

A RAGING SWAN PRESS COLLECTOR'S EDITION
DARK OAK

AN ADVENTURE FOR 5TH-LEVEL CHARACTERS



WANT FREE PDFs?



ragingswan.com/freepdfs

DARK OAK: COLLECTOR'S EDITION

A Pathfinder Roleplaying Game Compatible Adventure for 5th-level characters by Creighton Broadhurst and Steve Hood

Beneath the fetid roots of a noisome swamp linger the pathetic remnants of a once proud and noble tribe. Laid low by a powerful narcotic administered by their ambitious (but wildly paranoid) mistress, the lizardfolk of the Dark Oak are but a shadow of their former greatness. Now, in the fetid caverns below the slumbering body of a diseased treant she plots to bring bloody slaughter to the folk of the nearby villages before her followers forget their proud heritage and sink into a lethargy from which there is no escape.



CREDITS

Design: Creighton Broadhurst and Steve Hood

Development: Creighton Broadhurst

Editing: Andrew Hodges and Aaron T. Huss

Layout: Creighton Broadhurst

Interior Artists: Paul Daly, Darkzel, William McAusland, Malcolm McClinton, V Shane, Jeff Ward, Jae Young and Maciej Zagorski (The Forge Studios). Some artwork copyright Paul Daly, used with permission. Some artwork copyright William McAusland, used with permission.

Cartography: Simon Butler, Tom Fayen and Steve Hood

Playtesters: Mary-ann Astle, Denise Tideswell, Martin Tideswell and Mark Williams

Thank you for purchasing *Dark Oak Collector's Edition*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Dark Oak Collector's Edition* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

BONUS MATERIAL

Thank you for purchasing the collector's edition of *Dark Oak Collector's Edition*; we hope you enjoy it and that you check out our other fine print and PDF products.

We at Raging Swan are committed to providing first class web enhancements for our products. Visit ragingswan.com/darkoak to download bonus materials including:

- Tagged and untagged maps of the caverns, local area and the village of Thornhill.
- Compiled stat block listings.
- Player handouts

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Dark Oak Collector's Edition* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Creighton Broadhurst and Steve Hood to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.

©Raging Swan Press 2013.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

To learn more about Raging Swan Press, visit ragingswan.com. To learn more about the Open Game License, visit wizards.com/d20.

Published by Raging Swan Press

1st printing, September 2013

ISBN: 978-0-9564826-9-3

ABOUT THE DESIGNERS

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

An Ennie Award winning designer (*Madness At Gardmore Abbey*) Creighton has worked with Expeditionary Retreat Press, Paizo and Wizards of the Coast. He believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he now releases through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

Steve lives in the crammed back room of a friend's house in Plymouth surrounded by maps, sketches and unfinished artwork from his oft misunderstood imagination. Attending the Plymouth College of art and design he can usually be found scribbling away on a map or sketch at most times of the day, when not vigorously pursuing proficiencies in abilities no good to man or beast. An avid collector of war games models, books and general clutter, his lifetime goal is to own his very own study (preferably in a tower) filled by a small library and other paraphernalia from all over the world.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you

Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game. ©2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary. ©2009 Paizo Publishing LC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Sip Williams.

The Book of Experimental Might. ©2008, Malhavoc Press; Author: Monte Cook.

Tomb of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content by TSR.

The Lonely Coast. ©Raging Swan Press 2010; Author: Creighton Broadhurst.

GameMastery Guide. ©2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Dark Oak. ©Raging Swan Press 2011; Author: Creighton Broadhurst and Steve Hood.

Village: Thornhill. ©Raging Swan Press 2012; Author: Creighton Broadhurst.

Dark Oak Collector's Edition. ©Raging Swan Press 2013; Author: Creighton Broadhurst and Steve Hood.

CONTENTS

Credits.....	2
Contact Us	2
Errata	2
Bonus Material	2
About The Designers.....	3
Contents	4
Foreword	5
Stat Blocks by CR.....	5
Reading Stat Blocks.....	6
Using This Adventure.....	7
Adventure Background	8
Synopsis	8
The Adventure Begins.....	10
THORNHILL	
Thornhill At a Glance	12
Notable Locations	14
Life in Thornhill	16
INTO THE MIRE	
The Redfern Swamp.....	18

CAVERNS OF THE DARK OAK

Caverns of the Dark Oak	22
1: Outside the Lair (EL 7; XP 3,200)	24
2: Entranceway	26
3: Warrior's Watch (EL 6; XP 2,400)	27
4: Turbulent Waters (EL 4; XP 1,200)	28
5: Shral's Lair	29
6: Dark Oak Nest (EL 7; XP 3,200).....	30
7: Ssjarlith's Lair (EL 8; XP 4,800)	32
Conclusion.....	34

PLAY AIDS

New Rules Options.....	36
Kethaith Azathal.....	37
Werthic Bolhak	38
Urbren Glitterheart	39
Paradan Hanter	40
Maratri Laemar	41
Talek Perrin	42



FOREWORD

The original version of *Dark Oak* came out in the dim distant recesses of March 2011. Since then, the original version of the adventure has gained some very favourable reviews (four five-star reviews at the time of writing).

My co-schemer on this project, Steve Hood, recently popped over to Raging Swan Press's Global Headquarters with the crazy scheme of doing a collector's print version of the module. Needless to say, it didn't take me long to warm to the idea! You hold the results in your hand and I hope you like it.

As you will no doubt have realised already, *Dark Oak Collector's Edition* is a fusion of two Raging Swan products: *Dark Oak* and *Village Backdrop: Thornhill*. You'll also note this collector's edition is not a straight cut and paste job of the two previous supplements. We've made some tweaks to the adventure background to better align Thornhill with the Dark Oak tribe, added more art and even provided new, never seen before material detailing the surrounding marshland. I've also taken the opportunity to fix some typos that snuck into the original texts as well as expunge a couple of errors in the stat blocks (touch AC 110 – really?)

Hopefully this extended version of the adventure should give you enough material for several gaming sessions; first the PCs visit the dreary village of Thornhill before entering the marshes in search of the Dark Oak tribe and their fell mistress. Additionally, Steve's new area map provides several other adventuring locales in the vicinity the PCs could visit (either intentionally or unintentionally if they get lost!)

In any event, I hope you find *Dark Oak Collector's Edition* useful and your PCs enjoy exploring Thornhill and meeting the Dark Oak tribe. If you've got any comments about the module, I'd love to hear them. You can contact me at creighton@ragingswan.com. Alternatively, I'd be very grateful if you could spare the time to write a review for the module – if you do please let me know so I can go read it!

STAT BLOCKS BY CR

CR		PAGE
1/3	Villager N male human commoner 1	16
1	Gyric Walwin N male half-elf wizard (diviner) 2	15
1/2	Dark Oak Young N young lizardfolk	31
1	Dark Oak Female N female lizardfolk	31
2	Odda Kerrich NE male human half-orc rogue 2/cleric 1	15
2	Dark Oak Veteran Warrior N male lizardfolk warrior 2	26, 30
3	Zissren NG female advanced lizardfolk adept 2	16
3	Shral N advanced crocodile	28
3	Gigantic Dark Oak Warrior N male giant lizardfolk warrior 2	30
4	Dark Oak Champion N male lizardfolk warrior 6	26
5	S'Kar N male advanced lizardfolk warrior 6	32
7	Luhalianna N (CE) treant	24
7	Ssjarlith NE female advanced lizardfolk druid 5	33



READING STAT BLOCKS

Dark Oak Collector's Edition includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

USING THIS ADVENTURE

The notes below describe how to use *Dark Oak Collector's Edition*.

ANATOMY OF AN ENCOUNTER

Each encounter in this adventure has several distinct parts:

Title: This section includes the encounter's number, title, EL and total XP value. The second paragraph provides an at-a-glance overview of the encounter.

Initial Set-Up and Read Aloud: The next few paragraphs provide basic information about the encounter and a read aloud section describing what the PCs most likely see (dependant on PCs' actions, the GM may have to modify this text).

Players' Handouts: Many of the encounters in this adventure have an attendant Players' Handout. The encounter text notes when this should be displayed to the players.

Tactics: Details of how the encountered creatures work together to defeat the PCs.

Area Features: This section describes any noteworthy features in the area. Details of items found in the area (but not those carried by the PCs' opponents) appear here.

Stat Blocks: The encounter includes full stat blocks for all creatures present.

Treasure: This section presents information on any noteworthy items carried by the creatures present in the encounter (as well as detailing the various checks the PCs can make to identify the items).

Scaling the Encounter: This section provides brief details of how to increase or decrease the encounter's EL by 1.

Sidebars: Occasionally, encounters include sidebars. Such inclusions could detail relevant (but little-used rules) like fighting in water or provide tips for running the encounter.

READING TRAP BLOCKS

These notes explain how to use the various traps appearing in the adventure. The following sections make up a trap block:

BASIC

Name, CR and XP: The trap's name, followed by its CR and XP value appear first.

Read Aloud: Text to read when the trap activates.

DETECT, DISARM, BYPASS

Search: The required DC to discover the trap.

Type: The trap's type.

Disarm: The Disable Device check required to disarm the trap. This section also

includes how long it takes to make the check and the DC for accidentally activating the trap.

Bypass: If there is a special way to bypass the trap, it is noted here.

ATTACK

Trigger: How and when the trap activates.

Reset: How long it takes for the trap to reset.

Effect: The effect of the trap. If the trap has multiple effects, they are presented separately for clarity.

IDENTIFYING TREASURE

During the course of their adventure, the PCs will find treasure that they'll want to identify. Use the notes below to facilitate their efforts.

IDENTIFYING MAGICAL TREASURE

Magic items can be identified in a variety of ways:

Identify a magic item: When the PCs find a magic item it is presented in the following format: *boots of speed* (moderate [DC 18 Knowledge {arcana} transmutation], DC 25 Spellcraft identifies). The first part of the item's listing indicates the strength and type of magic emanating from the item and the Knowledge (arcana) check made in conjunction with *detect magic* needed to identify the magic type; the second part notes the DC required to identify the magic item using *detect magic* and Spellcraft Using *detect magic* and Spellcraft to identify a magic item takes three rounds. A character can attempt to identify a magic item once per day. A PC failing to identify a magic item still determines the strength of the item's aura.

Appraising an Item: A DC 25 Appraise check made on a common item (a ring, piece of jewellery etc.) determines its value and whether it is magical or not (but does not identify the item's magical properties.) This check takes one round. Subsequent checks reveal the same result.

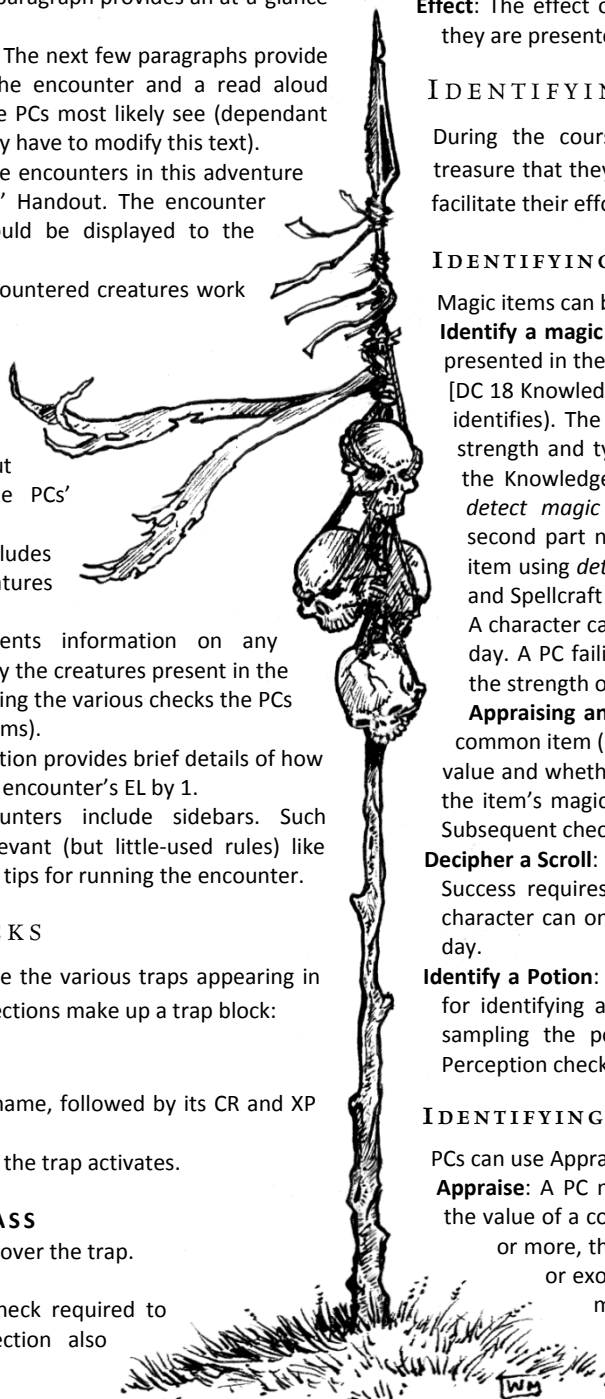
Decipher a Scroll: It takes three rounds to decipher each spell. Success requires a DC 20 + spell level Spellcraft check. A character can only attempt to decipher each spell once per day.

Identify a Potion: Potions can be identified using the method for identifying any normal magic item. Alternatively, a PC sampling the potion and making a DC 15 + spell level Perception check identifies the potion.

IDENTIFYING MUNDANE TREASURE

PCs can use Appraise to identify mundane treasures:

Appraise: A PC making a DC 20 Appraise check determines the value of a common item. If the PC fails the check by five or more, the price is wildly inaccurate. Particularly rare or exotic items require an Appraise check of 25 or more. It takes one standard action to appraise an item.



ADVENTURE BACKGROUND

Several years ago, the lizardfolk druid Ssjarlith rose to power among the ranks of her kin dwelling in the Redfern Swamp. The progeny of a small band of dangerously inbred lizardfolk dwelling in the deepest, most remote part of the mire, she explored the marshes discovering parts unknown even to her brethren. Within her breast grew a love of the natural beauty of the marshes, and a fierce desire to both protect it from the humans she saw encroaching upon it and to control its folk.

Cursed with boundless ambition and an unhealthy fascination with the swamp vipers of her dismal home, Ssjarlith gathered a small group of fanatical followers, not by promising conquest and glory but with whispers foretelling the lizardfolk's doom and destruction if the humans of the surrounding lands continued their expansion into the marsh.

Ssjarlith is anything but stupid, however, and realised that to move openly against the humans would be to invite disaster. Thus, she cast about for tools to achieve her ends. Eventually, she discovered Luhalianna, an old and slightly confused treant, dwelling on one of the few dry islands in the swamp. Luhalianna was mourning the loss of his mate at the hands of human loggers and was not himself in the best of health. Ssjarlith befriended the heartbroken treant gaining his trust before infecting him with bark blight (a rare form of mould that drove him partially mad [page 36]).

When Luhalianna's fall into evil was complete, Ssjarlith unleashed her powerful servant onto the surrounding human settlements. The destruction of several isolated farmsteads, groups of loggers and charcoal makers emboldened him to attack a small village. A band of adventurers resting there

overnight, however, offered stern resistance. Driving him off with blade and flame, they chased the treant into the marsh eventually catching him as he crossed the river to reach Ssjarlith's lair. The ensuing battle changed the very shape of the land, but eventually Luhalianna fell, blocking the entrance to the lizardfolk's lair. Satisfied they had defeated the treant menace the adventurers returned to civilisation to much acclaim. Luhalianna had not been slain, however, and by collapsing the entrance to Ssjarlith's lair, he unwittingly obscured her role in the attacks.

Once the lizardfolk dug their way out, and guessing how close to disaster Ssjarlith had brought them, most fled. Realising her plan had failed, Ssjarlith retreated into her lair with a small band of loyal followers to search for some way of ensuring her remaining servants' loyalty. Now years later, and as paranoid as she is evil, the egotistical druid sees plots where there are none and has taken to forcing her folk to consume a herbal drug that makes them both more pliable to her suggestions and dependent upon future doses. Unfortunately, the drug also creates a susceptibility to disease and a certain lethargy that makes day-to-day life difficult. Thus, while the drug ensures her follower's loyalty it has also wrought their doom as few have the energy to gather food or to strike at the hated humans.

Realising her time in the Caverns of the Dark Oak is ending, and fearing her hold over her remaining followers may eventually fail, Ssjarlith has decided to unleash her minions into a final orgy of destruction before seeking out new followers. *Dark Oak* begins a few weeks after the lizardfolk have begun half-hearted attacking nearby settlements.

SYNOPSIS

The PCs learn of the depredations of the Dark Oak tribe of lizardfolk (see "Hooks," page 10) and decide to investigate. They either learn of the lizardfolks' sudden turn to violence while at the dismal swamp village of Thornhill or travel there in response to rumours of trouble in the marsh.

Thornhill is a miserable place, with few attractions for adventurers, and so they likely strike off into the surrounding Redfern Swamp quite quickly.

Travelling through the swamp, and likely following the course of an ancient causeway, they eventually discover the Dark Oak's sunken lair and encounter the corrupted treant, Luhalianna, who can be defeated either with sword and spell or honeyed words.

Gaining access to the tribe's lair, they discover a river inundates much of the caves. Battling lizardfolk warriors and their ferocious crocodile pet, the PCs discover more waterlogged

passages and the crocodile's lair. Beyond, they finally reach the tribe's main nesting chamber. The lizardfolk within are not as fanatical in their devotion to Ssjarlith as those encountered earlier; quick thinking and persuasive arguments can resolve the situation without recourse to violence.

With the bulk of the tribe defeated, the PCs finally uncover Ssjarlith's personal lair and battle the druid and her mate (the fearsome warrior, S'Kar). With their deaths, the PCs can return to civilisation in triumph – the threat from this renegade band of lizardfolk forever eradicated.

If, however, either Ssjarlith or S'Kar survives, the PCs gain an implacable enemy – and one that makes it their business to hunt down the PCs and exact his or her revenge.



JAE YOUNG

THE ADVENTURE BEGINS

Dark Oak's design enables a GM to insert it into a home campaign with a minimum amount of work. Thus, while the adventure locale, the village of Thornhill and the immediate environs of the Redfern Swamp are richly detailed, the wider area is only vaguely defined. Similarly, *Dark Oak's* plot does not rely on world-shattering events, famous personages or a particular kingdom or group – such components often make it hard for a GM to insert an adventure into a home campaign.

The main part of the adventure (the Dark Oak's lair) is designed to be played in about a four – six hour session making it a perfect pickup game if a GM needs a module at short notice. However, in this version of the module additional information about the village of Thornhill and the surrounding marshland have been provided enabling a GM to expand *Dark Oak* into a multi-session adventure.

FORESHADOWING

To foreshadow the events of *Dark Oak*, it is a good idea to seed some of these rumours into the campaign prior to running the adventure.

The PCs can learn one or more of the following rumours. A PC making a DC 15 Diplomacy check learns one rumour and one additional rumour for each 5 by which his check exceeds 15. Determine randomly which rumours the PCs hear.

- A decade ago, a treant went berserk and attacked several outlying farms. Adventurers slew the creature and since their foray, calm has reigned over the marsh.
- The Redfern Swamp is a noisome, disease-riddled place. Those exploring its depths often return with a number of unpleasant ailments.
- In the main, the lizardfolk of the Redfern Swamp keep themselves to themselves. The last few weeks, however, have seen a sudden rise in lizardfolk attacks. The attacks have been uncoordinated and largely unsuccessful. Although a few folk have been slain – mainly lone woodsmen and others living on society's periphery – survivors of attacks note that the lizardfolk seem weakened by disease.

HOOKS

Use one or more of the hooks below (or design your own) to explain why the PCs become interested in the Dark Oak tribe.

- Lord Batull, a bearded and morose individual, or some other official summons the PCs to investigate a mystery. A few days ago, the body of a lizardfolk floated down river. The body was emaciated and diseased (and has since been burned as a precaution to stop the spread of disease). Batull is concerned a

sickness might pollute the river – with devastating consequences for the local villages (and his tax revenues) – and so asks the PCs to investigate.

- A local fisherman complains the Fenwater is polluted and that the once bountiful supply of fish is dying off. He begs the PCs to investigate for without the fish, the local economy will collapse and many will starve.
- The PCs encounter Jeron Uren, a half-starved human child, who recently escaped from a lacklustre attack by Dark Oak warriors. Alone, starving and frightened he approaches the PCs' campfire late at night and begs for aid. He is trying to return to his family (who live in Thornhill) and in return for food, shelter and protection tells the PCs his tale.

THORNHILL

The adventure starts when the PCs reach the marsh village of Thornhill (pages 11-16). The PCs may have come to the village specifically to deal with the resurgent lizardfolk menace represented by Ssjarlith and her minions or can be in the village for an unrelated purpose. (The GM should use one or more of the below hooks to draw the PCs into the adventure).

Many of Thornhill's populace are insular, sullen folk. However, a few worry about the sudden resurgence of lizardfolk attacks and try to convince the party to investigate:

- **Aelfgar Wymer** (pages 12 and 14) the prideful, arrogant village reeve. He is desperate for someone else to sort this problem out and (initially) demands the PCs investigate. If they refuse, he quickly resorts to begging and promises his liege (Lord Batull) will reward them richly. Sadly, this is a lie and when the PCs return Aelfgar directs them to Batull's castle which lies a week's ride to the south. Batull, of course, has no idea what they are on about when they arrive to claim their reward.
- **Gyric Walwin** (pages 12 and 15) welcomes the chance to speak with interesting folk (particularly other wizards and scholarly folk) and can relate the general history of the Redfern Swamp.
- **Zissren** (pages 12 and 16) worries that these recent attacks could be the prelude to a general attack by the Red Jaw and Jagged Claw tribes. She knows of the Dark Oak tribe and their fell mistress and happily explains a little of Ssjarlith's descent into evil (and suspects the druid's complicity in the treant Luhalianna's rampage several years ago). While she assumes the Dark Oak tribe is now extinct she suggests exploring their lair may be a good place to start. If the PCs suggest attacking the Red Jaw or Jagged Claw tribes she counsels against such action as the tribes' lairs are hidden deep in the swamp, both have many warriors and such an action could start a war.

THORNHILL

THORNHILL AT A GLANCE

Standing on the fringes of the vast and noisome Redfern Swamp, Thornhill is a miserable, hard place. The folk are insular and superstitious, keeping to the old ways and worshipping the spirits of the marsh. Surviving on a mixture of hunting, fishing and desultory trade with nearby tribes of lizardfolk, the folk here care little for the world beyond their dismal domain.

Thornhill stands atop a large island in the centre of the deep, but sluggish waters of the Fenwater. A once formidable stockade of aged, sodden timbers surrounds the place. Stands of sickly, dense thorn bushes grow over much of the island and the villagers have deliberately let the bushes grow wild to form an almost impenetrable barrier around the island's periphery.

DEMOGRAPHICS

Ruler Aelfgar Wymer (LN male human expert 2/warrior 2)

Government autocracy

Population 157 (127 humans, 15 half-orcs, 12 half-elves, 2 halflings, 1 elf)

Alignments N, LN, CN, NE

Languages Common, Draconic

Corruption +0; **Crime** -5; **Economy** -1; **Law** +2; **Lore** -1; **Society** +1

Qualities insular, superstitious

Danger 0; **Disadvantages** impoverished

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Aedwen Sirett (location 5; NG female human cleric 2) Kind hearted, Aedwen is well-liked by the villagers. She often preaches to villagers and travellers alike.

Aelfgar Wymer (location 5; LN male human expert 2/warrior 2) This sullen, boring man is the village reeve.

Gyric Walwin (location 6; N male half-elf wizard [diviner] 2) The longest lived of Thornhill's residence, Gyric cares little for his neighbours, most of whom he labels as inbred idiots.

Odda Kerrich (location 2; NE male half-orc cleric 1/rogue 2) Beset by a perpetual hacking cough, Odda is overly friendly to travellers staying at the Drunken Lizard.

Ricola Wymer (location 5; LN female human aristocrat 1) Spiteful and deliberately rude to her fellows, Ricola is universally seen as ill-mannered and stuck up.

Sithric Siggers (location 2; NE male human warrior 1/expert 2) A boorish, oft-drunk fisherman normally found at the Drunken Lizard. He has a reputation as a troublemaker and brawler.

Wulfric Isgar (location 8; N male human expert 2) This sour faced poet chants dirges and elegies while at his forge.

Zissren (location 10; NG female lizardfolk adept 3) A tall, cunning lizardfolk of exceptional intellect, Zissren works to mollify her fellows' more savage instincts.

NOTABLE LOCATIONS

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Mud Bridge** This often muddy, stout wooden bridge is the only way to easily reach Thornhill.
2. **The Drunken Lizard** Thornhill's only tavern is a dank, shadowed place. The food and drink are adequate at best.
3. **Wennell's** Thornhill's trading station is run by the family of the same name. Densely packed with all manner of mundane things, there is little of obvious interest here for adventurers.
4. **Aelfgar Wymer's House** Here dwells the reeve and his spiteful, shrewish wife, Ricola Wymer. The house is well maintained.
5. **Hall of the Sun** Dedicated to Darlen, elaborate carvings of the rising sun decorate this otherwise humble hall.
6. **Gyric Walwin's Home** An elderly sage, Gyric Walwin, dwells in this ramshackle old building. Vines and ivy grow over much of his home, crowding out most of the light from the building's narrow windows.
7. **Osred's House** Home to Ymma Winbow, this stone building is the oldest and largest in the village. The windows on the third floor command sweeping views over the locality.
8. **Blacksmith** This large building features a workshop at the front containing not only the normal accoutrements of the blacksmith's trade but also a small pool.
9. **Yonwin's** The stench of this place permeates the whole village. Here the villagers sell their excess catch to Yonwin, a crippled halfling merchant.
10. **Isle of the Lizards** A single hut stands upon this island, which the lizardfolk claim as a holy place; Most nights, Zissren leads her fellows in worship to their primitive gods.

MARKETPLACE

Resources & Industry fishing, hunting

Base Value 250 gp; **Purchase Limit** 1,250 gp; **Spellcasting** 1st; **Minor Items** 1d4; **Medium Items** 1d2; **Major Items** –

When the PCs arrive in Thornhill, these items are for sale:

- **Potions & Oils** *invisibility* (300 gp), *light* (25 gp)
- **Scrolls (Arcane)** *misdirection* (150 gp), *reduce person* (25 gp)
- **Scroll (Divine)** *remove curse* and *spiritual weapon* (525 gp)
- **Wands** *alarm* (30 charges, 450 gp)

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) may know some information about the village. A successful check reveals all the information revealed by a lesser check.

DC 10: Thornhill is a muddy, cheerless place. Its folk survive by fishing and hunting in the surrounding marshes. Occasionally, lizardfolk trade with the villagers.

DC 15: The villagers are insular, superstitious folk. They keep to the old ways. They are poor and have little of value. Most of their houses are ramshackle wooden affairs.

DC 20: An ancient stone house stands at the highest part of the village. It is said to predate the village and to once have been the home of a powerful, exiled (and blackhearted) adventurer.

VILLAGERS

Appearance Dark of hair with grey or brown eyes, the folk of Thornhill are often dirty; their clothes normally streaked with mud.

Dress Villagers' clothes are sturdy, of boring earthy colours and invariably muddy. Most wear well worn knee-high boots.

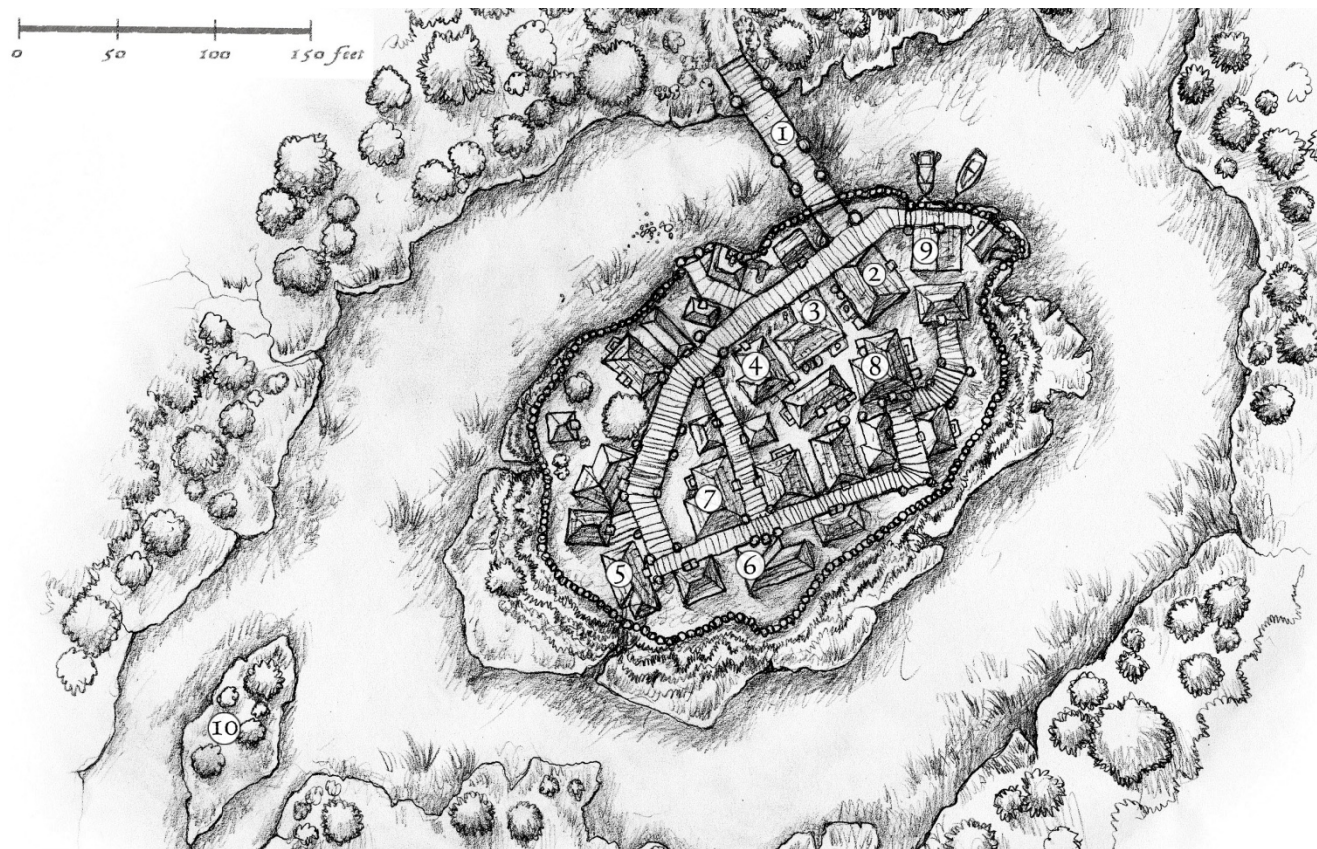
Nomenclature *male:* Aelfgar, Brid, Eadgar, Gyric, Liofa, Osgar, Sithric, Ulf, Wulfric; *female:* Aebbe, Bebbe, Ealhild, Heiu, Inga, Ricola, Saeith, Ymma; *family:* Almer, Elvery, Isgar, Kerrich, Osmer, Siggers, Walwin, Woolgar, Wymer.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Thornhill and its surroundings. This takes 1d4 hours and requires a DC 10 check. A character exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D6	RUMOUR
1*	Sithric Siggers has friends among the lizardfolk of the marsh. They lead him to many of the sunken tombs hidden in the swamp
2	A huge snake has recently been seen swimming in the lake. Not coincidentally, several chickens have gone missing.
3	The lizardfolk living nearby are angry about something and shun travellers.
4	Lights have been seen burning late at Gyric Walwin's house; the sage has started taking a much more serious interest in travellers visiting the village.
5	Osred's House has a hidden, deep cellar said to lead to a partially flooded cavern.
6	Ricola Wymer is the third daughter of a minor noble house. Caught in a youthful indiscretion she was married off to Aelfgar against her wishes.

*False rumour



NOTABLE LOCATIONS

1: MUD BRIDGE

So named because it is often covered in mud, this stout, aged wooden bridge is the only dry way to reach Thornhill. The bridge stands 10 ft. above the Fenwater and has no parapets; travellers must be careful not to slip and fall into the waters below during bad weather (or at night).

2: THE DRUNKEN LIZARD

The only inn in the village, the Drunken Lizard is a dank, shadowed place. A second storey features a half-dozen little-used and very basic bedchambers available for travellers. The landlord, Odda Kerrich (NE male half-orc cleric 1/rogue 2) an overly friendly kleptomaniac dwells beneath the tavern in a small network of low cellars cut into the hill. Excavated by successive landlords, many of the tunnels are crammed full of little more than rubbish – discarded things of little value, but hoarded nonetheless.

The food, drink and accommodation at the Drunken Lizard are all of poor quality. Entertainment is sparse to nonexistent.

3: WENNELL'S

This stout building is one of the best maintained in the village. Its affable, red-haired owner, Brid Wennell (LN male human expert 1), is a skilled woodworker and is often tinkering about the property or adding to the carvings at the Hall of the Sun. His gossip-wife, Ealhild (NG female human expert 1), runs the shop and prepares all the foodstuffs found within. Her comparative wealth puts her at the centre of Thornhill's social scene (such as it is) and she tries to ingratiate herself with visiting adventurers to enhance her status with her friends. She dislikes Aedwen Sirett and suspects there is more to the priestess than meets the eye. In Thornhill's social scene, she is a rival of Ricola Wymer.

THE SURROUNDING AREA

Thornhill stands amid a small lake, the Fenwater. The lake's murky waters are placid (DC 10 Swim check) but deep. Several fishing boats ply its waters and those of the nearby major waterways. Dense fens surround the lake, making reaching Thornhill difficult. Few tracks wend their way through the murk, but several wide, sluggish rivers flow into the Fenwater.

Tribes of lizardfolk lair in the fens. Most are indifferent to the humans of Thornhill, but a few of the more primitive tribes such as the Red Jaws and the Jagged Claws are violently opposed to the encroach of humanity. Zissren (page 16) works to main peace between the two sides, but the savage nature of the lizardfolk makes such work hard.

4: AELFGAR WYMER'S HOUSE

This large building houses Aelfgar (LN male human expert 2/warrior 2) and his extended family, which includes his wife (Ricola), four children and his half-blind mother. The Wymers have held the position of village reeve for over a century and are an arrogant, prideful family. They are not well liked by their fellows.

5: HALL OF THE SUN

Elaborate carvings decorate this simple house of worship. Here dwells the kind-hearted Aedwen Sirett (NG female human cleric 2) although few worshippers join her services – most of the village keeps to the old ways. Aedwen is not a native of Thornhill, rather moving to the village several years ago. Tight-lipped about her past, she is in the third daughter of a minor noble who fled to this dismal place to escape the drudgery and misery of an arranged marriage with a man three decades her elder. She knows little of the surrounding fens, but gladly helps adventurers in return for small donations toward the upkeep of her church. She dwells in a small, snug attic above the main hall and actively dislikes Odda Kerrich (location 2).

6: GYRIC WALWIN'S HOUSE

Vines, creepers and a riot of ivy cling to this ramshackle, old building giving it a ruined, shadowed appearance. The elderly, curmudgeonly sage Gyric Walwin (N male half-elf wizard [diviner] 2) dwells here alone among a large, dusty (and in some cases) rotting library of old books. Fiercely intelligent, Gyric is dismissive of those of lesser intellect (which is basically everyone else in the village).

GENERAL VILLAGE FEATURES

With the exception of Osred's House (location 7) and the Drunken Lizard (location 2) all the village's buildings are single storey and of wooden construction. They are low, rambling affairs and often in poor repair. As well as their human occupants, most buildings also house livestock – mainly pigs and chickens – which during the day roam about the village.

Worn wooden causeways snake their way through the village. In places, planks are missing or rotten and unwary travellers can find themselves unceremoniously dropped into the mud beneath.

A wooden palisade surrounds the village; between 6 ft. and 10 ft. high it would not stop a serious assault (hardness 5, hp 60; DC 20 Break; DC 20 Climb) but the thick masses of bramble bushes growing up against it give even the hardest of interlopers pause.

7: OSRED'S HOUSE

The horribly scarred Ymma Winbrow (N female human expert 2/adept 2) dwells in this old and stout three-storey stone building that has begun to subside into the hill. Friendly, but quiet, Ymma dwells on the upper floors and allows well behaved travellers to sleep on the ground floor (3 sp per night). A single iron-bound, triple locked door provides access to the house's extensive cellars; Ymma never opens the door and perceptive PCs may realise she is terrified of whatever lies beyond.

8: BLACKSMITH

Here works Wulfric Isgar (N male human expert 2) a sour-faced, deep of voice poet whose chanted dirges and elegies echo through his forge. He owes Aelfgar Wymer a large of sum of money and is desperate to pay off the debt.

ODDA KERRICH

CR 2 (XP 600)

Lank black hair crowns this slovenly-looking half-orc's head.

Male half-orc rogue 2/cleric (god of thieves) 1

NE Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +9 (+10 vs. traps), Sense Motive +9

Speed 30 ft.; **ACP** 0; Climb +6, Stealth +7 (fast stealth), Swim +6

AC 14, touch 12, flat-footed 12; **CMD** 14

(+2 armour [mwk leather], +2 Dex)

Fort +3, **Ref** +5 (evasion), **Will** +4

hp 25 (3 HD); orc ferocity

Orc Ferocity (Ex [1/day]) When brought below 0 hp (but not killed), Odda can fight on for one round as if disabled.

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee mwk dagger +3 (1d4+1/19-20) or

Melee Touch touch of darkness (5/day) +2 (concealment [20%; 1 round])

Ranged mwk light crossbow (range 80 ft.) +4 (1d8/19-20)

Atk Options sneak attack (+1d6)

Special Actions channel negative energy (3/day; 1d6; DC 11), copycat

Copycat (Sp [move; 5/day]) Odda creates an illusionary double of himself (as mirror image; 1 round duration)

Cleric Spells Prepared (CL 1st; concentration +3; Darkness, Trickery; spontaneous casting [*inflict* spells])

1st—*cause fear* (DC 13), *disguise self*^P, *shield of faith*

0—*create water*, *detect magic*, *guidance*

Combat Gear bolts (10), *potion of invisibility*

Abilities Str 12, Dex 15, Con 13, Int 10, Wis 14, Cha 10

SQ evil aura (faint), rogue talent (fast stealth), trapfinding (+1), weapon familiarity

Feats Alertness, Toughness

Skills as above plus Appraise +5, Disable Device +10, Intimidate +2, Knowledge (religion) +4, Profession (innkeeper) +6, Sleight of Hand +7

Languages Common, Orc

Gear as above plus masterwork thieves' tools, belt pouch, 12 gp 15 sp

9: YONWIN'S

The stench of fish emanates from this large building and smoke constantly rises from several battered chimneys; here Yonwin (CN male halfling expert 2) prepares his renowned smoked fish for sale. The lizardfolk dwelling in the surrounding area love the taste of them (which they view as a delicacy) and Yonwin (a half-crippled drunk) cannot keep up with their demand.

10: ISLE OF THE LIZARDS

This small, muddy island lies to the south of Thornhill. Here dwells the lizardfolk shaman Zissren (NG female advanced lizardfolk adept; page 16). Lizardfolk often visit Zissren to pray alongside the respected and well-loved shaman. Misunderstood by the villagers who see her as a crackpot, drug-addled figure, Zissren works tirelessly to keep the fragile peace (page 16) between the humans and lizardfolk intact.

GYRIC WALWIN

CR 1 (XP 400)

This frail, elderly half-elf wears worn robes of red and gold.

Male half-elf wizard (diviner) 2

N Medium humanoid (elf, human)

Init +1 (forewarned); **Senses** low-light vision; Perception +7, Sense Motive +5

Forewarned (Su) Gyric can always act in a surprise round.

Speed 30 ft.; **ACP** 0

AC 14, touch 10, flat-footed 14; **CMD** 9

(+4 armour [*mage armour*])

Immune *sleep*

Fort -1, **Ref** +0, **Will** +6; +2 vs. enchantments

hp 9 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** -1

Melee mwk dagger +0 (1d4-2/19-20)

Special Actions diviner's fortune

Diviner's Fortune (Sp [standard; 7/day]) With a touch, Gyric bestows a +1 insight bonus to attack rolls, skill checks, ability checks and saving throws for 1 round.

Wizard Spells Prepared (CL 2nd; concentration +6; arcane bond [amulet])

1st—*colour spray* (DC 15), *comprehend languages*, *identify*, *mage armour*

0 (at-will)—*detect magic*, *message*, *prestidigitation*, *read magic*

Combat Gear *potion of cure light wounds*, *scroll of invisibility*

Abilities Str 7, Dex 10, Con 9, Int 19, Wis 16, Cha 10

SQ multitalented (bard, wizard)

Feats Alertness, Scribe Scroll^B, Skill Focus (Intimidate)^B

Skills as above plus Intimidate +4, Knowledge (arcana) +9, Knowledge (geography) +9, Knowledge (history) +9, Knowledge (local) +9, Knowledge (nature) +8, Spellcraft +9

Languages Aquan, Common, Draconic, Elven, Giant, Sylvan

Gear as above plus spell component pouch, 12 gp, 15 sp

Spellbook (opposition schools: evocation, necromancy) as above plus 1st—*expeditious retreat*; 0—all except opposed schools

LIFE IN THORNHILL

Life in Thornhill is hard. Isolated from other villages, its folk are insular, inbred and fearful of their lizardfolk neighbours. Tensions over the looting of ancient tombs hidden deep within the fens with the degenerate Red Jaws and Jagged Claw tribes have been steadily rising over the last few decades. The lizardfolk are suspected (correctly) of several unsolved murders.

TRADE & INDUSTRY

Thornhill's main (and indeed only) industry is fishing. Most of the fishermen in the village sell their excess catch to Yonwin, who exports his smoked fish to nearby villages and several lizardfolk tribes who view them as a delicacy. Occasionally, adventurers use the village as a base from which to explore the fens – such folk are a source of great wealth to the impoverished villagers.

LAW & ORDER

Thornhill is a rough and ready place and there is no watch to speak of. Theoretically, Aelfgar Wymer is in charge of law and order, but in practise the villagers sort out their own problems and do not view meddling outsiders kindly.

ZISSREN

CR 3 (XP 800)

This tall, muscled lizardfolk female has a noble cast to her features. She carries a fine wooden shield and morningstar.

Female advanced lizardfolk adept 2

NG Medium humanoid (reptilian)

Init +2; **Senses** Perception +4, Sense Motive +2

Speed 30 ft., swim 15 ft.; **ACP** -1; Acrobatics +5, Swim +1

AC 22, touch 12, flat-footed 20; **CMD** 17

(+2 Dex, +7 natural, +2 shield [+1 heavy wooden])

Fort +6, **Ref** +2, **Will** +5

hp 28 (5 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +5

Melee mwk morningstar +6 (1d8+3),

claw +4 (1d4+1) and

bite +4 (1d4+1)

Ranged javelin (range 30 ft.) +4 (1d6+3)

Adept Spells Prepared (CL 2nd; concentration +4)

1st—*bless*, *cure light wounds*

0—*ghost sound*, *guidance*, *purify food and drink*

Combat Gear mwk javelins (2), *wand of cure light wounds* (20 chgs.)

Abilities Str 17, Dex 14, Con 17, Int 13, Wis 14, Cha 14

SQ hold breath (68 rounds), summon familiar

Feats Multiattack, Self Sufficient, Skill Focus (Diplomacy)

Skills as above plus Diplomacy +6, Heal +8, Knowledge (geography) +5, Knowledge (nature) +5, Knowledge (religion) +6, Survival +9

Languages Common, Draconic

Gear as above plus spell component pouch, wooden holy symbol

EVENTS

While the PCs are in Thornhill, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	A small group of lizardfolk are seen swimming to the Isle of the Lizards. That night, their weird chanting echoes throughout the village.
2	A travelling pedlar or impoverished merchant arrives at Thornhill. Likely, he is selling rather than buying but he may bring interesting rumours from the outside world.
3	Thornhill's fishermen return with a bumper (50%) or terrible (50%) catch.
4	Heavy rain lashes the settlement for much of the day. Mud covers much of the island and the Fenwater rises noticeably.
5	An argument quickly escalates into violence. At the GM's discretion, this could lead to a wider brawl, grievous bodily harm or murder. Petty crime or an old rivalry could be to blame for the incidence.
6	Screams echo across the lake as a giant constrictor snake (CR 3) attacks a fisherman. Unless the PCs intervene, the snake kills the man and carries him deep into the lake to consume his body in peace.

VILLAGER

CR 1/3 (XP 135)

Human commoner 1

N Medium humanoid (human)

Init +0; **Senses** Perception +1, Sense Motive +1

Speed 30 ft.; **ACP** 0; Climb +5, Swim +5

AC 10, touch 10, flat-footed 10; **CMD** 11

Fort +2, **Ref** +0, **Will** -1

hp 6 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** +1

Melee dagger +1 (1d4+1/19-20)

Abilities Str 13, Dex 11, Con 14, Int 10, Wis 8, Cha 9

Feats Alertness^B, Skill Focus (fisherman or similar)

Skills as above plus Profession (fisherman or similar) +6

Languages Common

Gear as above plus belt pouch, 2d4 cp, peasant's outfit

Prepared for battle, a villager has the following altered statistics:

AC 11, touch 10, flat-footed 11; **CMD** 11

(+1 armour [padded])

Melee dagger +1 (1d4+1/19-20) or

Melee spear -3 (1d8/x3)

Ranged sling (range 50 ft.) -4 (1d4+1)

Combat Gear bullets (10)

INTO THE MIRE

THE REDFERN SWAMP

Thornhill is nestled on the edge of the Redfern Swamp, a massive waterlogged valley filled with a tangle of swamp trees and open marshland. The marsh is a fulsome, odious place. Countless streams and pools dissect the swamp along with huge islands of tangled trees and briars of the Red Fern from which the marsh gains its name.

Two notable rivers, the Blackwash and Tanglebriar, wend their way through the mire, as does a narrow track following an ancient dilapidated causeway. The causeway once served as a shortcut through the swamp but, with the development of a more profitable trade route, it has fallen into disuse.

Hundreds of creatures, from the huge bull crocodiles that live in the deeper pools to water-fowl, goblins, snakes and, of course, millions of flies, mosquitoes and other insects dwell in the marsh. Tiny blood red worms lurk in the swamp's many stagnant pools waiting for a source of warm tasty blood to blunder into their home. Most of the swamp's denizens such as lizardfolk have tough skin and are generally immune to their attacks, although none are immune to the leech swarms endemic to the swamp.

FINDING THE DARK OAK

The Dark Oak's lair is about 27 miles away from Thornhill, but it is impossible to take a direct route to the caverns without powerful magical assistance. The caverns lie near the ancient causeway wending its way through the mire and while the PCs stay on the causeway, they cannot get lost. (A party wandering the marsh must make a DC 16 Survival check every hour to avoid getting lost). The table below shows how long in hours travelled it takes a party to reach the caverns.

PARTY SPEED	CAUSEWAY	SWAMP*
20 ft.	18 hours	24 hours
30 ft.	12 hours	18 hours
40 ft.	9 hours	14 hours

*Assumes the party does not get lost

RED FERNS

Local hunters have discovered a paste made from the prolific red fern growing throughout the marsh repels the leeches and other insects lurking therein. The fern is readily available and a DC 15 Craft (alchemy) check is sufficient to make the paste. While the paste has no affect on giant leaches and other marsh denizens travellers coating their exposed skin in it are not swarmed by insects while traversing the mire.

Such paste is available in Thornhill and other nearby settlement for 1 sp a vial.

LOCATIONS

Beyond the caverns of the Dark Oak, the Redfern Swamp boasts several other places of interest the PCs may explore:

Blackwash River: With a surprisingly strong current, the waters of the Blackwash often bring forth strange things from the deep marsh. After heavy rains, the river water turns black for an unknown reason and coats the nearby reeds and trees in a thick, ebon slime.

Fenwater Lake: Thornhill stands on the only island of note to emerge above the Fenwater's fetid, muddy water. Some fish lurk in its depth as does a large constrictor snake that has recently started preying on the villagers' livestock. The lake is prone to flooding after heavy rains.

Red Fern Barrows: These partially submerged barrow mounds are remnants of the fallen kingdom that once held the lands to the south of Thornhill. Once on dry land, extensive flooding when the Blackwash and Tanglebriar rivers burst their banks centuries ago inundated the mounds. Occasionally explorers based in Thornhill dig here in search of ancient, glittering treasure. Most find nothing, but some disappear completely. These excavations have resulted in many deep pools in the surrounding locality and explorers must watch their step carefully or suffer an ignoble, and muddy, bath.

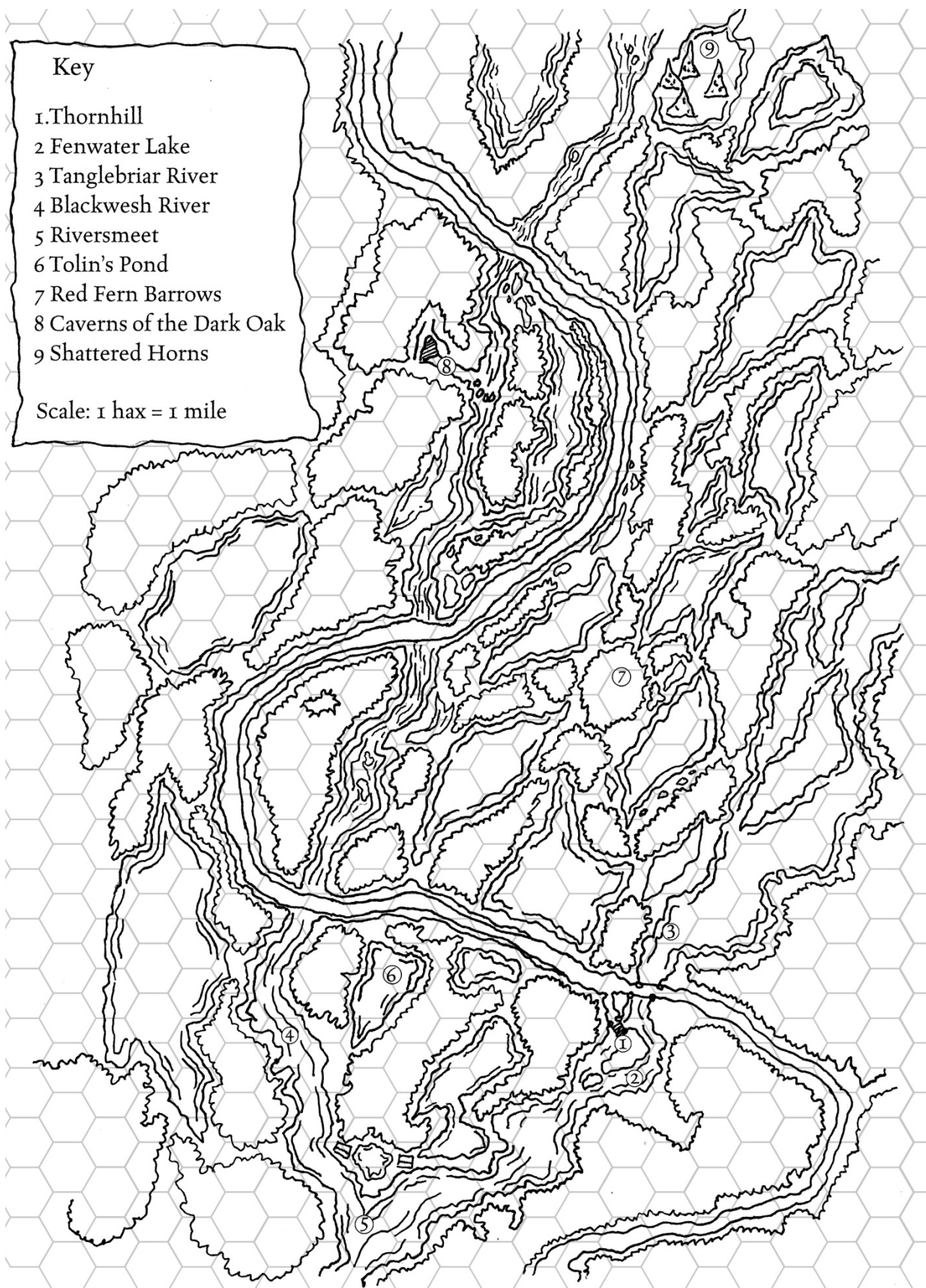
The lizardfolk do not go here and it is rumoured in nearby villages that undead kings of the fallen kingdom yet sit upon their sunken thrones in the depths of the barrows and jealously guard the last remnant of their fallen kingdom.

Riversmeet: To the south of Thornhill, here the Blackwash River flows into the Tanglebriar before continuing south. Two abandoned houses yet stand on the northern edge of the peninsula formed by the two rivers.

Shattered Horns: This ancient, sacred lizardfolk place lies amid an accessible region of the marsh. The partially submerged bones of a dragon and a stone sacrificial altar dominate this long, low island surrounded by black, twisted trees.

Tanglebriar River: This long, sluggish river winds its way out of the marshes and past Thornhill.

Tolin's Pond: A small group of ramshackle huts long abandoned stand about this deep, muddy pool. Once home to an old fisherman's family, the inhabitants disappeared one rain-drenched night. No one has since had the courage to claim the huts and so they stand abandoned as they slowly rot away.



AREA FEATURES

The Redfern Swamp has the following features of note:

Bogs (Shallow): Squares of shallow bog have mud or standing water about 1 ft. deep.

It costs 2 squares of movement to move into a square with a shallow bog; the DC of Acrobatics checks in such a square increases by 2. Bogs increase the DC of Stealth checks by 2.

Bogs (Deep): A square that is part of a deep bog has roughly 4 feet of standing water.

It costs Medium or larger creatures 4 squares of movement to enter a square with a deep bog, or it can swim (DC 10 Swim check). Small or smaller creatures must swim.

The water in a deep bog provides cover (+4 AC, +2 Reflex) for Medium or larger creatures. Smaller creatures gain improved cover (+8 AC, +4 Reflex). Medium or larger creatures can crouch as a move action to gain improved cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren't underwater. Deep bogs increase the DC of Stealth checks by 2 and tumbling is impossible within.

Causeway: The old causeway meanders through the marsh. In places, it disappears completely while in others it is in remarkably good repair. It leads almost directly past the Caverns of the Dark Oak – the stepping-stones outside the tribe's lair once served as the causeway's foundations.

When in good repair, the causeway is a steeply-sloped raised path built to provide a way through the swamp. It is built from a pile of stone, each roughly a foot in diameter, overgrown with coarse marsh-grass. The top of the causeway is 10 feet above the surrounding marsh, 10 feet wide and allows free movement.

Climbing or descending the causeway does not require a Climb check, but is considered difficult terrain (it costs 2 squares of movement to enter each square). Creatures at the top of the causeway gain the benefit of higher ground (+1 on melee attacks) against creatures on the causeway's slopes.

Dry Ground: Small hillocks of dry ground periodically punctuate the marsh. Trees grow thickly atop such areas, but most can serve as a campsite.

Trail: Trails in a marsh often twist and turn to avoid boggy areas. On the trail, movement is without penalty.

Undergrowth (Light): Vines, reeds and tall grass covers much of the ground.

It costs two squares of movement to enter such squares and such undergrowth

increases the DC of Acrobatics and Stealth checks by 2.

Undergrowth (Heavy): Dense thorn bushes and other tangled growths make movement difficult.

It costs 4 squares of movement to enter such a square. It is impossible to run or charge through heavy undergrowth. Characters in heavy undergrowth gain concealment (30% miss chance) and a +5 circumstance bonus on Stealth checks.

RANDOM ENCOUNTERS

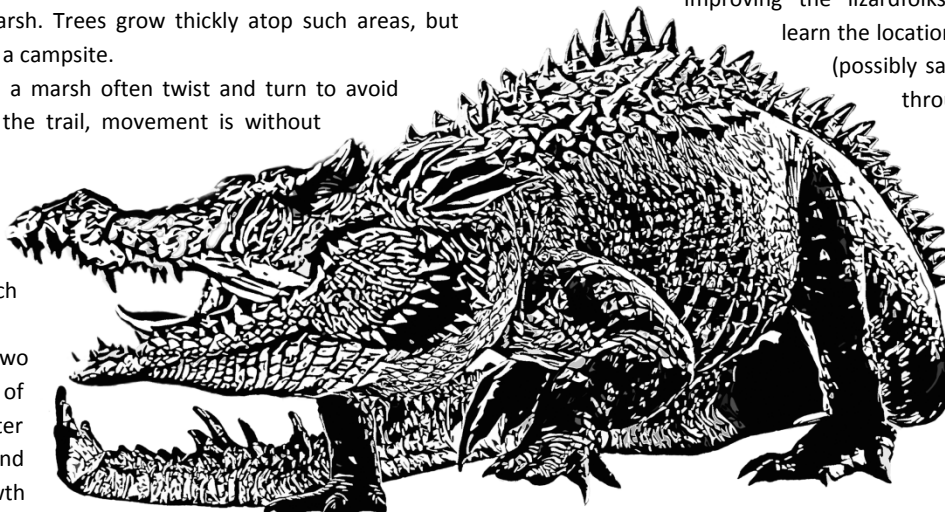
As the PCs wander the mire, they may encounter some of its residents. The PCs have a 3 in 20 chance of encountering a wandering monster for every day or night spent in the marsh.

Detection Range: The maximum range at which a Perception check can be made to spot a lurking hazard is 6d6 x 10 ft. Common sense and the surrounding terrain may reduce or increase this range dramatically.

D%	CREATURES	CR	REFERENCE
01-20	Lizardfolk hunters	6	Below & <i>Bestiary</i>
21-35	Leach swarm (1)	4	<i>Bestiary</i>
36-45	Shambling mound (1)	6	<i>Bestiary</i>
46-50	Slug, giant	8	<i>Bestiary</i>
51-65	Crocodile (2)	3	<i>Bestiary</i>
66-75	Frog, giant (3)	4	<i>Bestiary</i>
76-80	Stirge (8)	5	<i>Bestiary</i>
81-100	Dark Oak Raiders	6	Below

Lizardfolk Hunters: Six lizardfolk stalk the marsh, hunting for food. Two carry the corpse of a giant frog between them. They are wary of strangers but not immediately hostile. PCs improving their attitude from indifferent to friendly (DC 15 Diplomacy) can speak with them and learn they have seen emaciated, ill-looking lizardfolk carrying shields bearing the skeletal tree badge of the Dark Oak tribe creeping through the marsh. Adventurers improving the lizardfolks' attitude to helpful learn the location of the Dark Oak's lair (possibly saving days of searching through the mire).

Dark Oak Raiders: Searching for victims these four veteran warriors (page 26) attack the PCs.



CAVERNS OF THE DARK OAK

CAVERNS OF THE DARK OAK

The Caverns of the Dark Oak are a small network of partially flooded caves beneath a small hummock rising from the swamp. The caverns are an unpleasant home, the stench of mud, the constant drip of water from above and the roar of the river make them cold, dank and noisy.

ECOLOGY & SOCIETY

The Dark Oak tribe are a pitiful shadow of what they once were. Reduced to a remnant of 40 or so individuals, the tribe is dying. Hopelessly addicted to mind crush (the drug provided by Ssjarlith), and sunk into the resultant lethargy, most of the tribe has little energy for anything. A few of the warriors have proved more resistant to this lethargy and still dream of slaying the hated humans. Most, however, simply want to leave the caves for new homes, but are afraid of their comrades' reaction.

Ssjarlith rules the tribe with an iron fist and is aided by S'Kar a powerful warrior (and her mate). S'Kar is the one tribe member that Ssjarlith trusts completely. The proud warrior has proved his loyalty many times and is devoted to Ssjarlith.

Appearance: Addled by the drugs fed to them by Ssjarlith, the lizardfolk appear lethargic. Their eyes are dim and often unfocused. Sores cover many and their muscles appear wasted.

Nomenclature: Male—Garkar, Iltter, Lar'kar, Tarlar, Xarili; Female—Darilith, Ferith, Querlith, Raelith, Sarlith.

COMBAT & TACTICS

Only veteran warriors and a few champions remain to defend the tribe, but in battle they fight savagely. Most employ simple weapons and carry a shield (replete with a crude image of a skeletal tree) although a few champions have scavenged better equipment from fallen foes.

DARK OAK TRIBAL LORE

Characters with ranks in Knowledge (local) can learn more about the Dark Oak tribe with a successful skill check. A successful check reveals all information revealed by a lesser check.

DC 15: The Dark Oak tribe is a minor tribe of lizardfolk thought extinct. Members have not been seen for several years.

DC 20: Led by a powerful lizardfolk druid, the tribe lived in the heart of the swamp and rarely had contact with the folk of nearby villages.

DC 25: Other tribes warned of the threat posed by the tribe; the more radical of whom spoke of war with the surrounding humans to better secure their dismal swamp-home from outside influence.

CAVERN FEATURES

The Caverns of the Dark Oak have the following generic features:

Illumination: Darkness.

Stench: The lair smells wet and damp.

Muddy Floor: In most places, the floor comprises hard-packed, but wet mud. While this does not hinder normal movement, it increases by 2 the DC of Acrobatics checks.

Cave Walls: Many small ledges and crevices pockmark the walls. They can be scaled with DC 15 Climb checks.

Ceiling: The ceiling varies in height generally being 5 ft. – 10 ft. Fungus, mould and roots from the plants above hang down into the caverns further reducing the height by a few feet. Occasionally, these roots form a curtain reaching to the floor (which provides concealment [50% miss chance]).

In many places, water drips from the ceiling.

River: A river flows through the complex; its exact characteristics vary from area to area. Its noise bestows a -2 penalty on all hearing-based Perception checks. Rules for fighting in water appear on page 28.

WANDERERS (EL 3; XP 1,200)

While most creatures in the complex lurk in specific areas, the PCs have a 1 in 6 chance every hour of encountering a pair of roaming Dark Oak veteran warriors (page 26). Depending on where the encounter occurs, the lizardfolk could be returning hunters or a small raiding band creeping forth in search of loot. In either occurrence, they are uniformly hostile to intruders.

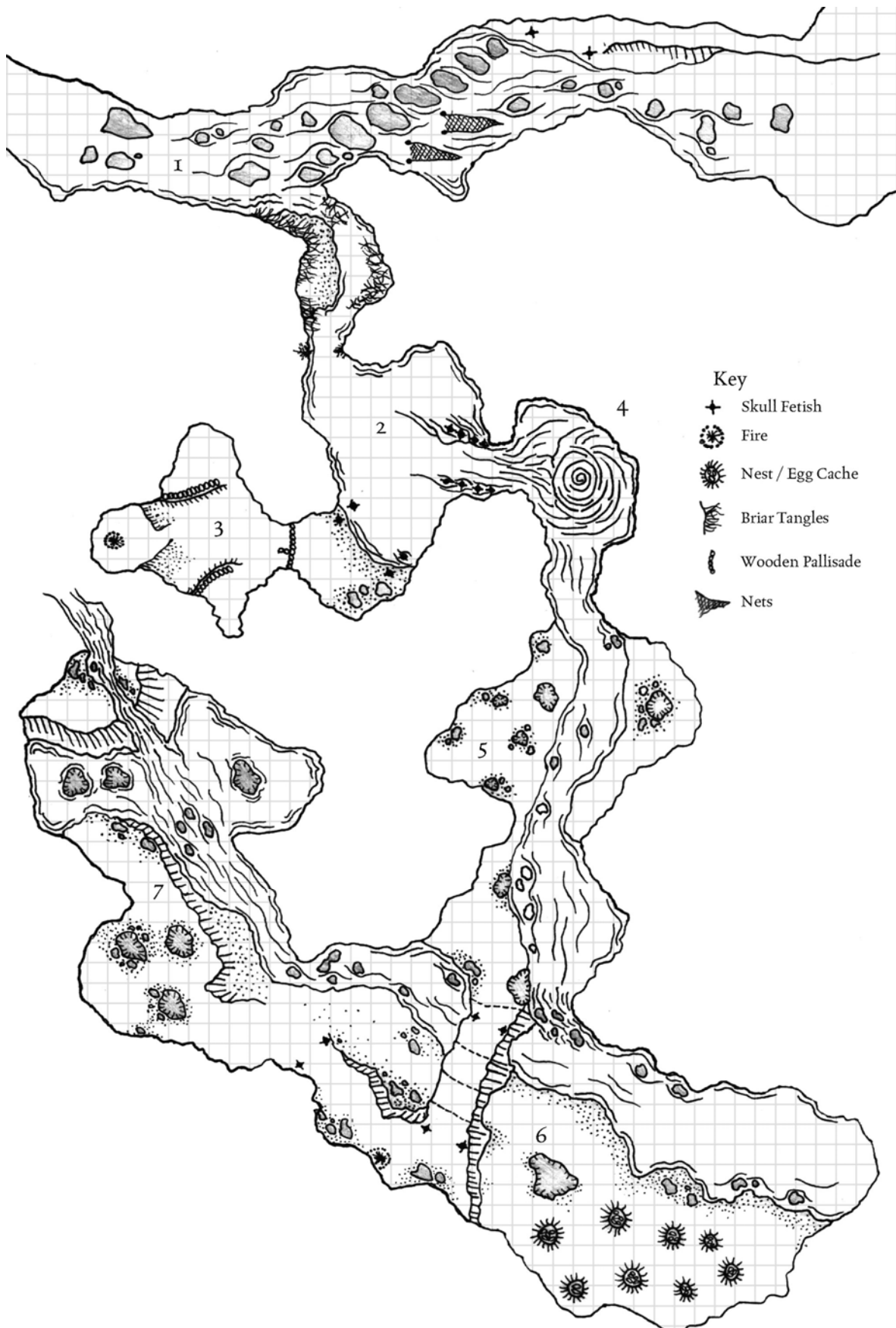
LIZARDFOLK LORE

At some point, the PCs are likely to think that the lizardfolk are acting in a very atypical fashion for their race. Use the information below to adjudicate any Knowledge checks they might make to gain further insight. Characters with ranks in Knowledge (local) can learn more about lizardfolk with a successful skill check. A successful check reveals all information revealed by a lesser check.

DC 6: This is a lizardfolk. Lizardfolk are not normally aggressive, content to dwell in their primitive homes in peace. They are a proud folk that dwell in marshes and swamps.

DC 11: Lizardfolk are uninterested in colonizing dry lands and are content with the weapons and rituals that have served them well for millennia. They are adept swimmers and well able to hold their breath for great lengths of time.

DC 16: Viewed as primitive by most folk, lizardfolk are generally neutral although their standoffish demeanour and legendary ferocity when aroused mean that they do not often interact well with other races.



1: OUTSIDE THE LAIR (EL 7; XP 3,200)

When the PCs locate the Caverns of the Dark Oak, read:

Ahead a swiftly flowing river cuts through the marsh. A line of closely set, moss-shrouded stones provides a way across the turbulent water.

A small weed-choked cavern filled with a dark stream in the opposite river bank tunnels deep into the marshy, waterlogged ground. A great leafless tree has collapsed over the cave mouth. A single crow perches in its skeletal branches.

Defeated years ago by vengeful adventurers, Luhalianna has sunk into a deep slumber. The PCs' arrival awakens him, but he awakes confused, believing the PCs to be the adventurers that defeated him long ago. Read:

The tree draped over the cave mouth shudders for a moment and then with a great moan begins to stir as if awakening from a long slumber. After a few moments, it rises from the swamp's mire, lets out a low moan and shakes its branches as if confused.

Reveal Player Handout 1. If the PCs fight Luhalianna, use the notes in "Tactics" to run the battle. If they choose to talk with the treant, proceed to "Truce".

TACTICS

Luhalianna wades into combat intent on vengeance. He uses Power Attack to crush his foe and trample if the PCs bunch up. If his positions allows it, he bull rushes targets into the river. Blinded by anger, he fights to the death.

AREA FEATURES

This area has several noteworthy features:

Illumination: The level of illumination depends on the time of day the PCs reach this area. Inside the cave within 20 ft. of the entrance, the illumination is one-step worse than outside. (Thus, if the PCs arrive here during the day shadowy illumination fills the cave mouth.) Darkness fills the rest of the cave.

Skull Fetishes: Two decaying skull fetishes atop thick wooden stakes ward a low point of the northern river bank. A DC 11 Heal check reveals the skulls are human. Wisps of hair and decayed flesh yet cling to the skulls.

Swiftly Flowing River: The river flows swiftly from the west. The river is 10 ft. deep.

DESIGNER'S NOTE

Although a treant is usually a CR 8 creature, the EL of this encounter is only 7. This is because Luhalianna cannot use his animate trees ability due to his alignment change; the omission and alterations to his stat block reflect this.

Characters falling in the water must make a DC 15 Swim check or be carried 10 – 40 ft. downstream and suffering 1d6 subdual damage per round. A character swept away can make Swim checks in subsequent rounds to reach the riverbank or to swim back upstream. A DC 20 Swim check indicates that the character has managed to arrest his passage downstream by grabbing a rock or thick tree root. A subsequent full-round action and a DC 15 Strength check is sufficient for a character to pull himself from the river.

Boggy Ground: The ground around the river is boggy (it costs 2 squares of movement to enter such a square and the conditions increase the DC of Acrobatics checks by 2).

Stepping Stones: A line of moss-wreathed rocks jutting from the river provide a handy, if dangerous, route across the river. Slick with spray, the moss is slippery; a character moving across the stones must make a DC 10 Acrobatics check to move at half-speed. A character moving at full speed must make a DC 15

LUHALIANNA, THE TREANT

CR 7 (XP 3,200)

The bark of this huge tree is mottled black and brown and its bare, skeletal branches jut forlornly towards the sky.

N (CE) Huge plant

Init -1; **Senses** low-light vision; Perception +12, Sense Motive +9
Speed 30 ft.; **ACP** 0; **Stealth** -9 (+7 in forests)

AC 21, touch 7, flat-footed 21; **CMD** 29
(-2 size, -1 Dex, +14 natural)

Immune mind-affecting effects, paralysis, poison, polymorph, sleep, stunning; **Weakness** vulnerability to fire

Fort +13, **Ref** +3, **Will** +9

hp 114 (12 HD); **DR** slashing/10

Space 15 ft.; **Base Atk** +9; **CMB** +20 (+22 sunder)

Melee 2 slams (reach 15 ft.) +17 (2d6+9/19-20)

Ranged rock (range 180 ft.) +7 (2d6+9)

Atk Options Power Attack (-3 attack, +6 damage), Improved Sunder, double damage against objects, trample

Double Damage Against Objects (Ex) Luhalianna deals double damage against objects or structure with a full attack.

Trample (Ex) As a full-round action, Luhalianna can overrun any Large or smaller creature. This works like the overrun manoeuvre except he does not need to make a check to succeed, instead just moving over opponents. Targets can make an attack of opportunity (at a -4 penalty) or a DC 25 Reflex save to halve the damage (2d6+13).

Abilities Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 13

Feats Alertness, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

Skills as above plus Diplomacy +9, Intimidate +9, Knowledge (nature) +9

Languages Common, Sylvan, Treant, treespeech

Treespeech (Ex) Luhalianna can converse with plants as if subject to a continual *speak with plants* spell. However, due to his altered alignment, most plants do not view him in a friendly manner.

Acrobatics check. Failure indicates the character stops on the first stepping stone; failure by 5 or more indicates the character overbalances and falls into the river.

Large Woven Baskets: The lizardfolk have set several large baskets woven from reeds in the shallow portions of the river in a desperate attempt to catch fish. These baskets are crude affairs and in desperate need of repair. A character on the stepping stones automatically notices the baskets. The baskets contain no fish.

TRUCE

The PCs can reason with Luhalianna; his long slumber has given him the strength to fight off the bark blight infecting him, and although madness and dark thoughts tug at his consciousness, his innate nature is beginning to reassert itself. He starts the encounter hostile toward the PCs.

- **Hostile → Unfriendly:** DC 26
- **Unfriendly → Indifferent:** DC 21
- **Indifferent → Friendly:** DC 16
- **Friendly → Helpful:** DC 11

Bluff: A successful Bluff check opposed by Luhalianna's Sense Motive (+9 modifier) provides a +2 bonus to the PCs' next Diplomacy check.

Intimidate (DC 25): A PC successfully intimidating Luhalianna gains a +2 bonus to the next Diplomacy check. Failure sends the treant wild and he attacks the PC threatening him.

Knowledge (nature) (DC 22): The PC knows much about treants. Success grants a +2 bonus on all Bluff, Diplomacy and Intimidate checks made against Luhalianna.

Success: Characters rendering Luhalianna friendly or better avoid combat and learn of his grief over his mate's death, his subsequent dealings with Ssjarlith and descent into madness.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 6 (XP 2,400): Apply the young creature template to Luhalianna (+2 on all

Dex-based rolls, -2 on all other dice rolls, hp 90).

EL 8 (XP 4,800): Apply the advanced creature template to Luhalianna (+2 on all rolls [including damage rolls], AC 25, flat-footed 25, CMD 33, hp 138, trample DC 27).



JAE YOUNG

2: ENTRANCEWAY

This narrow tunnel provides access to the Dark Oak's lair.

A narrow passageway filled with a dark, rapidly flowing stream leads into the hill. A small muddy beach juts from the west wall while weeds and rushes grow thickly elsewhere. Beyond, the stream flows into the darkness.

The lizardfolk rarely spend much time here. If the PCs lurk here in ambush (or if they did not speak with Luhalianna) there is a 20% chance every hour that a female from Area 6 (page 31) comes to check the woven baskets in Area 1 for fish. If attacked, she flees to Area 3 to alert the guards there.

AREA FEATURES

This area has several noteworthy features:

Illumination: The level of illumination in this chamber is one step lower than that outside. Thus, if it is bright light outside, it is shadowy illumination here.

Ceiling: The low ceiling is only 8 ft. above the water.

Muddy Bank: A muddy bank juts from the west wall. A DC 10 Perception check reveals the tracks of many lizardfolk while a DC 10 Survival check reveals the tracks are of at least a dozen individuals both entering and exiting the cave. It costs 2 squares of movement to enter a square containing mud.

DARK OAK VETERAN WARRIOR (2) CR 2 (XP 600)

This green scaled reptilian humanoid has a short, stubby snout and a thick alligator-like tail. It carries a large wooden shield and a spear. Dried sores cover much of its body.

Male lizardfolk warrior 2

N Medium humanoid (reptilian)

Init +0; **Senses** Perception +2, Sense Motive +0

Speed 30 ft., swim 15 ft.; **ACP** -2; **Acrobatics** +2, **Swim** +9

AC 18, touch 10, flat-footed 18; **CMD** 15

(+2 shield [heavy wooden], +6 natural)

Fort +7, **Ref** +0, **Will** -2

hp 26 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +5

Melee short spear +5 (1d6+2) and
bite +3 (1d4) or

Melee claw +5 (1d4+2) and
bite +5 (1d4+2)

Ranged javelin (range 30 ft.) +3 (1d6+2)

Abilities Str 14, Dex 10, Con 13, Int 9, Wis 10, Cha 10

SQ hold breath, mind crush addiction

Hold Breath (Ex) A lizardfolk warrior can hold its breath for 52 rounds before it risks drowning.

Feats Improved Natural Armour, Multiattack

Skills as above

Languages Draconic

Gear as above plus 3 javelins, flecks of gems (total worth 30 gp)

Weeds and Reeds: Weeds and reeds grow thickly here.

Characters hiding in the reeds gain a +2 bonus on Stealth checks.

River: The curve of the cavern wall, the large stepping stone rocks outside and a hidden sandbar conspire to reduce the force of the water flowing into the cavern.

Beyond the muddy bank, the water is placid (DC 10 Swim check) and the pool is only 5 ft. deep. Unless swimming, it costs 3 squares of movement to enter a river square and characters in the water cannot run or charge.

Between the skull fetishes to the east, the water is rougher, requiring a DC 15 Swim check to navigate. Characters failing a Swim check in this area by 5 or more are swept to the east.

The sound of running water imposes a -2 penalty to hearing-based Perception checks.

Skull Fetishes: The lizardfolk set eight skull fetishes here to warn of the strong currents sweeping the water to Area 4. Characters examining the skull fetishes can determine with a DC 15 Heal check that the skulls are human. From their condition, it is obvious they have been here several years.

DARK OAK CHAMPION

CR 4 (XP 1,200)

This green scaled reptilian humanoid has a short, stubby snout and a thick alligator-like tail. It wears cast off bits of armour and a crocodile skull as a helmet and carries a huge cleaver.

Male lizardfolk warrior 6

N Medium humanoid (reptilian)

Init +0; **Senses** Perception +3, Sense Motive +0

Speed 20 ft., swim 15 ft.; **ACP** -4; **Acrobatics** +2 (-2 jumping),
Swim +9

AC 21, touch 10, flat-footed 21; **CMD** 18

(+5 armour [scale mail], +6 natural)

Fort +10, **Ref** +2, **Will** +0

hp 64 (8 HD)

Space 5 ft.; **Base Atk** +6/+1; **CMB** +8

Melee mwk falchion +10/+5 (2d4+3/18-20) and
bite +6 (1d4+1) or

Melee 2 claws each +8 (1d4+2) and
bite +8 (1d4+2)

Ranged javelin (range 30 ft.) +6 (1d6+2)

Atk Options Power Attack (-2 attack, +4 damage or +6 with falchion)

Combat Gear *potion of cure serious wounds*

Abilities Str 14, Dex 10, Con 14, Int 9, Wis 10, Cha 10

SQ hold breath, mind crush addiction

Hold Breath (Ex) A lizardfolk champion can hold its breath for 52 rounds before it risks drowning.

Feats Improved Natural Armour, Multiattack, Power Attack,
Weapon Focus (falchion)

Skills as above

Languages Draconic

Gear as above plus 3 javelins, 8 eight gold and silver rings (total worth 800 gp) threaded on a leather cord.

3: WARRIOR'S WATCH (EL 6; XP 2,400)

Chosen to guard this place because of their fanatical loyalty to Ssjarlith, and led by a champion, three veteran warriors attack all intruders.

A large pool of sluggishly flowing water fills this chamber. To the south, two grizzly trophies – heads of recently slain humans – sit atop wooden poles rammed into the water. Two more stand just beyond on a muddy beach rising out of the water. Beyond, the flickering light of a fire to the southwest casts lurid shadows on the cavern's walls.

Several more skull fetishes mark a passageway leading to the east. There the water gets rougher.

When the PCs reach this point, the lizardfolk are engrossed in a crude gambling game using the gem flecks in their pouches as wagers. Thus they are distracted (-5 on Perception checks) and may not spot approaching intruders. If they spot intruders, they man the eastern palisade; if they don't, the PCs surprise them squatted around the fire. When the PCs first see the lizardfolk warriors, reveal Player Handout 2.

TACTICS

The lizardfolk fight bravely to defend their home, but a warrior reduced to less than one-quarter hit points withdraws. Such warriors dive into the water before swimming east to alert the rest of the tribe.

The warriors utilise the wooden palisade as long as possible (gaining cover) and hurl their javelins at intruders emerging from the water.

The dark oak champion attacks the most physically imposing foe, using Power Attack unless his opponent proves difficult to hit. His brethren stab with spears focusing their attacks on any attacker winning past the palisade.

The lizardfolk pursue fleeing characters into the water, trying to grapple and drown weak opponents. They also chase characters swimming to the east and assist the crocodile therein with the intruders.

AREA FEATURES

This area has several noteworthy features:

Illumination: A small fire emits bright light within 20 ft. and dim light out to a radius of 40 ft.

Ceiling: The ceiling rises 30 ft. above the water.

Walls: Crude pictures daubed in mud decorate the walls. One of the images depicts a gigantic crocodile swimming through rough water with a struggling human in its mouth. Others show lizardfolk creeping through swamps, hunting and engaging in other everyday pursuits. All the images are rough; the artist obviously lacked talent.

Wooden Palisade: Three 3 ft. high wooden palisades protect the guards. The sharpened stakes of the palisades are rotten (hardness 3, hp 20, DC 15 Break per 5-ft. section) but provide cover (+4 AC, +2 Reflex). Ssjarlith has used many *wood shape* spells to shape the stakes to appear as wooden vipers, their mouths gaping wide.

Fire: A small fire provides light (see above) and warmth.

Pottery and Nets: Shattered pots and shredded nets intermixed with discarded tools lie scattered on the floor.

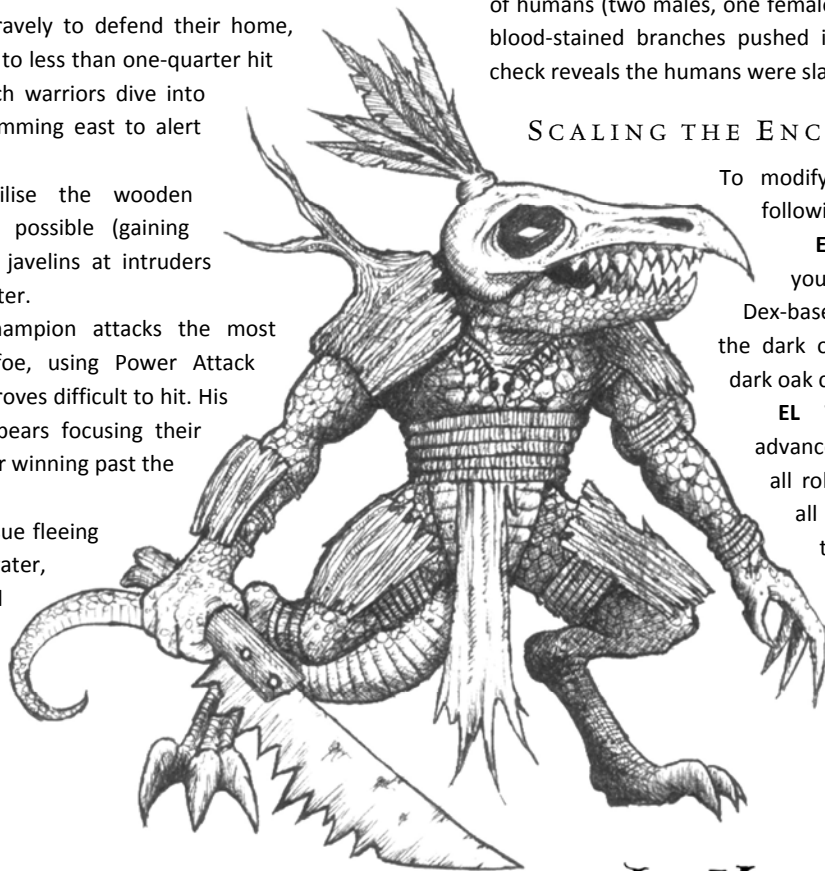
Skull Fetishes: These grizzly decorations comprise the heads of humans (two males, one female and one child) rammed onto blood-stained branches pushed into the mud. A DC 15 Heal check reveals the humans were slain in the last month or so.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 5 (XP 1,600): Apply the young creature template (+2 to all Dex-based rolls, -2 on all other rolls) to the dark oak warriors (hp 18) and the dark oak champion (hp 48).

EL 7 (XP 3,200): Apply the advanced creature template (+2 on all rolls (including damage rolls) to all the dark oak warriors (AC 22, touch 14, flat-footed 22, CMD 19, hp 34) and the dark oak champion (AC 25, touch 14, flat-footed 25, CMD 22, hp 80).



JAE YOUNG

4: TURBULENT WATERS (EL 4; XP 1,200)

Turbulent water fills this chamber. The lizardfolk have learnt to negotiate this chamber, by using the current and several hidden handholds to ease their passage, but the PCs are not so lucky. Shral – a crocodile and the tribe’s pet – lurks here. Read:

A narrow passageway – the archway strangely reminiscent of a gigantic snake’s gaping maw provides access to a chamber of churning water. An exit – a similarly inundated passageway of calmer water – leads southwards.

Shral lurks just behind the skull fetishes in Area 2 and attacks any intruder entering the water. Reveal Player Handout 3.

TACTICS

Shral attacks intruders in the water, using his powerful bite and death roll. When reduced to fewer than 10 hp, he retreats to Area 5, where he hides in the deep water there.

SHRAL
This heavily armoured animal has a large jaw full of sharp fangs and a powerful tail.

CR 3 (XP 800)

Advanced crocodile
N Large animal
Init +3; **Senses** low-light vision; Perception +10, Sense Motive +3
Speed 20 ft. (sprint), swim 30 ft.; **ACP** 0; Acrobatics +3 (-1 jumping, +7 when sprinting), Stealth +7 (+15 in water), Swim +14
Sprint (Ex) Once per minute, Shral can increase his land speed to 40 ft. for 1 round.

AC 18, touch 12, flat-footed 15; **CMD** 22 (26 vs. trip) (-1 size, +3 Dex, +6 natural)
Fort +8, **Ref** +6, **Will** +4
hp 28 (3 HD)

Space 10 ft.; **Base Atk** +2; **CMB** +9 (+13 grapple)
Melee bite (reach 5 ft.) +7 (1d8+6 plus grab) and tail slap +2 (1d12+3)
Atk Options death roll (1d8+9 plus trip)
Death Roll (Ex) When grappling a Large or smaller foe, Shral can perform a death roll with a successful grapple check. As he clings to his foe, he tucks his legs and rolls rapidly, twisting and wrenching his victim. Shral inflicts bite damage, knocks the target prone and maintains his grapple.
Grab (Ex [free]) If he bites a Medium or smaller target, Shral can try to start a grapple without provoking attacks of opportunity.
Trip (Ex [free]) Shral can make a trip attempt without provoking an attack of opportunity, if he hits with his death roll attack.

Abilities Str 23, Dex 16, Con 21, Int 5, Wis 16, Cha 6
SQ hold breath
Hold Breath (Ex) Shral can hold his breath for 68 rounds.
Feats Skill Focus (Perception, Stealth)
Skills as above

FIGHTING IN WATER

Fighting in or near water is hazardous and difficult for the PCs.

Attacks from Land: Characters swimming, floating or treading water have improved cover (+8 to AC, +4 on Reflex saves) from opponents on land. Thrown weapons are ineffective underwater, even when launched from land. Other ranged attacks suffer a -2 penalty on attack rolls for every 5 feet of water they pass through.

Fire: Nonmagical fire is ineffective underwater. Spells or abilities with the fire descriptor are also ineffective unless the caster makes a DC 20 + spell level caster level check.

Spellcasting Under Water: A creature that cannot breathe underwater must make a concentration check (DC 15 + spell level) to cast a spell.

WEAPON ATTACK AND DAMAGE MODIFIERS

CONDITION	SLASHING/ BLUDGEONING	PIERCING
<i>Freedom of movement</i>	Normal/normal	Normal/normal
Has a swim speed	-2/half	Normal
Successful Swim check	-2/half ¹	Normal
Firm Footing ²	-2/half ¹	Normal
None of the above	-2/half ¹	-2/half

1: A creature without *freedom of movement* or a swim speed makes grapple checks underwater at a -2 penalty, but deals damage normally when grappling.

2: Creatures have firm footing when walking along the bottom of the lake. A creature can walk along the bottom if it wears or carries enough gear to weigh it down; at least 16 lbs. for Medium creatures, twice that per size category larger and half that per size category smaller.

MOVEMENT & BALANCE

CONDITION	MOVEMENT	OFF BALANCE? ¹
<i>Freedom of movement</i>	Normal	No
Has a swim speed	Normal	No
Successful Swim check	Quarter or half ³	No
Firm Footing ²	Half	No
None of the above	Normal	Yes

1: Creatures flailing about in water (usually because they failed their Swim check) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to AC, and opponents gain a +2 bonus on attacks against it.

2: See 2 above.

3: A successful Swim check lets a creature move one-quarter of its speed as a move action or one-half its speed as a full-round action.

More Information: Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* contains full underwater combat rules.

AREA FEATURES

This area has several noteworthy features:

Illumination: Darkness.

Ceiling: The ceiling is 10 ft. high.

Turbulent Waters: The pool is 10 ft. deep and the majority of the water is stormy (DC 20 Swim check) but squares adjacent to a wall are calmer (DC 15 Swim check). (Because Shral has a swim speed he can take 10 on Swim checks in this area.)

Characters in an area of stormy water must make a DC 20 Swim check or be swept 10 – 40 feet per round in a random direction. A character slamming into a wall takes 1d6 damage and stops moving. A character in a square adjacent to a wall can make a DC 20 Swim check to grab onto the wall.

The roar of the churning water imposes a -5 penalty to hearing-based Perception checks.

Cave Walls: The walls are rough and slick with spray from the stormy water. They can be scaled with a DC 20 Climb check.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 3 (XP 800): Remove the advanced template from the crocodile: -2 on all rolls (including damage rolls, -4 to AC and DMC, hp 22).

EL 5 (XP 1,600): Apply the giant creature template to the crocodile: +2 on Str- and Con-based rolls, hp 34, -1 penalty on all Dex-based rolls.

5: SHRAL'S LAIR

Shral, the Dark Oak's pet crocodile, lairs here.

Large mud beaches studded by natural stone pillars dominate this cavern.

This area is likely empty when the PCs arrive.

AREA FEATURES

This area has several noteworthy features:

Illumination: Darkness.

Ceiling: The ceiling is 5 ft. high.

Muddy Ground: Thick, glutinous mud covers the cavern floor (it costs 2 squares of movement to enter such a square). A DC 4 Survival check reveals the crocodile's tracks and drag marks on the western beach. Shards of pottery and shredded nets lie scattered about.

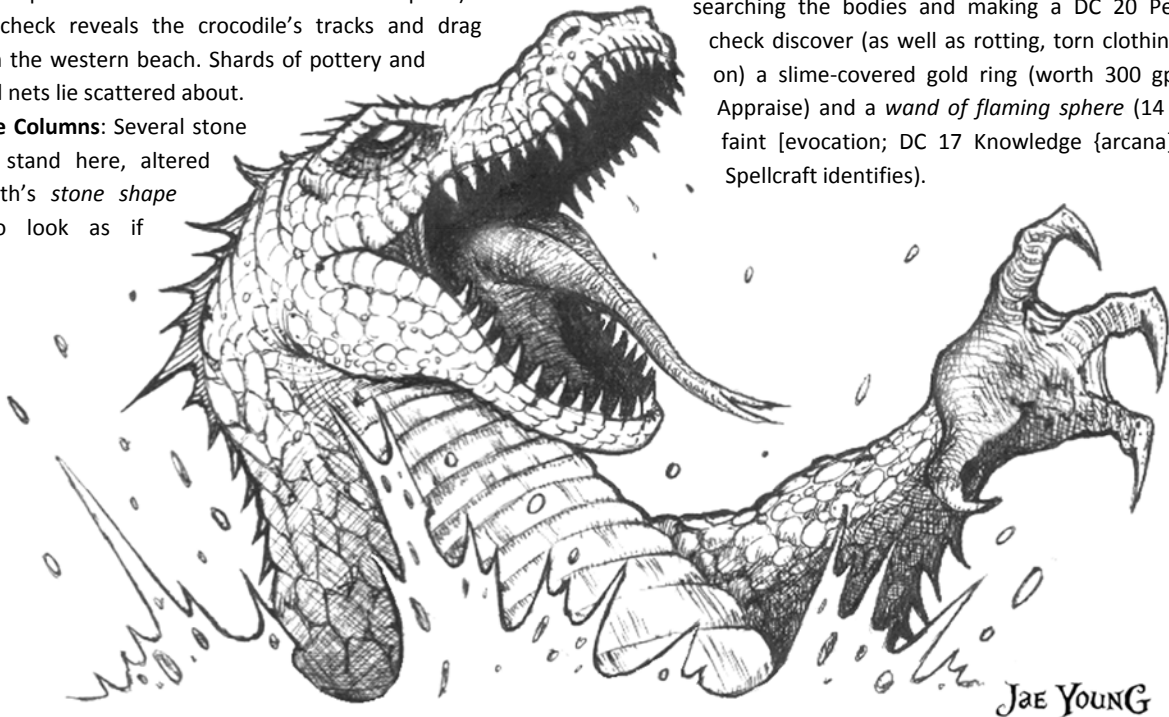
Stone Columns: Several stone columns stand here, altered by Ssjarith's *stone shape* spells to look as if

petrified serpents coil about them. They provide cover (+4 AC, +2 Reflex) and are decorated with crude representations of tribal life. The pictures have a gloomy, desperate feel.

Calm River: The river is calm (DC 10 Swim check) and 20 ft. deep. It flows southwards.

Mushrooms: Several small patches of blue mushrooms grow here. A DC 15 Knowledge (nature) check identifies them as Blue Stalks. Exceeding this check by 5 reveals they are not poisonous, but contain a drug that makes the consumer more susceptible to mental coercion. (Ssjarlith uses these to brew mind crush).

Half-Eaten Corpses: These decomposing, half-eaten corpses are the remains of those hurled still living into Shral's lair. PCs searching the bodies and making a DC 20 Perception check discover (as well as rotting, torn clothing and so on) a slime-covered gold ring (worth 300 gp, DC 20 Appraise) and a *wand of flaming sphere* (14 charges; faint [evocation; DC 17 Knowledge {arcana}; DC 18 Spellcraft identifies).



6: DARK OAK NEST (EL 7; XP 3,200)

This large cavern is the tribe's main living area. Read:

A sweeping stone archway serves as a bridge across the swiftly flowing river dividing this cavern. A small fire at the end of the bridge throws a weak light through some of the cavern.

Unless the lizardfolk here have been warned of intruders they are distracted (-5 to Perception checks).

Most of the tribe are desperate to escape Ssjarlith's clutches and although the guards in Area 3 were fanatically loyal those here are less certain of their convictions. Fear for their families' safety makes the warriors less inclined to fight, and thus the PCs may not have to slaughter all who dwell here.

DIPLOMACY

If the PCs use diplomacy, one of them must speak Draconic. The lizardfolk are initially unfriendly toward the PCs. During negotiations, the lizardfolk tell of Ssjarlith's mad schemes her enslavement of the treant, Luhalianna, and so on. If the PCs improve the lizardfolks' attitude to friendly, they leave. If the PCs fail two Diplomacy checks, the lizardfolk attack.

- **Unfriendly → Indifferent:** DC 20
- **Indifferent → Friendly:** DC 15

Modifiers: Encourage the players to role-play these

DARK OAK VETERAN WARRIOR (4) CR 2 (XP 600) <i>This green scaled reptilian humanoid has a short, stubby snout and a thick alligator-like tail. It carries a large wooden shield and a spear. Dried sores cover much of its body.</i>
Male lizardfolk warrior 2 N Medium humanoid (reptilian) Init +0; Senses Perception +2, Sense Motive +0 Speed 30 ft., swim 15 ft.; ACP -2; Acrobatics +2, Swim +9
AC 18, touch 10, flat-footed 18; CMD 15 (+2 shield [heavy wooden], +6 natural) Fort +7, Ref +0, Will -2 hp 26 (4 HD)
Space 5 ft.; Base Atk +3; CMB +5 Melee short spear +5 (1d6+2) and bite +3 (1d4) or Melee claw +5 (1d4+2) and bite +5 (1d4+2) Ranged javelin (range 30 ft.) +3 (1d6+2)
Abilities Str 14, Dex 10, Con 13, Int 9, Wis 10, Cha 10 SQ hold breath, mind crush addiction Hold Breath (Ex) A lizardfolk warrior can hold its breath for 52 rounds before it risks drowning. Feats Improved Natural Armour, Multiattack Skills as above Languages Draconic
Gear as above plus 3 javelins, flecks of gems (total worth 30 gp)

negotiations bestowing small (+2/-2) modifiers as appropriate. Additionally, apply the following modifiers as appropriate:

- **Bluff:** These lizardfolk desperately want a way out of Ssjarlith's schemes. Thus, the PCs gain a +5 bonus to Bluff checks. A successful Bluff check bestows a +2 bonus to the next Diplomacy check.
- **Intimidate:** With an Intimidate check (DC 14 vs. the warriors or DC 12 vs. the young and females) the PCs gain a +2 bonus to their next Diplomacy check.
- **Mind Crush Addiction:** The lizardfolk suffer a -2 penalty on all Charisma-based skill checks.

TACTICS

The warriors hurl themselves at the PCs in a frenzy trying to distract them while shouting at their families to flee. Initially, they try to keep intruders bottled up on the bridge pushing foes into the river if possible.

The females and young do not fight. Instead, they hide behind the warriors and hurl themselves into the river to escape as soon as the first warrior falls. If cornered, they try to dart past their attacker. If unable to do so, they attack.

GIGANTIC DARK OAK WARRIOR (1) CR 3 (XP 800) <i>This huge scaled humanoid stands almost 10 ft. tall and carries a massive shield and spear. Dried sores cover much of its body.</i>
Male giant lizardfolk warrior 2 N Large humanoid (reptilian) Init -1; Senses Perception +2, Sense Motive +0 Speed 30 ft., swim 15 ft.; ACP -2; Acrobatics +1, Stealth -5, Swim +11
AC 20, touch 9, flat-footed 20; CMD 17 (-1 Dex, +2 shield [heavy wooden], +9 natural) Fort +9, Ref -1, Will -2 hp 34 (4 HD)
Space 10 ft.; Base Atk +3; CMB +8 Melee mwk short spear (reach 10 ft) +7 (1d8+4) and bite (reach 10 ft) +4 (1d6) or Melee claw (reach 10 ft) +6 (1d6+4) and bite (reach 10 ft) +6 (1d6+4) Ranged javelin (range 30 ft.) +1 (1d8+4)
Abilities Str 18, Dex 8, Con 17, Int 9, Wis 10, Cha 10 SQ hold breath, mind crush addiction Hold Breath (Ex) A lizardfolk warrior can hold its breath for 68 rounds before it risks drowning. Feats Improved Natural Armour, Multiattack Skills as above Languages Draconic
Gear as above plus 3 javelins, flecks of gems (total worth 50 gp)

AREA FEATURES

This area has several noteworthy features:

Illumination: A campfire provides bright light in a 30 ft. radius. Beyond that, shadowy illumination fills the cavern.

Bridge: The bridge is a natural stone arch roughly 10 ft. wide. It has no wall or railing and runs 10 ft. above the river. Characters falling from the bridge can make a DC 20 Reflex save to grab the edge of the bridge as they fall. Those that fail tumble into the water but take no damage. The river may sweep such characters downstream (see “River” for more information).

Escarpment: The 10 ft. high escarpment is steep, but natural protrusions in the rock provide many handholds. Characters can scale it with a DC 15 Climb check.

River: The river flows out of Area 7 to the west. Here it is flowing swiftly and 15 ft. deep. The water is rough (DC 15 Swim check) and flecked with foam. The roar of tumbling water imposes a -5 penalty to hearing-based Perception checks.

Characters in the water must make a DC 15 Swim check or be swept 5 – 20 (1d4 x 5) feet per round downstream. A character slamming into a bank takes 1d6 damage and stops moving downstream. A character in a square adjacent to a bank can make a DC 20 Swim check to grab onto a rock. It costs 3 squares of movement to exit the river.

Shrines: Several small, crude shrines fill niches in the southern wall. Decorated with the lizardfolks’ pathetic offerings, crude paintings and wooden effigies of Luhalianna the niches are the centre of the tribe’s worship. Ssjarlith has treated the surrounding walls with many *stone shape* spells to give their appearance of petrified snakes frozen in the stone.

Wall Art: The lizardfolk have used mud and soot to decorate

the cavern walls with simple images showing scenes from their lives. Older scenes show the lizardfolk fishing, hunting in the swamp and so on. Newer scenes show Luhalianna’s rampage, lizardfolk fighting humans, the tribe on their knees being led in worship by a female lizardfolk and as on.

Nests: Eight nests fill natural depressions in the cavern floor. Lined with reeds, scraps of cloth and so on each contains several eggs. A character entering a square containing a nest automatically breaks the eggs within. Such an act drives surviving warriors and females berserk with anger.

Treasure: Hidden behind one of the shrines a small niche covered by a large stone (DC 20 Perception check detects) holds:

- A small cache of mixed coins (total worth 527 gp).
- A *necklace of missiles* (type I; moderate evocation [DC 25 Knowledge {arcana}]; DC 18 Spellcraft identifies).
- Five opaque striated light and dark green stones (malachites worth 10 gp each; DC 20 Appraise check identifies).
- Two translucent violet stones (garnets worth 500 gp each; DC 20 Appraise check identifies).

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 6 (XP 2,400): Remove the dark oak giant warrior.

EL 8 (XP 4,800): Add one dark oak veteran warrior and apply the advanced creature template to all five dark oak veteran warriors (AC 22, touch 14, flat-footed 22, CMD 19, hp 32; +2 on all rolls [including damage]).

Note: The females and young here are not included in the encounter’s EL because they play little or no part in the battle.

DARK OAK YOUNG (12)

CR 1/2 (XP 200)

Dried sores cover this small green scaled reptilian humanoid has a short, stubby snout and a thick alligator-like tail.

Young lizardfolk

N Medium humanoid (reptilian)

Init +2; **Senses** Perception +1, Sense Motive +0

Speed 30 ft., swim 15 ft.; **ACP** -2; Acrobatics +6, Stealth +6, Swim +8

AC 16, touch 13, flat-footed 14; **CMD** 11

(+1 size, +2 Dex, +3 natural)

Fort +2, **Ref** +2, **Will** -2

hp 7 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** -

Melee 2 claws +1 each (1d3) and bite +1 (1d3)

Abilities Str 9, Dex 14, Con 9, Int 9, Wis 10, Cha 10

SQ hold breath, mind crush addiction

Hold Breath (Ex) A young lizardfolk can hold its breath for 35 rounds before it risks drowning.

Feats Multiattack

Skills as above

Languages Draconic

DARK OAK FEMALE (8)

CR 1 (XP 400)

Dried sores cover this green scaled reptilian humanoid has a short, stubby snout and a thick alligator-like tail.

Female lizardfolk

N Medium humanoid (reptilian)

Init +0; **Senses** Perception +1, Sense Motive +0

Speed 30 ft., swim 15 ft.; **ACP** -2; Acrobatics +4, Swim +10

AC 15, touch 10, flat-footed 15; **CMD** 12

(+5 natural)

Fort +4, **Ref** +0, **Will** -2

hp 11 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee 2 claws +2 each (1d4+1) and bite +2 (1d4+1)

Abilities Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10

SQ hold breath, mind crush addiction

Hold Breath (Ex) A female lizardfolk can hold her breath for 52 rounds before it risks drowning.

Feats Multiattack

Skills as above

Languages Draconic

7: SSJARLITH'S LAIR (EL 8; XP 4,800)

This is Ssjarlith's lair. She dwells here with S'Kar, her lover, among the tributes left by her minions. Read:

A fast flowing river tumbles out of a narrow tunnel and over an escarpment into a deep pool from which jut several columns of rock. Rubble covers some of the northern escarpment and a rudimentary sleeping area covers much of the rest. A spear – its tip wreathed in flames – leans against one wall. A narrow ledge runs along the west wall, linking the two escarpments.

Enraged that interlopers dare invade her personal quarters, Ssjarlith and her mate fight savagely. Reveal Player Handout 4, when the PCs first see S'Kar.

TACTICS

Well used to fighting together, Ssjarlith and S'Kar coordinate their attacks and show no mercy. Both wait atop the escarpment for the intruders.

S'Kar drinks his *elixir of fire breath* and uses it to burn opponents crossing the pool or escarpment. He attacks the first opponent to reach him, trying to Bull Rush his target into the water below. Subsequently, he uses Power Attack unless his opponents prove difficult to hit. He fights to the death.

Meanwhile, Ssjarlith prepares by casting *longstrider*, *barkskin* and *shillelagh* before targeting enemy spellcasters with *call lightning* and *flaming sphere* while reserving *heat metal* for the first foe wearing armour to start crossing the pool.



If the battle turns against her, she abandons S'Kar. She casts *obscuring mist* and uses wild shape to assume the form of a snake, before swimming off downstream.

Ssjarlith's viper companion strikes at those crossing the ledge. If Ssjarlith flees, it follows her.

AREA FEATURES

This area has several noteworthy features:

Illumination: Bright light (from a *continual flame* affected spear).

Escarpments: These 10 ft. high escarpments are steep, but natural protrusions provide many handholds. Characters can scale them with a DC 15 Climb check. A DC 20 Perception check reveals a series of carved hand- and foot-holes in the northern escarpment (DC 5 Climb check) leading down to the pool.

Narrow Ledge: A narrow ledge running along the cavern's west wall links the two escarpments. Characters moving at half speed traverse the ledge safely, but those moving faster must make a DC 10 Acrobatics check. Failure by 5 or more indicates the character falls into the water below (but takes no damage).

S'KAR

CR 5 (XP 1,600)

This green scaled reptilian humanoid has a short, stubby snout and a thick alligator-like tail. He wears scale mail and carries a fine battleaxe.

Male advanced lizardfolk warrior 6

N Medium humanoid (reptilian)

Init +2; **Senses** Perception +10, Sense Motive +2

Speed 20 ft., swim 15 ft.; **ACP** -4; Acrobatics +8 (+4 jumping), Climb +5, Swim +9

AC 27, touch 12, flat-footed 25; **CMD** 22

(+2 Dex, +5 armour [mwk scale mail], +2 shield [mwk heavy wooden], +8 natural)

Fort +12, **Ref** +4, **Will** +4

hp 80 (8 HD)

Space 5 ft.; **Base Atk** +6/+1; **CMB** +10

Melee mwk battleaxe (Power Attack [-2/+4]) +12/+7 (1d8+4/x3) and

bite (Power Attack [-2/+4]) +8 (1d4+2) or

Melee 2 claws (Power Attack [-2/+4]) +10 each (1d4+4) and bite (Power Attack [-2/+4]) +10 (1d4+4)

Ranged javelin (range 30 ft.) +7 (1d6+4)

Combat Gear *elixir of fire breath*, *potion of cure moderate wounds*

Abilities Str 18, Dex 14, Con 18, Int 13, Wis 14, Cha 10

SQ hold breath

Hold Breath (Ex) S'Kar can hold his breath for 72 rounds before he risks drowning.

Feats Improved Natural Armour, Multiattack, Power Attack, Weapon Focus (battleaxe)

Skills as above

Languages Draconic

Columns: Several natural stone columns (DC 20 Climb check) stand here, altered by Ssjarlith's *stone shape* spells to look as if petrified serpents are coiled about them. They provide cover (+4 AC, +2 Reflex).

River: The river bursts from a cleft in the rock before tumbling down the escarpment, through a pool and onto the rest of the complex. The roar of tumbling water imposes a -5 penalty to hearing-based Perception checks.

The river flows swiftly and is flecked with foam. Except in the pool, the river is 10 ft. deep. Characters in the water must make

a DC 15 Swim check or be swept 5 – 20 (1d4 x 5) feet per round downstream. A character slamming into a bank takes 1d6 damage and stops moving downstream. A character in a square adjacent to a bank can make a DC 20 Swim check to grab onto a rock. It costs 3 squares of movement to exit the river.

Pool: The water in the pool is calm (DC 10 Swim check) but 20 ft. deep. The bottom is thick with mud. It costs 3 squares of movement to walk along the pool's bottom but this stirs up the mud (granting 20% concealment in every disturbed square).

Walls: Pictures of burning villages, piles of slain humans and triumphant lizardfolk festoon the cavern walls.

Treasure: Ssjarlith and S'Kar have accumulated much gear.

- Most is mundane (bedrolls, a cooking pot, stores of rations and so on) as they have no real need of treasure.
- A large unlocked wooden chest contains the essential components of an alchemist's lab (worth 150 gp but weighs 30 lbs.).
- A DC 20 Perception check reveals a cache of five vials of mind crush in a small hollow below the chest.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 7 (XP 3,200): Remove S'Kar.

EL 9 (XP 6,400): Apply the fiendish creature template to Ssjarlith and S'Kar; both gain darkvision 60 ft., resist cold 10, fire 10, DR good/5, SR (S'Kar 11, Ssjarlith 13) and smite good 1/day (S'Kar +0 attack, +8 damage, Ssjarlith +4 attack, +7 damage).

DEVELOPMENT

When Ssjarlith has been defeated, proceed to "Conclusion."

SSJARLITH

CR 7 (XP 3,200)

This lizardfolk female wears rotting red robes under a fur-lined cloak and hundreds of charms, trinkets and talismans that clink when she moves. She wears the skull of a huge beast topped with a feather-covered headdress and carries a tall, twisted staff.

Female advanced lizardfolk druid 5

NE Medium humanoid (reptilian)

Init +5; **Senses** Perception +7, Sense Motive +4

Speed 30 ft., swim 15 ft.; trackless step, woodland stride; **ACP** 0; Acrobatics +5, Fly +8, Swim +15

AC 20, touch 11, flat-footed 20; **CMD** 19

(+1 Dex, +2 armour [leather], +7 natural)

Fort +12, **Ref** +4, **Will** +8; +4 vs. feys' spell-like and supernatural abilities and spells and effects targeting plants

hp 71 (7 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +8

Melee mwk club +9 (1d6+4) and

bite +6 (1d4+2) or

Melee claw +8 (1d4+4) and

bite +8 (1d4+4)

Ranged javelin (range 30 ft.) +5 (1d6+4)

Special Actions share spells, spontaneous casting (*summon spells*), wild shape 1/day (*beast shape I*)

Druid Spells Prepared (CL 5th; concentration +9)

3rd—*cure moderate wounds*, *call lightning* (DC 17)

2nd—*barkskin*, *flaming sphere* (DC 16), *heat metal* (DC 16)

1st—*cure light wounds*, *longstrider*, *obscuring mist*, *shillelagh*

0—*detect magic*, *detect poison*, *light*, *stabilize*

Combat Gear *potion of cure moderate wounds*, *ring of the mists*, *scroll of summon nature's ally II*

Abilities Str 19, Dex 12, Con 20, Int 13, Wis 18, Cha 18

SQ hold breath, nature bond (viper animal companion), nature sense, wild empathy +9 (+13 vs. viper companion, +5 vs. magical beasts)

Hold Breath (Ex) Ssjarlith can hold her breath for 80 rounds before she risks drowning.

Feats Improved Initiative, Lightning Reflexes, Multiattack, Natural Spell

Skills as above plus Craft (alchemy) +6, Handle Animal +12 (+16 vs. viper companion), Heal +11, Knowledge (nature) +11, Survival +14

Languages Common, Draconic, Druidic, link (viper companion)

Gear as above plus *cloak of the marshlands*, spell component pouch, vials of mind crush (3)

VIPER COMPANION

CR – (XP 0)

This long, sinuous snake has a mottled red stripe running down its body and sharp fangs that drip a colourless fluid.

N Medium animal

Init +7; **Senses** low-light vision, scent; Perception +5, Sense Motive +1

Speed 20 ft., climb 20 ft., swim 20 ft.; **ACP** 0; Acrobatics +3 (-1 jumping), Climb +13, Stealth +8, Swim +13

AC 17, touch 13, flat-footed 14; **CMD** 18 (can't be tripped) (+3 Dex, +4 natural)

Fort +6, **Ref** +7 (evasion), **Will** +4

hp 32 (5 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +4

Melee bite +5 (1d4 plus poison [*frequency* 1; *effect* 1 Con; *cure* 1 save {DC 14 negates}])

Abilities Str 13, Dex 16, Con 14, Int 1, Wis 12, Cha 2

Feats Improved Initiative, Iron Will, Weapon Focus (bite)

Skills as above

CONCLUSION

Once the PCs have defeated Ssjarlith, the threat posed by the Dark Oak tribe quickly dissipates.

Surviving lizardfolk flee the caverns after looting everything of value (in particular any remaining stocks of mind crush). Fleeing survivors are hopelessly addicted to mind crush; all go through a terrible period of withdrawal during which some starve to death unless provided with care. Those that survive eventually join other tribes.

If the PCs are inclined to help, they can contact nearby lizardfolk tribes to care for the Dark Oak's survivors. Contacted tribes are initially indifferent to the PCs' request for aid and must be rendered friendly to assist (DC 15 Diplomacy check succeeds).

LUHALIANNA'S THANKS

If the PCs did not slay Luhalianna, instead talking their way past the diseased treant, he waits for them outside the caverns. Luhalianna is grateful for the PCs' aid and has retrieved some hidden treasures from his nearby home with which to reward his rescuers. He gives them:

- **Horn of Fog:** This long slender horn is carved from the antler of a gigantic stag.
- **Sleep Arrows (5):** These long, slender arrows of obvious elven manufacture are fletched with feathers dyed green and brown.

Luhalianna knows the properties of each item and explains their use to the PCs.

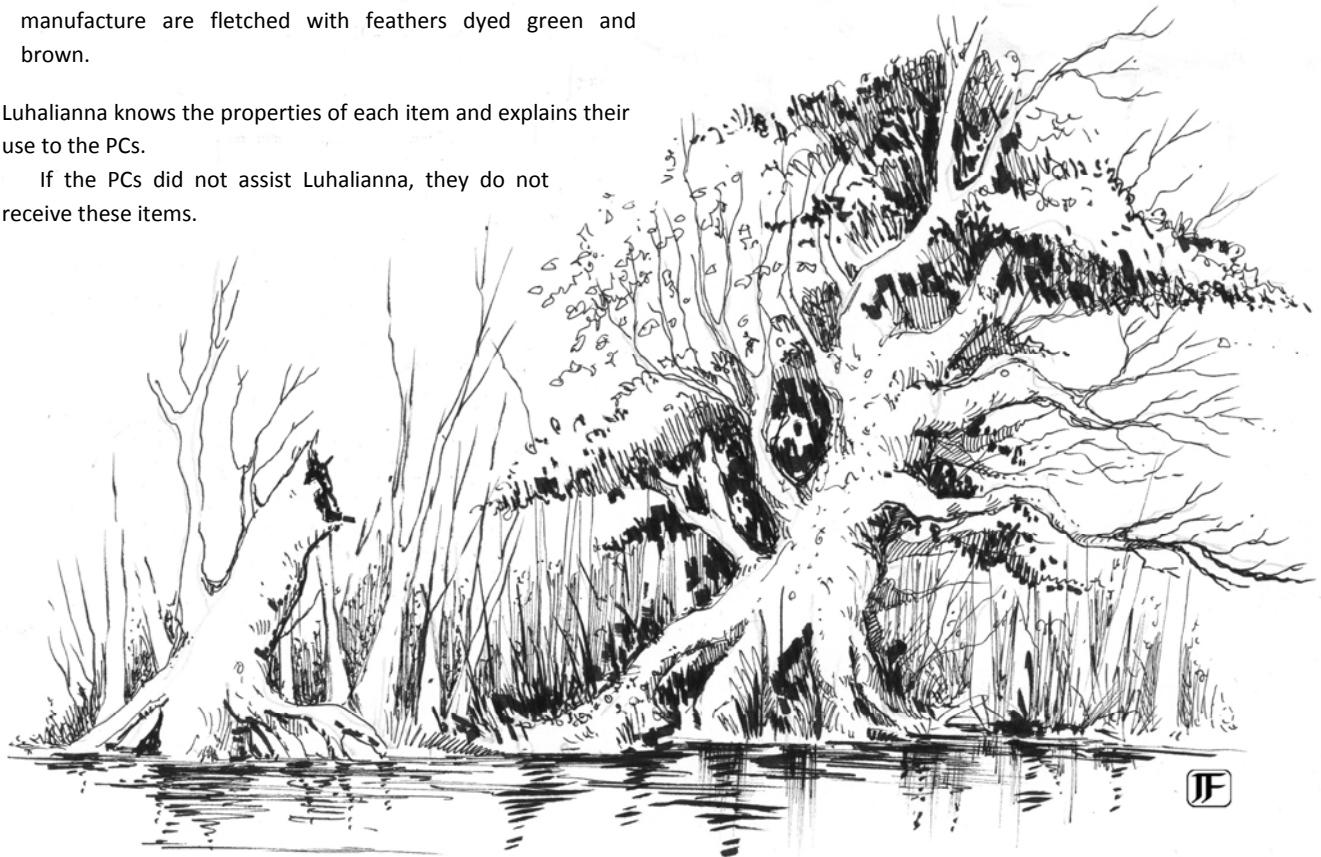
If the PCs did not assist Luhalianna, they do not receive these items.

FURTHER ADVENTURES

If S'Kar is not present when the PCs defeat Ssjarlith he returns to the tribe's lair shortly after the PCs leave. Enraged by what he finds, he swears vengeance on those responsible for his lover's death.

Although none of the surviving lizardfolk willingly joins him in his quest for vengeance, they describe the PCs in some detail, which enables S'Kar to start his hunt. While he may not catch up with the PCs quickly, he is implacable and indefatigable in his desire for violent retribution.

If Ssjarlith survives her battle with the PCs, she immediately flees deep into the swamp, there to rest, recuperate and plot. Insanely paranoid, she suspects the PCs of being agents of a greater enemy – perhaps a druid belonging to a neighbouring tribe – and decides she must capture them to determine the identity of her as yet unknown enemy. To achieve this, she starts to forge a new band of drug-addled followers. The exact composition of this band is up to the GM, but it could include renegade lizardfolk and a motley gang of fey convinced by Ssjarlith the PCs are a clear danger to the swamp and its denizens.



PLAY AIDS

NEW RULES OPTIONS

DRUGS AND MOULD

MIND CRUSH

Type ingested; **Addiction** severe, Fortitude DC 18 (-2 penalty to Dex, Con, Str and Wis; subject cannot naturally heal ability damage caused by mind crush. The addict can overcome its dependence on mind crush with 3 consecutive DC 18 Fortitude saving throws.)

Price 10 gp (1 dose)

Effect 2d6 rounds; subject becomes listless and open to suggestions suffering a -2 penalty on Will saving throws and Charisma-based skill checks.

Effect 3 hours; fatigue

Effect subject remains lethargic for 24 hours

Damage 1d2 Wis damage

Notes The cap of Blue Stalks (rare mushroom that grows in dark, wet caves) contains a powerful drug that makes those taking it more suggestible. The mushrooms are not poisonous and can be consumed cooked or raw.

BARK BLIGHT

Type disease, contact; **Save** Fortitude DC 18

Onset 1 day; **Frequency** 1/day

Effect the alignment of an infected subject radically changes to one as different as possible to its former outlook; **Cure** 4 consecutive saves (the subject's alignment returns to normal).

Notes Bark blight affects sentient plants and plant-like creatures. The bark of infected plants turns a mottled black and brown colour, while its sap becomes a dull brown colour. A DC 20 Knowledge (nature) check or a DC 18 Heal check identifies the disease.



MAGIC ITEMS

CLOAK OF THE MARSHLANDS

This thick mud-spattered and fur-lined cloak of grey and green has a deep cowl.

Aura faint (transmutation; DC 17 Knowledge [arcana]) **Identify** DC 18 Spellcraft

Lore (DC 10 Knowledge [nature]) Beaver fur lines the cloak.

Abilities A *cloak of the marshlands* can cast *soften earth to mud* once per day and bestows a +2 competence bonus to Survival checks. The cloak only functions outdoors.

Activation use activated and command word (*soften earth to mud*); **CL** 3rd

Requirements Craft Wondrous Item, *soften earth to mud*; **Cost** 950 gp; **Price** 1,900 gp

RING OF THE MISTS

Small wisps of mist curl lazily upwards from the transparent green stone set in this tarnished silver ring.

Aura faint (conjunction; DC 17 Knowledge [arcana]) **Identify** DC 18 Spellcraft

Lore (DC 20 Appraise) The gem atop the ring is a chrysoberyl (worth 100 gp).

Abilities A *ring of mists* can cast *obscuring mist* twice per day and *fog cloud* once per day. Mists and fogs created by the ring have a green hue and have a fetid, dank odour about them.

Activation command word; **CL** 3rd

Requirements Forge Ring, *fog cloud*, *obscuring mist*; **Cost** 1,900 gp; **Price** 3,800 gp



KETHAITH AZATHAL

LG male half-elf cleric (Darlen) 5

SENSES AND MOVEMENT

Init +0; **Senses** low-light vision; Perception +6, Sense Motive +4

Speed 20 ft.; base speed 30 ft.

ACP -5; Acrobatics -4 (-8 jumping)

DEFENCE

AC 21, touch 11, flat-footed 21; **CMD** 15

(+9 armour [+1 *half-plate*], +1 shield [mwk light wooden], +1 deflection [*ring of protection* +1])

Immune *sleep*

Fort +6, **Ref** +3, **Will** +10; +2 vs. enchantments

hp 31

OFFENCE

Space 5 ft.; **Base Atk** +3; **CMB** +4

Melee +1 *longsword* +5 (1d8+2/19-20) or

Melee short spear +4 (1d8+1/x3)

Ranged short spear (range 20 ft.) +3 (1d8+1/x3)

Ranged sling (range 50 ft.) +3 (1d4+1)

sling bullets □□□□□□□□□□

Special Actions channel positive energy 7/day (3d6; DC 14), resistant touch, spontaneous casting (*cure* spells)

Channel Energy When Kethaith channels positive energy to damage undead, they suffer 5 extra points of damage and do not apply any channel resistance bonus to their saving throw.

Resistant Touch (Sp; 7/day) When Kethaith touches an ally he transfers his +2 resistance bonus to that individual for 1 minute. Consequently, all Kethaith's saving throws decrease by 1 for the same duration.

Combat Gear *pearl of power* (1st-level), *silversheen*

Potions *cure moderate wounds*, *spider climb*

SPELLS

Concentration +9 (+13 casting defensively or grappling)

Cleric Spells Prepared (CL 5th; DC 13 + spell level); Domains: Protection, Sun)

3rd (2+1)—*searing light* (+3 ranged touch), *water breathing*, *water walk*

2nd (3+1)—*align weapon*, *heat metal*^D (DC 16), *lesser restoration*, *silence* (DC 16)

1st (4+1)—*bless* (2), *remove fear*, *sanctuary*^D, *shield of faith*

0 (at-will)—*detect magic*, *guidance*, *light*, *stabilize*

ABILITIES

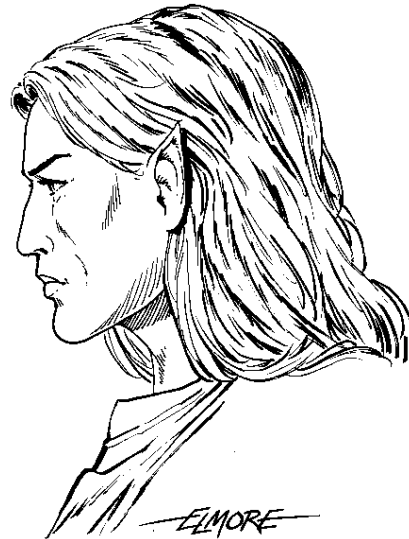
Abilities Str 12, Dex 10, Con 11, Int 10, Wis 18, Cha 14

Feats Armour Proficiency (heavy), Combat Casting, Extra Channel, Skill Focus (Heal)

SQ good aura (strong), multitalented (cleric, fighter)

Skills Heal +13, Knowledge (planes) +5, Knowledge (religion) +8

Languages Common, Elven



GEAR

Traveller's outfit, wooden holy symbol

Handy Haversack (bedroll, 5 days trail rations, 1 waterskin 2 sunrods)

Belt pouch (flint and steel, candle, 1 tindertwig, vial of holy water)

Belt pouch (6 gp, 4 sp, 12 cp)

Spell component pouch

DARLEN

LG god of Law, Order, Justice and the Sun

Epithets The Justicar, the Shining Light, the Noble One

Symbol The rising sun

Domains Good, Law, Protection, Sun

Favoured Weapon Longsword

Raiment Voluminous, white cowled habits. Unless expecting battle, clerics do not wear armour.

Teachings The strong must protect the weak, for this is the natural order. Those with great abilities or aptitudes must use their gifts for the betterment of their fellows. The faithful must be ever vigilant for evil's rise, but must show mercy in dealing with its tools.

Holy Texts Darlen's teachings are set down in the *Scripture of Law* – a vast tome containing teaching, stories and lessons by some of his early, prominent followers. *Divine Order* and *On Darkness' Rise* are important early commentaries penned by legendary high priests.

WERTHIC BOLHAK

LG male dwarf fighter 5

SENSES AND MOVEMENT

Init +0, **Senses** darkvision 60 ft.; Perception +2 (+4 vs. unusual stonework [stonecunning]), Sense Motive +2

Speed 20 ft.

ACP -5; Acrobatics +0 (-4 jumping), Climb +4, Swim +4

DEFENCE

AC 23, touch 10, flat-footed 23; **CMD** 18 (22 vs. trip, 24 vs. bull rush); +4 dodge vs. giant type opponents (+10 armour [+1 full plate], +3 shield [+1 heavy steel])

Fort +7 (+9 against poison), **Ref** +1, **Will** +3; +1 vs. fear, +2 vs. spells and spell-like abilities

hp 52

OFFENCE

Space 5 ft.; **Base Atk** +5; **CMB** +8 (+10 bull rush)

Melee +1 dwarven waraxe +11 (1d10+7/x3)

Ranged javelin (range 30 ft.) +5(1d6+3)
javelins □□□

Atk Options Cleave, Improved Bull Rush, Point Blank Shot, Power Attack (-2 attack, +4 damage), +1 attack vs. orc and goblin type opponents

Combat Gear javelin of lightning, oil of magic weapon (2)

Potions cure moderate wounds, elixir of swimming, shield of faith

ABILITIES

Abilities Str 16, Dex 10, Con 16, Int 10, Wis 14, Cha 9

SQ armour training (1), weapon training (axes +1)

Feats Cleave, Improved Bull Rush, Point Blank Shot, Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialisation (dwarven waraxe)

Skills as above plus Appraise +0 (+2 vs. metal or gems), Knowledge (dungeoneering) +5, Knowledge (engineering) +5

Languages Common, Dwarven

GEAR

Traveller's outfit, boots of elvenkind

Backpack (bedroll, 5 days trail rations, 50 ft. hemp rope, 1 waterskin)

Belt pouch (flint and steel, whetstone)

Belt pouch (25 gp, 19 sp)



URBREN GLITTERHEART

NG male halfling rogue 5

SENSES AND MOVEMENT

Init +8; **Senses** Perception +11 (+13 vs. traps), Sense Motive +1

Speed 20 ft.

ACP 0; Acrobatics +14 (+10 jumping), Climb +9, Escape Artist +12, Stealth +21 (fast stealth), Swim +7

DEFENCE

AC 21, touch 15, flat-footed 21; +1 vs. traps; **CMD** 15; uncanny dodge

(+1 size, +4 Dex, +5 armour [+1 *chain shirt*], +1 natural [*amulet of natural armour +1*])

Fort +3, **Ref** +9 (+10 vs. traps; evasion), **Will** +3; +2 vs. fear
hp 36

OFFENCE

Space 5 ft.; **Base Atk** +3; **CMB** +1

Melee mwk short sword +9 (1d4-1/19-20)

Ranged +1 *light crossbow* (range 80 ft.) +9 (1d6+1/19-20)
bolts □□□□□□□□

Atk Options Point Blank Shot, sneak attack +3d6, surprise attack

Surprise Attack (Ex) During the surprise round, opponents are always considered flat-footed for Urbren even if they have already acted.

Combat Gear *screaming bolt*

Potions *cure moderate wounds*, *darkvision*, *spider climb*

ABILITIES

Abilities Str 8, Dex 18, Con 12, Int 14, Wis 12, Cha 11

SQ rogue talents (fast stealth, surprise attack), trapfinding

Feats Improved Initiative, Point Blank Shot, Weapon Finesse

Skills Appraise +9, Diplomacy +6, Disable Device +16, Knowledge (dungeoneering) +7, Knowledge (local) +7, Sleight of Hand +12

Languages Common, Gnome, Goblin, Halfling

GEAR

Traveller's outfit, *cloak of elvenkind*

Backpack (bedroll, 5 days trail rations, 1 waterskin, 50 ft. hemp rope)

Belt pouch (flint and steel, whetstone, candle, tindertwig, caltrops)

Belt pouch (masterwork thieves' tools)

Belt pouch (49 gp, 17 sp)



PARADAN HANTER

NG male human wizard (illusionist) 5

SENSES AND MOVEMENT

Init +5; **Senses** Perception +1, Sense Motive +1

Speed 30 ft.

DEFENCE

AC 12, touch 12, flat-footed 11; **CMD** 13

(+1 Dex, +1 deflection [*ring of protection* +1])

Fort +3, **Ref** +3, **Will** +6

hp 29

OFFENCE

Space 5 ft.; **Base Atk** +2; **CMB** +1

Melee dagger +1 (1d4-1/19-20)

Ranged sling (range 50 ft.) +3 (1d4-1/19-20)

sling bullets ☐☐☐☐☐☐☐☐

Blinding Ray (Sp; 7/day ☐☐☐☐☐☐) +3 ranged touch (range 30 ft.); creatures with up to 5 HD are blind (-2 penalty to AC, loses Dex bonus to AC and takes a -4 penalty on most Strength- and Dexterity-based skill checks) for 1 round; creatures with more than 5 HD are dazed (target cannot act but has no penalty to AC) for 1 round).

Combat Gear alchemist's fire (2), *bonded ring*, *hand of the mage*, *pearl of power* (1st, 2nd), smokestick

Potions *aid*, *cure light wounds*, *levitate*

Scrolls *detect secret doors*, *fireball*, *invisibility*, *magic missile* (2; CL 3), *protection from evil*, *web*

SPELLS

Concentration +9 (+13 when casting defensively or grappled, +3 ranged touch)

Wizard Spells Prepared (CL 5th; DC 14 + spell level; barred schools: transmutation, necromancy)

3rd (3/day)—*fireball* (DC 17), *major illusion* (DC 18), *tongues*

2nd (4/day)—*blur*, *invisibility*, *scorching ray*, *web* (DC 16)

1st (5/day)—*colour spray* (DC 17), *grease* (DC 15), *mage armour*, *magic missile*, *silent image* (DC 16)

0 (5/day; at-will)—*detect magic*, *ghost sound* (DC 16), *light*, *message*, *read magic*

Bonded Object Paradan can use his bonded ring once per day to cast any spell in his spellbook.

Extended Illusions (Su) Any illusion Paradan casts with a duration of "concentration" lasts two additional rounds.

ABILITIES

Abilities Str 9, Dex 12, Con 12, Int 19, Wis 12, Cha 10

Feats Combat Casting, Craft Wondrous Item, Greater Spell Focus (illusion), Improved Initiative, Scribe Scroll, Spell Focus (illusion)



Skills Appraise +10, Knowledge (arcana) +12, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Knowledge (history) +10, Knowledge (local) +11, Knowledge (nature) +10, Knowledge (planes) +12, Knowledge (religion) +8, Linguistics +8, Spellcraft +12

Languages Abyssal, Celestial, Common, Draconic, Infernal, Sylvan

GEAR

Traveller's outfit, *cloak of resistance* +1

Backpack (bedroll, 5 days trail rations, 1 waterskin, spellbook, 2 sunrods)

Belt pouch (flint and steel, candle, 1 tindertwig, flask of alchemist's fire)

Spell component pouch

Belt pouch (4 gp, 9 sp, 17 cp)

Spellbook 3rd—*fireball*, *major illusion*, *tongues*, 2nd—*blur*, *invisibility*, *mirror image*, *protection from arrows*, *scorching ray*, *web*, 1st—*colour spray*, *detect secret doors*, *disguise self*, *feather fall*, *grease*, *mage armour*, *magic missile*, *obscuring mist*, *protection from evil*, *silent image*, *ventriloquism*; 0—*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *flare*, *ghost sound*, *light*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*

MARATRI LAEMAR

CG female elf ranger 5

SENSES AND MOVEMENT

Init +3 (+5 underground); **Senses** low-light vision; Perception +11 (+13 vs. goblinoids or underground, +15 vs. animals or underground vs. goblins), Sense Motive +1 (+3 vs. goblinoids, +5 vs. animals)
Speed 30 ft.
ACP 0; Acrobatics +8, Climb +10, Ride +10, Stealth +11 (+13 underground), Swim +10

DEFENCE

AC 21, touch 14, flat-footed 18; **CMD** 21 (+3 Dex, +5 armour [+1 mithral chain shirt], +2 shield [+1 buckler] +1 deflection [ring of protection +1])
Immune sleep
Fort +4, **Ref** +7, **Will** +2; +2 vs. enchantments
hp 42

OFFENCE

Space 5 ft.; **Base Atk** +5; **CMB** +7
Melee mwk longsword +8 (1d8+2/19-20) or
Melee cold iron dagger +7 (1d4+2/19-20)
Ranged +1 composite longbow (range 100 ft.) +10 (1d8+3/x3)
arrows □□□□□□□□□□□□□□□□□□
cold iron arrows □□□□□
silver arrows □□□□□
Atk Options Point Blank Shot, Precise Shot, favoured enemy (animal +4, goblinoid +2), favoured terrain (underground +2)
Ranger Spells Prepared (CL 2nd; concentration +3)
1st (2/day)—*jump, longstrider*
Combat Gear cold iron arrows (5), silver arrows (5), *oil of magic weapon* (2)
Potions *cure moderate wounds, resist energy*

ABILITIES

Abilities Str 14, Dex 16, Con 11, Int 14, Wis 12, Cha 10
SQ combat style (archery), hunter's bond (animal companion), share spells, link
Feats Endurance^B, Point Blank Shot^B, Precise Shot³, Toughness⁵, Weapon Focus (longbow)
Skills Bluff +0 (+2 vs. goblinoids, +4 vs. animals), Heal +6, Knowledge (dungeoneering) +7, Knowledge (geography) +9 (+11 underground), Knowledge (nature) +10, Survival +9 (+11 tracking, +11 underground, +13 tracking goblinoids, +15 tracking animal or goblinoids underground, + 17 tracking animals underground)
Languages Common, Elven, Goblin, Sylvan
Abilities track +1, wild empathy +3 (-1 magical beasts)



GEAR

Traveller's outfit, *boots of elvenkind*
Backpack (bedroll, 5 days trail rations, 1 waterskin, 50 ft. hemp rope, 1 sunrod)
Belt pouch (flint and steel, whetstone, candle, tindertwig, caltrops)
Belt pouch (43 gp, 14 sp, 23 cp)

GAR (WOLF COMPANION)	CR 0 (XP 0)
N Medium animal	
Init +2; Senses scent; Perception +5 (+7 vs. goblinoids, +9 vs. animals), Sense Motive +1 (+3 vs. goblinoids, +5 vs. animals)	
Speed 50 ft.	
ACP 0; Acrobatics +2 (+10 jumping), Stealth +7 (+9 underground)	
AC 14, touch 12, flat-footed 12; CMD 15 (+2 Dex, +2 natural)	
Fort +5, Ref +5, Will +2	
hp 22 (3 HD)	
Space 5 ft.; Base Atk +2; CMB +3	
Melee bite +4 (1d6+1 plus trip)	
Atk Options favoured enemy (animal +4, goblinoid +2)	
Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6	
SQ tricks (attack [2], come, defend, guard)	
Feats Toughness, Weapon Focus (bite)	
Skills as above plus Bluff -2 (+0 vs. goblinoids, +2 vs. animals), Survival +1 (+3 vs. goblinoids, +5 vs. goblinoids underground or animals, +7 vs. animals underground)	

TALEK PERRIN

NG male half-orc fighter 3/rogue 2

SENSES AND MOVEMENT

Init +2; **Senses** darkvision 60 ft.; Perception +7 (+8 vs. traps), Sense Motive +0

Speed 40 ft., base speed 30 ft.

ACP 0; Acrobatics +15, Climb +8, Stealth +10, Swim +8

DEFENCE

AC 18, touch 13, flat-footed 15; **CMD** 20; Dodge, Mobility (+2 Dex, +1 dodge, +5 armour [+1 mithral chain shirt])

Fort +5, **Ref** +6 (+7 vs. traps, evasion), **Will** +1; +1 vs fear

hp 43; ferocity, resiliency (2)

Ferocity (Ex) Once per day, when brought below 0 hit points (but not killed) Talek can fight on for one more round as if disabled. At the end of his next turn, unless brought above 0 hit points, he falls unconscious.

OFFENCE

Space 5 ft.; **Base Atk** +4; **CMB** +7

Melee +1 *falchion* +8 (2d4+5/18-20)

Ranged mwk composite longbow (range 110 ft.)+8 (1d8+3/x3)

arrows □□□□□□□□□□□□□□□□□□□□□□□□

cold iron arrows □□□□□

silver arrows □□□□□

Atk Options Point Blank Shot, Precise Shot, sneak attack +1d6

Combat Gear antitoxin

Potions *cure moderate wounds*, *invisibility* (2)

ABILITIES

Abilities Str 16, Dex 15, Con 14, Int 10, Wis 10, Cha 10

SQ armour training (1), orc blood, rogue talent (resiliency)

Feats Dodge, Mobility, Point Blank Shot, Precise Shot, Weapon Focus (longbow)

Skills as above plus Intimidate +9

Languages Common, Orc

GEAR

Traveller's outfit, boots of striding and springing

Backpack (bedroll, 5 days trail rations, 1 waterskin, 50 ft. silk rope with grapple hook, 5 pitons, small hammer)

Belt pouch (flint and steel, whetstone, candle, tindertwig)

Belt pouch (35 gp, 17 sp)



Beneath the fetid roots of a noisome swamp linger the pathetic remnants of a once proud and noble tribe. Laid low by a powerful narcotic administered by their ambitious (but wildly paranoid) mistress, the lizardfolk of the Dark Oak are but a shadow of their former greatness. Now, in the fetid caverns below the slumbering body of a diseased treant she plots to bring bloody slaughter to the folk of the nearby villages before her followers forget their proud heritage and sink into a lethargy from which there is no escape.

Visit us at ragingswan.com to learn more.

