric, Kartak who is the siege master, the siege falls apart.

Encounter 6 [The Siege]: The PCs approach Gromkeep. They have an opportunity to examine the siege.

Encounter 7 [Gromkeep]: The PCs probably make contact with the Gromkeep holdouts. This should confirm that the PCs target should be the Wastrian cleric, Kartak, and allow the PCs to coordinate their attack with the holdouts.

Encounter 8 [Breaking the Siege]: The PCs have a chance to break the siege by eliminating Kartak and his personal guard. The cleric's reinforcements are partially determined by how well the PCs have coordinated their attack with the holdouts. In Kartak's possessions are pretty clear indications of his intent.

Encounter 9 [Research?]: The PCs may search the library for information.

Encounter 10 [The Citadel's Secret]: Having broken the siege and (presumably) determined the existence of

the Ssorzz's tome, the PCs can search the citadel, and find the hidden chamber below. Gorm's ghost stands vigil in the vault protecting it from intrusion.

(Optional) Encounter 11 [Mopping Up]: As time permits, and the PCs are inclined, the PCs have the option to spend additional time to secure the area against wandering bullywugs.

Conclusion: The PCs must decide what to do with Ssorzz's Tome and can collect their rewards as earned.

Introduction

The adventure starts in the county of Ralsond on the road between Pitchfield, Hobrand Castle and Dullstrand. It is the main route for merchants between Dullstrand and Sunndi, and it is now also extensively used by Sunndi troops strengthening Hobrand Castle or returning to the capitol for some much needed rest. The PCs are on route to Hobrand Castle, and have been traveling together for safety. The exact reason for why the PCs are on the road is up to the players, but it likely involves the war.

Read aloud or paraphrase:

War has arrived in Sunndi. The bullywugs under the command of the Wastrians have come flooding out of the Vast Swamp now more than a year ago and they quickly overrun Sunndi's first lines of defense. Currently there is an unstable front that extends along the length of the Vast Swamp. Each side's front consists of a string of strong points from which they attempt to penetrate the opposition. Eyedrinn and Nondrinn, are secure but cutoff from the rest of Sunndi. Each day brings a series of probes from each side. Both the Wastrians and the Sunndi army are trying to find a weak point to exploit with a breakthrough penetration in force.

War always has been a terrain rife with adventures. So it is that you find yourself on the road between Pitchfield, Hobrand Castle and Dullstrand beyond. A road that once might have been safe, but now runs dangerously close to the front. You have fallen in with a small group of like-minded souls for there is safety and companionship in numbers.

Approaching the hamlet of Kellenshire, once a sleepy farming community, who knows what the war has brought to hamlet. Kellenshire sits about ten miles from Sunndi's front line. The war has displaced entire communities as refugees. Safer communities such as Kellenshire, behind the front are struggling to meet the humanitarian demand.

Allow the players to introduce themselves. Record each PCs checks for Gather Information, Sense Motive, and Spot. Proceed to Encounter 1 once finished.

Encounter 1: Relief Effort

Kellenshire is an opportunity for the PCs to explore the tragedy of war and use their abilities to alleviate some of the misery. The PCs may return to this encounter several times in the early part of the adventure. The PCs may opt to speak with the Baron of Kellenshire; in that case move to Encounter 2, and return here as needed.

Read aloud or paraphrase:

The once idyllic hamlet of Kellenshire is drowning in a flood of refugees. The core of the hamlet – a walled area containing a keep, smithy, inn, mill, and about a hundred small, well-kept cottages – is untouched. However, improvised structures – tents, shacks, lean-tos – sprawl across Kellenshire's once lush farmland and pastures. The peasants once highly productive have no room to raise crops. Men-at-arms patrol the walls and man the gate. A queue of disheveled and unwashed individuals snakes from Kellenshire's gates several hundred yards out into the shantytown. Each person waiting in the queue undergoes an ad hoc medical exam before being allowed entry.

👑 Kellenshire (hamlet): Conventional; AL NG; 100 gp limit; Assets 1,900 gp; Population 381 (+2,142 refugees); Mixed (83% human, 6% half-elf, 4% elf, 6% halfling, 1% other races); Armed Forces 15 man-at-arms (10x War1, 3x War2, 1x Ftr2, 1 Rgr2).

Authority Figures: Baron Zhost (male human Ari5), baron of Kellenshire; Eltar (male human Exp4), seneschal; Haltast (male human Ftr2), sheriff; Tashizia (female human Clr3), priest of Pelor.

Important Temples: Shrine of the Comforting Sun (Pelor – small area covered by wooden roof next to a small stone cottage that functions as a hospital and the house of Tashizia); Shrine of the Four Winds (Oeridian agricultural deities – nothing more than a decorated big oak on the village square).

Inns/Taverns: The Fat Ox. The Fat Ox is a typical village tavern with a couple of Spartan rooms available for guests. The quality of food and drink is usually reasonable, but under current conditions prices are expensive and the quality is low. There are no rooms free, though the innkeeper Vost is more than willing to try to make arrangements with guests and/or villagers. Vost hides his greed below a thin veneer of politeness, and he is not well-liked in the village.

🪵 Wooden Gates: 8 in. thick; hardness 5; hp 80; AC 5; DC 30 Break.

🪨 20' high Stone/Earthen Walls: 120 in. thick; hardness 5; hp 1200; AC 5; DC 45 Break.

Development: Kellenshire is in a difficult position. When the bullywugs swarmed out of the Vast Swamp

dozens of villages and hamlets were overrun. Those residents who were able to escape fled to the safety of inland communities like Kellenshire. Kellenshire offered up all the resources it had to spare to the County in the days immediately after the outbreak, and now is floundering under the burden of the refugee crisis. As much as the citizens of Kellenshire would like to provide for the refugees, they simply don't have the resources left. This manifests itself in a variety of problems that the PCs may lend help toward. Guidelines are presented here for these problems and some examples how PCs could help with the problems. This is not an exhaustive list, and the DM and players are encouraged to fully explore the characters' options. Each activity the PCs engage in is rewarded with 50 role-playing xp to the adventure maximum of 20% of the total xp.

1. **Water.** Kellenshire has only two wells. One in the center of town and one in the heart of the keep. This is not sufficient to serve the daily needs of 2500+ people. Casters have been helping out with *create water* but even with these additions the 2500 gallons/day necessary to provide for people and livestock is not being met. Kellenshire desperately needs 2-5 additional wells outside the walls to serve the community. The water line sets at 60 feet. So if the PCs have a method of quickly digging a well coupled with the ability to line such a well with stone masonry...
2. **Morale.** The refugees are disheartened. The days of hardship have taken their toll. All refugees suffer a -2 morale penalty to skill checks and saves. If the PCs have a method of increasing overall morale of the refugees...
3. **Food.** Simply put, the Kellenshire area cannot support the number of people currently living there. Simply providing food is appreciated, but it might cause a riot and it is only a temporary solution. All survival checks to provide minimum nutrition suffer a -4 penalty. If the PCs have a method increasing the overall productivity of the surrounding area, such as with *plant growth*, at least some of the current problems are alleviated. Alternately, each PC with 4 or more ranks in Survival could take groups as large as 30 out foraging with the PC to give the refugees pointers in gathering techniques. By making a DC 15 Knowledge (nature) check by the PC, each refugee with the PC who makes a DC 14 Survival check gain a +4 insight bonus to survival checks in the Kellenshire area.
4. **Disease.** An epidemic of shakes and cholera (functions as filth fever, except that it is spread through ingestion instead of injury) has broken out among the refugees. More information on these diseases can be found in the *Dungeon Master's Guide* page 292. One-half has contracted at least one of the diseases, and one-fourth has both. PCs who interact with the refugees must make the appropriate saves each day they do so.

5. **Rabbleroising.** Almost daily the pressure of the situation leads to a near riot condition. The refugees are tempted to storm Kellenshire's walls and take what they need from Kellenshire's residents. They have not succumbed to the temptation to actually riot... yet. As the tension builds each day, the entire community is set on edge – particularly the craftsmen in Kellenshire who are the primary target of the refugees' ire.
6. **Crime.** Various minor crimes have become a frequent occurrence. The most frequent are poaching on the Baron's estates and theft from the inn.

Gromkeep: Each time a PC interacts in an activity with the refugees, there is an opportunity to learn of the siege of Gromkeep. If the PCs are not actively seeking information, assume they are taking 10. Also, add a +2 modifier to the check for each previous activity the PC has participated in.

A DC 15 Gather Information check reveals that approximately 1 in 20 of the refugees is from the hamlet of Gromkeep. While all the other border communities were either immediately overwhelmed or abandoned one they were hopelessly cut off from Sunndi Army support, Gromkeep has managed to hang on under the pressure of a Wastrian/bullywug siege. If the check tops 20+, additionally no one expects Gromkeep to hold out another week; in seven days (from the beginning of this adventure) Gromkeep is certainly in Wastrian hands without relief.

Development:

At some point the PCs should become aware of Gromkeep's situation. At that point they may want to use skills to gain insight. The PCs may have unconventional methods of gleaning information, so this is not an exhaustive list, but should provide guidelines.

Knowledge (the Splintered Suns), Gather Information and/or Bardic Knowledge:

- DC 15: Gromkeep is one of a string of agricultural communities that border the Vast Swamp. Gromkeep's citadel is has a reputation for being exceptional in both workmanship and defensiveness.
- DC 20: Gromkeep's citadel is in fact extremely superior to almost any defensive structure along the Vast Swamp.
- DC 25: The region around Gromkeep is held in reverence by lizardfolk including the Ch'taan.
- DC 30: The siege of Gromkeep is lead by a Wastrian cleric named Kartak. No other Wastrian has shown a real interest in the battle.
- DC 35: Kartak is a scholar of sorts interested in breeding stronger bullywugs. There are people who whisper he is actually looking for methods to change humans into ambhibians. He is not exactly the kind of person one would expect to lead a siege.

Knowledge (history) and/or Bardic Knowledge:

- DC 20: Gromkeep is one of the oldest settlements along the vast swamp. Its citadel even predates the actual settlement.
- DC 25: There is a myth about Ssorzz, an evil lizardfolk cleric, who gained a special boon from her deity. The item was used to strengthen the lizardfolk and he manipulated them into attacking Sunndi. A group of adventurers destroyed the cleric, and recovered the item. Rather than risk destroying it, the item was secreted in a hidden chamber and a small citadel erected above it. According to some myths Gromkeep is this citadel.

The PCs may return to this encounter several times over the course of the first part of the adventure to perform various tasks in the relief effort. They may decide to seek an audience with Baron Zhost; in that case move to Encounter 2 and return here as necessary.

Troubleshooting: It is quite possible that the PCs get so caught up in the refugee crisis that they completely overlook the siege. If this occurs a group of Gromkeep refugees should encourage the PCs back toward the siege; move to encounter 3 in that case.

Encounter 2: Rallying Support

At some point, the PCs may decide to seek an audience with Zhost, Baron of Kellenshire. There are many reasons the PCs might want to do so. Perhaps they want to negotiate on behalf of the refugees, or to entreat the Baron for an operation to relieve the siege or something entirely different. At that time they also encounter Clemin, member of the Queen's Halls, here to investigate the refugee situation in the area (see below for more information).

It is relatively easy for the PCs to get an audience. All they have to do is remain polite, and give a reasonable reason. Remember though that the guards are edgy, and slightly paranoid. While they do not really fear Wastrian infiltrators (especially not when dealing with non-humans), they do fear troublemakers and they have had some bad experiences with the refugees. PCs that are allowed to enter have to remove any weapons, including spell component pouches and walking sticks and are searched. No amount of arguing can convince the guards otherwise – in fact, any argument only strengthens their resolve, why argue unless you are planning something nasty? Sunndian nobles (members of the Knights of the Realm prestige class) and officers of the Sunndian Army gain an audience with even less fuss and they can keep their weapons (though people who are neither need to succeed on a Bluff check to convince the guards they are – do NOT forget to apply modifiers due to upkeep with people with no upkeep failing automatically).

Once allowed to enter, the PC is brought to the common room. Here many a guest of the baron spends his or her time. All show a curious interest in the arrival of the PCs, clearly bored about their stay at the keep. The baron is likely discussing one problem or another at the dining table – most likely discussing the refugee problems with Clemin. Of course, if the PCs arrive at breakfast or dinner time, the situation is slightly different. Nobles and officers do get invited to join the meal, which is rather meager and tasteless, especially at a nobleman's table. If the PCs arrive at night time, they better have a good excuse for waking up the baron or else the guards do not even allow them to enter.

☛ **Baron Zhost:** Male human (Suel) Ari5 (NG; hp 34).

Appearance: Zhost is a short stocky man with short blond hair and a short beard. He has a pale skin and blue eyes. He favors practical clothing, preferring blue and yellow.

Personality: Gracious and polite, though clearly troubled by current events. He expects to be treated with respect that he is due to as a noble, which in Sunndi means a small nod (or a salute for soldiers) with the head as a greeting for those of a lower rank, and a handshake for those of equal rank. The baron considers adventures equal. He does not react well to insults, but is used to somewhat odd behaviour from adventurers. While he is a pure blood Suel, he despises the Scarlet Brotherhood, and is insulted if somebody thinks he might support said organization.

☛ **Clemin:** Female human (Oeridian-Suel) Brd3 (AL NG; hp 16).

Appearance: Clemin is of average height and weight, with long light-brown curly hair and blue-green eyes. She has a pale complexion, and the skin of somebody who spends a lot of time outside. Her fine hands though are not those used to hard work at the field or forge. She is about 30 years old. She wears practical clothes, favoring red and yellow and she is never far from her lute or writing gear.

Personality: Clemin is a curious, punctual woman with a good eye for detail and she loves to be amongst people. She tends toward the intellectual and serious side of things – and that is appropriate in the current circumstances.

Development: Zhost was an officer in the Sunndi Army before he succeeded his father as the baron of Kellenshire. He is a gracious host even under the current conditions, but he is acutely aware of his noble status and respects the proper protocol with regard to nobility. In addition to the 2300+ peasant refugees in Kellenshire, close to fifty displaced nobles are being housed in the Baron's keep. While far from the squalor endured by the peasant refugees, it is still uncomfortable accommodations inside the keep.

Zhost is aware that the refugees frequently poach game on his private estates, and he is overlooking it at the

moment. But he is concerned about the long term. His estates are in danger of being over-hunted, and the local peasantry is not able to tend to their fields with the refugees squatting there. At first, Zhost, like most, assumed the Sunndi army would make short order of the bullywugs and the refugees would be home in a few days. But with a longer war appearing probable he is negotiating with the nobility of larger communities to absorb the refugees. But the need is greater than the capacity to accommodate it. Kellenshire is but one of dozens of communities along the war front that is in the same situation, and Pitchfield, New Keep, and the other larger communities cannot accommodate all the refugees. He is contemplating contacting Dullstrand City for aide.

As for the siege of Gromkeep, he is aware of it, and he is curious about the reasons behind the siege. Gromkeep has no apparent key resources. It was just one of many farming communities in the region bordering the Vast Swamp. Its keep was obviously superior to the simple strong-houses that served the security purposes of most such communities, but aside from that it was not exceptional. In fact, it lies so isolated it does not pose a real threat to Wastrian security except perhaps as a base for spies and saboteurs – and those people do not even need such a base. He has enquired with higher authorities in the Army about a relief operation, and the consensus is that the value of Gromkeep is not worth the risk of trying to penetrate forty miles into Wastrian territory. However, if Gromkeep could be delivered to the Army, its superior defensive structure would make a great base for forward operation, and such a delivery would warrant the gratitude of the army. Zhost has not the resources to launch such an operation himself. He turned over a large portion of his men-at-arms to the Army at the outbreak of the war and each day is a struggle just to maintain order in Kellenshire.

Clemin is a member of the Queen's Hall. She is here to gather information for the Congress of Lords on the status of the refugees and how the Congress can offer their aid the most efficient way. While talking with the refugees she learned about the siege of Gromkeep, as well as the fact that only one Wastrian showed any real interest in the keep. When she questioned the Royal Warders visiting the village, she also learned about the special status the area has for the Ch'taan. It peaked her interest, and when she learns about the baron's attempts to entice the PCs to break the siege on the keep, she decides to contact them as well. She asks them that if they go to the keep to keep their eyes open for any special information on the region, and she also offers to buy anything the PCs find that the Wastrians are looking for.

Troubleshooting: The Gromkeep citadel is warded against any form of magical/extra planar entry; unfortunately this also prevents any sort of exit from the same methods. It is also heavily warded against magical information gathering (*scry*, *locate object*, etc.) to protect

the secret of Ssorzz's tome. Nobody at Kellenshire is aware of these defenses.

Encounter 3: Heroes?

This is the final chance for the PCs to take up the mantle of heroes and rescue the beleaguered hamlet of Gromkeep. They are approached by a group of peasants originally from Gromkeep. They are concerned for their friends and homes, and beseech the PCs to break the siege. If the PCs still refuse to attempt to break the siege, they are free to explore the role-playing opportunities in Kellenshire, but there is no further reward or experience to be gained. They receive XP according to activities they accomplished in Kellenshire, and 0 gp.

Encounter 4: Ch'taan at work

This encounter takes place as the PCs near Gromkeep. The expectation is that it occurs at a distance of about two miles from Gromkeep. However, if the PCs used magical means of transportation to get closer, this encounter should occur closer. At any rate, this encounter should definitely occur before Encounter 5.

Read the following text aloud or paraphrase:

On the fringe of a marsh pool, three lifeless bullywugs sprawl. They have been stripped of all gear. Next to the lifeless bodies stand a wooden stake decorated with a few white and brown feathers and a large crocodile tooth.

This is the handiwork of K'fir, a Ch'taan (lizardfolk) ranger. He has been operating in the area for several days, and this was an opportunity he took. The stake is the symbol of the Ch'taan, which members of the tribe recognize automatically. Other characters need to succeed at a DC 15 Knowledge (the Splintered Suns) or a DC 20 Knowledge (nobility and royalty) or Bardic Knowledge check to come to the same conclusion. Members of the Royal Warders of the Vast Swamp gain a +2 circumstance bonus on these checks.

A quick examination of the bodies shows that everything of value has been taken. A character examining the bodies need to make a Heal checks to reveal:

- DC 5: The bullywugs appear to have been killed by arrows from a longbow.
- DC 10: They were killed roughly 1 hour ago.
- DC 15: The wounds reflect a high degree of precision and all 4 the bullywugs were killed before they could meaningfull react.

PCs who investigate the area quickly find a heap of weapons hidden under the muck in the pool. The weapons have been made useless. A DC 10 Survival or Search check uncovers that one medium sized humanoid

with reptile-like clawed feet and a tail has looted the corpses. A DC 12 Knowledge (nature) check is needed to definitely recognize these as belonging to the tracks of a lizardfolk, though without such a check characters are likely to come to the same conclusion when they have met lizardfolk before. Whoever killed the bullywugs showed little interest in hiding its tracks, even though it must have been an expert in sneaking considering the skill with which it ambushed the bullywugs.

A DC 15 Survival check puts the PCs on the trail of the killer, which is somewhat hidden compared to the tracks on the ambush site. After having followed the trail for roughly 500 yards they need to make a DC 19 Spot check to note the hidden K'fir silently observing the PCs. Otherwise, K'fir approaches them. Note that if the PCs send out scouts who try to keep hidden, you should let the sneaking characters roll a Hide and Move Silent check opposed by K'fir's Spot and Listen.

PCs without the Track feat can still contact K'fir. The lizardfolk of the Ch'taan tribe have methods of alerting one another, and members of the Ch'taan (or others after a successful DC 17 Knowledge (local) check) know how to do so. After having given the signal, K'fir immediately sneaks upon the PCs.

🐉 **K'fir:** Male lizardfolk Rgr4 (hp 27; AL N; Hide +9, Listen +6, Move Silent +9, Spot +6, Survival +5).

Appearance: K'fir is nearly 7 feet tall with dull brown scales, showing age. He is covered in scars, and it is clear he has been in many a fight. His tail is used for balance and is roughly 4 feet long. He wears studded leather, and is armed with a shortspear, leather shield and a composite longbow – all of excellent quality. He has the markings of a 'rasvaratiss' (translates into 'treasured warrior'), which denotes him as an elite warrior amongst the Ch'taan. Members of the Ch'taan recognize these markings immediately, others need to succeed at a DC 17 Knowledge (the Splintered Suns) check. Royal Warders get a +2 circumstance bonus on this check.

Personality: K'fir is a grizzled veteran of the Vast Swamp with a lowbrow attitude. He is doing his part to help his people survive and the PCs might be able to help him in that regard. Like all lizardfolk, he assumes males are the leaders and warriors, and he has even less respect for small sized characters, seeing them as servants far below the status of a rasvaratiss like him. He has had some prior experience with outsiders, and knows that there are many tribes outside the swamp besides the Sunndi tribe.

Development: Assuming the PCs find K'fir, his starting attitude is indifferent to the PCs. He is friendly towards members of the Ch'taan tribe or the Royal Warders of the Vast Swamp. Diplomacy checks can modify this attitude as normal. Characters that speak Draconic gain a +2 circumstance bonus on their Diplomacy check. Female characters gain a -2 circumstance penalty, while small sized characters gain a -4 circumstance penalty. These penalties stack with one another so a female halfling who

speaks Draconic gains a -4 penalty to her Diplomacy check.

Even as indifferent, he is willing to give information about the siege of Gromkeep. He can generally describe the pickets, grenadiers, and Kartak. His estimate is that Gromkeep is on the verge of succumbing to the siege, but that the bullywugs are becoming more and more unruly as the Wastrian forces them to maintain the siege. He is certain that if Kartak is killed, the siege breaks and the keep is saved.

If his attitude is friendly, he shares that he has noticed bands of bullywugs from the siege at Gromkeep have begun to make patrols away from Gromkeep, and it is highly likely that any group approaching the keep encounters one of these patrols. He can describe the items the patrols appear to use in detail – specifically the *stones of sound*, and at higher APLs the *javelins of lightning*. A DC 22 Spellcraft check allows the characters to recognize the stones functioning akin to the *sound burst* spell, while a DC 23 Spellcraft check is required to recognize the javelins functioning somewhat like a *lightning bolt* spell. Of course, there is no guarantee K'fir describes the effects accurately, or that it might be more powerful versions of those spells.

He also can share the lizardfolk legend of Ssorzz and its relation to the keep. He only volunteers this information though when asked about it. Afterall, it holds little relevance to the situation at hand. According to Ch'taan myths Ssorzz was a powerful, but misguided lizardfolk in ancient times who received a gift from Semuanya. But Ssorzz led his people down a destructive path of conquest. Semuanya punished Ssorzz by allowing Ssorzz to be killed and Semuanya's gift was hidden. Lizardfolk prophecy predicts that someday someone worthy of Semuanya's gift will emerge to retrieve it for the lizardfolk. According to local lizardfolk mythology, the citadel at Gromkeep was erected to remind Semuanya's people of the folly of abandoning neutrality, and becoming entangled in the affairs of other races.

If his attitude is moved to helpful, he reluctantly uses the final charges on a wand he has to aid the PCs on the final leg of their journey. It is a wand of *resist energy* (5th level caster) with three charges left. He uses the remaining charges on the PCs with an energy-type of the player's choice.

Troubleshooting: Of course, if the PCs have access to Track, finding K'fir is a relatively straightforward task. Encounter 5 is difficult without his advice and aid, so PCs should be given a more than fair opportunity to encounter K'fir. Parties without access to Track should be given some opportunities to devise creative alternative ways to find K'fir (or have him find them) before pressing on to citadel. If they don't try though, then they can only blame them selves.

Note that in this case the PCs are probably not aware of the special interest Ssorzz's tome holds for the Ch'taan. So it is unlikely that they give it to them then, which is

perfectly fine. Remember that they do NOT earn the Ch'taan's favor in that case.

Encounter 5: The Picket

To get to Gromkeep, the PCs must make it past at least one of the bullywug pickets stationed around the hamlet at the numerous marsh pools.

Refer to Appendix 8: DM Aides for a map of the Encounter 4: The Picket. The bullywugs stick to marshes. Due to the many plants in the region the maximum distance the two sides can spot eachother is at 80 feet – which is nearly automatic for the bullywugs unless the PCs have taken precautions. A typical warrior in a magical full plate has a -10 penalty (-5 due to armor check penalty and -5 due to normal speed) to his Hide and Move Silently, resulting in a DC 8 Spot/Listen check for the bullywugs, which they easily make. At that point the PCs can make a DC 24 Spot check to note the hidden bullywugs in the reedland. It is possible the PCs have taken necessary precautions, in that case simply assume that the bullywugs take 10 on their Hide, Listen and Spot checks. See the appendices 1-6 for the skill modifiers of the bullywugs.

Terrain: The biggest part of the terrain consists of reetlands. These provide concealment against ranged attacks and count as a shallow bog for the PCs. Due to the marsh movement ability of the bullywugs, they are not hindered by the bogs. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Tumble checks in such a square increases by 2. It is impossible to charge or run in these regions for the PCs unless they can fly or are under the effect of a *water walk* spell. The path the PCs are following is considered normal terrain. There might be a few big trees, providing cover as detailed in the *Dungeon Master's Guide*.

Creatures: The bullywugs are still under the effect of the medicines developed by the Wastrians. So they are not in a constant rage. They are practically useless in a siege otherwise. That does not mean they are not vicious and bloodthirsty, merely that they are more likely to surrender or flee.

APL2 (EL4)

🐉 **Groark:** Male bullywug Bbn1/Ftr1; hp 26; see Appendix 1.

🐉 **Trooper (3):** Male bullywug War1; hp 11; see Appendix 1.

APL4 (EL6)

All above, plus:

🐉 **Grol:** Male bullywug Bbn1/Ftr2/Rog1; hp 48; see Appendix 2.

APL6 (EL8)

All above, plus:

☛ **Riber:** Male bullywug Bbn1/Ftr2/Rog3; hp 66; see Appendix 3.

APL8 (EL10)

All above, plus:

☛ **Scrop:** Male bullywug Bbn1/Ftr2/Rog5; hp 92; see Appendix 4.

APL10 (EL12)

All above, plus:

☛ **Fank:** Male bullywug Bbn1/Ftr2/Rog7; hp 112; see Appendix 5.

APL12 (EL14)

All above, plus:

☛ **Scuz:** Male bullywug Bbn1/Ftr2/Rog9; hp 144; see Appendix 6.

Tactics: The bullywugs are anxious for a fight. They've been stuck in siege duty, and are ready for some real killing. Bullywugs are not known for patience or conservation; a great deal of bullywug camp humor centers around "dry-skins" dying with unused consumables "conserved" in their backpack. When they see the PCs, they imbibe their potions, and ready an ambush or charge into the PC's camp depending on the circumstances under which the PCs encounter the bullywugs. Once in combat, half the troopers use their *bullet of sounds* the first round. The rest uses normal bullets. After an initial volley they then close. The bullywugs are not brilliant, but they are trained and recognize what spellcasters look like; the bullywugs try to flank PCs and penetrate to eliminate spellcasters first.

APL 2 – APL 8: The bullywugs with *javelin of lightning* open with this, before closing to melee.

APL 8+: Note that each bullywug has a potion of flying to use.

APL 10+: Fank or Scuz (at APL 12) open with the *bead of force*; his first target is someone with no armor (presuming them to be an arcane caster), second is a character in heavy armor and prominently showing something that looks like a holy symbol; his next preference is anyone in heavy armor. The other uses his *bead of force* only when it appears to absolutely necessary. Circumstances dictate whether or not they use their *javelins of lightning* or closes for melee.

Remember that they are many rogues amongst the bullywugs and they try to maneuver themselves into flanking positions.

Treasure:

Looting the bullywugs:

APL 2: L (37 gp); C (0 gp); M 6x *bullets of sound* (16 gp each), +1 *chain shirt* (104 gp), *potion of bull's strength* (25 gp), *potion of shield of faith* (4 gp).

APL 4: L (132 gp); C (0 gp); M 6x *bullets of sound* (16 gp each), +1 *chain shirt* (104 gp), *cloak of resistance +1* (83 gp), *javelin of lightning* (125 gp), 2x *potions of bull's strength* (25 gp each), 2x *potion of shield of faith* (4 gp each).

APL 6: L (141 gp); C (0 gp); M 6x *bullets of sound* (16 gp each), +1 *chain shirt* (104 gp), 2x *cloak of resistance +1* (83 gp each), 2x *javelins of lightning* (125 gp each), *potion of bear's endurance* (25 gp), 3x *potions of bull's strength* (25 gp each), 3x *potion of shield of faith* (4 gp each), +1 *spiked chain* (194 gp).

APL 8: L (150 gp); C (0 gp); M 6x *bullets of sound* (16 gp each), +1 *chain shirt* (104 gp), 2x *cloak of resistance +1* (83 gp each), 3x *javelins of lightning* (125 gp each), *potion of bear's endurance* (25 gp), 4x *potions of bull's strength* (25 gp each), 7x *potions of fly* (63 gp each), 4x *potion of shield of faith* (4 gp each), 2x +1 *spiked chain* (194 gp each).

APL 10: L (151 gp); C (0 gp); M *bead of force* (250 gp), 6x *bullets of sound* (16 gp each), 2x +1 *chain shirt* (104 gp each), 2x *cloak of resistance +1* (83 gp each), 4x *javelins of lightning* (125 gp each), *potion of bear's endurance* (25 gp), 5x *potions of bull's strength* (25 gp each), 8x *potions of fly* (63 gp each), *potion of haste* (63 gp), 5x *potion of shield of faith* (4 gp each), 3x +1 *spiked chain* (194 gp each).

APL 12: L (152 gp); C (0 gp); M *amulet of health +2* (333 gp), 2x *bead of force* (250 gp each), 6x *bullets of sound* (16 gp each), 3x +1 *chain shirt* (104 gp each), 3x *cloak of resistance +1* (83 gp each), *gloves of dexterity +2* (333 gp), 5x *javelins of lightning* (125 gp each), *potion of bear's endurance* (25 gp), 6x *potions of bull's strength* (25 gp each), 9x *potions of fly* (63 gp each), 2x *potions of haste* (63 gp each), 6x *potion of shield of faith* (4 gp each), *ring of protection +1* (167 gp), 4x +1 *spiked chain* (194 gp each).

Detect magic results: *Amulet of health +2* (Moderate Transmutation), *bead of force* (Moderate Evocation), *bullet of sound* (Faint Evocation), +1 *chain shirt* (Faint Abjuration), *cloak of resistance +1* (Faint Abjuration), *gloves of dexterity +2* (Moderate Transmutation), *javelin of lightning* (Faint Evocation), *potion of bear's endurance* (Faint Transmutation), *potion of bull's strength* (Faint Transmutation), *potion of fly* (Faint Transmutation), *potion of haste* (Faint Transmutation), *potion of shield of faith* (Faint Abjuration), *ring of protection +1* (Faint Abjuration), +1 *spiked chain* (Faint Evocation).

Development: If the combat drags out, other pickets are going to notice. There are 10 other pickets like the one encountered by the PCs. An additional picket arrives on the scene every 1d10+10 rounds until the PCs enter Gromkeep.

Any bullywugs who survive and are captured are intimidated and tell everything they know about Kartak in hopes of mercy. They know that the bullywugs are very dissatisfied with the siege and it is only the bullywugs' fear of Kartak that holds the siege together. They also are aware that Kartak has handpicked the most able bullywugs as a personal guard and that those bullywugs are given special equipment, but they don't know what exactly the equipment is. The bullywugs can give a description of Kartak's guards' necklaces, and any

PC making a 23+ spellcraft check recognizes the description as *fireballs* of some kind.

Any surviving bullywugs promises to return to the Vast Swamp never to return to the lands of the dry-skins again. They are sincere in this promise, but as to whether they fulfill it once the PCs are out of sight...

Troubleshooting: It is certainly possible at higher APLs that the PCs are simply flying over the swamp towards Gromkeep. In that case they avoid this encounter, do not provide xp or gp for it.

Encounter 6: The Siege

Refer to Appendix 8: DM Aids for a map of the siege of Gromkeep.

Read or paraphrase the following:

The farming village of Gromkeep has been destroyed. Only the hamlet's central keep remains intact. The communities other primary buildings are reduced to mounds of rubble. The hamlet's wall has gaping holes. To the south is a shabby shack – probably hastily built from material scavenged from the destroyed buildings of Gromkeep.

The bullywugs rush forward to intercept the PCs. But assuming the PCs make it past the picket in Encounter 4, they can rush to the safety of the keep. If the PCs insist on standing and fighting, they face 10 consecutive pods identical to the picket in Encounter 4. After the first pod begins fighting the PCs, an additional pod arrives every 1d6+4 rounds. If the PCs survive all 10 pods, Kartak and his grenadiers arrive 1d6+4 rounds after the final pod.

Encounter 7: Gromkeep

Gromkeep is battered but still secure. However, the defenders numbers have been whittled down over the days so that there are barely enough left to secure the keep.

All APLs

♣ **Scaltann, Baron of Gromkeep:** Male human (Oeridian) Ari[APL]; hp [APLx6]; Baron Scaltann is an aristocrat with a level equal to the APL of the adventure.

♣ **Scaltann's Men (10):** Male human War[APL-1]; hp [(APL-1)x6]; Baron Scaltann's men-at-arms are warriors with level equal to APL-1 and 6 hp per level.

♣ **Gromkeep survivors (42):** Male human Com1; hp 3.

♣ **Tyrinn:** Male human Clr3; hp 15.

Development: The keep is has a great room, facilities to withstand a siege (kitchen, barracks, armory, etc), living chambers for the baron and higher level servants, a library, and a dungeon.

By the seventh day after the beginning of this module, Scaltann determines the time has come to abandon Gromkeep. Assuming the PCs arrive prior to that, he is leaning that direction. It has been a difficult choice for him. He has seen more than half his men killed over the course of the siege, and now that it is clear that the county is not going to relieve him, he must attempt a breakout with the force he has left. If he waits any longer, they could be so weakened that they would be unable to break out, and thus eventually annihilated.

When the PCs arrive Scaltann's disposition (and those of the other defenders) is friendly. He is an aristocrat with all that implies, but he is also a hearty frontiersman – the prodigy of an adventurer lineage that carved a freehold out of the Vast Swamp. He and his men are disappointed that a full-relief column didn't arrive, but they are grateful for the PCs' efforts. The fact that a full relief column is not coming, pushes Scaltann reluctantly toward evacuation. They are willing to coordinate their breakout with a PC assault on the Wastrian who leads the siege.

The defenders volunteer that the Wastrians personal guards each wear a necklace with at least one *fireball* sphere on it.

Tyrinn is youthful and fearless. If the defenders' dispositions are moved to helpful (they start as friendly), Tyrinn volunteers that he has a wand of *resist energy* (3rd caster level) with 25 charges left in it. He uses it in preparation for an attack by the PCs on the Wastrian to give the PCs *resist energy* for an energy type of their choice – presumably to fire, but the PCs are free to choose another energy type. If friendly, the PCs can buy one charge for the standard price of 90 gp per charge. Tyrinn is not interested in weapons or armor, though he does accept other magic items useful to the defenders on a market base price value (for example, he gladly exchanges two *potions of cure light wounds* for 1 charge from his wand). The same holds true for regular healing spells. If pressed about him asking for money, or preferably more direct aid, he points out that his friends at the keep could also really use the magic.

At APL8+, a DC 25 Spot or Sense Motive check discover one of the commoners is a seven-year-old boy name Nikoy. He's reluctant to talk because he's supposed to stay in the safety of the keep, but the bullywugs are intriguing to him and he's spent considerable time spying on them at a closer distance than he's allowed. He's noticed that the senior grenadiers carry different spheres on their necklaces. The senior grenadiers' necklaces have dark spheres rather than golden spheres suggesting they throw something besides a *bead of fireballs* though what exactly remains unknown for the moment.

Troubleshooting: The PCs probably have an idea that there is something of value in the keep, and may be

tempted to just search for it and leave. Once the PCs arrive in the keep, Kartak becomes extremely suspicious and anxious. Kartak does not sit idle once the PCs arrive. As soon as the PCs arrive, he puts his entire force on alert, and is *obvious* to the defenders and PCs. Two hours after the PCs' arrival, he launches a final assault on the keep to prevent the loss of Sorzz's tome. If this occurs, assume that Baron Scaltann's force, using the keep's defenses eliminates half the bullywug pickets before succumbing. This leaves 5 bullywug pickets (see Encounter 5 and Kartak (with his grenadiers) that the PCs must deal with. The bullywugs arrive one picket every 1d4+3 rounds until all five have arrived. 1d4+3 rounds after the final picket or upon exiting the keep, Kartak and his grenadiers attack the PCs (see Encounter 7).

Encounter 8: Breaking the Siege

Assuming the Gromkeep defenders attempt a breakout to draw the attention of the pickets, the PCs have a straight shot to Kartak (and his grenadiers). The Gromkeep defenders stream forth out of the citadel and immediately break north to draw the bulk of the siege force from the keep. The bullywug pickets swarm toward the Gromkeep defenders. After a few moments, the PCs have an unimpaired shot at Kartak.

If the defenders are not coordinating a breakout with the PC's attack, the bullywug pickets rush to aid Kartak at a rate of one picket (see Encounter 5) every 1d4+3 rounds.

Terrain: Kartak's HQ is behind the remains of earthen wall that once surrounded the village. It is behind a 5 feet high make-shift wall of bushes and rubble recovered from the village. The wall provides cover to the grenadiers, and it can be crossed by spending 10 feet movement or by jumping over it (requiring a DC 20 Jump check for the 20 feet horizontal jump with the wall set in the middle – more details can be found in the skill section of the *Player's Handbook*). Unless directing the battle, Kartak stays under a wooden roof, protecting him against flying opponents. The rest of the terrain is relatively flat, posing no problems to either PCs or their opponents.

Creatures: The keep is under siege from several pickets, each detailed in Encounter 5. Kartak himself is protected by an elite force of grenadiers and at higher APLs high level bodyguards. He does not get involved in the assault on the keep and the only way for the PCs to get at him is by directly attacking him.

Note that if the PCs coordinate their attack with a breakout attempt from the inhabitants of the Keep they can avoid the hostile forces. On the other hand, if the baron keeps himself cooped up in the Keep, the PCs either need to fly out or face 1 or more pickets. Take a good look at the tactics the PCs use and make a fair

decision on what works and what does not. Remember that bullywugs are not known for their intelligence, or discipline, and Kartak's control over the bullywugs is not particular big. It should be relatively easy to come up with a plan to draw away at least some of the pickets for a few short moments.

All APLs

☛ **Bullywug pickets:** see Encounter 5.

APL 2 (EL 5)

☛ **Kartak:** Male human Clr4; hp 31; see Appendix 1.

☛ **Grenadiers (3):** Male bullywug War1; hp 14; see Appendix 1.

APL 4 (EL 7)

☛ **Kartak:** Male human Clr6; hp 45; see Appendix 2.

☛ **Grenadiers (6):** Male bullywug War1; hp 14; see Appendix 2.

APL 6 (EL 9)

☛ **Kartak:** Male human Clr8; hp 59; see Appendix 3.

☛ **Grenadiers (12):** Male bullywug War1; hp 14; see Appendix 3.

APL 8 (EL 11)

☛ **Kartak:** Male human Clr10; hp 73; see Appendix 4.

☛ **Grapup:** Male bullywug Bbn1/Ftr2/Rog3; hp 66; see Appendix 4.

☛ **Grenadiers (12):** Male bullywug War1; hp 14; see Appendix 4.

APL 10 (EL 13)

☛ **Kartak:** Male human Clr12; hp 99; see Appendix 5.

☛ **Grapup:** Male bullywug Bbn1/Ftr2/Rog3; hp 66; see Appendix 5.

☛ **Thabb:** Male bullywug Bbn1/Ftr2/Rog5; hp 92; see Appendix 5.

☛ **Grenadiers (12):** Male bullywug War1; hp 14; see Appendix 5.

APL 12 (EL 15)

☛ **Kartak:** Male human Clr14; hp 115; see Appendix 6.

☛ **Grapup:** Male bullywug Bbn1/Ftr2/Rog3; hp 66; see Appendix 6.

☛ **Thabb:** Male bullywug Bbn1/Ftr2/Rog5; hp 92; see Appendix 6.

☛ **Arglob:** Male bullywug Bbn1/Ftr2/Rog7; hp 112; see Appendix 6.

☛ **Grenadiers (12):** Male bullywug War1; hp 14; see Appendix 6.

Tactics: As soon as the defenders begin their breakout Kartak cast his long duration buffing spells (but he does not use any magic items yet) – definitely starting by casting *resist energy*. If he can anticipate the round combat

starts, Kartak uses his *dust of disappearance* the round before combat begins.

In combat roughly half of the grenadiers begin the fight by using their single *necklace of fireballs* sphere, stopping when they appear to have no effect. The senior bullywugs use their *beads of force* as their first action; they have been trained to identify arcane casters and front line fighters as their primary targets. Kartak attempts to maintain distance and use his spells at range. If he is invisible, his preference is to cast a spell and move to prevent the PCs from pinpointing him. He starts by summoning creatures, and only later directly attacks the PCs.

Kartak's grenadiers are fiercely loyal to him and fight to the death. However, once Kartak is eliminated, any non-grenadier bullywugs immediately attempts to flee the area. Kartak on the other hand, flees if brought below 10% of his maximum hit points and when he thinks he has a chance of success. Use your best judgment whether he has a decent chance or not. If not, he tries to take as many enemies with him as possible.

Treasure:

Looting Kartak and the bullywugs:

APL 2: L (45 gp); C (10 gp); M +1 full plate (221 gp), 3x necklaces of fire balls (1x4d6 sphere) (50 gp each), 3x potions of shield of faith (4 gp each), 2x scrolls of cause fear (2 gp each), scroll of hold person (13 gp), scroll of owl's wisdom (13 gp).

APL 4: L (85 gp); C (10 gp); M +1 full plate (221 gp), +1 heavy wooden shield (96 gp), 6x necklaces of fire balls (1x4d6 sphere) (50 gp each), 6x potions of shield of faith (4 gp each), scroll of hold person (13 gp), scroll of owl's wisdom (13 gp), scroll of prayer (31 gp), scroll of searing light (31 gp), 2x scrolls of sound burst (31 gp each).

APL 6: L (166 gp); C (10 gp); M +1 full plate (221 gp), +1 heavy wooden shield (96 gp), 12x necklaces of fire balls (1x4d6 sphere) (50 gp each), periapt of wisdom +2 (333 gp), 12x potions of shield of faith (4 gp each), scroll of hold person (13 gp), scroll of owl's wisdom (13 gp), scroll of prayer (31 gp), scroll of searing light (31 gp), 2x scrolls of sound burst (31 gp each).

APL 8: L (175 gp); C (10 gp); M bead of force (250 gp), cloak of resistance +1 (83 gp), dust of disappearance (292 gp), +1 full plate (221 gp), +1 heavy wooden shield (96 gp), 12x necklaces of fire balls (1x4d6 sphere) (50 gp each), periapt of wisdom +2 (333 gp), potion of bull's strength (25 gp), potion of fly (63 gp), 12x potions of shield of faith (4 gp each), ring of protection +1 (167 gp), scroll of hold person (13 gp), scroll of owl's wisdom (13 gp), scroll of prayer (31 gp), scroll of searing light (31 gp), 2x scrolls of sound burst (31 gp each), +1 spiked chain (194 gp).

APL 10: L (175 gp); C (10 gp); M 2x beads of force (250 gp each), +1 chain shirt (104 gp), cloak of resistance +1 (83 gp), dust of disappearance (292 gp), +1 full plate (221 gp), +1 heavy wooden shield (96 gp), 12x necklaces of fire balls (1x4d6 sphere) (50 gp each), periapt of wisdom +4 (1333 gp), 2x potions of bull's strength (25 gp each), 2x potions of fly (63 gp each), potion of haste (63 gp), 12x potions of shield of faith (4

gp each), potion of shield of faith +4 (50 gp), ring of protection +1 (167 gp), scroll of hold person (13 gp), scroll of owl's wisdom (13 gp), scroll of prayer (31 gp), scroll of searing light (31 gp), 2x scrolls of sound burst (31 gp each), 2x +1 spiked chain (194 gp each).

APL 12: L (176 gp); C (10 gp); M 3x beads of force (250 gp each), 2x +1 chain shirt (104 gp each), cloak of resistance +1 (83 gp), dust of disappearance (292 gp), +1 full plate (221 gp), +1 heavy wooden shield (96 gp), javelin of lightning (125 gp), 12x necklaces of fire balls (1x4d6 sphere) (50 gp each), periapt of wisdom +4 (1333 gp), 3x potions of bull's strength (25 gp each), 3x potions of fly (63 gp each), 2x potions of haste (63 gp each), 13x potions of shield of faith (4 gp each), potion of shield of faith +4 (50 gp), ring of protection +1 (167 gp), scroll of hold person (13 gp), scroll of owl's wisdom (13 gp), scroll of prayer (31 gp), scroll of searing light (31 gp), 2x scrolls of sound burst (31 gp each), 3x +1 spiked chain (194 gp each), winged boots (1333 gp).

Detect magic results: Bead of force (Moderate Evocation), +1 chain shirt (Faint Abjuration), cloak of resistance +1 (Faint Abjuration), dust of disappearance (Moderate Illusion), +1 full plate (Faint Abjuration), +1 heavy wooden shield (Faint Abjuration), javelin of lightning (Faint Evocation), necklace of fire balls (Moderate Evocation), periapt of wisdom +2 (Moderate Transmutation), potion of bull's strength (Faint Transmutation), potion of fly (Faint Transmutation), potion of haste (Faint Transmutation), potion of shield of faith (Faint Abjuration), potion of shield of faith +4 (Moderate Abjuration), ring of protection +1 (Faint Abjuration), scrolls of cause fear (Faint Necromancy), scroll of hold person (Faint Enchantment), scroll of owl's wisdom (Faint Transmutation), scroll of prayer (Faint Enchantment), scroll of searing light (Faint Evocation), scroll of sound burst (Faint Evocation), +1 spiked chain (Faint Evocation), winged boots (Faint Transmutation).

Development: If Kartak and his grenadiers are eliminated, Gromkeep is no longer threatened.

On the other hand, if the PCs fail to eliminate Kartak, there are several things that might happen depending on how they defeated him. If they forced him to flee, and make no secret of having found the Tome then the Keep is safe. Kartak sees little reason to press on. On the other hand, if he escaped and he does not know the book is gone, he returns with reinforcements. The baron though realizes his predicament on time, and escapes the keep together with his people alive and well. The PCs still earn the favor of the Sunndian Army. If the PCs actually are beaten back, leaving Kartak active on the battlefield, the bullywugs end up killing the baron and most of his people. With some luck, the PCs might be able to retrieve the Tome, though it is unlikely. In any case, the PCs do not earn the favor of the Sunndian Army (see the Conclusion).

If the PCs kill or subdue Kartak, they find a letter from his superior – Player's Handout 1.

Encounter 9: Research

When the PCs enter the Gromkeep library, read or paraphrase the following:

Bookshelves from floor to ceiling form the walls of this 30'x40' room. However, the shelves are only about half full. The furnishings of the room are those of a parlor rather than a library.

Gorm, the founder of Gromkeep, had a strong interest in the library, but his ancestors did not inherit that inclination. For centuries, the actual library has served as a parlor and the accumulated volumes have gone neglected. All the books are written in Ancient Sueloise. If a PC can read Ancient Sueloise, a DC 25 Search check discovers a cache of books documenting the construction of Gromkeep after an hour of searching. If a PC cannot read Ancient Sueloise, impose a -10 circumstance penalty to the Search check. If a PC fails the Search check, the character can still discover the cache of books, but it takes longer. Each point by which the PC fails adds an hour to the search. Once the cache of books is found, they reveal the location of the vault in the dungeon, so that no search check is required there (see Encounter 10).

Encounter 10: The Citadel's Secret

The secret entrance to the vault containing Ssorzz's Tome is in the dungeon of Gromkeep. Finding the secret entrance to the vault requires 4 hours of searching and a DC 25 Search check (unless the PCs have researched the location of the entrance in the library as described in Encounter 9). The search time is reduced by five minutes for every point the Search check is beaten by. This could be critical if the PCs opt to search for the Tome before breaking the siege. The vault is a huge steel square case (to prevent burrowing) with a single entrance through a hidden door. As with the rest of the keep, it is powerfully warded against any form of remote viewing or location magic as well as magical entrance to the keep or exit from the keep (but not movement within the keep). Once the entrance is found it opens without effort, revealing a 30 by 30 ft. square room with a trap door right in the center.

Read or paraphrase the following:

This thirty foot square room has no light source and is completely empty except for the handle to a trap door in the center of the room. A layer of undisturbed dust covers the floor.

The PCs are the first to enter the vault in centuries - since the original adventurers defeated Ssorzz, took his tome and created this citadel to protect it. Gorm was so driven by this concern to protect the book from falling into the wrong hands that even centuries after his death, his ghost still stands vigil in the vault.

As soon as any player enters the vault, Gorm's ghost materializes. Gorm's ghost takes the form a warrior in the prime of his life - as that is the "spirit" of Gorm that lives on to protect Ssorzz's Tome. Gorm is initially unfriendly toward any intrusion but not violent. Any attempt to retrieve the book before he is helpful instantly changes his attitude to hostile and he immediately attacks the PCs. Any spell casting also provokes an immediate attack. Gorm is infinitely patient, however; after all he has spent centuries standing vigil over the book. Gorm is also completely fearless and single-minded in his objective so any attempts to intimidate him suffer a -30 circumstance penalty.

His ghost's memory of exactly why he is protecting the book has grown vague. He definitely knows that he must keep the book from the "wrong people", but exactly who that is he cannot remember. The rules in the *Player's Handbook* regarding the Diplomacy skill should serve as ample guide for the DM to handle PCs who negotiate with Gorm. Gorm opposes the idea of making copies of the tome, and only voluntarily gives the book to the PCs if they promise to hand it over to an organization like the Queen's Halls for safekeeping (though the PCs do have to explain the nature of the Queen's Halls to Gorm, since it did not exist during Gorm's life) or promise to keep the book for them selves. He reacts rather aggressive when the PCs suggest the idea of returning the book to the lizardfolk. In the end though, due to his faulty memory, all these suggestions do, is making things more difficult to convince him to release hold of the book. A persuasive character should be able to do so despite such setbacks.

Diplomacy modifiers (and they stack with oneanother):

- PC points out that Gromkeep is under siege because of the book and that it is not in a position to keep the Wastrians out: +4 circumstance bonus.
- PC mentions the idea of making copies: -2 circumstance penalty.
- PC mentions giving the book to the lizardfolk (and Gorm does not know the Ch'taan are lizardfolk): -2 circumstance penalty.
- PC mentions only giving the book to the Queen's Halls for safekeeping: +2 circumstance bonus.

APL2 (EL 3)

☛ **Gorm:** Male ghost human War2; hp 17; see Appendix 1.

APL4 (EL 5)

☛ **Gorm:** Male ghost human War4; hp 29; see Appendix 2.

APL6 (EL 7)

☛ **Gorm:** Male ghost human War6; hp 48; see Appendix 3.

APL8 (EL 9)

☛ **Gorm:** Male ghost human War8; hp 63; see Appendix 4.

APL10 (EL 11)

☛ **Gorm:** Male ghost human War10; hp 78; see Appendix 5.

APL12 (EL 13)

☛ **Gorm:** Male ghost human War12; hp 93; see Appendix 6.

Tactics: Gorm only attacks if the PCs or their agents try to access the trap door or if spells are cast.

If combat breaks out, he uses his corrupting gaze until a frontline fighter becomes apparent. He uses his malevolence to gain try and gain control of the frontline fighter and turn him/her on the party. Unless Gorm is convinced the PCs are evil, once his malevolence has taken control of a frontline fighter, he attacks for non-lethal damage, rather than lethal damage. If this tactic is clearly not working, for example because a *protection from evil* blocks his control, he returns to his corrupting gaze at APL4+. If for some reason, the corrupting gaze is clearly ineffective, he switches to his draining touch (or at APL2 he always uses it); he opts to drain charisma against most opponents.

Gorm is not bloodthirsty. His primary concern is not with killing, but with protecting the book. If he drains PCs of charisma to the point of unconsciousness, he only kills them (with constitution drain) if they have convinced him they are a threat to getting the book and giving it to the “wrong people”. In most circumstances, failure in this encounter should not mean death.

Though he is standing his vigil in the vault, he is not constrained to stay there. If he is turned or otherwise removed temporarily so that PCs can retrieve the Tome, he pursues them at his first opportunity. See Development for more details.

Note: At APL2 have him do non-lethal damage when possessing a frontline fighter. See the Troubleshooting section below.

Treasure: Gorm's equipment is with his corporeal body secreted in an undisclosed crypt or burial site, and unavailable to the PCs.

All APLs: L (83 gp)*; C (0 gp); M (0 gp).

* Ssorzz's Tome.

Development: If Gorm is, in the end, convinced that the responsibility of the Tome has passed on to worthy people, his spirit finds its eternal rest even if the PCs later break any promises they might have made to convince him of their worthiness. Once gone, they can safely retrieve the book from below the trap door. Gorm does not have the key, so it might take some work. The trapdoor is not trapped, and there is no magical aura to be sensed.

☛ **Steel Trapdoor:** 1 in. thick; hardness 10; hp 30; AC 5; DC 25 Break; DC 25 Open Lock.

Beneath the trapdoor is a chamber just large enough to hold Ssorzz's Tome – 12 inches x 9 inches x 4 inches; Ssorzz's Tome is non-magical and weighs 4 pounds.

If the PCs do not convince Gorm they are the right people to guard the book, they have to defeat him in combat to retrieve the book. The problem with ghosts is that more often than not such a defeat is only a temporary set-back for a ghost. If Gorm was chased away, he definitely returns as soon as possible trying to possess one of the PCs to return the book back to its resting place in Grimkeep. If destroyed, a rejuvenation roll (see the ghost powers in the *Monster Manual*) needs to be made. If successful, Gorm returns after 2d4 days (and remember the distance to Kellenshire is 40 miles, and the fact that the PCs might be making copies, each costing 7 days). If the PCs still possess the original, they need to fight him again, though it is likely Gorm tries to secretly possess a PC and force that character to steal the book and return it to the Keep. Rinse and repeat if the PCs destroy him again. The PCs can try to convince Gorm again of the senselessness of guarding the tome, albeit at a cumulative -5 circumstance penalty.

If the PCs have rid themselves of the book in the meantime nothing apparently happens, but Gorm's appearance might have unforeseen consequences in future scenarios.

(Optional) Encounter 11: Mopping up

The PCs are in a war zone, and if the PCs wish to spend an extra TU (2 TUs if out of region) they can certainly find a roving band of bullywugs to fight in the marshes after 1d4+2 days. This is a purely optional encounter to be used as time and the PCs' inclination warrant.

See Encounter 5, to set up the encounter.

APL 2 (EL 5)

☛ **Tarax (Wastrian arcanist):** Human Sor2; hp 12; see Appendix 1.

☛ **Ballug:** Male bullywug Bbn1/Ftr1; hp 26; see Appendix 1.

☛ **Trooper (3):** Male bullywug War1; hp 11; see Appendix 1.

APL4 (EL7)

☛ **Tarax (Wastrian arcanist):** Human Sor4; hp 20; see Appendix 2.

☛ **Ballug:** Male bullywug Bbn1/Ftr1; hp 26; see Appendix 2.

☛ **Kripib:** Male bullywug Bbn1/Ftr2/Rog1; hp 48; see Appendix 2.

☛ **Trooper (3):** Male bullywug War1; hp 11; see Appendix 2.

APL6 (EL9)

- ☛ **Tarax (Wastrian arcanist):** Human Sor6; hp 28; see Appendix 3.
- ☛ **Ballug:** Male bullywug Bbn1/Ftr1; hp 26; see Appendix 3.
- ☛ **Kripib:** Male bullywug Bbn1/Ftr2/Rog1; hp 48; see Appendix 3.
- ☛ **Thlap:** Male bullywug Bbn1/Ftr2/Rog3; hp 66; see Appendix 3.
- ☛ **Trooper (3):** Male bullywug War1; hp 11; see Appendix 1.

APL8 (EL11)

- ☛ **Tarax (Wastrian arcanist):** Human Sor8; hp 36; see Appendix 4.
- ☛ **Ballug:** Male bullywug Bbn1/Ftr1; hp 26; see Appendix 4.
- ☛ **Kripib:** Male bullywug Bbn1/Ftr2/Rog1; hp 48; see Appendix 4.
- ☛ **Thlap:** Male bullywug Bbn1/Ftr2/Rog3; hp 66; see Appendix 4.
- ☛ **Blabbit:** Male bullywug Bbn1/Ftr2/Rog 5; hp 92; see Appendix 4.
- ☛ **Trooper (3):** Male bullywug War1; hp 11; see Appendix 4.

APL10 (EL12)

- ☛ **Tarax (Wastrian arcanist):** Human Sor10; hp 64; see Appendix 5.
- ☛ **Ballug:** Male bullywug Bbn1/Ftr1; hp 26; see Appendix 5.
- ☛ **Kripib:** Male bullywug Bbn1/Ftr2/Rog1; hp 48; see Appendix 5.
- ☛ **Thlap:** Male bullywug Bbn1/Ftr2/Rog3; hp 66; see Appendix 5.
- ☛ **Blabbit:** Male bullywug Bbn1/Ftr2/Rog5; hp 92; see Appendix 5.
- ☛ **Orblad:** Male bullywug Bbn1/Ftr2/Rog7; hp 112; see Appendix 5.
- ☛ **Trooper (3):** Male bullywug War1; hp 11; see Appendix 5.

APL12 (EL14)

- ☛ **Tarax (Wastrian arcanist):** Human Sor10; hp 76; see Appendix 6.
- ☛ **Ballug:** Male bullywug Bbn1/Ftr1; hp 26; see Appendix 6.
- ☛ **Kripib:** Male bullywug Bbn1/Ftr2/Rog1; hp 48; see Appendix 6.
- ☛ **Thlap:** Male bullywug Bbn1/Ftr2/Rog3; hp 66; see Appendix 6.
- ☛ **Blabbit:** Male bullywug Bbn1/Ftr2/Rog5; hp 92; see Appendix 6.
- ☛ **Orblad:** Male bullywug Bbn1/Ftr2/Rog7; hp 112; see Appendix 6.

☛ **Mblut:** Male bullywug Bbn1/Ftr2/Rog9; hp 144; see Appendix 6.

☛ **Trooper (3):** Male bullywug War1; hp 11; see Appendix 6.

Tactics: These raiders follow the same tactics as those in Encounter 5 with the addition of Tarax to provide arcane support (and few consumables).

Note that at APL 10 and 12 Tarax has the spell *anticipate teleportation* continually running.

Treasure:

Looting Tarax and the bullywugs:

APL 2: L (40 gp); C (10 gp); M bracers of armor +1 (83 gp), +1 chain shirt (104 gp), potion of bull's strength (25 gp), potion of eagle's splendor (25 gp), potion of shield of faith (4 gp).

APL 4: L (153 gp); C (10 gp); M bracers of armor +1 (83 gp), 2x +1 chain shirt (104 gp each), 2x cloak of resistance +1 (83 gp each), 2x potions of bull's strength (25 gp each), potion of eagle's splendor (25 gp), potion of fly (63 gp), 2x potions of shield of faith (4 gp each).

APL 6: L (162 gp); C (10 gp); M bracers of armor +1 (83 gp), 2x +1 chain shirt (104 gp each), 3x cloak of resistance +1 (83 gp each), elemental gem – air (188 gp), javelin of lightning (125 gp), potion of bear's endurance (25 gp), 3x potions of bull's strength (25 gp each), potion of eagle's splendor (25 gp), potion of fly (63 gp), 3x potions of shield of faith (4 gp each), +1 spiked chain (194 gp).

APL 8: L (163 gp); C (10 gp); M bracers of armor +1 (83 gp), 3x +1 chain shirt (104 gp each), 3x cloak of resistance +1 (83 gp each), elemental gem – air (188 gp), gloves of dexterity +2 (333 gp), javelin of lightning (125 gp), potion of bear's endurance (25 gp), 4x potions of bull's strength (25 gp each), potion of eagle's splendor (25 gp), 7x potions of fly (63 gp each), 4x potions of shield of faith (4 gp each), 2x +1 spiked chain (194 gp each).

APL 10: L (163 gp); C (93 gp); M amulet of health +2 (333 gp), bead of force (250 gp), bracers of armor +1 (83 gp), 4x +1 chain shirt (104 gp each), 3x cloak of resistance +1 (83 gp each), elemental gem – air (188 gp), gloves of dexterity +2 (333 gp), 2x javelins of lightning (125 gp each), potion of bear's endurance (25 gp), 5x potions of bull's strength (25 gp each), potion of eagle's splendor (25 gp), 8x potions of fly (63 gp each), potion of haste (63 gp), 5x potions of shield of faith (4 gp each), ring of protection +1 (167 gp), 3x +1 spiked chain (194 gp each).

APL 12: L (164 gp); C (93 gp); M 2x amulet of health +2 (333 gp each), 2x beads of force (250 gp each), bracers of armor +1 (83 gp), 5x +1 chain shirt (104 gp each), cloak of charisma +4 (1333 gp), 4x cloak of resistance +1 (83 gp each), elemental gem – air (188 gp), 2x gloves of dexterity +2 (333 gp each), 3x javelins of lightning (125 gp each), potion of bear's endurance (25 gp), 6x potions of bull's strength (25 gp each), potion of eagle's splendor (25 gp), 9x potions of fly (63 gp each), 2x potions of haste (63 gp each), 6x potions of shield of faith (4 gp each), 2x ring of protection +1 (167 gp each), 4x +1 spiked chain (194 gp each).

Detect magic results: *Amulet of health* +2 (Moderate Transmutation), *bead of force* (Moderate Evocation), *bracers of armor* +1 (Moderate Conjunction), +1 *chain shirt* (Faint Abjuration), *cloak of charisma* +4 (Moderate Transmutation), *cloak of resistance* +1 (Faint Abjuration), *elemental gem – air* (Moderate Conjunction), *gloves of dexterity* +2 (Moderate Transmutation), *javelin of lightning* (Faint Evocation), *potion of bear's endurance* (Faint Transmutation), *potion of bull's strength* (Faint Transmutation), *potion of eagle's splendor* (Faint Transmutation), *potion of fly* (Faint Transmutation), *potion of haste* (Faint Transmutation), *potion of shield of faith* (Faint Abjuration), *ring of protection* +1 (Faint Abjuration), +1 *spiked chain* (Faint Evocation).

Development: The raiders can be tracked back to their camp by PCs (or their allies) with the Track feat. If any of the raiders are taken alive they can guide the PCs back. Failing these or some other method, a raw search attempt finds the camp in 8 hours (1 day) of searching by making a DC 30 Search check. Every four hours spent searching lowers the search DC by 1 (28 after another day of searching, 26 after another), so it is possible for a party to use an additional TU finding the camp (or give up and not use an additional TU).

Once the camp is found, it contains a small chest belonging to Tarax. It is trapped, and locked. The trap can be avoided, but understanding the method requires a Search check to find the trap and a DC [as per trap -5] Disable Device to understand the mechanism. The method could be forced from Tarax with a successful Diplomacy or Intimidate check following the standard rules as described in the *Player's Handbook*. Smashing in the chest triggers the trap, destroying the chest's contents in the process.

Note: If the trap is triggered, the content of the chest is destroyed! All magical traps are hidden with a *non-detection* spell cast at a CL equal to the APL.

All APLs

🛡️ **Steel strengthened wooden chest:** ½ in. thick; hardness 8; hp 10; Break DC 25; Open Lock DC 18 + APL.

APL 2 (EL 1)

🏹 **Basic Arrow Trap:** CR 1; mechanical; location trigger; repair reset; alchemical effect (acid, 1d6 acid, 1 splash to all within 5 ft.); Search DC 20; Disable Device DC 20.

APL 4 (EL 2)

🔥 **Burning Hands Trap:** CR 2; magic device; location trigger; no reset; spell effect (*burning hands*, 3rd-level wizard, 3d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

APL 6 (EL 3)

🔥 **Burning Hands Trap:** CR 3; magic device; location trigger; no reset; spell effect (*burning hands*, 5th-level

wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

APL 8 (EL 4)

⚡ **Lightning Bolt Trap:** CR 4; magic device; location trigger; no reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 10 (EL 5)

🔥 **Fireball Trap:** CR 5; magic device; location trigger; no reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 12 (EL 6)

⚡ **Lightning Bolt Trap:** CR 6; magic device; location trigger; no reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Treasure:

Looting the chest successfully:

APL 2: L (0 gp); C (0 gp); M *wand of cure light wounds* (63 gp).

APL 4: L (0 gp); C (0 gp); M *elixir of hiding* (21 gp), *wand of cure light wounds* (63 gp).

APL 6: L (0 gp); C (0 gp); M *elixir of hiding* (21 gp), *wand of cure light wounds* (63 gp), *wand of cure moderate wounds* (375 gp).

APL 8: L (0 gp); C (0 gp); M *amulet of mighty fists* +1 (500 gp), *elixir of hiding* (21 gp), *wand of cure light wounds* (63 gp), *wand of cure moderate wounds* (375 gp).

APL 10: L (0 gp); C (0 gp); M *amulet of mighty fists* +1 (500 gp), *elixir of hiding* (21 gp), *glove of storing* (833 gp), *wand of cure light wounds* (63 gp), *wand of cure moderate wounds* (375 gp).

APL 12: L (0 gp); C (0 gp); M *amulet of mighty fists* +1 (500 gp), *elixir of hiding* (21 gp), *glove of storing* (833 gp), *wand of cure light wounds* (63 gp), *wand of cure moderate wounds* (375 gp), *wand of cure serious wounds* (938 gp).

Detect magic results: *Amulet of mighty fists* +1 (Faint Evocation), *elixir of hiding* (Faint Illusion), *glove of storing* (Faint Transmutation), *wand of cure light wounds* (Faint Conjunction), *wand of cure moderate wounds* (Faint Conjunction), *wand of cure serious wounds* (Faint Conjunction).

Conclusion

If the PCs have retrieved Ssorzz's Tome, read or paraphrase:

The ancient tome is yellowing at the edges, but otherwise immaculately preserved. It radiates no magic. Written in Draconic, it is a detailed analysis of reptile and amphibian anatomy. Extremely detailed – so detailed that someone who studied and applied the analysis in this book would almost certainly gain benefits from the analysis. Who

would be interested in such a reservoir of knowledge?

The PCs have several options. The book is an extraordinarily thorough study of the anatomy and tendencies of amphibians and reptiles. The PCs can deliver the Tome to either Queen's Hall or Ch'taan or they can retain it for their own study. Of course, they can also issue copies, which satisfies the Queen's Halls and the PCs love of knowledge. The Ch'taan on the other hand are only satisfied with the original.

Issuing a copy for the Queen's Halls requires the expenditure of 1 TU for one of the PCs while that character makes the necessary arrangements with the Queen's Halls, and this does not require the PC in question to speak Draconic. If a PC wants a copy for him or herself, that character needs to spend 1 TU and 1000 gp (though if the PC gets to keep the original only 1000 gp need to be spent). It is unnecessary for the PC to understand Draconic to buy a copy of the book, but to gain the benefits, the PC needs to be able to somehow read Draconic, whether because the character speaks Draconic or by the use of spells such as *comprehend languages*. The book has about 200 pages, so it requires 20 scrolls of *comprehend languages* for a total of 500 gp above the basic price of 1000 gp.

If the PCs broke the siege (kill the Kartak, or retrieve the book), Gromkeep can serve as a forward base for the Sunndi Army in its continuing war effort, and the PCs have earned the Favor of the Sunndi Army.

If the PCs did not retrieve the Tome, it falls into the hands of the Wastrians, who probably put it to use toughening their troops in some future way. In this case it is likely that the siege was not broken either, so the PCs earn neither the favor with the Sunndian Army, nor with the Queen's Halls or the Ch'taan.

Treasure:

Rewards for recovering Ssorzz's Tome:

Secrets of Ssorzz's Tome: Ssorzz's Tome is a non-magical book that contains detailed anatomical studies of aquatic humanoids and reptilian humanoids.

- You gain access to the bullywug for the polymorph spells (including *alter self*) and wild shaping (assuming can wildshape into humanoids).

- You gain a +2 competence bonus on Heal, Knowledge (local) and Knowledge (nature) checks involving humanoid (reptile) and humanoid (aquatic).

- Assuming you fulfill all other requirements you can craft *bane* (humanoid – reptilian) and *bane* (humanoid – aquatic) weapons.

Market Value: 1000 gp.

Favor with the Queen's Halls: When you gain this favor you must select one of the following four options (scratch the rest). Members can choose 2 instead:

— Regular favor with the Queen's Hall

— Access to the spell *spell resistance* (SC) [Wizards still need to pay the normal price for placing it in their spellbook.]

— Regional access to: *Boccob's blessed book*, and *helm of comprehend languages and read magic*.

— When adventuring in Sunndi you gain a +4 circumstance bonus to any Gather Information or Knowledge check if you have the time to contact agents of the Queen's Halls. This bonus can be used 3 times.

[] [] []

Favor of the Ch'taan: The favor can be used to join the Ch'taan. Members can use the favor to become "rasvaratiss" (treasured warrior) if male and "rasvaesthyss" (treasured female) if female and the markings as proof. They gain a +2 circumstance bonus any social interaction with lizardfolk and it might have future consequences in adventures set in the Vast Swamp.

Rewards for breaking the siege of Gromkeep:

Favor of the Sunndi Army: It counts as a regular favor with the Sunndi Army. In addition it may be spent to gain one upgrades any +1 armor or +1 weapon to a +2 for the standard cost. Members of the Military gain regional access to such an upgrade.

Campaign Consequences

This module has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to poc@sunndi.org as soon as possible. General comments about the module are also welcomed at this address.

1. What APL did you play?
2. Did the PCs break the siege?
3. Did the PCs find Ssorzz's Tome?
4. To whom did the PCs give the Tome?
5. Was Gorm put to rest?

The End

Experience Point Summary

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

Encounter 1: Relief Effort

For each relief activity the PC participated in award 50 xp to the following maximum values:

APL2	90 XP
APL4	135 XP
APL6	180 XP
APL8	225 XP
APL10	270 XP
APL12	315 XP

Encounter 5: The Picket

Eliminating the threat of the bullywug raiders:

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	420 XP

Encounter 8: Breaking the Siege

Eliminating the threat of the Kartak and his personal guard:

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

Encounter 10: The Citadel's Secret

Gaining possession of Ssorzz's Tome:

APL2	90 XP
APL4	150 XP
APL6	210 XP
APL8	270 XP
APL10	330 XP
APL12	390 XP

(Optional) Encounter 11: Mopping up

Eliminating the threat of the bullywugs:

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

PCs used skill, abilities, materials and/or other role-playing facets to find the raiders' camp:

APL2	45 XP
APL4	67 XP
APL6	90 XP

APL8	112 XP
APL10	135 XP
APL12	157 XP

Retrieving Tarax's treasure:

APL2	30 XP
APL4	60 XP
APL6	90 XP
APL8	120 XP
APL10	150 XP
APL12	180 XP

Total Possible Experience:

The value between the brackets is including the optional extension.

APL2	450 (675) XP
APL4	675 (1,012) XP
APL6	900 (1,350) XP
APL8	1,125 (1,687) XP
APL10	1,350 (2,025) XP
APL12	1,575 (2,362) 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 5: The Picket

Looting the bullywugs:

APL 2: Loot: 37 gp; Coin: 0 gp; Magic: 6x bullets of sound (16 gp each), +1 chain shirt (104 gp), potion of bull's strength (25 gp), potion of shield of faith (4 gp each).

APL 4: Loot: 132 gp; Coin: 0 gp; Magic: 6x bullets of sound (16 gp each), +1 chain shirt (104 gp), cloak of resistance +1 (83 gp), javelin of lightning (125 gp), 2x potions of bull's strength (25 gp each), 2x potion of shield of faith (4 gp each).

APL 6: Loot: 141 gp; Coin: 0 gp; Magic: 6x bullets of sound (16 gp each), +1 chain shirt (104 gp), 2x cloak of resistance +1 (83 gp each), 2x javelins of lightning (125 gp each), potion of bear's endurance (25 gp), 3x potions of bull's strength (25 gp each), 3x potion of shield of faith (4 gp each), +1 spiked chain (194 gp).

APL 8: Loot: 150 gp; Coin: 0 gp; Magic: 6x bullets of sound (16 gp each), +1 chain shirt (104 gp), 2x cloak of resistance +1 (83 gp each), 3x javelins of lightning (125 gp each), potion of bear's endurance (25 gp), 4x potions of bull's strength (25 gp each), 7x potions of fly (63 gp each), 4x potion of shield of faith (4 gp each), 2x +1 spiked chain (194 gp each).

APL 10: Loot: 151 gp; Coin: 0 gp; Magic: bead of force (250 gp), 6x bullets of sound (16 gp each), 2x +1 chain shirt (104 gp each), 2x cloak of resistance +1 (83 gp each), 4x javelins of lightning (125 gp each), potion of bear's endurance (25 gp), 5x potions of bull's strength (25 gp each), 8x potions of fly (63 gp each), potion of haste (63 gp), 5x potion of shield of faith (4 gp each), 3x +1 spiked chain (194 gp each).

APL 12: Loot: 152 gp; Coin: 0 gp; Magic: amulet of health +2 (333 gp), 2x bead of force (250 gp each), 6x bullets of sound (16 gp each), 3x +1 chain shirt (104 gp each), 3x cloak of resistance +1 (83 gp each), gloves of dexterity +2 (333 gp), 5x javelins of lightning (125 gp each), potion of bear's endurance (25 gp), 6x potions of bull's strength (25 gp each), 9x potions of fly (63 gp each), 2x potions of haste (63 gp each), 6x potion of shield of faith (4 gp each), ring of protection +1 (167 gp), 4x +1 spiked chain (194 gp each).

Encounter 8: Breaking the Siege

Looting Kartak and the bullywugs:

APL 2: Loot: 45 gp; Coin: 10 gp; Magic: +1 full plate (221 gp), 3x necklaces of fire balls (1x4d6 sphere) (50 gp each), 3x potions of shield of faith (4 gp each), 2x scrolls of cause fear (2 gp each), scroll of hold person (13 gp), scroll of owl's wisdom (13 gp).

APL 4: Loot: 85 gp; Coin: 10 gp; Magic: +1 full plate (221 gp), +1 heavy wooden shield (96 gp), 6x necklaces of fire balls (1x4d6 sphere) (50 gp each), 6x potions of shield of faith (4 gp each), scroll of hold person (13 gp), scroll of owl's wisdom

(13 gp), scroll of prayer (31 gp), scroll of searing light (31 gp), 2x scrolls of sound burst (31 gp each).

APL 6: Loot: 166 gp; Coin: 10 gp; Magic: +1 full plate (221 gp), +1 heavy wooden shield (96 gp), 12x necklaces of fire balls (1x4d6 sphere) (50 gp each), periapt of wisdom +2 (333 gp), 12x potions of shield of faith (4 gp each), scroll of hold person (13 gp), scroll of owl's wisdom (13 gp), scroll of prayer (31 gp), scroll of searing light (31 gp), 2x scrolls of sound burst (31 gp each).

APL 8: Loot: 175 gp; Coin: 10 gp; Magic: bead of force (250 gp), cloak of resistance +1 (83 gp), dust of disappearance (292 gp), +1 full plate (221 gp), +1 heavy wooden shield (96 gp), 12x necklaces of fire balls (1x4d6 sphere) (50 gp each), periapt of wisdom +2 (333 gp), potion of bull's strength (25 gp), potion of fly (63 gp), 12x potions of shield of faith (4 gp each), ring of protection +1 (167 gp), scroll of hold person (13 gp), scroll of owl's wisdom (13 gp), scroll of prayer (31 gp), scroll of searing light (31 gp), 2x scrolls of sound burst (31 gp each), +1 spiked chain (194 gp).

APL 10: Loot: 175 gp; Coin: 10 gp; Magic: 2x beads of force (250 gp each), +1 chain shirt (104 gp), cloak of resistance +1 (83 gp), dust of disappearance (292 gp), +1 full plate (221 gp), +1 heavy wooden shield (96 gp), 12x necklaces of fire balls (1x4d6 sphere) (50 gp each), periapt of wisdom +4 (1333 gp), 2x potions of bull's strength (25 gp each), 2x potions of fly (63 gp each), potion of haste (63 gp), 12x potions of shield of faith (4 gp each), potion of shield of faith +4 (50 gp), ring of protection +1 (167 gp), scroll of hold person (13 gp), scroll of owl's wisdom (13 gp), scroll of prayer (31 gp), scroll of searing light (31 gp), 2x scrolls of sound burst (31 gp each), 2x +1 spiked chain (194 gp each).

APL 12: Loot: 176 gp; Coin: 10 gp; Magic: 3x beads of force (250 gp each), 2x +1 chain shirt (104 gp each), cloak of resistance +1 (83 gp), dust of disappearance (292 gp), +1 full plate (221 gp), +1 heavy wooden shield (96 gp), javelin of lightning (125 gp), 12x necklaces of fire balls (1x4d6 sphere) (50 gp each), periapt of wisdom +4 (1333 gp), 3x potions of bull's strength (25 gp each), 3x potions of fly (63 gp each), 2x potions of haste (63 gp each), 13x potions of shield of faith (4 gp each), potion of shield of faith +4 (50 gp), ring of protection +1 (167 gp), scroll of hold person (13 gp), scroll of owl's wisdom (13 gp), scroll of prayer (31 gp), scroll of searing light (31 gp), 2x scrolls of sound burst (31 gp each), 3x +1 spiked chain (194 gp each), winged boots (1333 gp).

Encounter 10: The Citadel's Secret

Looting Ssorzz's Tome:

All APLs: Loot 83 gp; Coin: 0 gp; Magic: 0 gp.

(Extension) Encounter 11: Mopping Up

Looting Tarax and the bullywugs:

APL 2: Loot: 40 gp; Coin: 10 gp; Magic: bracers of armor +1 (83 gp), +1 chain shirt (104 gp), potion of bull's strength (25 gp), potion of eagle's splendor (25 gp), potion of shield of faith (4 gp).

APL 4: Loot: 153 gp; Coin: 10 gp; Magic: bracers of armor +1 (83 gp), 2x +1 chain shirt (104 gp each), 2x cloak of resistance +1 (83 gp each), 2x potions of bull's strength (25 gp

each), *potion of eagle's splendor* (25 gp), *potion of fly* (63 gp), 2x *potions of shield of faith* (4 gp each).

APL 6: Loot: 162 gp; Coin: 10 gp; Magic: *bracers of armor* +1 (83 gp), 2x +1 *chain shirt* (104 gp each), 3x *cloak of resistance* +1 (83 gp each), *elemental gem – air* (188 gp), *javelin of lightning* (125 gp), *potion of bear's endurance* (25 gp), 3x *potions of bull's strength* (25 gp each), *potion of eagle's splendor* (25 gp), *potion of fly* (63 gp), 3x *potions of shield of faith* (4 gp each), +1 *spiked chain* (194 gp).

APL 8: Loot: 163 gp; Coin: 10 gp; Magic: *bracers of armor* +1 (83 gp), 3x +1 *chain shirt* (104 gp each), 3x *cloak of resistance* +1 (83 gp each), *elemental gem – air* (188 gp), *gloves of dexterity* +2 (333 gp), *javelin of lightning* (125 gp), *potion of bear's endurance* (25 gp), 4x *potions of bull's strength* (25 gp each), *potion of eagle's splendor* (25 gp), 7x *potions of fly* (63 gp each), 4x *potions of shield of faith* (4 gp each), 2x +1 *spiked chain* (194 gp each).

APL 10: Loot: 163 gp; Coin: 93 gp; Magic: *amulet of health* +2 (333 gp), *bead of force* (250 gp), *bracers of armor* +1 (83 gp), 4x +1 *chain shirt* (104 gp each), 3x *cloak of resistance* +1 (83 gp each), *elemental gem – air* (188 gp), *gloves of dexterity* +2 (333 gp), 2x *javelins of lightning* (125 gp each), *potion of bear's endurance* (25 gp), 5x *potions of bull's strength* (25 gp each), *potion of eagle's splendor* (25 gp), 8x *potions of fly* (63 gp each), *potion of haste* (63 gp), 5x *potions of shield of faith* (4 gp each), *ring of protection* +1 (167 gp), 3x +1 *spiked chain* (194 gp each).

APL 12: Loot: 164 gp; Coin: 93 gp; Magic: 2x *amulet of health* +2 (333 gp each), 2x *beads of force* (250 gp each), *bracers of armor* +1 (83 gp), 5x +1 *chain shirt* (104 gp each), *cloak of charisma* +4 (1333 gp), 4x *cloak of resistance* +1 (83 gp each), *elemental gem – air* (188 gp), 2x *gloves of dexterity* +2 (333 gp each), 3x *javelins of lightning* (125 gp each), *potion of bear's endurance* (25 gp), 6x *potions of bull's strength* (25 gp each), *potion of eagle's splendor* (25 gp), 9x *potions of fly* (63 gp each), 2x *potions of haste* (63 gp each), 6x *potions of shield of faith* (4 gp each), 2x *ring of protection* +1 (167 gp each), 4x +1 *spiked chain* (194 gp each).

Looting the chest:

APL 2: Loot: 0 gp; Coin: 0 gp; Magic: *wand of cure light wounds* (63 gp).

APL 4: Loot: 0 gp; Coin: 0 gp; Magic: *elixir of hiding* (21 gp), *wand of cure light wounds* (63 gp).

APL 6: Loot: 0 gp; Coin: 0 gp; Magic: *elixir of hiding* (21 gp), *wand of cure light wounds* (63 gp), *wand of cure moderate wounds* (375 gp).

APL 8: Loot: 0 gp; Coin: 0 gp; Magic: *amulet of mighty fists* +1 (500 gp), *elixir of hiding* (21 gp), *wand of cure light wounds* (63 gp), *wand of cure moderate wounds* (375 gp).

APL 10: Loot: 0 gp; Coin: 0 gp; Magic: *amulet of mighty fists* +1 (500 gp), *elixir of hiding* (21 gp), *glove of storing* (833 gp), *wand of cure light wounds* (63 gp), *wand of cure moderate wounds* (375 gp).

APL 12: Loot: 0 gp; Coin: 0 gp; Magic: *amulet of mighty fists* +1 (500 gp), *elixir of hiding* (21 gp), *glove of storing* (833 gp), *wand of cure light wounds* (63 gp), *wand of cure moderate wounds* (375 gp), *wand of cure serious wounds* (938 gp).

Total Possible Treasure

Note that the totals do NOT include expendable items:

APL 2: Loot: 165 gp; Coin: 10 gp; Magic: 354 gp - Total: 529 gp

APL 4: Loot: 300 gp; Coin: 10 gp; Magic: 533 gp - Total: 843 gp

APL 6: Loot: 390 gp; Coin: 10 gp; Magic: 1,143 gp - Total: 1,543 gp

APL 8: Loot: 408 gp; Coin: 10 gp; Magic: 1,781 gp - Total: 2,199 gp

APL 10: Loot: 410 gp; Coin: 10 gp; Magic: 3,377 gp - Total: 3,797 gp

APL 12: Loot: 411 gp; Coin: 10 gp; Magic: 6,139 gp - Total: 6,560 gp

Extension (add to the totals given above):

Note that the totals do NOT include expendable items:

APL 2: Loot: 40 gp; Coin: 10 gp; Magic: 250 gp - Total: 300 gp

APL 4: Loot: 153 gp; Coin: 10 gp; Magic: 541 gp - Total: 704 gp

APL 6: Loot: 162 gp; Coin: 10 gp; Magic: 1,381 gp - Total: 1,553 gp

APL 8: Loot: 163 gp; Coin: 10 gp; Magic: 2,492 gp - Total: 2,685 gp

APL 10: Loot: 163 gp; Coin: 93 gp; Magic: 4,143 gp - Total: 4,399 gp

APL 12: Loot: 164 gp; Coin: 93 gp; Magic: 7,628 gp - Total: 7,885 gp

Treasure Caps

The value between brackets is the cap when having played the optional extension.

APL 2: Total: 450 gp (675 gp)

APL 4: Total: 650 gp (975 gp)

APL 6: Total: 900 gp (1,350 gp)

APL 8: Total: 1,300 gp (1,950 gp)

APL 10: Total: 2,300 gp (3,450 gp)

APL 12: Total: 3,300 gp (4,950 gp)

Special

Secrets of Ssorzz's Tome: Ssorzz's Tome is a non-magical book that contains detailed anatomical studies of aquatic humanoids and reptilian humanoids.

- You gain access to the bullywug for the polymorph spells (including *alter self*) and wild shaping (assuming can wildshape into humanoids).

- You gain a +2 competence bonus on Heal, Knowledge (local) and Knowledge (nature) checks involving humanoid (reptile) and humanoid (aquatic).

- Assuming you fulfill all other requirements you can craft *bane (humanoid – reptilian)* and *bane (humanoid – aquatic)* weapons.

Market Value: 1000 gp.

Favor of the Sunndi Army: It counts as a regular favor with the Sunndi Army. In addition it may be spent to gain one upgrades any +1 armor or +1 weapon to a +2 for

the standard cost. Members of the Military gain regional access to such an upgrade.

Favor with the Queen's Halls: When you gain this favor you must select one of the following four options (scratch the rest). Members can choose 2 instead:

- ___ Regular favor with the Queen's Hall
- ___ Access to the spell *assay spell resistance* (SC) [Wizards still need to pay the normal price for placing it in their spellbook.]
- ___ Regional access to: *Boccob's blessed book*, and *helm of comprehend languages and read magic*.
- ___ When adventuring in Sunndi you gain a +4 circumstance bonus to any Gather Information or Knowledge check if you have the time to contact agents of the Queen's Halls. This bonus can be used 3 times.

[] [] []

Favor of the Ch'taan: The favor can be used to join the Ch'taan. Members can use the favor to become "rasvaratiss" (treasured warrior) if male and "rasvaesthyss" (treasured female) if female and the markings as proof. They gain a +2 circumstance bonus any social interaction with lizardfolk and it might have future consequences in adventures set in the Vast Swamp.

APL 4

- ❖ *Javelin of lightning* (Adventure; CL 5th; DMG)
- ❖ (Optional) *Elixir of Hiding* (Adventure; CL 5th; DMG)

APL 6

- ❖ (Optional) *Wand of Cure Moderate Wounds* (Adventure; CL 3rd; DMG)

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

- ❖ *Bead of force* (Adventure; CL 10th; DMG)
- ❖ *Dust of disappearance* (Adventure; 7th; DMG)
- ❖ (Optional) *Amulet of Mighty Fists +1* (Adventure; CL 5th; DMG)

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

- ❖ *Periap of wisdom +4* (Adventure; CL 8th; DMG)
- ❖ (Optional) *Glove of Storing* (Adventure; CL 6th; DMG)

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

- ❖ *Boots, winged* (Adventure; CL 5th; DMG)
- ❖ (Optional) *Wand of Cure Serious Wounds* (Adventure; CL 5th; DMG)

Items for the Adventure Record

Secrets of Ssorzz's Tome: Ssorzz's Tome is a non-magical book that contains detailed anatomical studies of aquatic humanoids and reptilian humanoids.

- You gain access to the bullywug for the polymorph spells (including *alter self*) and wild shaping (assuming can wildshape into humanoids).
- You gain a +2 competence bonus on Heal, Knowledge (local) and Knowledge (nature) checks involving humanoid (reptile) and humanoid (aquatic).
- Assuming you fulfill all other requirements you can craft *bane* (humanoid – reptilian) and *bane* (humanoid – aquatic) weapons. Market Value: 1000 gp.

Favor of the Sunndi Army: It counts as a regular favor with the Sunndi Army. In addition it may be spent to gain one upgrades any +1 armor or +1 weapon to a +2 for the standard cost. Members of the Military gain regional access to such an upgrade.

Favor with the Queen's Halls: When you gain this favor you must select one of the following four options (scratch the rest). Members can choose 2 instead:

- ___ Regular favor with the Queen's Hall
- ___ Access to the spell *assay spell resistance* (SC) [Wizards still need to pay the normal price for placing it in their spellbook.]
- ___ Regional access to: *Boccob's blessed book*, and *helm of comprehend languages and read magic*.
- ___ When adventuring in Sunndi you gain a +4 circumstance bonus to any Gather Information or Knowledge check if you have the time to contact agents of the Queen's Halls. This bonus can be used 3 times.

[] [] []

Favor of the Ch'taan: The favor can be used to join the Ch'taan. Members can use the favor to become X if male and X if female and the markings as proof. They gain a +2 circumstance bonus any social interaction with lizardfolk and it might have future consequences in adventures set in the Vast Swamp.

Item Access

APL 2

- ❖ *Bullet of sound* (Adventure; CL 3rd; MHB)
- ❖ *Necklace of fireballs* (1x4d6 sphere) (Adventure; CL 4th; DMG)
- ❖ *Ssorzz Tome* (Adventure; 1000 gp and 1 TU; see above)
- ❖ (Optional) *Wand of Cure Light Wounds* (Adventure; CL 1st; DMG)

Appendix 1: APL2

Encounter 5: The Picket

Groark: Male bullywug Bbn1/Ftr1; CR 2; Medium humanoid (aquatic); HD 1d12+1d10+8; hp 26; Init +2; Spd 40 ft.; AC 20 (touch 12, flat-footed 18) [+5 armor, +2 Dex, +3 natural]; Base Atk +2; Grp +4; Atk +6 melee (2d4+3, masterwork spiked chain) or +4 ranged (1d6+2, javelin); Full Atk +6 melee (2d4+3, spiked chain) or +4 ranged (1d6+2, javelin); SQ Marsh move, rage 1/day; AL CE; SV Fort +8, Ref +2, Will -1; Str 15, Dex 14, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +1, Spot +1, Survival +3; Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Masterwork spiked chain, dagger, +1 chain shirt, 6x javelins, *potion of bull's strength*, *potion of shield of faith* (+2).

Troopers (3): Male bullywug War1; CR ½; Medium humanoid (aquatic); HD 1d8+6; hp 11; Init +1; Spd 30 ft.; AC 19 (touch 11, flat-footed 21) [+3 armor, +1 Dex, +3 natural armor, +2 shield]; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, shortspear) or +2 ranged (1d4+1, sling); Full Atk +2 melee (1d6+1, shortspear) or +2 ranged (1d4+1, sling); SQ Marsh move; AL CE; SV Fort +5, Ref +1, Will -2; Str 13, Dex 12, Con 17, Int 5, Wis 6, Cha 4.

Skills and Feats: Hide +0 (+6 in marshes), Jump +4; Toughness.

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Shortspear, dagger, sling, 10 bullets, 2 bullets of sound, studded leather, heavy wooden shield.

Encounter 8: Breaking the Siege

Kartak: Male human Clr4; CR 4; Medium humanoid (human); HD 4d8+8; hp 31; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 21) [+9 armor, +1 Dex, +2 shield]; Base Atk +3; Grp +2; Atk +2 melee (1d8-1, morningstar) or +4 ranged (1d8/19-20, light crossbow); Full Atk Atk +2 melee (1d8-1, morningstar) or +4 ranged (1d8/19-20, light crossbow); SA Rebuke undead 4/day, spells, spontaneous inflict; SQ Spells; AL LE; SV Fort +5, Ref +2, Will +6; Str 8, Dex 13, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +9, Knowledge (religion) +7, Spellcraft +5; Augmented Summoning, Martial Weapon Proficiency (glaive), Rapid Spell, Spell Focus (Conjuration), Weapon Focus (glaive).

Languages: Bullywug, Common.

Cleric Spells Prepared (5/5/4; Base DC = 13 + spell level): 0—*detect magic*, *guidance* (3), *resistance*; 1st—*bless*, *cause fear*, *cure light wounds*, *magic weapon**, *resurgence*;

2nd—*cure moderate wounds*, *resist energy*, *sound burst*, *spiritual weapon**.

* Domain spell; **Deity:** Wastri; **Domains:** Law (+1 CL Lawful spells), War.

Possessions: Morningstar, dagger, light crossbow, 10 bolts, +1 full plate, heavy wooden shield, spell component pouch, wooden holy symbol, *scroll of hold person*, *scroll of owl's wisdom*, 2 *scrolls of cause fear*.

Grenadiers (3): Male bullywug War1; CR ½; Medium Humanoid (aquatic); HD 1d8+6; hp 14; Init +1; Spd 30 ft.; AC 20 (touch 11, flat-footed 18) [+4 armor, +1 Dex, +3 natural armor, +2 shield]; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, longsword) or +2 ranged (1d6+1, javelin); Full Atk +2 melee (1d8+1/19-20, longsword) or +2 ranged (1d6+1, javelin); SQ Marsh move; AL CE; SV Fort +5, Ref +1, Will -2; Str 13, Dex 12, Con 17, Int 5, Wis 6, Cha 4.

Skills and Feats: Hide -1 (+5 in marshes), Jump +3; Toughness.

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Longsword, dagger, 6x javelins, chain shirt, heavy wooden shield, *necklace of fireball* (1x4d6 sphere), *potion of shield of faith* +2.

Encounter 10: The Citadel's Secret

Gorm: Male ghost human War2; CR 3; Medium Undead (incorporeal); HD 2d12+3; hp 17; Init +4; Spd 30 ft., Fly 30 ft. (perfect); AC 14 (touch 14, flat-footed 13) [+3 deflection, +1 Dex]; Base Atk +2; Grp +2; Atk +3 touch (1d4 ability damage, *draining touch*); SA Draining touch, malevolence; SQ Darkvision 60 ft., manifestation, turn resistance +4, undead traits; AL N; SV Fort +7, Ref +1, Will +2; Str 11, Dex 12, Con -, Int 8, Wis 9, Cha 17.

Skills and Feats: Intimidate +8, Jump +1; Iron Will, Toughness.

Rejuvenation (Su): Gorm's 'destroyed' spirit will often restore itself in 2d4 days. Gorm returns to his old haunts with a successful level check (1d20+2) against DC 16.

Manifestation (Su): Gorm dwells on the Ethereal Plane and, as an ethereal creature, Gorm cannot affect or be affected by anything in the material world. When manifested Gorm can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Draining Touch (Su): When Gorm hits a living target with his incorporeal touch attack Gorm drain 1d4 points from any one ability score Gorm selects. On each such successful attack, Gorm heals 5 points of damage. Against ethereal opponents, Gorm adds his Strength modifier to attack rolls only. Against

nonethereal opponents, Gorm adds his Dexterity modifier to attack rolls only.

Malevolence (Su): Once per round, while ethereal, Gorm can merge his body with a creature on the Material Plane. This ability is similar to a magic jar spell (CL 10), except that it does not require a receptacle. To use this ability, Gorm must be manifested and Gorm must try to move into the target's space; moving in this way does not provoke attacks of opportunity. The target can resist the attack with a successful DC 18 Will save. A creature that successfully saves is immune to his malevolence for 24 hours, and Gorm cannot enter the target's space. If the save fails, then Gorm vanishes into the target's body.

Possessions: Longsword, chain shirt, heavy wooden shield.

Encounter 11: Mopping Up

Tarax: Male human Sor2; CR 2; Medium Humanoid (human); HD 2d4+2; hp 12; Init +6; Spd 30 ft.; AC 13 (touch 12, flat-footed 11) [+1 armor, +2 Dex]; Base Atk +1; Grp +0; Atk +0 melee (1d8-1/x3, longspear) or +3 ranged (1d8, light crossbow); Full Atk +0 melee (1d8-1/x3, longspear) or +3 ranged (1d8, light crossbow); AL LE; SV Fort +1, Ref +2, Will +4; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 15.

Skills and Feats: Concentration +6, Knowledge (arcana) +3, Spellcraft +5; Empower Spell, Improved Initiative.

Languages: Bullywug, Common.

Sorcerer Spells Known (6/5; Base DC = 12 + spell level): *o-daze, detect magic, prestidigitation, ray of frost, touch of fatigue*; 1st—*color spray, ray of enfeeblement*.

Possessions: Longspear, dagger, light crossbow, 10 bolts, *bracers of armor +1, potion of eagle's splendor*, spell component pouch.

Ballug: Male bullywug Bbn1/Ftr1; CR 2; Medium Humanoid (aquatic); HD 1d12+1d10+8; hp 26; Init +2; Spd 40 ft.; AC 20 (touch 12, flat-footed 18) [+5 armor, +2 Dex, +3 natural]; Base Atk +2; Grp +4; Atk +5 melee (2d4+3, masterwork spiked chain) or +4 ranged (1d6+2, javelin); Full Atk +5 melee (2d4+3, masterwork spiked chain) or +4 ranged (1d6+2, javelin); SQ Marsh move, rage 1/day; AL CE; SV Fort +8, Ref +2, Will -1; Str 15, Dex 14, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Jump +1, Spot +1, Survival +3; Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Masterwork spiked chain, dagger, 6 javelins, +1 chain shirt, *potion of bull's strength, potion of shield of faith +2*.

Troopers (3): Male bullywug War1; CR ½; Medium Humanoid (aquatic); HD 1d8+6; hp 11; Init +1; Spd 30 ft.; AC 19 (touch 11, flat-footed 21) [+3 armor, +1 Dex,

+3 natural armor, +2 shield]; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, shortspear) or +2 ranged (1d4+1, sling); Full Atk +2 melee (1d6+1, shortspear) or +2 ranged (1d4+1, sling); SQ Marsh move; AL CE; SV Fort +5, Ref +1, Will -2; Str 13, Dex 12, Con 17, Int 5, Wis 6, Cha 4.

Skills and Feats: Hide +0 (+6 in marshes), Jump +4; Toughness.

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Shortspear, dagger, sling, 10 bullets, studded leather, heavy wooden shield.

Appendix 2: APL 4

Encounter 5: The Picket

Groark: Male bullywug Bbn1/Ftr1; CR 2; Medium humanoid (aquatic); HD 1d12+1d10+8; hp 26; Init +2; Spd 40 ft.; AC 20 (touch 12, flat-footed 18) [+5 armor, +2 Dex, +3 natural]; Base Atk +2; Grp +4; Atk +6 melee (2d4+3, masterwork spiked chain) or +4 ranged (1d6+2, javelin); Full Atk +6 melee (2d4+3, masterwork spiked chain) or +4 ranged (1d6+2, javelin); SQ Marsh move, rage 1/day; AL CE; SV Fort +8, Ref +2, Will -1; Str 15, Dex 14, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +1, Spot +1, Survival +3; Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Masterwork spiked chain, dagger, +1 chain shirt, 6x javelins, *potion of bull's strength*, *potion of shield of faith* (+2).

Grol: Male bullywug Bbn1/Ftr2/Rog1; CR 4; Medium Humanoid (aquatic); HD 1d12+2d10+1d6+20; hp 48; Init +3; Spd 40 ft.; AC 20 (touch 13, flat-footed 17) [+4 armor, +3 Dex, +3 natural]; Base Atk +3; Grp +5; Atk +7 melee (2d4+3, masterwork spiked chain) or +5 ranged (1d6+2, javelin); Full Atk +7 melee (2d4+3, masterwork spiked chain) or +5 ranged (1d6+2, javelin); SA Sneak attack +1d6; SQ Marsh move, rage 1/day; AL CE; SV Fort +10, Ref +6, Will +0; Str 14, Dex 16, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +2, Spot +6, Survival +3, Tumble +9; Exotic Weapon Proficiency (spiked chain), Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Masterwork spiked chain, dagger, 6 javelins, chain shirt, *javelin of lightning*, *cloak of resistance* +1, *potion of bull's strength*, *potion of shield of faith* +2.

Trooper (3): Male bullywug War1; CR ½; Medium Humanoid (aquatic); HD 1d8+6; hp 11; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 21) [+6 armor, +1 Dex, +3 natural, +2 shield]; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, long sword) or +2 ranged (1d4+1, sling); Full Atk +2 melee (1d8+1/19-20, long sword) or +2 ranged (1d4+1, sling); SQ Marsh move; AL CE; SV Fort +5, Ref +1, Will -2; Str 13, Dex 12, Con 17, Int 5, Wis 6, Cha 4.

Skills and Feats: Hide -5 (+1 in marshes), Jump -4; Toughness.

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Long sword, dagger, sling, 20 bullets, banded mail, heavy wooden shield, 2 *bullets of sound*.

Encounter 8: Breaking the Siege

Kartak: Male human Clr6; CR 6; Medium Humanoid (human); HD 6d8+12; hp 45; Init +1; Spd 20 ft.; AC 23 (touch 11, flat-footed 22) [+9 armor, +1 Dex, +3 shield]; Base Atk +4; Grp +3; Atk +3 melee (1d8-1, morning star) or +5 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8-1, morning star) or +5 ranged (1d8/19-20, light crossbow); SA Rebuke 4/day, spontaneous inflict; AL LE; SV Fort +7, Ref +3, Will +8; Str 8, Dex 13, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +11, Knowledge (religion) +9, Spellcraft +7; Augmented Summoning, Divine Metamagic (rapid), Martial Weapon Proficiency (glaive), Rapid Spell, Spell Focus (Conjuration), Weapon Focus (glaive).

Languages: Bullywug, Common.

Cleric Spells Prepared (5/5/5/4; Base DC = 13 + spell level): 0—*detect magic*, *guidance* (3), *resistance*; 1st—*bless*, *cause fear*, *cure light wounds*, *magic weapon**, *resurgence*; 2nd—*bear's strength*, *cure moderate wounds*, *resist energy*, *sound burst*, *spiritual weapon**; 3rd—*cure serious wounds*, *magic circle against chaos**, *summon monster III* (2).

*Domain spells; Deity: Wastri; Domains: Law (+1 CL lawful spells), War.

Uses divine metamagic (rapid), summons fiendish ape.

Possessions: Morningstar, dagger, light crossbow, 10 bolts, +1 full plate, +1 heavy wooden shield, spell component pouch, wooden holy symbol, *scroll of hold person*, *scroll of owl's wisdom*, *scroll of prayer*, *scroll of searing light*, 2 *scrolls of sound burst*.

Grenadier (6): Male bullywug War1; CR ½; Medium Humanoid (aquatic); HD 1d8+6; hp 14; Init +1; Spd 30 ft.; AC 20 (touch 11, flat-footed 18) [+4 armor, +1 Dex, +3 natural armor, +2 shield]; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, longsword) or +2 ranged (1d6+1, javelin); Full Atk +2 melee (1d8+1/19-20, longsword) or +2 ranged (1d6+1, javelin); SQ Marsh move; AL CE; SV Fort +5, Ref +1, Will -2; Str 13, Dex 12, Con 17, Int 5, Wis 6, Cha 4.

Skills and Feats: Hide -1 (+5 in marshes), Jump +3; Toughness.

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Longsword, dagger, 6x javelins, chain shirt, heavy wooden shield, *necklace of fireball* (1x4d6 sphere), *potion of shield of faith* +2.

Encounter 10: The Citadel's Secret

Gorm: Male ghost human War4; CR 5; Medium undead (incorporeal); HD 4d12+3; hp 29; Init +5; Spd 30 ft., Fly 30 ft. (perfect); AC 16 (touch 16, flat-footed 16) [+5 deflection, +1 Dex]; Base Atk +4; Grp +4; Atk +5 touch (1d4 ability damage, *draining touch*); Full Atk +5 touch (1d4 ability damage, *draining touch*); SA Corrupting gaze, draining touch, malevolence; SQ Darkvision 60 ft., manifestation, turn resistance +4, undead traits; AL N; SV Fort +8, Ref +2, Will +3; Str 11, Dex 12, Con -, Int 8, Wis 9, Cha 20.

Skills and Feats: Intimidate +12, Jump +3; Improved Initiative, Iron Will, Toughness.

Rejuvenation (Su): Gorm's 'destroyed' spirit will often restore itself in 2d4 days. Gorm returns to his old haunts with a successful level check (1d20+4) against DC 16.

Manifestation (Su): Gorm dwells on the Ethereal Plane and, as an ethereal creature, Gorm cannot affect or be affected by anything in the material world. When manifested Gorm can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Corrupting Gaze (Su): Gorm can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet his gaze must succeed on a DC 17 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Draining Touch (Su): When Gorm hits a living target with his incorporeal touch attack Gorm drain 1d4 points from any one ability score Gorm selects. On each such successful attack, Gorm heals 5 points of damage. Against ethereal opponents, Gorm adds his Strength modifier to attack rolls only. Against nonethereal opponents, Gorm adds his Dexterity modifier to attack rolls only.

Malevolence (Su): Once per round, while ethereal, Gorm can merge his body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10), except that it does not require a receptacle. To use this ability, Gorm must be manifested and Gorm must try to move into the target's space; moving in this way does not provoke attacks of opportunity. The target can resist the attack with a successful DC 20 Will save. A creature that successfully saves is immune to his malevolence for 24 hours, and Gorm cannot enter the target's space. If the save fails, then Gorm vanishes into the target's body.

Possessions: Longsword, chain shirt, heavy wooden shield, *cloak of charisma* +2.

Encounter 11: Mopping Up

Tarax: Male human Sor4; CR 4; Medium Humanoid (human); HD 4d4+4; hp 20; Init +6; Spd 30 ft.; AC 13 (touch 12, flat-footed 11) [+1 armor, +2 Dex]; Base Atk +2; Grp +1; Atk +1 melee (1d8-1/x3, longspear), +4 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d8-1/x3, longspear), +4 ranged (1d8/19-20,

light crossbow); AL LE; SV Fort +3, Ref +4, Will +6; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +8, Knowledge (arcana) +5, Speak Language +1, Spellcraft +9; Improved Initiative, Empower Spell, Point Blank Shot.

Languages: Bullywug, Common.

Sorcerer Spells Known (6/7/4): Base DC = 13 + spell level); 0—*daze, detect magic, prestidigitation, ray of frost, resistance, touch of fatigue*; 1st—*color spray, grease, ray of enfeeblement*; 2nd—*glitterdust*.

Possessions: Longspear, dagger, light crossbow, 10 bolts, *bracers of armor* +1, *cloak of resistance* +1, *potion of eagle's splendor*, *potion of fly*, spell component pouch.

Kripib: Male bullywug Bbn1/Ftr2/Rog1; CR 4; Medium Humanoid (aquatic); HD 1d12+2d10+1d6+20; hp 48; Init +3; Spd 40 ft.; AC 21 (touch 13, flat-footed 18) [+5 armor, +3 Dex, +3 natural]; Base Atk +3; Grp +5; Atk +7 melee (2d4+3, spiked chain) or +5 ranged (1d6+2, javelin); Full Atk +7 melee (2d4+3, spiked chain) or +5 ranged (1d6+2, javelin); SA Sneak Attack 1d6; SQ Marsh move, rage 1/day; AL CE; SV Fort +10, Ref +6, Will +0; Str 14, Dex 16, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +2 (+8 in marshes), Jump +1, Spot +5, Survival +3, Tumble +9; Exotic Weapon Proficiency (spiked chain), Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Masterwork spiked chain, dagger, 6 javelins, +1 *chain shirt*, *cloak of resistance* +1, *potion of bull's strength*, *potion of shield of faith* +2.

Ballug: Male bullywug Bbn1/Ftr1; CR 2; Medium Humanoid (aquatic); HD 1d12+1d10+8; hp 26; Init +2; Spd 40 ft.; AC 20 (touch 12, flat-footed 18) [+5 armor, +2 Dex, +3 natural]; Base Atk +2; Grp +4; Atk +5 melee (2d4+3, masterwork spiked chain) or +4 ranged (1d6+2, javelin); Full Atk +5 melee (2d4+3, masterwork spiked chain) or +4 ranged (1d6+2, javelin); SQ Marsh move, rage 1/day; AL CE; SV Fort +8, Ref +2, Will -1; Str 15, Dex 14, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Jump +1, Spot +1, Survival +3; Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Masterwork spiked chain, 6 javelins, +1 *chain shirt*, *potion of bull's strength*, *potion of shield of faith* +2.

Trooper (3): Male bullywug War1; CR ½; Medium Humanoid (aquatic); HD 1d8+6; hp 11; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 21) [+6 armor, +1 Dex, +3 natural, +2 shield]; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, long sword) or +2 ranged (1d4+1,

sling); Full Atk +2 melee (1d8+1/19-20, long sword) or +2 ranged (1d4+1, sling); SQ Marsh move; AL CE; SV Fort +5, Ref +1, Will -2; Str 13, Dex 12, Con 17, Int 5, Wis 6, Cha 4.

Skills and Feats: Hide -5 (+1 in marshes), Jump -4; Toughness.

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Long sword, dagger, sling, 20 bullets, banded mail, heavy wooden shield, 2 tanglefoot bags.

Appendix 3: APL 6

Encounter 5: The Picket

Groark: Male bullywug Bbn1/Ftr1; CR 2; Medium humanoid (aquatic); HD 1d12+1d10+8; hp 26; Init +2; Spd 40 ft.; AC 20 (touch 12, flat-footed 18) [+5 armor, +2 Dex, +3 natural]; Base Atk +2; Grp +4; Atk +6 melee (2d4+3, masterwork spiked chain) or +4 ranged (1d6+2, javelin); Full Atk +6 melee (2d4+3, masterwork spiked chain) or +4 ranged (1d6+2, javelin); SQ Marsh move, rage 1/day; AL CE; SV Fort +8, Ref +2, Will -1; Str 15, Dex 14, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +1, Spot +1, Survival +3; Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Masterwork spiked chain, +1 Chain shirt, 6x javelins, *potion of bull's strength*, *potion of shield of faith* (+2).

Grol: Male bullywug Bbn1/Ftr2/Rog1; CR 4; Medium Humanoid (aquatic); HD 1d12+2d10+1d6+20; hp 48; Init +3; Spd 40 ft.; AC 20 (touch 13, flat-footed 17) [+4 armor, +3 Dex, +3 natural]; Base Atk +3; Grp +5; Atk +7 melee (2d4+3, masterwork spiked chain) or +5 ranged (1d6+2, javelin); Full Atk +7 melee (2d4+3, masterwork spiked chain) or +5 ranged (1d6+2, javelin); SA Sneak attack +1d6; SQ Marsh move, rage 1/day; AL CE; SV Fort +10, Ref +6, Will +0; Str 14, Dex 16, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +2, Spot +6, Survival +3, Tumble +9; Exotic Weapon Proficiency (spiked chain), Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Masterwork spiked chain, dagger, 6 javelins, chain shirt, *javelin of lightning*, *cloak of resistance* +1, *potion of bull's strength*, *potion of shield of faith* +2.

Riber: Male bullywug Bbn1/Ftr2/Rog3; CR 6; Medium Humanoid (aquatic); HD 1d12+2d10+3d6+30; hp 66; Init +7; Spd 40 ft.; AC 20 (touch 13, flat-footed 17) [+4 armor, +3 Dex, +3 natural]; Base Atk +5; Grp +7; Atk +9 melee (2d4+4, +1 *spiked chain*) or +8 ranged (1d6+2, javelin); SA Sneak attack 2d6; SQ Evasion, marsh move, rage 1/day; AL CE; SV Fort +11, Ref +7, Will +1; Str 14, Dex 16, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +7, Listen -1, Spot +8, Survival +3, Tumble +12; Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 *spiked chain*, dagger, 6 javelins, chain shirt, *javelin of lightning*, *cloak of resistance* +1, *potion of bear's endurance*, *potion of bull's strength*, *potion of shield of faith* +2.

Trooper (3): Male bullywug War1; CR ½; Medium Humanoid (aquatic); HD 1d8+6; hp 11; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 21) [+6 armor, +1 Dex, +3 natural, +2 shield]; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, long sword) or +2 ranged (1d4+1, sling); Full Atk +2 melee (1d8+1/19-20, long sword) or +2 ranged (1d4+1, sling); SQ Marsh move; AL CE; SV Fort +5, Ref +1, Will -2; Str 13, Dex 12, Con 17, Int 5, Wis 6, Cha 4.

Skills and Feats: Hide -5 (+1 in marshes), Jump -4; Toughness.

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Long sword, dagger, sling, 20 bullets, banded mail, heavy wooden shield, 2 *bullets of sound*.

Encounter 8: Breaking the Siege

Kartak: Male human Clr8; CR 8; Medium humanoid; HD 8d8+16; hp 59; Init +1; Spd 20 ft.; AC 23 (touch 11, flat-footed 22) [+9 armor, +1 Dex, +3 shield]; Base Atk +6; Grp +5; Atk +5 melee (1d8-1, morningstar) or +7 ranged (1d8/19-20, light crossbow); Full Atk +5/+0 melee (1d8-1, morningstar) or +7 ranged (1d8/19-20, light crossbow); SA Rebuke undead 4/day, spontaneous inflict; AL LE; SV Fort +8, Ref +3, Will +10; Str 8, Dex 13, Con 14, Int 10, Wis 19, Cha 12.

Skills and Feats: Concentration +13, Knowledge (religion) +11, Spellcraft +9; Augmented Summoning, Divine Metamagic (rapid), Martial Weapon Proficiency (glaive), Rapid Spell, Spell Focus (conjuration), Weapon Focus (glaive).

Languages: Bullywug, Common.

Cleric Spells Prepared (6/6/5/5/4; Base DC = 14 + spell level): 0—*detect magic*, *guidance* (3), *resistance* (2); 1st—*bless*, *cure light wounds* (2), *magic weapon**, *resurgence* (2); 2nd—*bear's strength*, *cure moderate wounds*, *resist energy* (2), *spiritual weapon**; 3rd—*blindness/deafness*, *cure serious wounds*, *dispel magic*, *magic circle against chaos**; 4th—*divine power**, *rapid summon monster III*, *summon monster IV* (2).

*Domain spells; Deity: Wastri; Domains: Law (+1 CL law spells), War.

Uses divine metamagic (rapid), summons 1d3 fiendish apes, see Appendix 7 for details.

Possessions: Morningstar, dagger, light crossbow, 10 bolts, +1 *full plate*, +1 *heavy wooden shield*, *periapt of wisdom* +2, spell component pouch, wooden holy

symbol, scroll of hold person, scroll of owl's wisdom, scroll of prayer, scroll of searing light, 2 scrolls of sound burst.

Grenadier (12): Male bullywug War1; CR ½; Medium Humanoid (aquatic); HD 1d8+6; hp 14; Init +1; Spd 30 ft.; AC 20 (touch 11, flat-footed 18) [+4 armor, +1 Dex, +3 natural armor, +2 shield]; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, longsword) or +2 ranged (1d6+1, javelin); Full Atk +2 melee (1d8+1/19-20, longsword) or +2 ranged (1d6+1, javelin); SQ Marsh move; AL CE; SV Fort +5, Ref +1, Will -2; Str 13, Dex 12, Con 17, Int 5, Wis 6, Cha 4.

Skills and Feats: Hide -1 (+5 in marshes), Jump +3; Toughness.

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Longsword, dagger, 6x javelins, chain shirt, heavy wooden shield, necklace of fireball (1x4d6 sphere), potion of shield of faith +2.

Encounter 10: The Citadel's Secret

Gorm: Male ghost human War6; CR 7; Medium Undead (incorporeal); HD 6d12+9; hp 48; Init +6; Spd 30 ft, Fly 30 ft. (perfect); AC 17 (touch 17, flat-footed 15) [+5 deflection, +2 Dex]; Base Atk +6; Grp +6; Atk +8 touch (1d4 ability damage, draining touch); Full Atk +8 touch (1d4 ability damage, draining touch); SA Corrupting gaze, draining touch, malevolence; SQ Darkvision 60 ft., manifestation, turn resistance +4, undead Traits; AL N; SV Fort +8, Ref +3, Will +3; Str 11, Dex 14, Con -, Int 8, Wis 9, Cha 20.

Skills and Feats: Intimidate +14, Jump +5; Improved Initiative, Improved Toughness, Iron Will, Toughness.

Rejuvenation (Su): Gorm's 'destroyed' spirit will often restore itself in 2d4 days. Gorm returns to his old haunts with a successful level check (1d20+6) against DC 16.

Manifestation (Su): Gorm dwells on the Ethereal Plane and, as an ethereal creature, Gorm cannot affect or be affected by anything in the material world. When manifested Gorm can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Corrupting Gaze (Su): Gorm can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet his gaze must succeed on a DC 18 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Draining Touch (Su): When Gorm hits a living target with his incorporeal touch attack Gorm drain 1d4 points from any one ability score Gorm selects. On each such successful attack, Gorm heals 5 points of damage. Against ethereal opponents, Gorm adds his Strength modifier to attack rolls only. Against nonethereal opponents, Gorm adds his Dexterity modifier to attack rolls only.

Malevolence (Su): Once per round, while ethereal, Gorm can merge his body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10), except that it does not require a receptacle. To use this ability, Gorm must be manifested and Gorm must try to move into the target's space; moving in this way does not provoke attacks of opportunity. The target can resist the attack with a successful DC 20 Will save. A creature that successfully saves is immune to his malevolence for 24 hours, and Gorm cannot enter the target's space. If the save fails, then Gorm vanishes into the target's body.

Possessions: Longsword, chain shirt, heavy wooden shield, gloves of dexterity +2, cloak of charisma +2.

Encounter 11: Mopping Up

Tarax: Male human Sor6; CR 6; Medium Humanoid; HD 6d4+6; hp 28; Init +6; Spd 30 ft.; AC 13 (touch 12, flat-footed 11) [+1 armor, +2 Dex]; Base Atk +3; Grp +2; Atk +2 melee (1d8-1/x3, Longspear) or +5 ranged (1d8/19-20, Light Crossbow); Full Atk +2 melee (1d8-1/x3, Longspear) or +5 ranged (1d8/19-20, Light Crossbow); AL LE; SV Fort +4, Ref +5, Will +7; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +10, Knowledge (arcana) +7, Speak Language +1, Spellcraft +11; Improved Initiative, Empower Spell, Point Blank Shot, Precise Shot.

Languages: Bullywug, Common.

Sorcerer Spells Known (6/7/6/4; Base DC = 13 + spell level): 0—daze, detect magic, detect poison, prestidigitation, ray of frost, resistance, touch of fatigue; 1st—color spray, grease, obscuring mist, ray of enfeeblement; 2nd—glitterdust, scorching ray; 3rd—fireball.

Possessions: Longspear, dagger, light crossbow, 10 bolts, bracers of armor +1, cloak of resistance +1, potion of eagle's splendor, potion of fly, elemental gem (air), spell component pouch.

Thlap: Male bullywug Bbn1/Ftr2/Rog3; CR 6; Medium Humanoid (aquatic); HD 1d12+2d10+3d6+30; hp 66; Init +7; Spd 40 ft.; AC 20 (touch 13, flat-footed 17) [+4 armor, +3 Dex, +3 natural]; Base Atk +5; Grp +7; Atk +9 melee (2d4+4, +1 spiked chain) or +8 ranged (1d6+2, javelin); Full Atk +9 melee (2d4+4, +1 spiked chain) or +8 ranged (1d6+2, javelin); SA Sneak Attack 2d6; SQ Evasion, marsh move, rage 1/day; AL CE; SV Fort +11, Ref +7, Will +1; Str 14, Dex 16, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +7, Listen -1, Spot +8, Survival +3, Tumble +12; Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 spiked chain, dagger, 6 javelins, chain shirt, javelin of lightning, cloak of resistance +1, potion of

bear's endurance, potion of bull's strength, potion of shield of faith +2.

Kripib: Male bullywug Bbn1/Ftr2/Rog1; CR 4; Medium Humanoid (aquatic); HD 1d12+2d10+1d6+20; hp 48; Init +3; Spd 40 ft.; AC 21 (touch 13, flat-footed 18) [+5 armor, +3 Dex, +3 natural]; Base Atk +3; Grp +5; Atk +7 melee (2d4+3, masterwork spiked chain) or +5 ranged (1d6+2, javelin); Full Atk +7 melee (2d4+3, masterwork spiked chain) or +5 ranged (1d6+2, javelin); SA Sneak Attak 1d6; SQ Marsh move, rage 1/day; AL CE; SV Fort +10, Ref +6, Will +0; Str 14, Dex 16, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +2 (+8 in marshes), Jump +1, Spot +5, Survival +3, Tumble +9; Exotic Weapon Proficiency (spiked chain), Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Masterwork spiked chain, dagger, 6 javelins, +1 chain shirt, cloak of resistance +1, potion of bull's strength, potion of shield of faith +2.

Ballug: Male bullywug Bbn1/Ftr1; CR 2; Medium Humanoid (aquatic); HD 1d12+1d10+8; hp 26; Init +2; Spd 40 ft.; AC 20 (touch 12, flat-footed 18) [+5 armor, +2 Dex, +3 natural]; Base Atk +2; Grp +4; Atk +5 melee (2d4+3, masterwork spiked chain) or +4 ranged (1d6+2, javelin); Full Atk +5 melee (2d4+3, masterwork spiked chain) or +4 ranged (1d6+2, javelin); SQ Marsh move, rage 1/day; AL CE; SV Fort +8, Ref +2, Will -1; Str 15, Dex 14, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Jump +1, Spot +1, Survival +3; Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Masterwork spiked chain, 6 javelins, +1 chain shirt, potion of bull's strength, potion of shield of faith +2.

Trooper (3): Male bullywug War1; CR ½; Medium Humanoid (aquatic); HD 1d8+6; hp 11; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 21) [+6 armor, +1 Dex, +3 natural, +2 shield]; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, long sword) or +2 ranged (1d4+1, sling); Full Atk +2 melee (1d8+1/19-20, long sword) or +2 ranged (1d4+1, sling); SQ Marsh move; AL CE; SV Fort +5, Ref +1, Will -2; Str 13, Dex 12, Con 17, Int 5, Wis 6, Cha 4.

Skills and Feats: Hide -5 (+1 in marshes), Jump -4; Toughness.

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Long sword, dagger, sling, 20 bullets, banded mail, heavy wooden shield, 2 tanglefoot bags.

Appendix 4:

APL 8

Encounter 5: The Picket

Groark: Male bullywug Bbn1/Ftr1; CR 2; Medium humanoid (aquatic); HD 1d12+1d10+8; hp 26; Init +2; Spd 40 ft.; AC 20 (touch 12, flat-footed 18) [+5 armor, +2 Dex, +3 natural]; Base Atk +2; Grp +4; Atk +6 melee (2d4+3, masterwork spiked chain) or +4 ranged (1d6+2, javelin); Full Atk +6 melee (2d4+3, masterwork spiked chain) or +4 ranged (1d6+2, javelin); SQ Marsh move, rage 1/day; AL CE; SV Fort +8, Ref +2, Will -1; Str 15, Dex 14, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +1, Spot +1, Survival +3; Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Masterwork spiked chain, +1 Chain shirt, 6x javelins, *potion of bull's strength*, *potion of shield of faith* (+2).

Grol: Male bullywug Bbn1/Ftr2/Rog1; CR 4; Medium Humanoid (aquatic); HD 1d12+2d10+1d6+20; hp 48; Init +3; Spd 40 ft.; AC 20 (touch 13, flat-footed 17) [+4 armor, +3 Dex, +3 natural]; Base Atk +3; Grp +5; Atk +7 melee (2d4+3, masterwork spiked chain) or +5 ranged (1d6+2, javelin); Full Atk +7 melee (2d4+3, masterwork spiked chain) or +5 ranged (1d6+2, javelin); SA Sneak attack +1d6; SQ Marsh move, rage 1/day; AL CE; SV Fort +10, Ref +6, Will +0; Str 14, Dex 16, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +2, Spot +6, Survival +3, Tumble +9; Exotic Weapon Proficiency (spiked chain), Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Masterwork spiked chain, dagger, 6 javelins, chain shirt, *javelin of lightning*, *cloak of resistance* +1, *potion of bull's strength*, *potion of shield of faith* +2.

Riber: Male bullywug Bbn1/Ftr2/Rog3; CR 6; Medium Humanoid (aquatic); HD 1d12+2d10+3d6+30; hp 66; Init +7; Spd 40 ft.; AC 20 (touch 13, flat-footed 17) [+4 armor, +3 Dex, +3 natural]; Base Atk +5; Grp +7; Atk +9 melee (2d4+4, +1 *spiked chain*) or +8 ranged (1d6+2, javelin); SA Sneak attack +2d6; SQ Evasion, marsh move, rage 1/day; AL CE; SV Fort +11, Ref +7, Will +1; Str 14, Dex 16, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +7, Listen -1, Spot +8, Survival +3, Tumble +12; Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 *spiked chain*, dagger, 6 javelins, chain shirt, *javelin of lightning*, *cloak of resistance* +1, *potion of bear's endurance*, *potion of bull's strength*, *potion of shield of faith* +2.

Scrop: Male bullywug Bbn1/Ftr2/Rog5; CR 8; Medium Humanoid (aquatic); HD 1d12+2d10+5d6+48; hp 92; Init +7; Spd 40 ft.; AC 20 (touch 13, flat-footed 17) [+4 armor, +3 Dex, +3 natural armor]; Base Atk +6; Grp +8; Atk +10 melee (2d4+4, +1 *spiked chain*) or +9 ranged (1d6+2, javelin); Full Atk +10/+5 melee (2d4+4, +1 *spiked chain*) or +9 ranged (1d6+2, javelin); SA Sneak attack +3d6; SQ Evasion, marsh move, rage 1/day, uncanny dodge; AL CE; SV Fort +10, Ref +7, Will +0; Str 14, Dex 16, Con 20, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +7, Listen +8, Spot +10, Survival +3, Tumble +14; Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 *spiked chain*, dagger, 6 javelins, chain shirt, *javelin of lightning*, *potion of bull's strength*, *potion of shield of faith* +2, 7 *potions of fly* (1 for each bullywug).

Trooper (3): Male bullywug War1; CR ½; Medium Humanoid (aquatic); HD 1d8+6; hp 11; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 21) [+6 armor, +1 Dex, +3 natural, +2 shield]; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, long sword) or +2 ranged (1d4+1, sling); Full Atk +2 melee (1d8+1/19-20, long sword) or +2 ranged (1d4+1, sling); SQ Marsh move; AL CE; SV Fort +5, Ref +1, Will -2; Str 13, Dex 12, Con 17, Int 5, Wis 6, Cha 4.

Skills and Feats: Hide -5 (+1 in marshes), Jump -4; Toughness.

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Long sword, dagger, sling, 20 bullets, banded mail, heavy wooden shield, 2 *bullets of sound*.

Encounter 8: Breaking the Siege

Kartak: Male human Clr10; CR 10; Medium Humanoid (human); HD 10d8+20; hp 73; Init +5; Spd 20 ft.; AC 24 (touch 12, flat-footed 23) [+9 armor, +1 deflection, +1 Dex, +3 shield]; Base Atk +7; Grp +6; Atk +6 melee (1d8-1, morningstar) or +8 ranged (1d8/19-20, light crossbow); Full Atk +6/+1 melee (1d8-1, morningstar) or +8 ranged (1d8/19-20, light crossbow); SA Rebuke undead 4/day, spontaneous inflict; AL LE;

SV Fort +10, Ref +5, Will +12; Str 8, Dex 13, Con 14, Int 10, Wis 19, Cha 12.

Skills and Feats: Concentration +15, Knowledge (religion) +13, Spellcraft +11; Augmented Summoning, Divine Metamagic (rapid), Improved Initiative, Martial Weapon Proficiency (glaive), Rapid Spell, Spell Focus (conjunction), Weapon Focus (glaive).

Languages: Bullywug, Common.

Cleric Spells Prepared (6/6/6/5/5/3; Base DC = 14 + spell level): 0—detect magic, guidance (3), resistance (2); 1st—bless, cure light wounds (2), magic weapon*, resurgence (2); 2nd—bull's strength, cure moderate wounds (2), resist energy (2), spiritual weapon*; 3rd—blindness/deafness, cure serious wounds, dispel magic, magic circle against good, magic vestment*; 4th—dismissal, divine power*, freedom of movement, summon monster IV (2); 5th—flame strike* (2), true seeing.

*Domain spells. **Deity:** Wastri; **Domains:** Law (+1 CL Law spells), War.

Uses divine metamagic (rapid), summons 1d3 fiendish apes, see Appendix 7 for more details.

Possessions: Morningstar, dagger, light crossbow, 10 bolts, +1 full plate, +1 heavy wooden shield, cloak of resistance +1, ring of protection +1, dust of disappearance, periapt of wisdom +2, spell component pouch, wooden holy symbol, scroll of hold person, scroll of owl's wisdom, potion of fly, scroll of prayer, scroll of searing light, 2 scrolls of sound burst.

Grapup: Male bullywug Bbn1/Ftr2/Rog3; CR 6; Medium Humanoid (aquatic); HD 1d12+2d10+3d6+30; hp 66; Init +7; Spd 40 ft.; AC 20 (touch 13, flat-footed 17) [+4 armor, +3 Dex, +3 natural]; Base Atk +5; Grp +7; Atk +9 melee (2d4+4, +1 spiked chain) or +8 ranged (1d6+2, javelin); Full Atk +9 melee (2d4+4, +1 spiked chain) or +8 ranged (1d6+2, javelin); SA Sneak Attack +2d6; SQ Evasion, marsh move, rage 1/day; AL CE; SV Fort +10, Ref +6, Will +0; Str 14, Dex 16, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +7, Listen -1, Spot +8, Survival +3, Tumble +12; Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 spiked chain, dagger, 6 javelins, chain shirt, bead of force, potion of bull's strength.

Grenadier (12): Male bullywug War1; CR ½; Medium Humanoid (aquatic); HD 1d8+6; hp 14; Init +1; Spd 30 ft.; AC 20 (touch 11, flat-footed 18) [+4 armor, +1 Dex, +3 natural armor, +2 shield]; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, longsword) or +2 ranged (1d6+1, javelin); Full Atk +2 melee (1d8+1/19-20, longsword) or +2 ranged (1d6+1, javelin); SQ Marsh move; AL CE; SV Fort +5, Ref +1, Will -2; Str 13, Dex 12, Con 17, Int 5, Wis 6, Cha 4.

Skills and Feats: Hide -1 (+5 in marshes), Jump +3; Toughness.

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Longsword, dagger, 6x javelins, chain shirt, heavy wooden shield, necklace of fireball (1x4d6 sphere), potion of shield of faith +2.

Encounter 10: The Citadel's Secret

Gorm: Male ghost human War8; CR 9; Medium Undead (incorporeal); HD 8d12+11; hp 63; Init +6; Spd 30 ft., Fly 30 ft. (perfect); AC 17 (touch 17, flat-footed 15) [+5 deflection, +2 Dex]; Base Atk +8; Grp +8; Atk +10 touch (1d4 ability damage, draining touch); Full Atk +10 touch (1d4 ability damage, draining touch); SA Corrupting gaze, draining touch, malevolence; SQ Darkvision 60 ft., manifestation, turn resistance +4, undead traits; AL N; SV Fort +9, Ref +3, Will +4; Str 11, Dex 14, Con -, Int 8, Wis 11, Cha 21.

Skills and Feats: Intimidate +16, Jump +7; Improved Initiative, Improved Toughness, Iron Will, Toughness.

Rejuvenation (Su): Gorm's 'destroyed' spirit will often restore itself in 2d4 days. Gorm returns to his old haunts with a successful level check (1d20+8) against DC 16.

Manifestation (Su): Gorm dwells on the Ethereal Plane and, as an ethereal creature, Gorm cannot affect or be affected by anything in the material world. When manifested Gorm can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Corrupting Gaze (Su): Gorm can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet his gaze must succeed on a DC 19 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Draining Touch (Su): When Gorm hits a living target with his incorporeal touch attack Gorm drain 1d4 points from any one ability score Gorm selects. On each such successful attack, Gorm heals 5 points of damage. Against ethereal opponents, Gorm adds his Strength modifier to attack rolls only. Against nonethereal opponents, Gorm adds his Dexterity modifier to attack rolls only.

Malevolence (Su): Once per round, while ethereal, Gorm can merge his body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10), except that it does not require a receptacle. To use this ability, Gorm must be manifested and Gorm must try to move into the target's space; moving in this way does not provoke attacks of opportunity. The target can resist the attack with a successful DC 20 Will save. A creature that successfully saves is immune to his malevolence for 24 hours, and Gorm cannot enter the target's space. If the save fails, then Gorm vanishes into the target's body.

Possessions: Longsword, chain shirt, heavy wooden shield, *cloak of charisma* +2, *gloves of dexterity* +2, *periapt of wisdom* +2.

Encounter 11: Mopping Up

Tarax: Male human Sor8; CR 8; Medium Humanoid (human); HD 8d4+8; hp 36; Init +7; Spd 30 ft.; AC 14 (touch 13, flat-footed 11) [+1 armor, +3 Dex]; Base Atk +4; Grp +3; Atk +3 melee (1d8-1/x3, longspear) or +7 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8-1/x3, longspear) or +7 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +4, Ref +6, Will +8; Str 8, Dex 16, Con 13, Int 10, Wis 12, Cha 17.

Skills and Feats: Concentration +12, Knowledge (arcana) +9, Speak Language +1, Spellcraft +13; Improved Initiative, Empower Spell, Point Blank Shot, Precise Shot.

Languages: Bullywug, Common.

Sorcerer Spells Known (6/7/7/6/3; Base DC = 13 + spell level): 0—*daze*, *detect magic*, *detect poison*, *mage hand*, *prestidigitation*, *ray of frost*, *resistance*, *touch of fatigue*; 1st—*color spray*, *enlarge person*, *grease*, *obscuring mist*, *ray of enfeeblement*; 2nd—*glitterdust*, *scorching ray*, *see invisibility*; 3rd—*dispel magic*, *fireball*; 4th—*enervation*.

Possessions: Longspear, dagger, light crossbow, 10 bolts, bracers of armor +1, *cloak of resistance* +1, *gloves of dexterity* +2, *potion of eagle's splendor*, *potion of fly*, *elemental gem* (air), spell component pouch.

Blabbitt: Male bullywug Bbn1/Ftr2/Rog5; CR 8; Medium Humanoid (aquatic); HD 1d12+2d10+5d6+48; hp 92; Init +7; Spd 40 ft.; AC 21 (touch 13, flat-footed 18) [+5 armor, +3 Dex, +3 natural]; Base Atk +6; Grp +8; Atk +10 melee (2d4+4, +1 *spiked chain*) or +9 ranged (1d6+2, javelin); Full Atk +10/+5 melee (2d4+4, +1 *spiked chain*) or +9 ranged (1d6+2, javelin); SA Sneak Attack +3d6; SQ Evasion, marsh move, rage 1/day, uncanny dodge; AL CE; SV Fort +10, Ref +7, Will +0; Str 14, Dex 16, Con 20, Int 6, Wis 8, Cha 4.

Skills and Feats: Hide +2 (+8 in marshes), Jump +7, Listen +8, Spot +10, Survival +3, Tumble +14; Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 *spiked chain*, dagger, 6 javelins, +1 *chain shirt*, *potion of bull's strength*, *potion of shield of faith* +2, (7) *potions of fly* (1 for each bullywug).

Thlap: Male bullywug Bbn1/Ftr2/Rog3; CR 6; Medium Humanoid (aquatic); HD 1d12+2d10+3d6+30; hp 66; Init +7; Spd 40 ft.; AC 20 (touch 13, flat-footed 17) [+4 armor, +3 Dex, +3 natural]; Base Atk +5; Grp +7; Atk +9 melee (2d4+4, +1 *spiked chain*) or +8 ranged (1d6+2, javelin); Full Atk +9 melee (2d4+4, +1 *spiked chain*) or +8 ranged (1d6+2, javelin); SA Sneak Attack 2d6; SQ Evasion, marsh move, rage 1/day; AL CE; SV

Fort +11, Ref +7, Will +1; Str 14, Dex 16, Con 19, Int 6, Wis 8, Cha 4.

Skills and Feats: Hide +1 (+7 in marshes), Jump +7, Listen -1, Spot +8, Survival +3, Tumble +12; Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 *spiked chain*, dagger, 6 javelins, chain shirt, *javelin of lightning*, *cloak of resistance* +1, *potion of bear's endurance*, *potion of bull's strength*, *potion of shield of faith* +2.

Kripib: Male bullywug Bbn1/Ftr2/Rog1; CR 4; Medium Humanoid (aquatic); HD 1d12+2d10+1d6+20; hp 48; Init +3; Spd 40 ft.; AC 21 (touch 13, flat-footed 18) [+5 armor, +3 Dex, +3 natural]; Base Atk +3; Grp +5; Atk +7 melee (2d4+3, masterwork spiked chain) or +5 ranged (1d6+2, javelin); Full Atk +7 melee (2d4+3, masterwork spiked chain) or +5 ranged (1d6+2, javelin); SA Sneak attack +1d6; SQ Marsh move, rage 1/day; AL CE; SV Fort +10, Ref +6, Will +0; Str 14, Dex 16, Con 19, Int 6, Wis 8, Cha 4.

Skills and Feats: Hide +2 (+8 in marshes), Jump +1, Spot +5, Survival +3, Tumble +9; Exotic Weapon Proficiency (spiked chain), Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Masterwork spiked chain, dagger, 6 javelins, +1 *chain shirt*, *cloak of resistance* +1, *potion of bull's strength*, *potion of shield of faith* +2.

Ballug: Male bullywug Bbn1/Ftr1; CR 2; Medium Humanoid (aquatic); HD 1d12+1d10+8; hp 26; Init +2; Spd 40 ft.; AC 20 (touch 12, flat-footed 18) [+5 armor, +2 Dex, +3 natural]; Base Atk +2; Grp +4; Atk +5 melee (2d4+3, masterwork spiked chain) or +4 ranged (1d6+2, javelin); Full Atk +5 melee (2d4+3, masterwork spiked chain) or +4 ranged (1d6+2, javelin); SQ Marsh move, rage 1/day; AL CE; SV Fort +8, Ref +2, Will -1; Str 15, Dex 14, Con 19, Int 6, Wis 8, Cha 4.

Skills and Feats: Jump +1, Spot +1, Survival +3; Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Masterwork spiked chain, 6 javelins, +1 *chain shirt*, *potion of bull's strength*, *potion of shield of faith* +2.

Trooper (3): Male bullywug War1; CR ½; Medium Humanoid (aquatic); HD 1d8+6; hp 11; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 21) [+6 armor, +1 Dex, +3 natural, +2 shield]; Base Atk +1; Grp +2; Atk +2

melee (1d8+1/19-20, long sword) or +2 ranged (1d4+1, sling); Full Atk +2 melee (1d8+1/19-20, long sword) or +2 ranged (1d4+1, sling); SQ Marsh move; AL CE; SV Fort +5, Ref +1, Will -2; Str 13, Dex 12, Con 17, Int 5, Wis 6, Cha 4.

Skills and Feats: Hide -5 (+1 in marshes), Jump -4; Toughness.

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Long sword, dagger, sling, 20 bullets, banded mail, heavy wooden shield, 2 tanglefoot bags.

Appendix 5: APL 10

Encounter 5: The Picket

Groark: Male bullywug Bbn1/Ftr1; CR 2; Medium humanoid (aquatic); HD 1d12+1d10+8; hp 26; Init +2; Spd 40 ft.; AC 20 (touch 12, flat-footed 18) [+5 armor, +2 Dex, +3 natural]; Base Atk +2; Grp +4; Atk +6 melee (2d4+3, masterwork spiked chain) or +4 ranged (1d6+2, javelin); Full Atk +6 melee (2d4+3, masterwork spiked chain) or +4 ranged (1d6+2, javelin); SQ Marsh move, rage 1/day; AL CE; SV Fort +8, Ref +2, Will -1; Str 15, Dex 14, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +1, Spot +1, Survival +3; Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Masterwork spiked chain, +1 Chain shirt, 6x javelins, *potion of bull's strength*, *potion of shield of faith* (+2).

Grol: Male bullywug Bbn1/Ftr2/Rog1; CR 4; Medium Humanoid (aquatic); HD 1d12+2d10+1d6+20; hp 48; Init +3; Spd 40 ft.; AC 20 (touch 13, flat-footed 17) [+4 armor, +3 Dex, +3 natural]; Base Atk +3; Grp +5; Atk +7 melee (2d4+3, masterwork spiked chain) or +5 ranged (1d6+2, javelin); Full Atk +7 melee (2d4+3, masterwork spiked chain) or +5 ranged (1d6+2, javelin); SA Sneak attack +1d6; SQ Marsh move, rage 1/day; AL CE; SV Fort +10, Ref +6, Will +0; Str 14, Dex 16, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +2, Spot +6, Survival +3, Tumble +9; Exotic Weapon Proficiency (spiked chain), Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Masterwork spiked chain, dagger, 6 javelins, chain shirt, *javelin of lightning*, *cloak of resistance* +1, *potion of bull's strength*, *potion of shield of faith* +2.

Riber: Male bullywug Bbn1/Ftr2/Rog3; CR 6; Medium Humanoid (aquatic); HD 1d12+2d10+3d6+30; hp 66; Init +7; Spd 40 ft.; AC 20 (touch 13, flat-footed 17) [+4 armor, +3 Dex, +3 natural]; Base Atk +5; Grp +7; Atk +9 melee (2d4+4, +1 *spiked chain*) or +8 ranged (1d6+2, javelin); SA Sneak attack +2d6; SQ Evasion, marsh move, rage 1/day; AL CE; SV Fort +11, Ref +7, Will +1; Str 14, Dex 16, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +7, Listen -1, Spot +8, Survival +3, Tumble +12; Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 *spiked chain*, dagger, 6 javelins, chain shirt, *javelin of lightning*, *cloak of resistance* +1, *potion of bear's endurance*, *potion of bull's strength*, *potion of shield of faith* +2.

Scrop: Male bullywug Bbn1/Ftr2/Rog5; CR 8; Medium Humanoid (aquatic); HD 1d12+2d10+5d6+48; hp 92; Init +7; Spd 40 ft.; AC 20 (touch 13, flat-footed 17) [+4 armor, +3 Dex, +3 natural armor]; Base Atk +6; Grp +8; Atk +10 melee (2d4+4, +1 *spiked chain*) or +9 ranged (1d6+2, javelin); Full Atk +10/+5 melee (2d4+4, +1 *spiked chain*) or +9 ranged (1d6+2, javelin); SA Sneak attack +3d6; SQ Evasion, marsh move, rage 1/day, uncanny dodge; AL CE; SV Fort +10, Ref +7, Will +0; Str 14, Dex 16, Con 20, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +7, Listen +8, Spot +10, Survival +3, Tumble +14; Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 *spiked chain*, dagger, 6 javelins, chain shirt, *javelin of lightning*, *potion of bull's strength*, *potion of shield of faith* +2, 7 *potions of fly* (1 for each bullywug).

Fink: Male bullywug Bbn1/Ftr2/Rog7; CR 10; Medium Humanoid (aquatic); HD 1d12+2d10+7d6+60; hp 112; Init +7; Spd 40 ft.; AC 21 (touch 13, flat-footed 18) [+5 armor, +3 Dex, +3 natural]; Base Atk +8; Grp +10; Atk +12 melee (2d4+4, +1 *spiked chain*) or +11 ranged (1d6+2, javelin); Full Atk +12 melee (2d4+4, +1 *spiked chain*) or +11 ranged (1d6+2, javelin); SA Sneak attack +4d6; SQ Evasion, marsh move, rage 1/day, uncanny dodge; AL CE; SV Fort +11, Ref +8, Will +1; Str 14, Dex 16, Con 20, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +9 (+15 in marshes), Jump +7, Listen +12, Spot +12, Survival +3, Tumble +14; Dodge, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 *spiked chain*, dagger, 6 javelins, +1 chain shirt, *javelin of lightning*, *potion of bull's strength*, *potion of shield of faith* +2, *potion of fly*, *potion of haste*, *bead of force*.

Trooper (3): Male bullywug War1; CR ½; Medium Humanoid (aquatic); HD 1d8+6; hp 11; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 21) [+6 armor, +1 Dex, +3 natural, +2 shield]; Base Atk +1; Grp +2; Atk +2

melee (1d8+1/19-20, long sword) or +2 ranged (1d4+1, sling); Full Atk +2 melee (1d8+1/19-20, long sword) or +2 ranged (1d4+1, sling); SQ Marsh move; AL CE; SV Fort +5, Ref +1, Will -2; Str 13, Dex 12, Con 17, Int 5, Wis 6, Cha 4.

Skills and Feats: Hide -5 (+1 in marshes), Jump -4; Toughness.

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Long sword, dagger, sling, 20 bullets, banded mail, heavy wooden shield, 2 *bullets of sound*.

Encounter 8: Breaking the Siege

Kartak: Male human Clr12; CR 12; Medium Humanoid (human); HD 12d8+36; hp 99; Init +5; Spd 20 ft.; AC 24 (touch 12, flat-footed 23) [+9 armor, +1 deflection, +1 Dex, +3 shield]; Base Atk +9; Grp +8; Atk +8 melee (1d8-1, morningstar) or +10 ranged (1d8/19-20, light crossbow); Full Atk +8/+3 melee (1d8-1, morningstar) or +10 ranged (1d8/19-20, light crossbow); SA Rebuke undead 4/day, spontaneous inflict; AL LE; SV Fort +11, Ref +6, Will +13; Str 8, Dex 13, Con 14, Int 10, Wis 22, Cha 12.

Skills and Feats: Concentration +17, Knowledge (religion) +15, Spellcraft +13; Augmented Summoning, Divine Metamagic (rapid), Improved Initiative, Improved Toughness, Martial Weapon Proficiency (glaive), Rapid Spell, Spell Focus (conjuration), Weapon Focus (glaive).

Languages: Bullywug, Common.

Cleric Spells Prepared (6/8/7/6/5/5/4; Base DC = 16 + spell level): 0 *detect magic*, *guidance* (3), *resistance* (2); 1st—*bleed*, *command*, *cure light wounds* (2), *magic weapon**, *obscuring mist*, *resurgence* (2); 2nd—*cure moderate wounds* (2), *hold person*, *silence*, *resist energy* (2), *spiritual weapon**; 3rd—*blindness/deafness*, *cure serious wounds*, *dispel magic* (2), *magic circle against good*, *magic vestment**; 4th—*dismissal*, *divine power**, *freedom of movement* (2), *greater magic weapon*; 5th—*flame strike** (2), *greater command*, *spell resistance*, *true seeing*; 6th—*blade barrier**, *rapid summon monster V*, *summon monster VI* (2).

*Domain spells. Deity: Wastri; Domains: Law (+1 CL law spells), War.

Uses divine metamagic (rapid), stats monsters can be found in Appendix 7.

Possessions: Morningstar, dagger, light crossbow, 10 bolts, +1 *full plate*, +1 *heavy wooden shield*, *cloak of resistance* +1, *ring of protection* +1, *periapt of wisdom* +4, *spell component pouch*, *wooden holy symbol*, *scroll of hold person*, *scroll of bear's endurance*, *potion of fly*, *scroll of prayer*, *scroll of searing light*, 2 *scrolls of sound burst*, *dust of disappearance*.

Grappup: Male bullywug Bbn1/Ftr2/Rog3; CR 6; Medium Humanoid (aquatic); HD 1d12+2d10+3d6+30; hp 66; Init +7; Spd 40 ft.; AC 20 (touch 13, flat-footed 17) [+4 armor, +3 Dex, +3 natural]; Base Atk +5; Grp +7; Atk +9 melee (2d4+4, +1 *spiked chain*) or +8 ranged

(1d6+2, javelin); Full Atk +9 melee (2d4+4, +1 *spiked chain*) or +8 ranged (1d6+2, javelin); SA Sneak Attack +2d6; SQ Evasion, marsh move, rage 1/day; AL CE; SV Fort +10, Ref +6, Will +0; Str 14, Dex 16, Con 19, Int 6, Wis 8, Cha 4.

Skills and Feats: Hide +1 (+7 in marshes), Jump +7, Listen -1, Spot +8, Survival +3, Tumble +12; Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 *spiked chain*, dagger, 6 javelins, chain shirt, *bead of force*, *potion of bull's strength*.

Thabb: Male bullywug Bbn1/Ftr2/Rog5; CR 8; Medium Humanoid (aquatic); HD 1d12+2d10+5d6+48; hp 92; Init +7; Spd 40 ft.; AC 21 (touch 13, flat-footed 18) [+5 armor, +3 Dex, +3 natural]; Base Atk +6; Grp +8; Atk +10 melee (2d4+4, +1 *spiked chain*) or +9 ranged (1d6+2, javelin); Full Atk +10/+5 melee (2d4+4, +1 *spiked chain*) or +9 ranged (1d6+2, javelin); SA Sneak attack +3d6; SQ Evasion, marsh move, rage 1/day, uncanny dodge; AL CE; SV Fort +10, Ref +7, Will +0; Str 14, Dex 16, Con 20, Int 6, Wis 8, Cha 4.

Skills and Feats: Hide +2 (+7 in marshes), Jump +8, Listen +8, Spot +10, Survival +3, Tumble +15; Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 *spiked chain*, dagger, 6 javelins, +1 *chain shirt*, *potion of bull's strength*, *potion of shield of faith* (+4), *potion of fly*, *potion of haste*, *bead of force*.

Grenadier (12): Male bullywug War1; CR ½; Medium Humanoid (aquatic); HD 1d8+6; hp 14; Init +1; Spd 30 ft.; AC 20 (touch 11, flat-footed 18) [+4 armor, +1 Dex, +3 natural armor, +2 shield]; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, longsword) or +2 ranged (1d6+1, javelin); Full Atk +2 melee (1d8+1/19-20, longsword) or +2 ranged (1d6+1, javelin); SQ Marsh move; AL CE; SV Fort +5, Ref +1, Will -2; Str 13, Dex 12, Con 17, Int 5, Wis 6, Cha 4.

Skills and Feats: Hide -1 (+5 in marshes), Jump +3; Toughness.

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Longsword, dagger, 6x javelins, chain shirt, heavy wooden shield, *necklace of fireball* (1x4d6 sphere), *potion of shield of faith* +2.

Encounter 10: The Citadel's Secret

Gorm: Male ghost human War10; CR 11; Medium Undead (incorporeal); HD 10d12+13; hp 78; Init +6;

Spd 30 ft., Fly 30 ft. (perfect); AC 18 (touch 18, flat-footed 16) [+6 deflection, +2 Dex]; Base Atk +10; Grp +10; Atk +12 melee (1d4 ability damage, draining touch); Full Atk +12 melee (1d4 ability damage, draining touch); SA Corrupting gaze, draining touch, malevolence; SQ Darkvision 60 ft., manifestation, turn resistance +4, undead traits; AL N; SV Fort +10, Ref +6, Will +5; Str 11, Dex 14, Con -, Int 8, Wis 11, Cha 23.

Skills and Feats: Intimidate +18, Jump +9; Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Toughness.

Rejuvenation (Su): Gorm's 'destroyed' spirit will often restore itself in 2d4 days. Gorm returns to his old haunts with a successful level check (1d20+10) against DC 16.

Manifestation (Su): Gorm dwells on the Ethereal Plane and, as an ethereal creature, Gorm cannot affect or be affected by anything in the material world. When manifested Gorm can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Corrupting Gaze (Su): Gorm can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet his gaze must succeed on a DC 21 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Draining Touch (Su): When Gorm hits a living target with his incorporeal touch attack Gorm drain 1d4 points from any one ability score Gorm selects. On each such successful attack, Gorm heals 5 points of damage. Against ethereal opponents, Gorm adds his Strength modifier to attack rolls only. Against nonethereal opponents, Gorm adds his Dexterity modifier to attack rolls only.

Malevolence (Su): Once per round, while ethereal, Gorm can merge his body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10), except that it does not require a receptacle. To use this ability, Gorm must be manifested and Gorm must try to move into the target's space; moving in this way does not provoke attacks of opportunity. The target can resist the attack with a successful DC 21 Will save. A creature that successfully saves is immune to his malevolence for 24 hours, and Gorm cannot enter the target's space. If the save fails, then Gorm vanishes into the target's body.

Possessions: Longsword, chain shirt, heavy wooden shield, *cloak of charisma* +4, *gloves of dexterity* +2, *periapt of wisdom* +2.

Encounter 11: Mopping Up

Tarax: Male human Sor10; CR 10; Medium Humanoid (human); HD 10d4+30; hp 64; Init +6; Spd 30 ft.; AC 15 (touch 14, flat-footed 12) [+1 armor, +1 deflection, +3 Dex]; Base Atk +5; Grp +4; Atk +4 melee (1d8-1/x3, longsword) or +8 ranged (1d8/19-20, light crossbow); Full Atk Atk +4 melee (1d8-1/x3, longsword) or +8 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +6,

Ref +7, Will +9; Str 8, Dex 16, Con 15, Int 10, Wis 12, Cha 17.

Skills and Feats: Concentration +15, Knowledge (arcana) +11, Speak Language +1, Spellcraft +15; Improved Initiative, Empower Spell, Improved Toughness, Point Blank Shot, Precise Shot.

Languages: Bullywug, Common.

Sorcerer Spells Known (6/7/7/7/5/3; Base DC = 13 + spell level): 0—*daze, detect magic, detect poison, light, magic hand, prestidigitation, ray of frost, resistance, touch of fatigue*; 1st—*color spray, enlarge person, grease, obscuring mist, ray of enfeeblement*; 2nd—*blindness/deafness, glitterdust, scorching ray, see invisibility*; 3rd—*anticipate teleportation, dispel magic, fireball*; 4th—*dimension door, enervation*; 5th—*dominate person*.

Possessions: Longspear, dagger, light crossbow, 10 bolts, *bracers of armor* +1, *cloak of resistance* +1, *ring of protection* +1, *gloves of dexterity* +2, *amulet of health* +2, *potion of eagle's splendor, potion of fly, elemental gem (air)*, spell component pouch, a tiny hourglass of platinum and crystal (500 gp).

Orblad: Male bullywug Bbn1/Ftr2/Rog7; CR 10; Medium Humanoid (aquatic); HD 1d12+2d10+7d6+60; hp 112; Init +7; Spd 40 ft.; AC 21 (touch 13, flat-footed 18) [+5 armor, +3 Dex, +3 natural]; Base Atk +8; Grp +10; Atk +12 melee (2d4+4, +1 *spiked chain*) or +11 ranged (1d6+2, javelin); Full Atk +12/+7 melee (2d4+4, +1 *spiked chain*) or +11 ranged (1d6+2, javelin); SA Sneak attack +4d6; SQ Evasion, marsh move, rage 1/day, uncanny dodge; AL CE; SV Fort +11, Ref +8, Will +1; Str 14, Dex 16, Con 20, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +9 (+15 in marshes), Jump +7, Listen +12, Spot +12, Survival +3, Tumble +14; Dodge, Exotic Weapon Proficiency (*spiked chain*), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (*spiked chain*).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 *spiked chain*, dagger, 6 javelins, +1 *chain shirt*, *javelin of lightning*, *potion of bull's strength*, *potion of shield of faith* +2, *potion of fly*, *potion of haste*, *bead of force*.

Blabbit: Male bullywug Bbn1/Ftr2/Rog5; CR 8; Medium Humanoid (aquatic); HD 1d12+2d10+5d6+48; hp 92; Init +7; Spd 40 ft.; AC 21 (touch 13, flat-footed 18) [+5 armor, +3 Dex, +3 natural]; Base Atk +6; Grp +8; Atk +10 melee (2d4+4, +1 *spiked chain*) or +9 ranged (1d6+2, javelin); Full Atk Atk +10/+5 melee (2d4+4, +1 *spiked chain*) or +9 ranged (1d6+2, javelin); SA Sneak attack +3d6; SQ Evasion, marsh move, rage 1/day, uncanny dodge; AL CE; SV Fort +10, Ref +7, Will +0; Str 14, Dex 16, Con 20, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +2 (+8 in marshes), Jump +7, Listen +8, Spot +10, Survival +3, Tumble +14; Exotic Weapon Proficiency (*spiked chain*), Improved

Initiative, Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 *spiked chain*, dagger, 6 javelins, +1 *chain shirt*, *potion of bull's strength*, *potion of shield of faith* +2, (7) *potions of fly* (1 for each bullywug).

Thlap: Male bullywug Bbn1/Ftr2/Rog3; CR 6; Medium Humanoid (aquatic); HD 1d12+2d10+3d6+30; hp 66; Init +7; Spd 40 ft.; AC 20 (touch 13, flat-footed 17) [+4 armor, +3 Dex, +3 natural]; Base Atk +5; Grp +7; Atk +9 melee (2d4+4, +1 *spiked chain*) or +8 ranged (1d6+2, javelin); Full Atk +9 melee (2d4+4, +1 *spiked chain*) or +8 ranged (1d6+2, javelin); SA Sneak attack +2d6; SQ Evasion, marsh move, rage 1/day; AL CE; SV Fort +11, Ref +7, Will +1; Str 14, Dex 16, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +7, Listen -1, Spot +8, Survival +3, Tumble +12; Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 *spiked chain*, dagger, 6 javelins, chain shirt, *javelin of lightning*, *cloak of resistance* +1, *potion of bear's endurance*, *potion of bull's strength*, *potion of shield of faith* +2.

Kripib: Male bullywug Bbn1/Ftr2/Rog1; CR 4; Medium Humanoid (aquatic); HD 1d12+2d10+1d6+20; hp 48; Init +3; Spd 40 ft.; AC 21 (touch 13, flat-footed 18) [+5 armor, +3 Dex, +3 natural]; Base Atk +3; Grp +5; Atk +7 melee (2d4+3, masterwork spiked chain) or +5 ranged (1d6+2, javelin); Full Atk +7 melee (2d4+3, masterwork spiked chain) or +5 ranged (1d6+2, javelin); SA Sneak attack +1d6; SQ Marsh move, rage 1/day; AL CE; SV Fort +10, Ref +6, Will +0; Str 14, Dex 16, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +2 (+8 in marshes), Jump +1, Spot +5, Survival +3, Tumble +9; Exotic Weapon Proficiency (spiked chain), Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Masterwork spiked chain, dagger, 6 javelins, +1 *chain shirt*, *cloak of resistance* +1, *potion of bull's strength*, *potion of shield of faith* +2.

Ballug: Male bullywug Bbn1/Ftr1; CR 2; Medium Humanoid (aquatic); HD 1d12+1d10+8; hp 26; Init +2; Spd 40 ft.; AC 20 (touch 12, flat-footed 18) [+5 armor, +2 Dex, +3 natural]; Base Atk +2; Grp +4; Atk +5 melee (2d4+3, masterwork spiked chain) or +4 ranged (1d6+2, javelin); Full Atk +5 melee (2d4+3, masterwork spiked

chain) or +4 ranged (1d6+2, javelin); SQ Marsh move, rage 1/day; AL CE; SV Fort +8, Ref +2, Will -1; Str 15, Dex 14, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Jump +1, Spot +1, Survival +3; Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Masterwork spiked chain, 6 javelins, +1 *chain shirt*, *potion of bull's strength*, *potion of shield of faith* +2.

Trooper (3): Male bullywug War1; CR ½; Medium Humanoid (aquatic); HD 1d8+6; hp 11; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 21) [+6 armor, +1 Dex, +3 natural, +2 shield]; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, long sword) or +2 ranged (1d4+1, sling); Full Atk +2 melee (1d8+1/19-20, long sword) or +2 ranged (1d4+1, sling); SQ Marsh move; AL CE; SV Fort +5, Ref +1, Will -2; Str 13, Dex 12, Con 17, Int 5, Wis 6, Cha 4.

Skills and Feats: Hide -5 (+1 in marshes), Jump -4; Toughness.

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Long sword, dagger, sling, 20 bullets, banded mail, heavy wooden shield, 2 tanglefoot bags.

Appendix 6:

APL 12

Encounter 5: The Picket

Groark: Male bullywug Bbn1/Ftr1; CR 2; Medium humanoid (aquatic); HD 1d12+1d10+8; hp 26; Init +2; Spd 40 ft.; AC 20 (touch 12, flat-footed 18) [+5 armor, +2 Dex, +3 natural]; Base Atk +2; Grp +4; Atk +6 melee (2d4+3, masterwork spiked chain) or +4 ranged (1d6+2, javelin); Full Atk +6 melee (2d4+3, masterwork spiked chain) or +4 ranged (1d6+2, javelin); SQ Marsh move, rage 1/day; AL CE; SV Fort +8, Ref +2, Will -1; Str 15, Dex 14, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +1, Spot +1, Survival +3; Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Masterwork spiked chain, +1 Chain shirt, 6x javelins, *potion of bull's strength*, *potion of shield of faith* (+2).

Grol: Male bullywug Bbn1/Ftr2/Rog1; CR 4; Medium Humanoid (aquatic); HD 1d12+2d10+1d6+20; hp 48; Init +3; Spd 40 ft.; AC 20 (touch 13, flat-footed 17) [+4 armor, +3 Dex, +3 natural]; Base Atk +3; Grp +5; Atk +7 melee (2d4+3, masterwork spiked chain) or +5 ranged (1d6+2, javelin); Full Atk +7 melee (2d4+3, masterwork spiked chain) or +5 ranged (1d6+2, javelin); SA Sneak attack +1d6; SQ Marsh move, rage 1/day; AL CE; SV Fort +10, Ref +6, Will +0; Str 14, Dex 16, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +2, Spot +6, Survival +3, Tumble +9; Exotic Weapon Proficiency (spiked chain), Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Masterwork spiked chain, dagger, 6 javelins, chain shirt, *javelin of lightning*, *cloak of resistance* +1, *potion of bull's strength*, *potion of shield of faith* +2.

Riber: Male bullywug Bbn1/Ftr2/Rog3; CR 6; Medium Humanoid (aquatic); HD 1d12+2d10+3d6+30; hp 66; Init +7; Spd 40 ft.; AC 20 (touch 13, flat-footed 17) [+4 armor, +3 Dex, +3 natural]; Base Atk +5; Grp +7; Atk +9 melee (2d4+4, +1 *spiked chain*) or +8 ranged (1d6+2, javelin); SA Sneak attack +2d6; SQ Evasion, marsh move, rage 1/day; AL CE; SV Fort +11, Ref +7, Will +1; Str 14, Dex 16, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +7, Listen -1, Spot +8, Survival +3, Tumble +12; Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 *spiked chain*, dagger, 6 javelins, chain shirt, *javelin of lightning*, *cloak of resistance* +1, *potion of bear's endurance*, *potion of bull's strength*, *potion of shield of faith* +2.

Scrop: Male bullywug Bbn1/Ftr2/Rog5; CR 8; Medium Humanoid (aquatic); HD 1d12+2d10+5d6+48; hp 92; Init +7; Spd 40 ft.; AC 20 (touch 13, flat-footed 17) [+4 armor, +3 Dex, +3 natural armor]; Base Atk +6; Grp +8; Atk +10 melee (2d4+4, +1 *spiked chain*) or +9 ranged (1d6+2, javelin); Full Atk +10/+5 melee (2d4+4, +1 *spiked chain*) or +9 ranged (1d6+2, javelin); SA Sneak attack +3d6; SQ Evasion, marsh move, rage 1/day, uncanny dodge; AL CE; SV Fort +10, Ref +7, Will +0; Str 14, Dex 16, Con 20, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +7, Listen +8, Spot +10, Survival +3, Tumble +14; Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 *spiked chain*, dagger, 6 javelins, chain shirt, *javelin of lightning*, *potion of bull's strength*, *potion of shield of faith* +2, 7 *potions of fly* (1 for each bullywug).

Fink: Male bullywug Bbn1/Ftr2/Rog7; CR 10; Medium Humanoid (aquatic); HD 1d12+2d10+7d6+60; hp 112; Init +7; Spd 40 ft.; AC 21 (touch 13, flat-footed 18) [+5 armor, +3 Dex, +3 natural]; Base Atk +8; Grp +10; Atk +12 melee (2d4+4, +1 *spiked chain*) or +11 ranged (1d6+2, javelin); Full Atk +12 melee (2d4+4, +1 *spiked chain*) or +11 ranged (1d6+2, javelin); SA Sneak attack +4d6; SQ Evasion, marsh move, rage 1/day, uncanny dodge; AL CE; SV Fort +11, Ref +8, Will +1; Str 14, Dex 16, Con 20, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +9 (+15 in marshes), Jump +7, Listen +12, Spot +12, Survival +3, Tumble +14; Dodge, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 *spiked chain*, dagger, 6 javelins, +1 chain shirt, *javelin of lightning*, *potion of bull's strength*, *potion of shield of faith* +2, *potion of fly*, *potion of haste*, *bead of force*.

Scuz: Male bullywug Bbn1/Ftr2/Rog9; CR 12; Medium Humanoid (aquatic); HD 1d12+2d10+9d6+84; hp 144; Init +8; Spd 40 ft.; AC 23 (touch 15, flat-footed 19) [+5 armor, +1 deflection, +4 Dex, +3 natural]; Base

Atk +9; Grp +11; Atk +13 melee (2d4+4, +1 *spiked chain*) or +13 ranged (1d6+2, javelin); Full Atk +13 melee (2d4+4, +1 *spiked chain*) or +13 ranged (1d6+2, javelin); SA Sneak attack +5d6; SQ Evasion, improved uncanny dodge, marsh move, rage 1/day; AL CE; SV Fort +13, Ref +10, Will +5; Str 15, Dex 18, Con 22, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +16 (+22 in marsh), Jump +7, Listen +14, Spot +14, Survival +3, Tumble +17; Dodge, Exotic Weapon Proficiency (*spiked chain*), Improved Initiative, Improved Toughness, Iron Will, Power Attack, Weapon Focus (*spiked chain*).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 *spiked chain*, dagger, 6 javelins, +1 chain shirt, cloak of resistance +1, ring of protection +1, amulet of health +2, gloves of dexterity +2, javelin of lightning, potion of bull's strength, potion of shield of faith +2, potion of fly, potion of haste, bead of force.

Trooper (3): Male bullywug War1; CR ½; Medium Humanoid (aquatic); HD 1d8+6; hp 11; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 21) [+6 armor, +1 Dex, +3 natural, +2 shield]; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, long sword) or +2 ranged (1d4+1, sling); Full Atk +2 melee (1d8+1/19-20, long sword) or +2 ranged (1d4+1, sling); SQ Marsh move; AL CE; SV Fort +5, Ref +1, Will -2; Str 13, Dex 12, Con 17, Int 5, Wis 6, Cha 4.

Skills and Feats: Hide -5 (+1 in marshes), Jump -4; Toughness.

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Long sword, dagger, sling, 20 bullets, banded mail, heavy wooden shield, 2 bullets of sound.

Encounter 8: Breaking the Siege

Kartak: Male human Clr14; CR 14; Medium Humanoid (human); HD 14d8+42; hp 115; Init +5; Spd 20 ft.; AC 24 (touch 12, flat-footed 23) [+9 armor, +1 deflection, +1 Dex, +3 shield]; Base Atk +11; Grp +10; Atk +10 melee (1d8-1, morningstar) or +12 ranged (1d8/19-20, light crossbow); Full Atk +10/+5/+0 melee (1d8-1, morningstar) or +12 ranged (1d8/19-20, light crossbow); SA Rebuke undead 4/day, spontaneous inflict; AL LE; SV Fort +12, Ref +6, Will +14; Str 8, Dex 13, Con 14, Int 10, Wis 22, Cha 12.

Skills and Feats: Concentration +19, Knowledge (religion) +17, Spellcraft +15; Augmented Summoning, Divine Metamagic (rapid), Improved Initiative, Improved Toughness, Martial Weapon Proficiency (glaive), Rapid Spell, Spell Focus (conjuration), Weapon Focus (glaive).

Languages: Bullywug, Common.

Cleric Spells Prepared (6/8/8/6/6/5/5/3; Base DC = 16 + spell level): 0—*detect magic*, *guidance* (3), *resistance* (2); 1st—*bless*, *command*, *cure light wounds* (2), *magic*

*weapon**, *obscuring mist*, *resurgence* (2); 2nd—*cure moderate wounds* (2), *hold person*, *silence*, *resist energy* (2), *spiritual weapon**; 3rd—*blindness/deafness*, *cure serious wounds* (2), *dispel magic* (2), *magic circle against good*, *magic vestment**; 4th—*dismissal* (2), *divine power**, *freedom of movement* (2), *greater magic weapon*; 5th—*flame strike** (2), *greater command*, *spell resistance*, *true seeing*; 6th—*blade barrier**, *harm*, *heal*, *rapid summon monster V* (2); 7th—*power word blind*, *summon monster VII* (2).

***Domain spells;** Deity: Wastri; Domains: Law (+1 CL law spell), War.

Uses divine metamagic (rapid), stats can be found in Appendix 7.

Possessions: Morningstar, dagger, light crossbow, 10 bolts, +1 full plate, +1 heavy wooden shield, winged boots, cloak of resistance +1, ring of protection +1, periapt of wisdom +4, spell component pouch, wooden holy symbol, dust of disappearance, scroll of hold person, scroll of bear's endurance, potion of fly, scroll of prayer, scroll of searing light, 2 scrolls of sound burst.

Grapup: Male bullywug Bbn1/Ftr2/Rog3; CR 6; Medium Humanoid (aquatic); HD 1d12+2d10+3d6+30; hp 66; Init +7; Spd 40 ft.; AC 20 (touch 13, flat-footed 17) [+4 armor, +3 Dex, +3 natural]; Base Atk +5; Grp +7; Atk +9 melee (2d4+4, +1 *spiked chain*) or +8 ranged (1d6+2, javelin); Full Atk +9 melee (2d4+4, +1 *spiked chain*) or +8 ranged (1d6+2, javelin); SA Sneak Attack +2d6; SQ Evasion, marsh move, rage 1/day; AL CE; SV Fort +10, Ref +6, Will +0; Str 14, Dex 16, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +7, Listen -1, Spot +8, Survival +3, Tumble +12; Exotic Weapon Proficiency (*spiked chain*), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (*spiked chain*).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 *spiked chain*, dagger, 6 javelins, chain shirt, bead of force, potion of bull's strength.

Thabb: Male bullywug Bbn1/Ftr2/Rog5; CR 8; Medium Humanoid (aquatic); HD 1d12+2d10+5d6+48; hp 92; Init +7; Spd 40 ft.; AC 21 (touch 13, flat-footed 18) [+5 armor, +3 Dex, +3 natural]; Base Atk +6; Grp +8; Atk +10 melee (2d4+4, +1 *spiked chain*) or +9 ranged (1d6+2, javelin); Full Atk +10/+5 melee (2d4+4, +1 *spiked chain*) or +9 ranged (1d6+2, javelin); SA Sneak attack +3d6; SQ Evasion, marsh move, rage 1/day, uncanny dodge; AL CE; SV Fort +10, Ref +7, Will +0; Str 14, Dex 16, Con 20, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +2 (+7 in marshes), Jump +8, Listen +8, Spot +10, Survival +3, Tumble +15; Exotic Weapon Proficiency (*spiked chain*), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (*spiked chain*).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 *spiked chain*, dagger, 6 javelins, +1 *chain shirt*, *potion of bull's strength*, *potion of shield of faith* (+4), *potion of fly*, *potion of haste*, *bead of force*.

Arglub: Male bullywug Bbn1/Ftr2/Rog7; CR 10; Medium Humanoid (aquatic); HD 1d12+2d10+7d6+60; hp 112; Init +7; Spd 40 ft.; AC 21 (touch 13, flat-footed 18) [+5 armor, +3 Dex, +3 natural]; Base Atk +8; Grp +10; Atk +12 melee (2d4+4, +1 *spiked chain*) or +11 ranged (1d6+2, javelin); Full Atk +12/+7 melee (2d4+4, +1 *spiked chain*) or +11 ranged (1d6+2, javelin); SA Sneak attack +4d6; SQ Evasion, marsh move, rage 1/day, uncanny dodge; AL CE; SV Fort +11, Ref +8, Will +1; Str 14, Dex 16, Con 20, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +9 (+15 in marshes), Jump +7, Listen +12, Spot +12, Survival +3, Tumble +14; Dodge, Exotic Weapon Proficiency (*spiked chain*), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (*spiked chain*).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 *spiked chain*, dagger, 6 javelins, +1 *chain shirt*, *javelin of lightning*, *potion of bull's strength*, *potion of shield of faith* +2, *potion of fly*, *potion of haste*, *bead of force*.

Grenadier (12): Male bullywug War1; CR 1/2; Medium Humanoid (aquatic); HD 1d8+6; hp 14; Init +1; Spd 30 ft.; AC 20 (touch 11, flat-footed 18) [+4 armor, +1 Dex, +3 natural armor, +2 shield]; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, longsword) or +2 ranged (1d6+1, javelin); Full Atk +2 melee (1d8+1/19-20, longsword) or +2 ranged (1d6+1, javelin); SQ Marsh move; AL CE; SV Fort +5, Ref +1, Will -2; Str 13, Dex 12, Con 17, Int 5, Wis 6, Cha 4.

Skills and Feats: Hide -1 (+5 in marshes), Jump +3; Toughness.

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Longsword, dagger, 6x javelins, chain shirt, heavy wooden shield, *necklace of fireball* (1x4d6 sphere), *potion of shield of faith* +2.

Encounter 10: The Citadel's Secret

Gorm: Male ghost human War12; CR 13; Medium undead (incorporeal); HD 12d12+15; hp 93; Init +6; Spd 30 ft., Fly 30 ft. (perfect); AC 20 (touch 20, flat-footed 18) [+8 deflection, +2 Dex]; Base Atk +12; Grp +12; Atk +14 melee (1d4 ability damage, draining touch); Full Atk +14 melee (1d4 ability damage, draining touch); SA Corrupting gaze, draining touch, malevolence; SQ Darkvision 60 ft., manifestation, turn resistance +4, undead traits; AL N; SV Fort +13, Ref +7, Will +6; Str 11, Dex 14, Con -, Int 8, Wis 11, Cha 26.

Skills and Feats: Intimidate +22, Jump +11; Great Fortitude, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Toughness.

Rejuvenation (Su): Gorm's 'destroyed' spirit will often restore itself in 2d4 days. Gorm returns to his old haunts with a successful level check (1d20+12) against DC 16.

Manifestation (Su): Gorm dwells on the Ethereal Plane and, as an ethereal creature, Gorm cannot affect or be affected by anything in the material world. When manifested Gorm can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Corrupting Gaze (Su): Gorm can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet his gaze must succeed on a DC 23 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Draining Touch (Su): When Gorm hits a living target with his incorporeal touch attack Gorm drain 1d4 points from any one ability score Gorm selects. On each such successful attack, Gorm heals 5 points of damage. Against ethereal opponents, Gorm adds his Strength modifier to attack rolls only. Against nonethereal opponents, Gorm adds his Dexterity modifier to attack rolls only.

Malevolence (Su): Once per round, while ethereal, Gorm can merge his body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10), except that it does not require a receptacle. To use this ability, Gorm must be manifested and Gorm must try to move into the target's space; moving in this way does not provoke attacks of opportunity. The target can resist the attack with a successful DC 23 Will save. A creature that successfully saves is immune to his malevolence for 24 hours, and Gorm cannot enter the target's space. If the save fails, then Gorm vanishes into the target's body.

Possessions: Longsword, chain shirt, heavy wooden shield, *cloak of charisma* +6, *gloves of dexterity* +2, *periapt of wisdom* +2.

Encounter 11: Mopping Up

Tarax: Male human Sor12; CR 12; Medium Humanoid (human); HD 12d4+36; hp 76; Init +7; Spd 30 ft.; AC 14 (touch 13, flat-footed 11) [+1 armor, +3 Dex]; Base Atk +6; Grp +5; Atk +5 melee (1d8-1/x3, longspear) or +9 ranged (1d8/19-20, light crossbow); Full Atk +5/+0 melee (1d8-1/x3, Longspear) or +9 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +5, Ref +7, Will +9; Str 8, Dex 16, Con 15, Int 10, Wis 12, Cha 22;

Skills and Feats: Concentration +16, Knowledge (arcana) +13, Speak Language +1, Spellcraft +17; Improved Initiative, Empower Spell, Extend Spell, Improved Toughness, Point Blank Shot, Precise Shot.

Languages: Bullywug, Common.

Sorcerer Spells Known (6/8/8/7/7/6/4; Base DC = 16 + spell level): o-daze, detect magic, detect poison, light, mage

hand, prestidigitation, ray of frost, resistance, touch of fatigue; 1st—color spray, enlarge person, grease, obscuring mist, ray of enfeeblement; 2nd—blindness/deafness, glitterdust, scorching ray, see invisibility, web; 3rd—anticipate teleportation, dispel magic, fireball, ray of exhaustion; 4th—dimension door, enervation, Evard's black tentacles; 5th—dominate person, telekinesis; 6th—disintegrate.

Possessions: Longspear, dagger, light crossbow, 10 bolts, bracers of armor +1, cloak of charisma +4, gloves of dexterity +2, potion of eagle's splendor, potion of fly, spell component pouch, a tiny hourglass of platinum and crystal (500 gp).

Mblut: Male bullywug Bbn1/Ftr2/Rog9; CR 12; Medium Humanoid (aquatic); HD 1d12+2d10+9d6+84; hp 144; Init +8; Spd 40 ft.; AC 22 (touch 15, flat-footed 18) (+5 armor, +4 Dex, +3 natural); Base Atk +9; Grp +11; Atk +13 melee (2d4+4, +1 spiked chain) or +13 ranged (1d6+2, javelin); Full Atk +13/+8 melee (2d4+4, +1 spiked chain) or +13 ranged (1d6+2, javelin); SA Sneak attack +5d6; SQ Evasion, improved uncanny dodge, marsh move, rage 1/day; AL CE; SV Fort +13, Ref +10, Will +5; Str 15, Dex 18, Con 22, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +16 (+22 in marshes), Jump +7, Listen +14, Spot +14, Survival +3, Tumble +17; Dodge, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Toughness, Iron Will, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 spiked chain, dagger, 6 javelins, +1 chain shirt, cloak of resistance +1, ring of protection +1, amulet of health +2, gloves of dexterity +2, javelin of lightning, potion of bull's strength, potion of shield of faith +2, potion of fly, potion of haste, bead of force.

Orblad: Male bullywug Bbn1/Ftr2/Rog7; CR 10; Medium Humanoid (aquatic); HD 1d12+2d10+7d6+60; hp 112; Init +7; Spd 40 ft.; AC 21 (touch 13, flat-footed 18) [+5 armor, +3 Dex, +3 natural]; Base Atk +8; Grp +10; Atk +12 melee (2d4+4, +1 spiked chain) or +11 ranged (1d6+2, javelin); Full Atk +12/+7 melee (2d4+4, +1 spiked chain) or +11 ranged (1d6+2, javelin); SA Sneak attack +4d6; SQ Evasion, marsh move, rage 1/day, uncanny dodge; AL CE; SV Fort +11, Ref +8, Will +1; Str 14, Dex 16, Con 20, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +9 (+15 in marshes), Jump +7, Listen +12, Spot +12, Survival +3, Tumble +14; Dodge, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 spiked chain, dagger, 6 javelins, +1 chain shirt, javelin of lightning, potion of bull's strength, potion of shield of faith +2, potion of fly, potion of haste, bead of force.

Blabbit: Male bullywug Bbn1/Ftr2/Rog5; CR 8; Medium Humanoid (aquatic); HD 1d12+2d10+5d6+48; hp 92; Init +7; Spd 40 ft.; AC 21 (touch 13, flat-footed 18) [+5 armor, +3 Dex, +3 natural]; Base Atk +6; Grp +8; Atk +10 melee (2d4+4, +1 spiked chain) or +9 ranged (1d6+2, javelin); Full Atk +10/+5 melee (2d4+4, +1 spiked chain) or +9 ranged (1d6+2, javelin); SA Sneak Attack +3d6; SQ Evasion, marsh move, rage 1/day, uncanny dodge; AL CE; SV Fort +10, Ref +7, Will +0; Str 14, Dex 16, Con 20, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +2 (+8 in marshes), Jump +7, Listen +8, Spot +10, Survival +3, Tumble +14; Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 spiked chain, dagger, 6 javelins, +1 chain shirt, potion of bull's strength, potion of shield of faith +2, (7) potions of fly (1 for each bullywug).

Thlap: Male bullywug Bbn1/Ftr2/Rog3; CR 6; Medium Humanoid (aquatic); HD 1d12+2d10+3d6+30; hp 66; Init +7; Spd 40 ft.; AC 20 (touch 13, flat-footed 17) [+4 armor, +3 Dex, +3 natural]; Base Atk +5; Grp +7; Atk +9 melee (2d4+4, +1 spiked chain) or +8 ranged (1d6+2, javelin); Full Atk +9 melee (2d4+4, +1 spiked chain) or +8 ranged (1d6+2, javelin); SA Sneak attack +2d6; SQ Evasion, marsh move, rage 1/day; AL CE; SV Fort +11, Ref +7, Will +1; Str 14, Dex 16, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +1 (+7 in marshes), Jump +7, Listen -1, Spot +8, Survival +3, Tumble +12; Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: +1 spiked chain, dagger, 6 javelins, chain shirt, javelin of lightning, cloak of resistance +1, potion of bear's endurance, potion of bull's strength, potion of shield of faith +2.

Kripib: Male bullywug Bbn1/Ftr2/Rog1; CR 4; Medium Humanoid (aquatic); HD 1d12+2d10+1d6+20; hp 48; Init +3; Spd 40 ft.; AC 21 (touch 13, flat-footed 18) [+5 armor, +3 Dex, +3 natural]; Base Atk +3; Grp +5; Atk +7 melee (2d4+3, masterwork spiked chain) or +5 ranged (1d6+2, javelin); Full Atk +7 melee (2d4+3, masterwork spiked chain) or +5 ranged (1d6+2, javelin); SA Sneak attack +1d6; SQ Marsh move, rage 1/day; AL CE; SV Fort +10, Ref +6, Will +0; Str 14, Dex 16, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Hide +2 (+8 in marshes), Jump +1, Spot +5, Survival +3, Tumble +9; Exotic Weapon

Proficiency (spiked chain), Improved Toughness, Power Attack, Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Masterwork spiked chain, dagger, 6 javelins, +1 chain shirt, cloak of resistance +1, potion of bull's strength, potion of shield of faith +2.

Ballug: Male bullywug Bbn1/Ftr1; CR 2; Medium Humanoid (aquatic); HD 1d12+1d10+8; hp 26; Init +2; Spd 40 ft.; AC 20 (touch 12, flat-footed 18) [+5 armor, +2 Dex, +3 natural]; Base Atk +2; Grp +4; Atk +5 melee (2d4+3, masterwork spiked chain) or +4 ranged (1d6+2, javelin); Full Atk +5 melee (2d4+3, masterwork spiked chain) or +4 ranged (1d6+2, javelin); SQ Marsh move, rage 1/day; AL CE; SV Fort +8, Ref +2, Will -1; Str 15, Dex 14, Con 19, Int 6, Wis 8, Cha 4.

Skills and feats: Jump +1, Spot +1, Survival +3; Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Masterwork spiked chain, 6 javelins, +1 chain shirt, potion of bull's strength, potion of shield of faith +2.

Trooper (3): Male bullywug War1; CR ½; Medium Humanoid (aquatic); HD 1d8+6; hp 11; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 21) [+6 armor, +1 Dex, +3 natural, +2 shield]; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, long sword) or +2 ranged (1d4+1, sling); Full Atk +2 melee (1d8+1/19-20, long sword) or +2 ranged (1d4+1, sling); SQ Marsh move; AL CE; SV Fort +5, Ref +1, Will -2; Str 13, Dex 12, Con 17, Int 5, Wis 6, Cha 4.

Skills and Feats: Hide -5 (+1 in marshes), Jump -4; Toughness.

Languages: Bullywug, Common.

Marsh move (ex): Bullywugs do not suffer hindered movement in marsh environments.

Possessions: Long sword, dagger, sling, 20 bullets, banded mail, heavy wooden shield, 2 tanglefoot bags.

Appendix 7: Summoned Monsters

☛ **Fiendish Ape, augmented:** CR ; Large Magical Beast (augmented); HD 4d8+19; hp 37; Init +2; Spd 30 ft., climb 30 ft.; AC 14 (touch 11, flat-footed 12) [-1 size, +2 Dex, +3 natural]; Base Atk +3; Grp +14; Atk +9 melee (1d6+7, claw); Full Atk +9/+9 melee (1d6+7, claw) and +4 melee (1d6+3, bite); Space/Reach: 10 ft./10 ft.; SA Smite good 1/day (+4 dmg); SQ Darkvision 60 ft., DR 5/magic, low-light vision, resistance cold/fire 5, scent, SR 9; AL LE; SV Fort +8, Ref +6, Will +2; Str 25, Dex 15, Con 18, Int 3, Wis 12, Cha 7.

Skills and Feats: Climb +16, Listen +6, Spot +6; Alertness, Toughness.

☛ **Bearded devil, augmented:** CR ; Medium Outsider (Evil, Extraplanar, Lawful); HD 6d8+42; hp 69; Init +6; Spd 40 ft.; AC 17 (touch 10, flat-footed 15) [+2 Dex, +7 natural, -2 rage]; Base Atk +6; Grp +12; Atk +13 melee (1d10+9 plus infernal wound/x3, glaive) or +12 melee (1d6+6, claw); Full Atk +13/+8 melee (1d10+9 plus infernal wound/x3, glaive) or +12/+12 melee (1d6+6, claw); SA Infernal wound, beard, battle frenzy; SQ DR 5/silver or good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 17, telepathy 100 ft.; AL LE; SV Fort +12, Ref +7, Will +7; Str 23, Dex 15, Con 25, Int 6, Wis 10, Cha 10.

Skills and Feats: Climb +15, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; Improved Initiative, Power Attack, Weapon Focus (glaive).

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 20 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a bearded devil's glaive must succeed on a DC 20 caster level check, or the spell has no effect on the injured character.

A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 20 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 8 rounds, and the bearded devil suffers no ill effects afterward. The stats above assume it is raging when it appears.

☛ **Bone devil, augmented:** CR ; Large Outsider (Evil, Extraplanar, Lawful); HD 10d8+70; hp 115; Init +9; Spd 40 ft.; AC 25 (touch 14, flat-footed 20) [-1 size, +5 Dex, +11 natural]; Base Atk +10; Grp +21; Atk +16 melee (1d8+7, bite); Full Atk +16 melee (1d8+7, bite) and +14/+14 melee (1d4+3, claw) and +14 melee (3d4+3 plus poison, sting); Space/Reach 10 ft./10 ft.; SA Spell-like abilities, fear aura, poison; SQ DR 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 21, telepathy 100 ft.; AL LE; SV Fort +14, Ref +12, Will +11; Str 25, Dex 21, Con 25, Int 14, Wis 14, Cha 14.

Skills and Feats: Bluff +15, Concentration +20, Diplomacy +6, Disguise +2 (+4 acting), Hide +14, Intimidate +17, Knowledge (any one) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17, Survival +2 (+4 following tracks); Alertness, Improved Initiative, Iron Will, Multiattack.

Fear Aura (Su): Bone devils can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a fear spell (caster level 7th). A creature that successfully saves cannot be affected again by the same bone devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 22, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spell-Like Abilities: At will—*dimensional anchor*, *fly*, *invisibility* (self only), *major image* (DC 15), *wall of ice*. Caster level 12th. The save DC is Charisma-based.

☛ **Chain devil, augmented:** CR ; Medium Outsider (Evil, Extraplanar, Lawful); HD 8d8+32; hp 68; Init +6; Spd 30 ft.; AC 20 (touch 12, flat-footed 18) [+2 Dex, +8 natural]; Base Atk +8; Grp +12; Atk +12 melee (2d4+4/19-20, spiked chain); Full Atk +12/+12 melee (2d4+4/19-20, spiked chain); SA Dancing chains, unnerving gaze; SQ DR 5/silver or good, darkvision 60 ft., immunity to cold, regeneration 2, spell resistance 18; AL LE; SV Fort +10, Ref +8, Will +6; Str 19, Dex 15, Con 19, Int 6, Wis 10, Cha 12.

Skills and Feats: Climb +15, Craft (blacksmithing) +17, Escape Artist +13, Intimidate +12, Listen +13, Spot +13, Use Rope +2 (+4 with bindings); Alertness, Improved Critical (chain), Improved Initiative

Dancing Chains (Su): A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based.

A chain devil can climb chains it controls at its normal speed without making Climb checks.

Unnerving Gaze (Su): Range 30 ft., Will DC 15 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

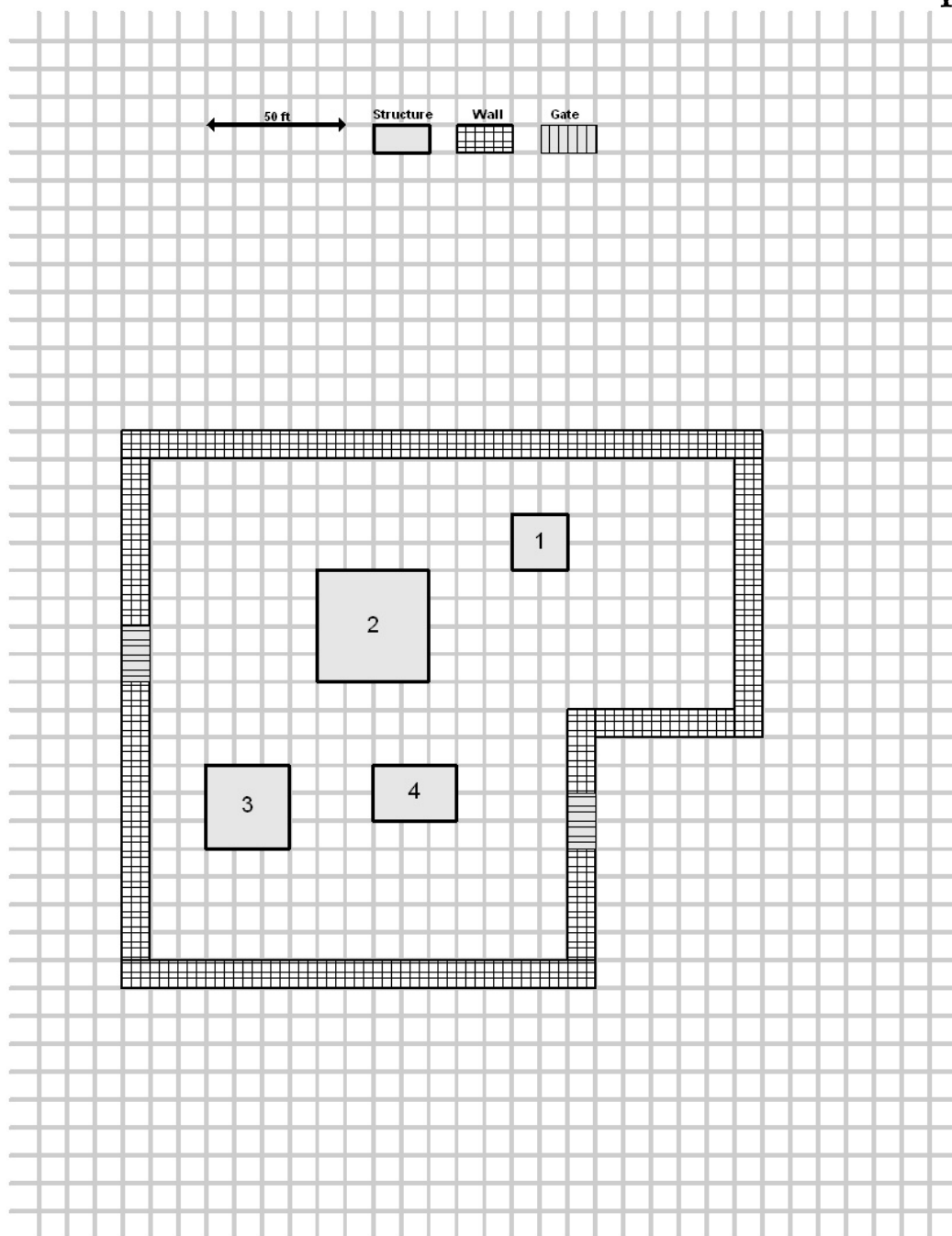
Regeneration (Ex): Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6×10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Appendix 8: DM's Aides Sunndi at War

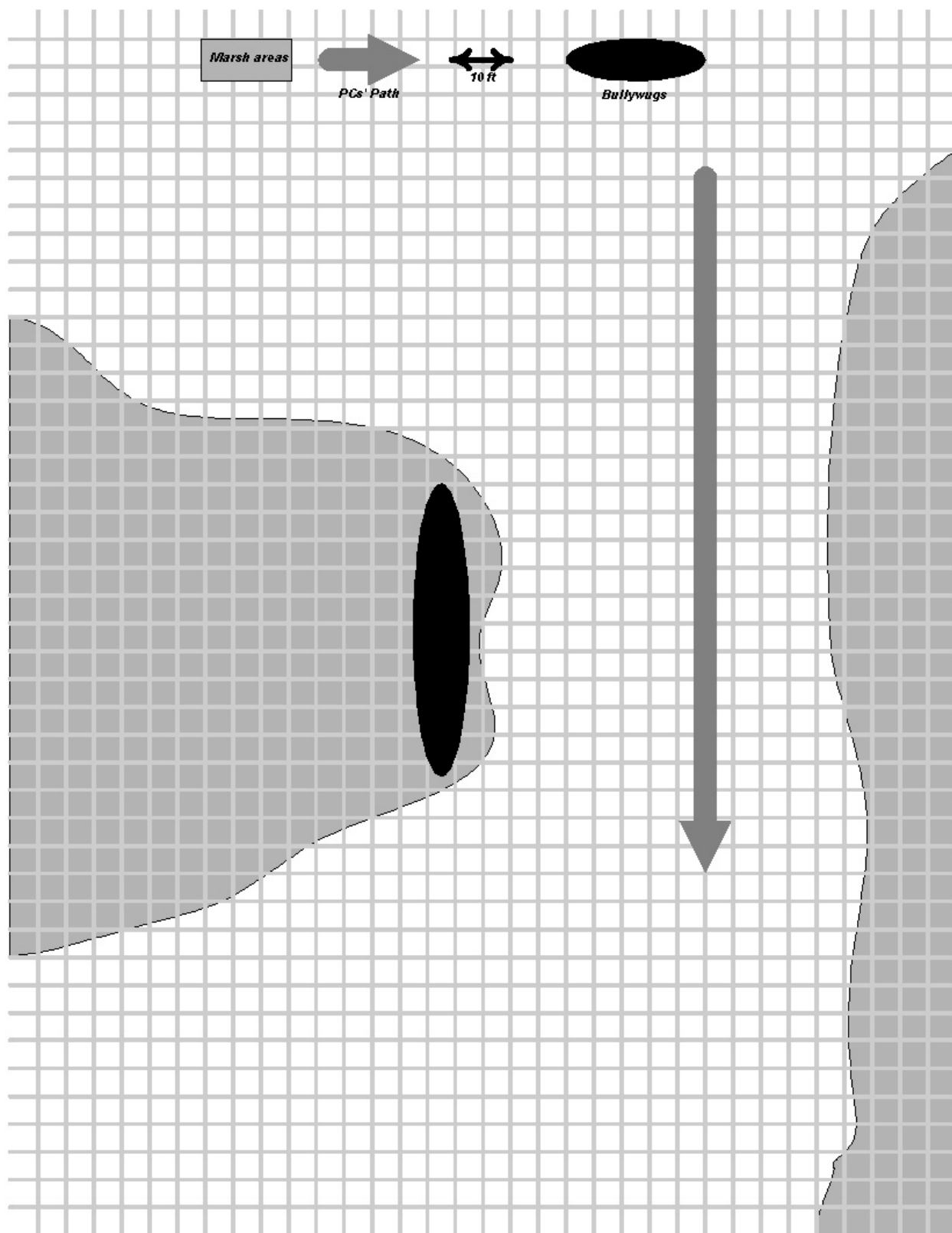


The green-blue line is the current front-line.

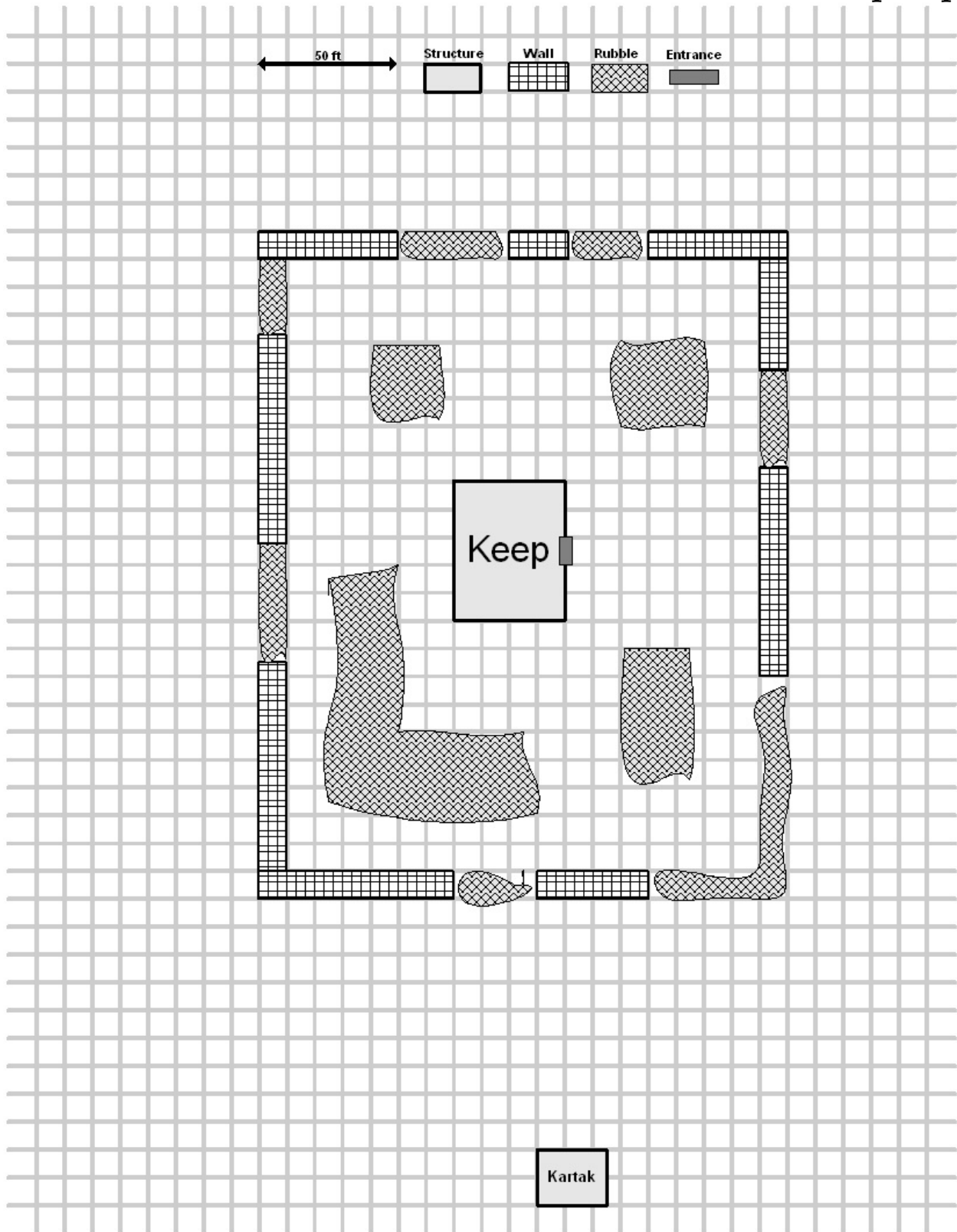
Kellenshire Map



1. Mill
2. Keep
3. Inn/Trading post
4. Smithy



Gromkeep Map



Appendix 8

Rules from Non-Core Sources

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

Spells:

Anticipate Teleportation

Abjuration

Level: Sorcerer/wizard 3

Components: V, S, F

Casting Time: 10 minutes

Range: One willing creature touched

Area: 5-ft./level radius emanation from touched creature

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The subject of the spell is surrounded by an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready weapons. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, though if their destination is within the area the spell will affect the reentry as normal.

Focus: A tiny hourglass of platinum and crystal costing 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

Source: *Spell Compendium*, page 13.

Monsters:

BULLYWUG (*Monsters of Faerun*)

Medium-Size Humanoid (Aquatic)

Magic Items:

Bullet of Sound (*Miniatures Handbook*, p.41): If this +1 sling bullet strikes a foe, it blasts an area with a tremendous cacophony. Every creature within a 10-foot radius takes 1d8 points of sonic damage and must succeed on a DC 13 Fortitude saving throw to avoid being stunned for 1 round.

Faint evocation; CL 3rd; Craft Magic Arms and Armor; sound burst; Price 196 gp.

Feats:

Divine Metamagic (*Complete Divine*, p.80): You can channel energy into some of your divine spells to make them more powerful.

Prerequisite: Ability to turn undead or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Improved Toughness (*Complete Warrior*, p.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 Improved Toughness as one of his fighter bonus feats.

Rapid Spell (*Complete Divine*, p.84): You can cast spells with long casting times more quickly.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Hit Dice: 1d8+3 (7 hp)
Initiative: +0
Speed: 20 ft., swim 30 ft.
AC: 15 (+2 leather, +3 natural)
Attacks: Halfspear +1 melee; or halfspear +1 ranged
Damage: Halfspear 1d6; or halfspear 1d6
Special Qualities: Marsh move, summoning (clerics only)
Saves: Fort +5, Ref +0, Will -2
Abilities: Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7
Skills: Hide +0*, Listen -2, Spot -2
Feats: Endurance
Climate/Terrain: Temperate and warm aquatic and marsh
Organization: Solitary (1), pad (4), float (8), or pond (16-48)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class

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

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

Most bullywugs encountered outside their homes are warriors; the information in the statistics block is for one 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 therefore a 50% chance that bullywugs will fight to their 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 could otherwise 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 a 50% chance that one more monster than the spell would ordinarily summon will appear. In such cases, there is a 25% chance that the summoned monsters 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

Bullywugs 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.

**Player's Handout 1:
Letter found on Kartak**

Kartak, my friend and disciple,

If you have found the location of Ssorzz's Tome, you will certainly gain high notice. Such a book must contain ancient secrets to aid us in molding this infernal rabble into a viable army. Equally important, such a treasure should rightly rest with us at the pinnacle of nature's pyramid. You have our permission to deviate from the overall battle plan and pursue your siege against the race traitors, and we will replenish your supplies as needed.

We would issue two cautions. First, these bachstrians are ill suited for siege warfare; they lack discipline and patience. You must remain extremely vigilant lest the nature of the bullywugs cause the siege to fail.

Second, if Ssorzz's Tome is in the Gromkeep citadel, it is certainly warded heavily. Clearly, if it has gone unfound for centuries, powerful guardians or spells are in place to protect it. Probably more than the race traitor rabble who occupy the community, these wards will be the real danger to you. Take necessary precautions. We would hate to see a successful siege fail because of foolhardiness when the reward is at hand.

May the Hopping Prophet favor your cause,

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