



FEN OF THE FIVE-FOLD MAW

AN ACTION ADVENTURE
FOR 7TH LEVEL CHARACTERS

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

LAYING WASTE
COMPATIBLE!

FEN OF THE FIVE-FOLD MAW

CREDITS

Designed & Written by: Skip Twitchell

Additional Content by: Brian Berg

Editing: David A. Hill

Cover Design: Brian Berg

Layout: Jay Wallis

Artwork: Cover art by Daniel Kamarudin; Interior artwork by Jacob Blackmon, Jeff Easley and Terry Pavlet. Some other artwork by Publisher's Choice Quality Stock Art ©Rick Hershey/Fat Goblin Games.

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CONTACT US

Official Site: www.tpkgames.com

Facebook page: facebook.com/tpkgames

Twitter: [@tpkgames](https://twitter.com/tpkgames)

Feedback: necro@tpkgames.com



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INTRODUCTION

The Fen of the Five-fold Maw is a deadly adventure for 4-6 characters averaging 7th level of ability. The encounters within can be scaled for parties including different numbers of PCs or seeking more challenge. PCs should begin the adventure at 7th level and successfully completing this adventure (alive...) should earn enough to make it to 8th or 9th level.

Most of the action takes place within an extensive swamp. Besides the threats posed by the opponents presented in the planned encounters, this adventure offers situational and environmental hazards that may be quite difficult for the PCs to overcome. Since PCs of about 7th level are not, generally speaking, swimming in magic that will facilitate transportation, a careless or luckless party could very quickly find itself in way over its head.

The players may find their PCs in situations that require self-sacrifice. The finale, especially, may result in PC death. The GM should consider whether PCs caught in the Chase are killed or captured to spark further adventure.

LAYING WASTE CRITICAL SYSTEM COMPATIBILITY

As you read the stat blocks, you will notice a couple additional items in bold **[brackets]**. If you are using the **Laying Waste** optional critical hit rules we have done the calculations for you. If not, you can safely ignore them with little intrusion.

[AV:] Armor Value. This is the amount of damage reduction that each creature subtracts from all

physical damage taken.

[SV:] Severity Bonus. This is the number added to your severity checks when scoring a critical threat.

ADVENTURE BACKGROUND

Wyverglynn was originally built two centuries ago as a motte-and-bailey outpost to keep watch against aggression from the lizardfolk inhabitants of the swamp. Then called Saurofen due to its large number of lizardfolk denizens, its original meaning is now forgotten. The name has since been corrupted into Sorrowfen, its original namesakes having moved closer to the sea and farther from the inland edges of the swamp. As human colonizers began to delve further into the swamp in force, the resulting conflict eventually turned against the natives. The lizardfolk tribes and other intelligent denizens gradually drifted away from the human colonists and their presence has been little felt in recent decades.

Over time, the motte-and-bailey fortification expanded into a palisaded town and the old fort was not rebuilt when it deteriorated too far to be used. The community has not increased in population over the last 50 years, however, as its location simply has very little economic value.

Recently, the lizard king Lyshtaak arrived in Clashyyk, a lizardfolk community, with some powerful followers. As part of his plan to challenge and defeat the current leader, he presented Clashyyk's druidic shaman, Fyrgosh, with a very special gift (the Staff of the Five-fold Maw). This earned Lyshtaak the religious leader's support. Between the two, they have managed to turn the tribe toward plans for war and are building support amongst other tribes near and far.

ADVENTURE HOOKS

Hook One: Oracular Vernacular

At a time and location determined by the GM, Vellis, an insane halfling approaches the PCs, cautiously asking if they are the ‘ones’. He relates a prophetic rhyme that may or may not be divinely inspired. Read or paraphrase the following boxed text to the players.

A small beggar furtively approaches you. He is dressed in threadbare rags that seem to be held together only by foul muck and the stench of stagnant water.

Conspiratorially, he whispers a question while taking another step forward. “*Are you the ones?*”

Scrutinizing his face, you realize this beggar is a halfling. He is not just dirty – he is injured, having numerous cuts on his arms, legs, and head.

Stepping forward again with a stoop, he quietly asks, “*Are you them?*”

You note the remains of a small sheath on his belt, though no weapon rests within. On bleeding feet, he limps another step closer in a low crouch barely managing to croak out his question: “*Are you the ones?*”

With that, he falls to his knees, raises his head to the sky, and speaks again. This time his voice is deep and resonant. The words he speaks are easy to hear, but of an unfamiliar origin. As they are spoken, they burn themselves into your mind. You are meant to remember them.

“Fin’ th’ fen, dornt bide ‘til morraw;
Ease th’ wooden wyvern’s sorrow.
Witch’s stew main sicken;
Thocht ‘er knowledge quicken;
Cannie steps ower quagmire;
Waur fiendish een sae dire;
Stealth ur words, ye main dae battle;
Coopon th’ beast, shaw yer mettle;
Th’ Five-fauld Maw answers th’ caa;
Sae nae those fa faa’
Claeem th’ wuid an’ flee!
Return ben hard-fooght victory!”

He is a survivor of a small swamp halfling village in the Sorrowfen that was recently attacked by the lizardfolk of clan Clashyyk. All the survivors were taken captive and only two other than Vellis have, so far, survived being sacrificed to the Five-fold Maw. Vellis ran for a week, eating nothing, drinking water from the swamp, tripping and hitting his head repeatedly until reaching the outskirts of civilization. The tale has taken on fantastic proportions that he simply doesn’t comprehend in his current state. Being out of touch with reality, however, makes him an easy conduit for a divine entity. Thus, he has been led to the PCs with a message to set them on the correct path and advice to heed for success. The deity responsible for this direction is not immediately obvious. The GM should determine an appropriate benefactor from his or her own campaign.

He is insane and doesn’t remember his name or where he is from. He can provide no additional useful information and will only be cured if he receives the benefits of a *Greater Restoration* spell. Give the players a copy of **Handout #1** to reference as needed.

If the PCs seek out a sage (or similar entity) for help, that worthy should be able to tell them that this particular vernacular is spoken up near the fortified town of Wyverglyn on the Sorrowfen. The sage will be able to provide the PCs with the following translation. If the PCs are already in, or near, Wyverglyn, anyone in the region can translate it for them.

Hand the players a copy of **Handout #2** when they receive such a translation.

Translation:

Find the fen, don't await tomorrow;

Ease the wooden wyvern's sorrow;

Witch's stew may sicken;

Though her knowledge quicken;

Careful steps over quagmire;

'Ware fiendish eyes so dire;

Stealth or words, you must do battle;

Face the beast, show your mettle;

The Five-fold Maw answers the call;

Save not those who fall;

Claim the wood and flee!

Return through hard-fought victory!

The PCs may choose to seek divinatory interpretation of the rhyme. This will require the services of a divine spellcaster able to cast *Divination* (or a higher level divinatory spell) or an arcane spellcaster able to cast *Contact Other Plane* (or higher level divinatory spell).

If this is accomplished, provide the players with a copy of **Handout #3**.

Interpretation:

Travel to the Sorrowfen;

To help the people of Wyverglyn;

The Oracle's offerings may not be palatable;

But, they will be helpful;

Tread carefully,

following the Oracle's advice;

Beware evil encounters along the way;

Plan your approach carefully;

But, prepare for battle

whatever choice you make;

Time will not be on your side;

The staff is of utmost importance and you cannot win by standing and fighting;

The staff must be taken.

Hook Two: Hail to the Ale!

One, or more, of the PCs has tasted the finest ale yet and must get more. Unfortunately, the innkeeper explains that the latest shipment has failed to arrive from Wyverglyn. He assures the PC(s) that it will come soon, but it never does. If the PCs do not choose to head to Wyverglyn to investigate the missing merchant caravan on their own, the innkeeper who sold them their first draughts of Nag's Breath will offer to pay them 50 gold pieces each plus a full keg, if they will do so.

The inn's Ostler (Farnham, if you don't have an established innkeeper in your own campaign) tells them that Ostler Gionardus of the Cooked Goose in Wyverglynn is the person he makes the purchases from. Once the PCs contact Gionardus, he will offer them a deal in exchange for their help finding his daughter. (See **Optional Quest: Hunt for the Ostler's Daughter** in *The Cooked Goose*, p. 12.)

Hook Three: In Pursuit of Loot.

The party is contacted by an eccentric wizard named Albus (Wizard 5/Fighter 1/Eldritch Knight 6). Folk commonly add the moniker 'The Bastard' to his name, though this is done in friendly jest. Amongst other magical paraphernalia, he carries a magical bastard sword upon his back which he is famous for utilizing in conjunction with the spells *Bull's Strength*, *Mage Armor*, and the like in order to stand in a line of battle with more martial companions.

He wishes to hire the PCs to search for an ancient magical staff of interest to him. The powers of this particular staff are tied to the swamp and it is recognizable by the magically glowing aquamarine in each eye of a crocodile skull fastened to its top. His research has indicated that its last known location was the Sorrowfen near Wyverglynn. He is willing to provide the party with 200 gold pieces worth of equipment up front to pay for the expedition and will negotiate for up to 2,000 gold pieces each if they are successful in returning the staff to him.

Albus provides the party with directions to Wyverglynn and suggests they make that their base of operations. He says that the staff has been the cause of the rise of evil on several occasions throughout history. A family of black dragons, a horde of bullywugs, and a plague of fiend-possessed animals are those that have been recorded within the past five

centuries. Each time, the staff has disappeared back into the swamp along with its wielder when the attending force was overcome. He believes that finding, and destroying, that staff will end such threats to the peace of the land.

PART I: WYVERGLYNN

A Cold-Blooded Ambush!

As the PCs begin their trek, they find themselves on a dirt road heading in the direction of Wyverglynn. A successful DC 15 *Survival* check by a PC with the *Tracking* skill will discover that occasional humanoid, hooved mammal, and wagon/cart traffic has moved north, the same way the PCs are heading, but very little has come from that direction heading south. Once the party crosses the bridge in the encounter below, another such check reveals the reverse to be true.

Read or paraphrase the following boxed text to your players as their characters travel the road near Sorrowfen on their way to Wyverglynn.

The dirt road you follow winds its way along the highest points of land on this low-lying plain, occasionally forcing you to jump or skip quickly through muddy portions that cross between the shallow rises. Though the plain to the east has few trees, hills, or other evident landmarks, you note that the early evening sun is just touching the uppermost branches in a thick mangrove swamp which encroaches ever closer from the west. Untroubled, you march onward to Wyverglynn. You were assured at your last stop that Wyverglynn hosts an acceptable inn and that it is large enough to see to the needs of a group of adventurers such as yourselves.

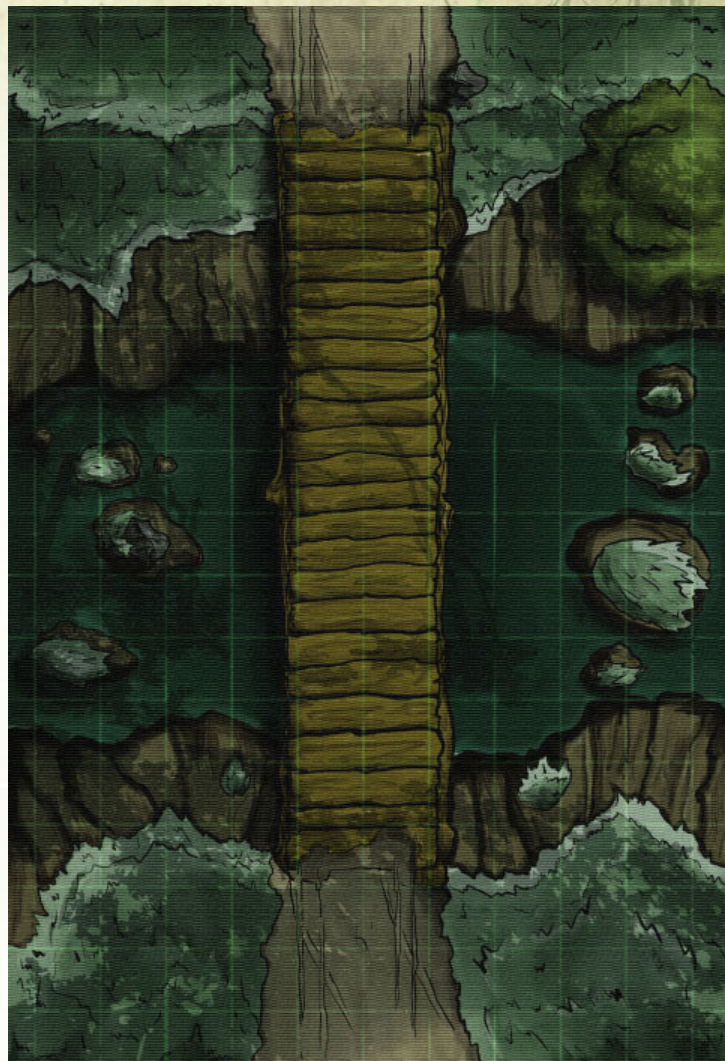
You surmount another shallow rise and come upon a wide, meandering stream which fills a valley deeper than most the road has crossed lately. Though the stream does not appear to be very deep, the swamp grasses and lily pads growing within it indicate that you would likely find its bottom a morass unfriendly to your footgear. Fortunately, a long bridge wide enough for wagon traffic offers a much more civilized option for traversing this obstacle.

The low, wooden bridge rises only a few feet above the water level. As you set foot upon it, you note that the stream below is clear and fresh and small fish, turtles, and amphibians are in abundance. The wide log bridge has no railing, but ill-fitting sawn planks are in place to smooth the route for vehicles and animals.

Without warning, a javelin embeds itself in a plank near you indicating that you are under attack. More such missiles follow close upon the first.

The road the adventurers are traveling upon winds near the Sorrowfen swamp on its way to Wyverglynn. It is at this bridge that a band of lizardfolk attempt to waylay them. This group is assigned to kidnap victims for their tribe's god-avatar. Up to this point they have been quite successful. Lately, however, the pickings have been slim due to the diminished number of travelers. Thus, they are willing to take on a well-armed group of adventurers, such as our heroes present.

The ambushers consist of three lizardfolk rogues, one (or two) lizardfolk warrior(s) assigned as beast-handler(s) for the tadhemoth(s), and two additional lizardfolk warriors for each PC in the party. Their stats are listed below.



Lizardfolk Warriors (3)

CR 1

XP 600 each

Male Lizardfolk Warrior 2

N Medium Humanoid (reptilian)

Init +5; **Senses** Perception +0

DEFENSE

AC 20, touch 11, flat-footed 19 (+3 Hide Shirt, +1 Buckler, +1 Dex, +5 natural) [**AV**: 4]

hp 32 (2d10+2d8+8)

Fort +7, **Ref** +1, **Will** +0

OFFENSE

Speed 30 ft., swimming (15 feet)

Melee* Longspear +5 (1d8+3/x3) [**SV:** +4] or Shortspear +5 (1d6+2/x2) [**SV:** +0] and Net +5 or Bite +0 (1d4+2/x2) [**SV:** +0] and Claw x2 +0 x2 (1d4+2/x2) [**SV:** +0]

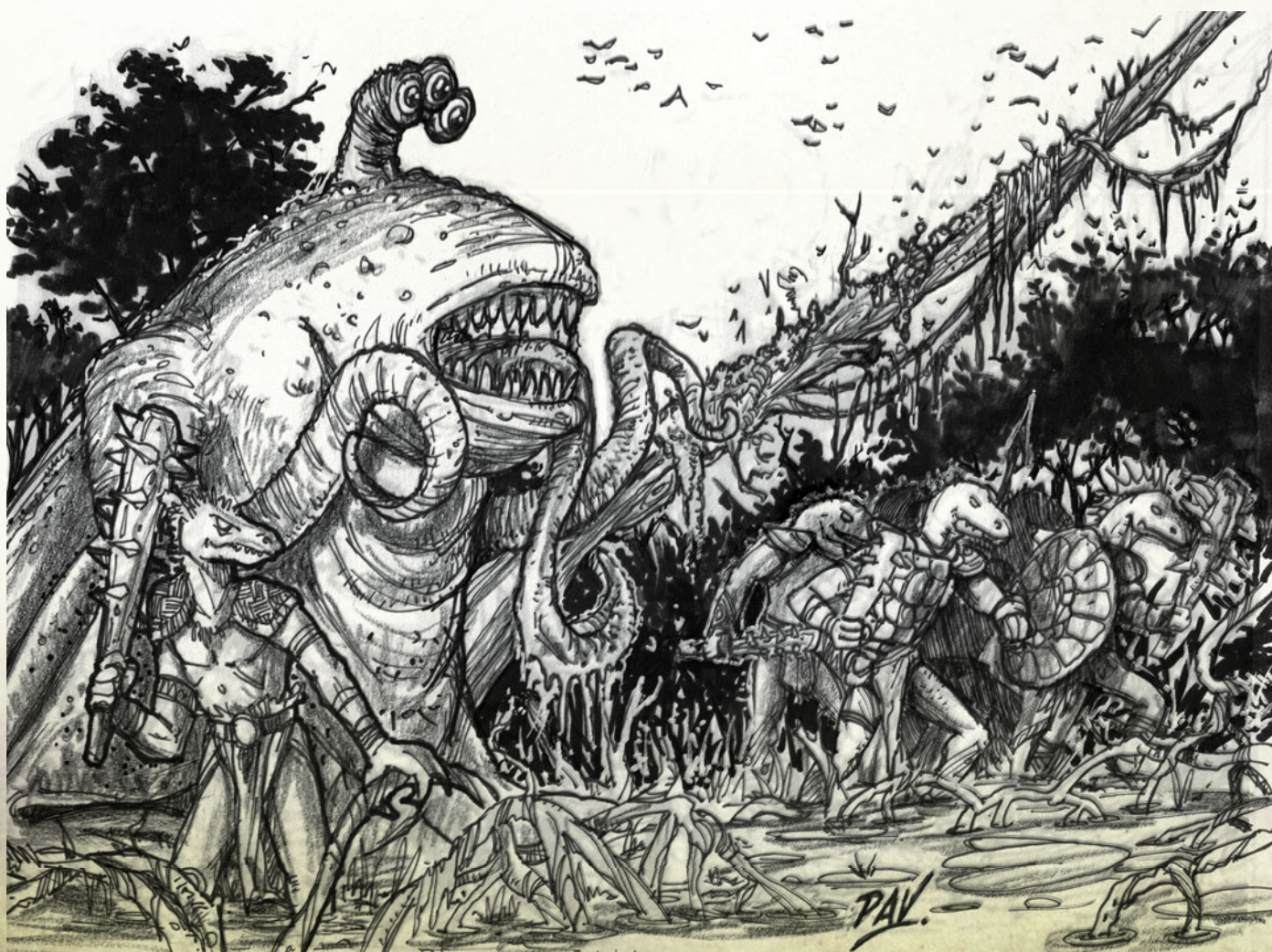
Ranged* Atlatl +4 (1d6+2/x2) [**SV:** +0] or Net +5 (Entangled)

Combat Gear Atlatl, 12 Atlatl Darts, Net, Longspear, Shortspear.

TACTICS

During Combat The lizardfolk Warriors conceal themselves in the trees and bushes within, and on the far side of, the stream. When the Rogues make their initial sneak attacks, the Warriors burst from their hiding places and pepper the PCs with darts thrown from their atlatls (they will certainly use their Splintering Weapon feat on every thrown atlatl dart).

The tadhemoth handler(s) urges its beast to rise from the muck (a Move Action) and attack a PC with its tongue.



Once the tadhemoth has a victim grabbed in its tongue, half of the lizardfolk warriors move to protect it, surrounding it with a hedge of spears. Half of these stand adjacent to the tadhemoth with longspear out. The other half stand in front of that row with short spears ready. The remainder of the lizardfolk warriors continue to pepper the PCs with javelins as long as that tactic is feasible.

Morale As soon as the PCs outnumber the lizardfolk, those still able will retreat into the swamp, 60 feet downstream from the bridge. They dive into the portion of the swamp that the stream runs into, which is deep enough for them to swim beneath the surface.

STATISTICS

Str 14, **Dex** 12, **Con** 12, **Int** 8, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 16

Feats Distance Thrower, Exotic Weapon Proficiency (Atlatl)**, Exotic Weapon Proficiency (Net)**, Improved Initiative, Silt Laden Eyes**, Splintering Weapon**, Toughness +4

Skills Acrobatics +5, Climb +6, Intimidate +3, Survival +4, Swim +14, Handle Animal +2

Languages Draconic

SQ hold breath (x4)

Other Gear Crocodile Hide Shirt, Snapping Turtle Shell Buckler, Knife, pouch with 2d6 gp worth of rare coral and shells.

SPECIAL ABILITIES

Distance Thrower Reduce ranged penalties for thrown weapons by 2.

Hold Breath (x4) (Ex) Lizardfolk warriors can stay under water longer than normal.

Silt Laden Eyes Lizardfolk warriors can use their tail to disturb the water making it murky. See Ap-

pendix: **New Feats.**

Splintering Weapon When a lizardfolk warrior hits in combat with a fragile melee or thrown weapon, he may choose to give it the broken condition in order to deal 1d4 bleed damage to the victim.

Swimming (15 feet) Lizardfolk warriors have a Swim speed.

Hide armor is usually made of crocodile skin while bucklers are generally reinforced snapping turtle shells.

* Their weapons, being primitively made, are considered to have the *fragile* condition.

** Racial bonus feats replacing proficiencies in martial weapons, medium and heavy armor, and tower shield. (See **Appendix: Lizardfolk of the Clashyyk Clan** for more information.)

Tadhemoth (1)

CR 5

N Large aberration (aquatic)

Init +6; **Senses** Perception +14

DEFENSE

AC 19, touch 11, flatfooted 17 (+2 Dex, +8 natural, -1 size) **[AV: 4]**

hp 63 (8d8+8)

Fort +7, **Ref** +4, **Will** +7

Immune electricity (partial) **Resist** fire 10

OFFENSE

Speed 10 ft., swim 30 ft.

Melee +11 bite (1d6+5/19-20 plus grab) **[SV: +2]**, +7/+7 tentacles (1d4+2 plus grab) **[SV: +2]**, +7 tongue (1d4+2 plus grab) **[SV: +2]**

Space 10 ft.; **Reach** 5 ft. (15 ft. with tongue)

Special Attacks swallow whole (2d6+3 damage, AC 16, hp 10)

TACTICS

The tadhemoth is hiding beneath the muck at the bottom of the stream 15 feet from the bridge. Its handler lies, concealed, in tall grass at its side. At the urging of its handler, this creature emerges from the muck (a Move Action) and uses its tongue to target the nearest PC. If the tongue hits, it will initiate a grab and, if successful, drag the victim off the bridge to splash into the water of the stream. On the following round, if the grapple is maintained, it will pull the victim to its mouth for a bite attack that automatically hits. On the third round, it will attempt to swallow the victim whole. It also uses its tentacle attacks against any opponent within reach (including the victim of the tongue attack if no other opponent presents itself).

It may only swallow a single Medium-sized creature or two Small-sized creatures. Once it has reached this limit, it will attack opponents to kill without swallowing them as long as its handler is there to direct it.

Morale The tadhemoth will not break off combat unless it is reduced to fewer than 50% of its hit points and its handler is killed. If its hit points are reduced below 50%, its handler must succeed at a DC 15 Handle Animal check or the tadhemoth will break off combat and retreat to deeper waters.

It may only swallow a single Medium-sized creature or two Small-sized creatures. Once it has reached this limit, it will attack opponents to kill without swallowing them as long as its handler is there to direct it.

STATISTICS

Str 20, **Dex** 14, **Con** 13, **Int** 1, **Wis** 12, **Cha** 9

Base Atk +6; **CMB** +11; **CMD** 23

Feats Improved Critical (bite), Improved Initiative,

Multiattack, Power Attack

Skills Perception +10, Stealth +10 (+18 in marshes), Swim +17; Racial Modifiers +5 Perception, +8 Stealth (in marshes)

SQ amphibious

SPECIAL ABILITIES

Amphibious (Ex) A tadhemoth can survive either in or out of water although they have more difficulty on dry land.

Slowed by Electricity (Ex) While tadhemoths take no damage from electricity, electrical attacks other than that of a woghemoth confuse them, and they become slow for 1 round, as if affected by the spell *slow*.

Grab If the tadhemoth with this special attack hits with its tongue attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

Swallow Whole If the tadhemoth begins its turn with an opponent grappled in its mouth (see **Grab**), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Being swallowed causes a creature to take 2d6+3 points of damage each round.

A swallowed creature keeps the grappled condition, while the tadhemoth does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is 10 hit points), or it can just try to escape the grapple. The Armor Class of the interior of the tadhemoth is 16. If a swallowed creature cuts its way out, the tadhemoth cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the tadhemoth's mouth, where it may be bitten or swallowed again.

Lizardfolk Rogues (2)**CR 2****XP 800 each**

Male Lizardfolk Rogue 3

N Medium Humanoid (reptilian)

Init +3; **Senses** Perception +7

DEFENSE**AC** 21, touch 13, flat-footed 18 (+3 armor, +3 Dex, +5 natural) [**AV: 4**]**hp** 25 (5d8)**Fort** +4, **Ref** +6 (+1 bonus vs. traps.), **Will** +0**Defensive Abilities** evasion, trap sense

OFFENSE**Speed** 30 ft., swimming (15 feet)**Melee** Shortspear +3 (1d6/x2) [**SV: +0**] orBite (Lizardfolk) -2 (1d4/x2) [**SV: +0**] andClaw x2 (Lizardfolk) -2 x2 (1d4/x2) [**SV: +0**]**Ranged** Blowgun +7 (1d2/x2 plus poison) [**SV: +0**]**Special Attacks** sneak attack +2d6**Combat Gear** Blowgun w/ 20 poisoned Darts, Shortspear.

TACTICS

During Combat The lizardfolk rogues conceal themselves under the water beneath the bridge, near its center. (Note that lizardfolk can hold their breath for a number of rounds equal to four times their Constitution score and may use their blowguns as breathing reeds for longer stays below the surface.) They gain a +12 bonus to their *Stealth* checks against PCs on land or on the bridge (+4 for the concealment afforded by the slats of the bridge, +4 more for being under water, and +4 for

Camouflage) over and above the +14 bonus they normally enjoy. They slowly and quietly rise from the water and use their poisoned blowgun darts against PCs walking above them across the bridge. Any PC being attacked by a lizardfolk through the slats of the bridge enjoys the effects of concealment (20% miss chance and +2 AC), but loses their Dex bonus to AC against such attacks if they are unaware of the attack or if they are also being attacked by another opponent on or beside the bridge during the same round. (Thus, the rogues get their Sneak Attack damage on such attacks.)

Morale As soon as the PCs outnumber the lizardfolk, those still able, retreat into the swamp, 60 feet downstream from the bridge. They dive into the portion of the swamp that the stream runs into, which is deep enough for them to swim beneath the surface.

STATISTICS**Str** 11, **Dex** 16, **Con** 10, **Int** 10, **Wis** 8, **Cha** 10**Base Atk** +3; **CMB** +3; **CMD** 16**Feats** Blind-Fight, Point Blank Shot, Precise Shot, Stolen Breath

Skills Acrobatics +14, Appraise +4, Bluff +4, Climb +7, Disguise +4, Escape Artist +6, Fly +2, Perception +7 (+8 to locate traps.), Ride +2, Sense Motive +3, Stealth +14 (+26 while submerged under the bridge), Survival +3, Swim +15

Modifiers Rogue talents (camouflage [1/day])**Languages** Draconic**SQ** hold breath (x4), trapfinding +1

Other Gear Crocodile Hide Shirt, pouch with 6 doses of Clashyyk clan poison, pouch with 3d6 gp worth of rare coral and shells.

SPECIAL ABILITIES

Blind-Fight Re-roll misses because of concealment, other benefits.

Camouflage (1/day) (Ex) 1/day craft camouflage from foliage that grants +4 *Stealth*.

Evasion (Ex) If the lizardfolk Rogue succeeds at a Reflex save for half damage, he takes none instead.

Hold Breath (x4) (Ex) The lizardfolk Rogue can stay under water longer than normal.

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Poison See boxed text below.

Precise Shot The lizardfolk Rogue doesn't get -4 to hit when shooting or throwing into melee.

Sneak Attack +2d6 +2d6 damage if the lizardfolk Rogue flanks his target or his target is flat-footed.

Stolen Breath When making a successful Sneak Attack, the lizardfolk Rogue may substitute 1 or more d6 of extra damage for +2 increase to the DC of opponent's next Fort save to hold breath. See Appendix: *New Feats*.

Swimming (15 feet) The lizardfolk Rogue has a Swim speed.

Trap Sense +1 (Ex) +1 bonus on reflex saves and AC against traps.

Trapfinding +1 Gain a bonus to find or disable traps, including magical ones.

SCALING THE ENCOUNTER

EL 8 – Add 2 warriors and 2 rogues.

EL 9 – Add 2 warriors, 2 rogues and another tadhemoth.

LIZARDFOLK CLAN CLASHYYK POISON

The poison used by the Rogues of clan Clashyyk is derived by combining that of poisonous frogs and an indigenous plant related to blue whinnis. This particular concoction has been useful in abducting sacrificial victims for their god/avatar, the Five-fold Maw.

Type: poison, injury; **Save:** Fortitude DC 14

Frequency: 1/round for 2 rounds

Initial effect: 1d3 Con damage; **Secondary effect:** unconsciousness for 1d4 hours; **Cure:** 1 save.

Use the **bridge map** for this encounter once the PCs become aware that they are under attack. The road passes over a short wooden bridge as it crosses a stream winding its way into the bog. Trees, shrubs, and marsh grass offer hiding places for some of the ambushers. Others hide under the bridge itself.

Their purpose is to capture as many humanoids as possible and return with them as captives to be sacrificed to the Five-Fold Maw. Those who cannot be captured will be killed. They do not want to leave witnesses.

They will not fight to the death, but will retreat into the swamp as soon as it is obvious that the party is too powerful for them to defeat (certainly, if the PCs ever outnumber the lizardfolk, they will call off the attack and retreat into the swamp).

The purpose of this encounter is to give the PCs a personal reason for going after the lizardfolk, instead of the GM having to rely on the promise of a reward from the Wyverglynn coffers. The encounter should threaten to incapacitate some of the PCs on the initial attacks (which will likely include Sneak Attacks from the lizardfolk rogues), but the PCs should be able to overwhelm their lizardfolk opponents quickly enough to survive this battle.

The giant lily pads begin about 60 feet into the swamp and quickly become thick enough that they seriously inhibit surface

swimming and boating of any kind except by poling. Ideally, the PCs will lose these adversaries and decide to return to the road and continue on to Wyverglynn. If the PCs insist on continuing to explore the swamp and search for their attackers, the GM should hit them with wandering monsters (See page 23 - 24) until they choose to give up the search for the time being.

If any lizardfolk is captured or charmed, it can only reveal that the tribe's god has favored them with an avatar and that they are honored to provide it with sacrifices. It will only lead the PCs to its tribe's lair if charmed, but receives a new saving throw if commanded to do so with a +5 bonus to the roll since the location of the lair is a secret sacred to all lizardfolk of any tribe. In addition, random and planned encounters will still take place normally during the trek.

Keep in mind that these lizardfolk are fanatically loyal to their lizard king and shaman. They believe the Five-fold Maw is a true avatar of their god and that humans are responsible for driving their tribe deep into the swamp generations ago.

If the PCs take the time to loot all the lizardfolk bodies, interrogate a captured lizardfolk, or anything else that takes up more than ten minutes of time, they will arrive at the gates of Wyverglynn just after sundown this evening. If they do not spend more than a few minutes healing, etc., they will reach the gates with a few minutes of sunlight to spare.

Wyverglynn

Wyverglynn

N Small Town

Corruption +0; **Crime** -1; **Economy** +0; **Law** +3; **Lore** +0; **Society** +2 **Danger** +0

Qualities Insular, Superstitious

Demographics

Government autocracy

Population 420 (375 humans; 20 halflings; 10 dwarves; 10 gnomes; 5 other)

Notable NPCs

Lord Mayor Gelvin Stilvessel (N male human aristocrat 4)

Captain of the Guard Erif Mir (LN male human Gunslinger 5)

Gate Sergeant Tybold Overwatchman (LN male human warrior 4)

High Priest LLwellyn (LG male human cleric 3)

Wizards Gyre and Gimbol (N male gnome wizard 3 and N female gnome alchemist 3)

Marketplace

Base Value 1,000 gp; **Purchase Limit** 5,000 gp; **Spellcasting** 2nd

Minor Items 3d4; **Medium Items** 1d6

When the PCs reach Wyverglynn, they discover that it is a palisaded town with its gates closed, no matter what time of the day or night they arrive. No guards stand outside the gates, but the four atop the gatehouse shout at the PCs to halt when they approach. They aim their longbows in the PCs' direction and refuse to answer any questions until their sergeant, whom they call for, arrives.

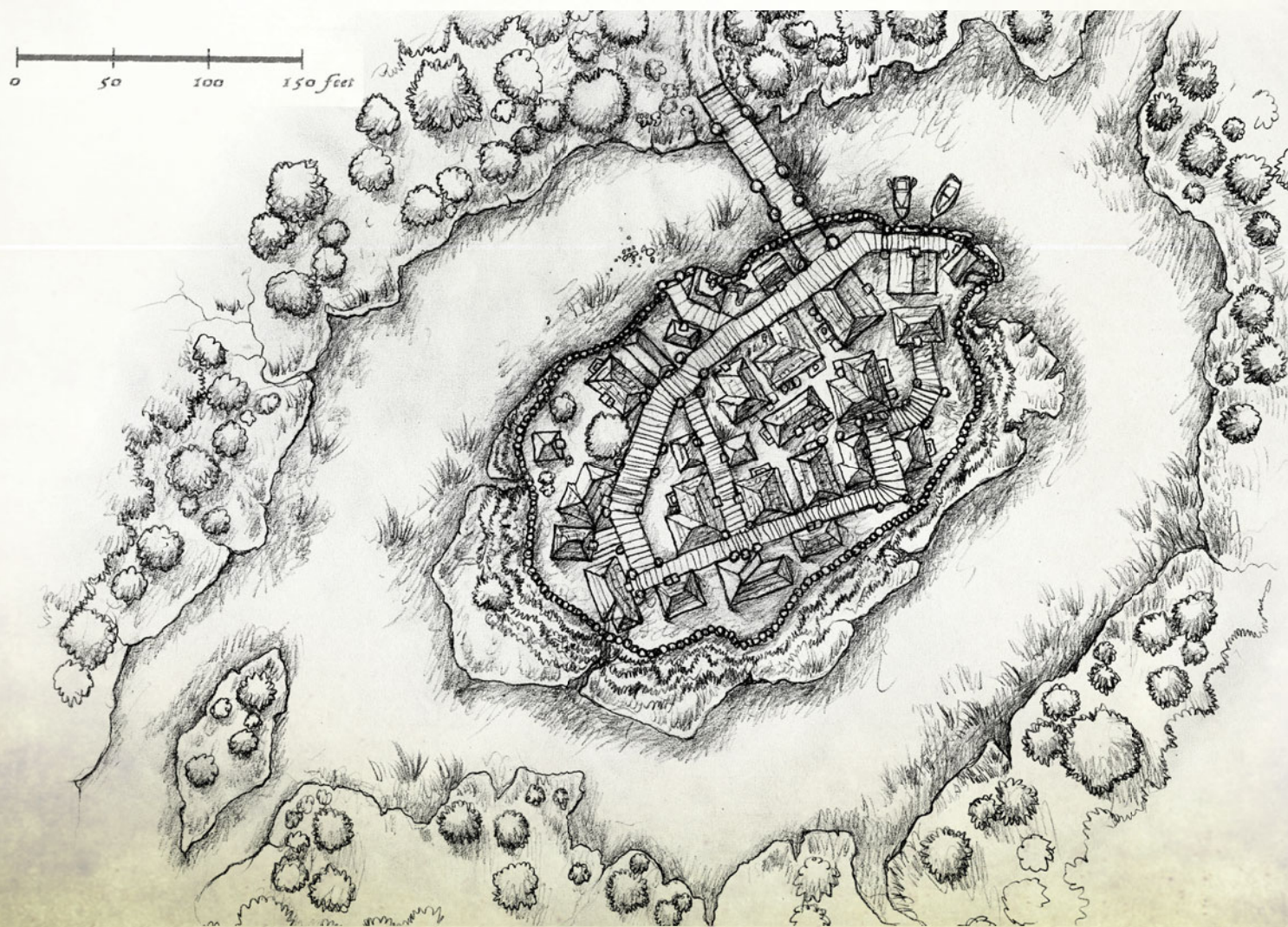
Read or paraphrase the following boxed text when the PCs arrive at the gates of the village.

The palisaded community of Wyverglynn stands atop a shallow rise about a bowshot from the edge of the Sorrowfen. As you approach along the roadway, the closed gates and silent stares of the guards atop the wall do not bode well for a cheerful welcome.

Four guardsmen atop the barbican halt your approach with a shouted warning and aimed longbows, but offer no greeting as you stop before the

tightly shut gates. They tell you to stand fast until their sergeant arrives. Smoke from various chimneys rises slowly from many locations within the palisade, though only a few rooftops are visible above the walls.

After a tense minute of waiting, a grizzled head appears above the parapet and gruffly asks your business in Wyverglynn.





A *Sense Motive* check that successfully defeats his *Bluff* check indicates that the sergeant's gruffness is an effort to cover up his fear. If the PCs claim to be adventurers, Sergeant Overwatchman will grudgingly accept that as a valid explanation and order the guardsmen on the ground to open the gates for them if it is still daylight.

If night has fallen by the time the PCs arrive, the sergeant will refuse the PCs entry and tell them they must wait until sunrise for the gates to be opened. If asked for a reason, he says it is too dangerous to open the gates after dark and will walk away in anger if pressed with additional questions.

When the sergeant leaves, a successful DC 15 *Diplomacy* check encourages one of the wall guards to explain that travelers have been disappearing on the road lately and the town is on edge. The mayor has ordered the gates shut at all times and they are not to be opened for any reason after sunset. He advises the PCs to make their camp as secure as possible as they wait for first light.

It will require a DC 20 *Diplomacy* or a successful *Intimidate* check to convince one of the guardsmen to retrieve Sergeant Overwatchman. This will make the sergeant extremely angry and he will be heard

shouting insults at the guardsman. Upon reappearing at the parapet, the furious sergeant will profanely chastise the PCs for awakening him. He will call them cowards for being afraid of the dark. He will claim their unwillingness to spend the night out under the stars as proof that they are not really adventurers after all and threaten to lock them up if they are still there in the morning. It will require a DC 25 *Diplomacy* or *Intimidate* check to calm him and get him to agree to allow them entry at that point. Failure on such an attempt to intimidate him will result in him ordering his guardsmen to fire upon the PCs from the wall top. He will summon the other four guardsmen from the ground behind the gate to assist in driving the PCs away. A failed *Diplomacy* check simply earns the PCs more derision and scorn and the sergeant returns to his bed within the barbican. After that, no guardsman is willing to recall him.

If the PCs arrive during daylight hours, the guards open a man-sized door in the larger gates to let them in. Leading their mounts through this small door successfully requires a DC 10 *Handle Animal* check. However, if the party has wagons or carts, the guards will grudgingly open the gates for them. The entryway will be securely shut as soon as all PCs and their mounts are inside.

Once allowed inside the gate, the sergeant instructs the PCs to remove their backpacks and motions for his men (four more guards like the ones on the top of the barbican) to search them and their saddlebags, wagons/carts, etc. This is mostly done for show and for the sergeant's enjoyment of the power he holds – he will only care if something obviously dire (like vials of poison or an unholy symbol of an evil deity) is discovered. When satisfied that he has exerted his authority sufficiently, he directs the adventurers to the only inn in Wyverglynn – the Cooked Goose.

Gate Sergeant, Tybold Overwatchman CR 2

XP 600

Male Human Warrior 4

LN Medium Humanoid (human)

Init +6; **Senses** Perception +4

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +1 shield, +2 Dex) [**AV: 1**]

hp 36 (4d10+4)

Fort +5, **Ref** +3, **Will** +3

OFFENSE

Speed 30 ft.

Melee Spear +8 (1d8+4/x3) [**SV: +4**] or
Longsword +7 (1d6+3/19-20/x2) [**SV: +0**] or

Dagger +7 (1d4+3/19-20/x2) [**SV: +0**]

Ranged Longbow +6 (1d8/x3) [**SV: +4**]

Combat Gear Longbow w/ 20 Arrows, Spear, Longsword, Dagger.

TACTICS

During Combat The sergeant will take up position at one end of the line, spear in hand, and attempt to intercept any PC that moves to flank his subordinates' line.

Morale He will call for retreat if half his men fall before reinforcements arrive, but will renew the attack as soon as he finds another group of militia.

STATISTICS

Str 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +4; **CMB** +7; **CMD** 19

Feats Alertness, Improved Initiative, Weapon Focus (Spear)

Skills Acrobatics +0, Bluff +0, Climb +5, Escape Artist +0, Fly +0, Handle Animal +5, Intimidate +6, Perception +4, Ride +4, Sense Motive +4, Stealth +0, Swim +7

Languages Common

Other Gear Studded Leather Armor, Buckler, pouch with 12 sp and 4 gp.

Wyverglynn Soldier (8)

CR 1/2

XP 200

Male Human Warrior 2

N or LN Medium Humanoid (human)

Init +5; **Senses** Perception +0

DEFENSE

AC 15, touch 11, flat-footed 14 (+3 armor, +1 shield, +1 Dex) [**AV: 1**]

hp 14 (2d10)

Fort +3, **Ref** +1, **Will** +0

OFFENSE

Speed 30 ft.

Melee Spear +5 (1d8+3/x3) [**SV: +4**] or
Shortsword +4 (1d6+2/19-20/x2) [**SV: +0**] or
Dagger +4 (1d4+2/19-20/x2) [**SV: +0**]

Ranged Longbow +3 (1d8/x3) [**SV: +4**]

Combat Gear Longbow w/ 20 Arrows, Spear, Shortsword, Dagger.

TACTICS

During Combat These militiamen are not well-trained soldiers, but will bravely defend their home from evil-doers. They will form a wall and attempt to keep the PCs in a line in front of them as they back away from the entryway. Those with bows on top of the barbican will strike a gong to alert

the town of attack, then shoot the PCs in the back from their position on high.

Morale If half their number fall before reinforcements arrive, they will flee the engagement, but will not run far if they are not chased. They will return to the fight, as soon as reinforcements do arrive.

STATISTICS

Str 14, **Dex** 12, **Con** 11, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 15

Feats Improved Initiative, Weapon Focus (Spear)

Skills Acrobatics -1, Climb +4, Escape Artist -1, Fly -1, Handle Animal +4, Intimidate +4, Ride +3, Stealth

-1, Survival +1, Swim +4

Languages Common

Other Gear Studded Leather Armor, Buckler, pouch with 2d10 cp, 2d6 sp, and 1d3 gp.



If a fight breaks out, two other groups of four guards identical to those 2nd level warriors above are patrolling the town and will arrive in 2d6 rounds. If the alarm (a gong on the top of the barbican with the archers) is sounded, they will arrive in only 1d6 rounds. There are six more such groups of guards in town, but off duty. Other than Mayor Stilvessel and Captain Mir, that is the extent of the town's professional defensive forces. After that there are about 400 1st level Commoners/Experts with shortspears, handaxes, shortbows, and other improvised weapons, Gyre and Gimbol, the gnome potion-makers, and Llwellyn, a 3rd level cleric (of an agricultural deity) at the main temple, that can stand in the town's defense.

When the PCs have headed off to the Cooked Goose, the sergeant will send one of his men to inform the mayor that a party of adventurers has arrived in town.

Once the PCs have finished dealing with Sergeant Overewatchman and his militia within the walls of Wyverglynn, read or paraphrase the following boxed text to the players.

As you step from beneath the gatehouse to the streets of Wyverglynn, the straw-covered mud sucks at your well-worn boots. Grey clouds hover above, threatening to drench the sodden buildings within the palisade again at any moment. Fires from chimneys rise from low residences and the shops of local craftsmen.

Avoiding piles of dung, you make your way along the winding lane until you come to a crossroads with a well and a signpost in its center. Across the intersection, you spy a long, two-story building with several horses tethered outside. The foundation, built of mortared stone,

rises three feet, then gives over to a wooden frame filled with oft-repaired wattle and daub. Two shuttered windows flank the door while the upper works sport six such openings on this side.

The wooden sign swinging gently over the door of this establishment depicts what appears to be a fox, though little of the red paint remains.

This building is, in fact, The Cooked Goose. If the PCs decide to check the signpost, any literate individual may find a notice warning people not to leave the safety of the palisade without armed escort, another informing that the village gates will be shut at sundown and remain so until sunup until further notice, and a third declaring a curfew between sundown and sunup which will be enforced by the local militia.

Along with these three official notices are dozens of pieces of parchment with short requests for information about various missing persons. One of these was written by Ostler Gionardus regarding his missing daughter, Thea, but there is nothing causing this note to stand out from all the others.

The Cooked Goose

Ostler Gionardus, the proprietor of The Cooked Goose Tavern and Inn, is a very morose fellow now that travelers are even more seldom seen in Wyverglynn. What's worse, his daughter Thea is among the missing.

The PCs may learn the following, from Gionardus if they purchase a room, dinner, or even a drink.

“Thea, mah daughter, wis aye smoukin oot ‘n’ exploring th’ swamp against mah lou’in instructions, bit this time she haes bin gaen fur tae lang - ower a munth noo! Something ill mist hae be-fallen her, bit guid gionardus cannae convince th’ mayor nor captain Mir tae send a patrol oot tae soucht her.”

“Yin time Ol’ Mamma ‘Nis, th’ kindly auld wifie o’ th’ swamp, brought Thea safely back tae th’ village efter she’d lost her wey. She’s dane that fur ither folks, tae. As hackit as she is, th’ streenge auld crone haes bin a stoatin boon tae th’ folk o’ Wyverglynn.”

If the PCs press Gionardus for more information or a translation, he apologizes for weighing the PCs down with his concerns and nervously trundles off to see to other customers.

If the PCs get his attention again, he waves off their questions and offers them rooms for 1 gp per night per PC or a place by the hearth in the Common Room for just 2 sp each. An extra sp each gets them breakfast with a night’s stay. Otherwise, meals are about 2 sp each. There are plenty of rooms available for the PCs and the Common Room is currently empty.



If the PCs are persistent and ask about violent lizardfolk in the vicinity, or mention that they were recently attacked by some within hearing distance of any other person, Gionardus acts surprised by this. He says that as far as he knows, there aren't any lizardfolk communities anywhere near Wyverglyn – they all exist deep in the swamp, far from the town.

If pressed for more information, Gionardus tells the PCs that word has spread that people traveling to or from Wyverglyn have begun disappearing. It used to be that the occasional local would fail to return from the swamp (expected, as it can be quite dangerous, especially the farther in one travels), but lately, the disappearances have increased and they have included several individuals and families traveling the road, not having any reason to enter the swamp at all. The only one he knows personally is his own daughter, Thea. She is 14 years old.

At any time that a PC chooses to attempt, and succeeds at, a DC 15 *Sense Motive* check (assume Gionardus scores a 15 on his *Bluff* check), they detect that Gionardus doesn't believe all that he is saying. If questioned about this deception, he will laugh loudly and nervously then shush the PCs and ask them to meet him at the post in the center of town at midnight tonight. He will keep his distance from them the rest of the evening.

If the PCs choose to keep this date, run the **Optional Quest: Hunt for the Ostler's Daughter**.

If the PCs are here on a search for more Nag's Breath, they discover that the name used here in Wyverglyn for the sweet, fiery ale is Hag's Breath. If asked about it, Ostler Gionardus assures the PCs that there is more to deliver, but he can't speak of it at the moment. He then uses a conspiratorial whisper to invite the PCs to a midnight meeting (as described above) this very night.

Optional Quest: Hunt for the Ostler's Daughter.

Challenge: Find out what happened to Gionardus' daughter and return her, or evidence of her fate, to him.

When Thrazzeem (see statblock on the following pages) discovered that Gionardus' daughter was missing and failed to return in a timely manner, he guessed that she had been waylaid by his fellow lizardfolk. He has guessed incorrectly, but that hasn't prevented him from taking advantage of the situation.

Thrazzeem stole into Gionardus' bedroom three weeks ago and told the ostler that he had kidnapped his daughter and that he would feed her to the crocodiles unless he passed him the information he wanted. Thus, Gionardus, fearing for his daughter's safety, has told the lizardfolk Assassin about some of the travelers that are planning to leave Wyverglyn. He has tried to limit this information to strangers and people he didn't like, but when one of the parties of travelers turned out to be more capable of defending themselves than he led Thrazzeem to believe, the Assassin gifted him with a finger that he claimed came from Thea.

Gionardus is not confident enough of the ability of Captain Mirvod and the militia to entrust them with this information, but he is desperate for the PCs' help. He tells them that his daughter, Thea, has rather wild red hair, is 14 years old, and is apparently missing the small finger from her right hand. He does not know where Thrazzeem may be keeping her, but thinks the gnome potion-makers may be able to provide a potion that will

help in that regard. He explains that Thea always wears a special hairpin made of bone and leather. It was made by her younger sister and given to her as a gift. Since it is of no monetary value, it is unlikely that the lizardfolk would have stolen it from her. If they are lucky, they may be able to find her if they can locate the memento.

Gyre and Gimbol, or Llwellyn, are able to make a potion of *Locate Object* for the PCs for the appropriate fee. Ostler Gionardus can draw a picture of the hairpin for the PCs, though the potion will lead the PCs on a wild goose chase in town after similar-looking items owned by other commoners unless they choose to use the potion in the vicinity of Ol' Mamma 'Nis' hut in the swamp.

Reward: Ostler Gionardus will reward the PCs with one keg of Hag's Breath each and free room and board for the rest of their lives if they successfully return with Thea alive. If they are only able to return with news of her death, he will give them each a keg of his famous ale and sadly thank them for their effort on his daughter's behalf.

Rescuing Thea and returning her safely to her father earns the party 2,400 xp. Returning with evidence of her demise (her body or the hairpin) is worth half that much.

Though the inn is practically empty, the tavern fills up later in the evening. Most patrons are local laborers, apprentices, and guardsmen, but the GM is free to add any interesting NPCs for spice. PCs making an effort to talk to the locals may learn the following pieces of information, though this takes some doing as the adventurers are treated with suspicion by these insular folk. *Intimidate* checks may be substituted for the *Diplomacy* checks, but the DC increases by four for each piece of information.

Diplomacy Results	Local Rumor
10	Gio's daughter ain't missing; she bolted wi' th' miller's brat.
15	Ol' Mamma 'Nis ain't been no 'elp lately an' is prolly dead.
18	Whate'er's waylaying travelers 'as been eatin' their beasts o' burden, too.
20	The swamp's takin' back the land it lost and devouring all who approach.
23	There be fiends deeper in the fen, I tell ye. 'Tis them what's come lookin' fer souls to drag back t' their lair.
25	I seen one o' them lizardfolk sneak into Wyverglynn t'other day. I spoke o' it to Sar'nt O'erwatch'an, but 'e weren't havin' none o' it.

If, at any time, a PC specifically asks any villagers for advice about surviving or traveling within the Sorrowfen, allow them a *Diplomacy* check on the following table.

Diplomacy Results	Survival Advice
8	Any giant lily pad as big 'round as a man is strong enough to support 'is weight. Bigger ones can 'old a man in full armor.
10	Stayin' on the surface is the safest way to travel in the swamp. Swimmin' will attract deadly creatures. Climbin' or flyin' is even worse.
15	Ol' Mamma 'Nis can be found by followin' her magical flames through the swamp. She's 'bout a day's travel from Wyverglynn.
18	There are many dangerous plants within the Sorrowfen. Vines that'll wrap 'round yer throat; giant lily pads'll sometime' grab ye and pull ye under; mounds o' rotten muck and vines wrappin' 'round ye and swallow ye 'ole!
20	Crocs and some intelligent denizens are wily enough to attack from beneath the giant lily pads.
23	Ol' Mamma 'Nis don't take kindly to strangers poking 'round her place, so min' your manners and be quick 'bout your business.

Thrazzeem

Thrazzeem is a lizardfolk spy and Assassin. He is one of Lyshtaak's (the lizard king) adventuring companions that came with him when he arrived to claim leadership of the Clashyyk tribe. He hides in the hot, humid, cramped attic of The Cooked Goose during the day. In the evenings, he slips out and keeps tabs on the community of Wyverglynn by sizing up new arrivals and listening in on those who plan to leave the protection of the village. He passes this information along to other lizardfolk outside the walls who lay ambushes for those traveling in small or unprotected groups.

See the **Optional Quest: Hunt for the Ostler's Daughter** for more information on Thrazzeem and his supposed prisoner.

Thrazzeem

CR 7

XP 2400

Male Lizardfolk, Unseen, Assassin 4/Ranger 1/Rogue 2

NE Medium Humanoid (reptilian)

Init +7; **Senses** Perception +8

DEFENSE

AC 24, touch 13, flat-footed 21 (+6 armor, +3 Dex, +5 natural) [**AV**: 5]

hp 78 (8d8+1d10+18)

Fort +8, **Ref** +10, **Will** +0; +3 vs. poison, +2 luck bonus vs. traps

Defensive Abilities Evasion, Uncanny Dodge

Resist +2 save bonus against poison

OFFENSE

Speed 30 ft., swimming (15 feet)

Melee +2 Assassin's Dagger +9/+4 (1d4+5 /19-20/x2 plus poison) [**SV**: +0] and

Gloom Blade +8 (or better) (1d6+3/19-20 x2 plus poison) [**SV**: +0] or

Bite +9/+4 (1d4+2/x2) [**SV**: +0] and

Claw x2 +9 x2 (1d4+2/x2) [**SV**: +0]

Ranged Blowgun +9 (1d2/x2 plus poison) [**SV**: +0]

Special Attacks Death Attack (DC 16), Rogue Talents (Hidden weapons +4), Sneak Attack +3d6

Combat Gear Assassin's Dagger, Gloom Blade, Blowgun, Tracer Darts (*Faerie Fire* on target for 1d4 rounds) (10).

TACTICS

During Combat Thrazzeem prefers to fight within areas of darkness or dim lighting for the advantages he gains via his Gloomblade. If ambushed within the attic of the Cooked Goose during daylight hours, the lighting is considered dim, unless the PCs bring their own light. He will use his Ring of Spellstoring to cast *Deeper Darkness* as soon as he realizes he is being attacked by more than a single foe. He will then enjoy the full benefits of his Gloomblade and the Blind-Fight feat it grants him. (This makes it a +2 shortsword, so add another +1 to his Attack and Damage rolls with that weapon.)

If he is not defeated within Wyverglynn, he follows the PCs into the swamp. There, he will track the PCs, study them, and plan an attack when they are otherwise occupied. He will make the best use of his Death Attack, Ranger's Focus, and the darkness when he does so.

Morale Thrazzeem isn't interested in giving his life for any cause. He enjoys spying and killing too much to die. He will flee a losing battle if he can.

He will cut through the roof thatching, if he has no other escape and will continue his flight along the rooftops.

STATISTICS

Str 14, **Dex** 17, **Con** 14, **Int** 12, **Wis** 9, **Cha** 6

Base Atk +6/+1; **CMB** +8; **CMD** 21

Feats Armor Proficiency (Light and Medium), Combat Reflexes (4 AoO/round), Desperate Battler, Improved Initiative, Rogue Weapons, Self-sufficient, Stolen Breath¹, Two-Weapon Fighting

Skills Acrobatics +12, Bluff +6, Climb +10, Diplomacy -2, Disguise +10, Escape Artist +7, Heal +5, Intimidate +5, Linguistics +5 (Common), Perception +10 (+13 to locate traps), Sense Motive +4, Stealth +21, Survival +13, Swim +14

Languages Common, Draconic

SQ Hidden Weapons +4, Hold Breath

(x4), Poison Use, Trapfinding +1, True Death (DC 19)

Other Gear +3 Trapwarding Crocodile Hide Shirt, Amulet of Break Enchantment (2 charges remaining), Ring of Spell Storing, Minor (*Deeper Darkness*), pouch w/ 12 doses of Clashyyk Clan poison, pouch with 26 sp and 18 gp.

SPECIAL ABILITIES

Amulet of Break Enchantment This silver and emerald amulet is worth 1,200 gp for its jewelry value alone. It may hold up to three *Break Enchantment* spells within it, similarly to a Ring of Spell Storing. It is conditioned to automatically trigger a single one of its stored spells as soon as the wearer fails a Will save against a magical effect with a duration longer than instantaneous. It may be recharged.

Assassin's Dagger This wicked-looking, curved +2 dagger provides a +1 bonus to the DC of a Fortitude save forced by the death attack of an Assassin.

+2 Save Bonus against Poison Gain the listed bonus to saves vs. Poison.

Combat Reflexes (4 AoO/round)

Thrazzeem can make extra attacks of opportunity/rd, even when flat-footed.

Death Attack (DC 16) (Ex) After studying an opponent for three rounds, Thrazzeem can kill or paralyze that opponent for 1d6+4 rds with a successful Sneak Attack.

Desperate Battler Gain +1 morale bonus on melee attack and damage when alone. (These bonuses have already been included in Thrazzeem's combat stats above.)



Evasion (Ex) If Thrazzeem succeeds at a Reflex save for half damage, he takes none instead.

Gloom Blade As black as coal, this short sword grows more potent the farther it is kept from light. It acts as a +1 short sword when in dim light. In darkness, it acts as a +2 short sword. When surrounded by supernatural darkness, such as in an area of *deeper darkness*, it acts as a +2 short sword and bestows the benefit of the Blind-Fight feat on its wielder. In daylight or bright illumination, the sword temporarily loses all its magical enhancement bonuses and acts as a masterwork weapon, though it resumes its magical functions once it is no longer in the bright light.

Hidden Weapons +4 (Ex) An Assassin with this ability can easily conceal weapons on his body. The Assassin adds his level on opposed *Sleight of Hand* checks made to conceal a weapon. In addition, he can draw hidden weapons as a move action, instead of as a standard action. Thrazzeem gains +4 to *Sleight of Hand* checks made to hide weapons on his person.

Hold Breath (x4) (Ex) Thrazzeem can stay under water for a number of rounds equal to four times his Con score.

Poison See side bar, p. 9, for information on Clashyyk Clan poison.

Poison Use Thrazzeem does not risk poisoning himself accidentally while poisoning a weapon.

Ranger's Focus +2 (1/day) Thrazzeem gains a +2 bonus on his Attack and Damage rolls against his focused target.

Sneak Attack +3d6 +3d6 damage if Thrazzeem flanks his target or his target is flat-footed.

Stolen Breath Thrazzeem may add +2 to the DC of an opponent's next check to hold its breath for every die of Sneak Attack damage he gives up on a

successful attack.

Swimming (15 feet) Thrazzeem has a Swim speed.

Track +1 Thrazzeem adds the listed bonus to Survival checks made to track.

Trapfinding +1 Thrazzeem gains a bonus to find or disable traps, including magical ones.

True Death (DC 19) (Su) Casting *Raise Dead* on a victim of Thrazzeem's death attack requires a successful DC 19 caster level check.

Uncanny Dodge Thrazzeem retains his Dex bonus to AC when he is flat-footed.

SCALING THE ENCOUNTER

CR 8 – Add the Advanced Template

CR 9 – Add 1 level of Rogue and the Advanced

When out and about in the town at night, Thrazzeem wears a long, dark, hooded cloak which completely hides his features. He will have used his *Disguise* skill to make himself resemble a half-orc with a longish snout. His tail is disguised to appear as a sheathed broadsword protruding behind him, but beneath his long cloak.

He will become aware of the presence of the PCs within town within one day (if they do not go straight to the Cooked Goose), but will not interact with them. He will simply do his best to overhear as much of their conversations as possible without drawing attention to himself. It is not his job to waylay sacrificial victims. It is his job to direct other lizardfolk to the proper targets. If the PCs do not opt to search him out, the GM may decide that it will add to the adventure for the lizardfolk Assassin to become more directly involved. (For instance,

he may sabotage the mechanism for opening the gate and begin assassinating the guards as the PCs make their final dash to the safety of Wyverglynn's walls. Or, he may join the fight in the swamp at Ol' Mamma 'Nis' hut if the PCs are having too easy a time of it.)

Remember, Thrazzeem will not fight to the death. He will flee to fight another day or surrender to save his life, if there is no chance of escape. If he escapes an assault upon his person, he will track the PCs through the swamp and ambush them at an opportune moment. He will not risk angering Ol' Mamma 'Nis, but the hill of the shambling mound will present him with an excellent chance for revenge. He is aware of the shambler that resides in that area and will plan accordingly. Thrazzeem will secretly observe the party while he waits for the shambler to attack. When that happens, he will be sure to study his intended victim for three rounds in order to make use of both his Death Attack and his Ranger's Focus abilities.

If Thrazzeem is captured alive and interrogated, he will bargain for his life by lying as much as possible, and will only divulge the truth if it is the only way to get his captors to guarantee to spare his life. He will agree to incarceration (he assumes he will be freed when the horde attacks Wyverglynn if he can't escape sooner than that), but will not provide any truthful information if he thinks he will be killed.

Below are a few answers Thrazzeem might give to possible questions PC interrogators may ask him.

Where is Thea (the girl)?

"Mighty Clashyyk warriors guard her and will slay her if I am not freed to tell them not to."

How do we know she is still alive?

"I only took one finger. If I wanted her dead, I'd have taken the whole arm."

Tell us where the girl is or we'll kill you! (Or physical abuse/attacks upon Thrazzeem's person.)

"Touch me again and I promise you, the girl dies!"

Tell us about Ol' Mamma 'Nis/the Oracle of the Swamp.

"That witch will be the first to fall to the spears of the horde when it marches forth from the swamp! She will rue the day she first laid her wrinkled hand upon a lizardfolk!"

What's this about a lizardfolk horde marching forth?

"You'll see." Wide smile.

If a PC threatening to kill Thrazzeem succeeds at a DC 18 *Intimidate* check, Thrazzeem gives in and promises to tell them the truth about Thea if the PCs will guarantee his life. He looks to any PC that has demonstrated a predilection for lawfulness or a lack of enthusiasm for torturing him (obvious paladins, good clerics or monks, etc.) for that guarantee and insists that they make it for the entire group. If he receives such a guarantee that he will not be slain, he tells the truth – that he never had the girl, assumed that she had become a victim of the swamp (specifically, his fellow lizardfolk), and that he simply took advantage of the situation by claiming to have kidnapped her.

If *Diplomacy* is used instead of *Intimidate*, it requires a successful DC 26 check to sway Thrazzeem to tell the PCs the truth about the girl. He will still require the above-mentioned assurances before divulging the information, however.

*Note that Thrazzeem's magical amulet will not protect him from non-magical effects like that of a successful *Intimidate* or *Diplomacy* check.

Thrazzeem will not betray Lyshtaak by divulging any information about the Five-fold Maw or the planned attack upon Wyverglynn. He claims to know nothing more of the Five-fold Maw than the other lizardfolk from the bridge ambush. Being subjected to a *charm* (or similar) spell will allow PCs to extract all the information from the GM's Background boxes that pertain to him and Lyshtaak (pages 36, 40, 42).

Mayor Stilvessel's Entreaty

After the party has spent a short amount of time at the Cooked Goose (the GM should give the players time for their characters to make arrangements to stay in the inn and interact with the ostler and patrons as they like), Mayor Stilvessel arrives with the Captain of the Watch and asks for the PCs if their whereabouts are not immediately apparent. Whether they are able to spy the PCs themselves or have to ask Ostler Gionardus to point them out, the mayor and captain then come straight over to the party.

As they approach, the mayor addresses the party:

"Yes, yes! I am Mayor Stilvessel and this is the good Captain Mir. We have been waiting for a band of experienced problem-solvers, such as yourselves, to arrive in Wyverglynn for some time now. If you are up to it, we would like to engage your services in an investigation involving missing persons. I am able to offer you a sum of 200 gold pieces from the city's coffers and your choice of one potion each from those the good alchemists, Gyre and Gimbol, are able to produce, upon satisfactory completion of the assignment.

"Will you accept this, our most desperate entreaty?"

At this point, Mayor Stilvessel waits to hear the party's response. They may haggle him up as the GM thinks their role-playing skills warrant. Alternatively, they may successfully haggle the reward upwards by 100 gold pieces with a successful DC 20 *Diplomacy* check plus another 50 gold pieces for each 4 points above 20 the check scores. If a DC 25 *Diplomacy* check is scored, the mayor will grudgingly agree to up the reward by an additional potion per PC. (See pages 21-22 for a list of the potions Gyre and Gimbol are capable of making.) Only allow a single roll made by whichever PC the players agree upon (though other PCs may aid the attempt) and the city can afford no more than 500 gold pieces no matter how smooth-talking the PCs are. Mayor Stilvessel may also be convinced to advance the party the potions if he believes that doing so will better assure completion of the mission. A separate DC 25 *Diplomacy* check will succeed at this specific effort. No additional magic will be offered as the city simply can't afford it, but mundane items and accommodations may be added at the GM's discretion.

If the PCs accept the mayor's offer, he continues with the following boxed text. If they refuse, the mayor is saddened and Captain Mir is disgusted with the PCs. They walk away and don't bother asking them for help again. When the PCs decide to leave Wyverglynn, Thraxzeem will lead a double-sized lizardfolk ambush against them at an appropriate time during their travel.

"Very well then, I will defer to my associate, Captain Mir, who can fill you in on the finer details of the mission." At this, he again indicates the Captain of the Watch who clears his throat and begins.

"Three months ago, or thereabouts, a merchant caravan failed to arrive in town at its appointed time. I sent out a standard patrol, led by Sergeant Reed, to see if it had run into any trouble on the road. Now, what I suspected was that they had gotten bogged down in a swampy depression or broken a wagon wheel, or some such and just needed some help getting the caravan moving again. We don't have much banditry or monstrous threats around these parts nowadays, you see.

Unfortunately, neither the caravan, nor the squad returned. After four days, I sent a double squad south to look for them. None of them returned, neither. It was then I began to investigate and discovered that an unnaturally high number of travelers had been disappearing recently. You see, we sometimes have people disappear in the Sorrowfen as it can be a dangerous place the farther in one goes, and anywhere for children, but the numbers I found were right uncommon! The night guards have reported hearing the screams of victims on the road just north and south of Wyverglynn. By the time we can arrive with a sizeable contingent of the guard, none are left but the dead along with their vehicles and some draft animals."

At this point, Mayor Stilvessel intervenes. "Ol' Mamma 'Nis has been very helpful to the good folk who make a living from the swamp's bounty. She shows folks where the best medicines, fuel, and food can be found and even returns foolish children who wander off into the 'fen. Many more would have perished within were it not for her watchfulness. We suggest you pay her a visit before you head deeper into the 'fen. She may have some helpful information about what's been attacking folks."

Most of the patrons in The Cooked Goose stop talking to listen in on the conversation between the PCs and these city elders, though the mayor and captain don't seem bothered any by it.

The mayor and captain both encourage the party to get a good night's rest, then to head out at first light, which is the earliest the city gates will be opened for them. A small crowd gathers to watch the PCs leave on their quest, but no travelers, merchant or otherwise, leave the safety of the city walls with them.

Mayor Stilvessel is a 4th level Aristocrat and Captain Mirvod is a 5th level Gunslinger. Gyre is a 3rd level gnome Wizard (Abjurer) and Gimbol, Gyre's wife, is a 3rd level Alchemist. Their stats (and Ll-wellyn's) are left for the GM to invent if the need arises.

Gyre and Gimbol are capable of making the following potions:

1st level

Ant Haul, Comprehend Languages, Cure Light Wounds, Disguise Self, Endure Elements, Enlarge Person, Expeditious Retreat, Feather Fall, Jump, Mage Armor, Reduce Person, Shield, Shocking Grasp, and Stone Fist.

2nd level

Aid, Alter Self, Bear's Endurance, Bull's Strength, Cat's Grace, Darkvision, Delay Poison, Detect Thoughts, Eagle's Splendor, Fox's Cunning, Locate Object, Owl's Wisdom, Protection from Arrows, Resist Energy, Restoration (Lesser), See Invisibility, and Spider Climb.

PART II: THE SORROWFEN

Combat Within The Sorrowfen:

During combat, moving along the giant lily pads requires an *Acrobatics* check DC 5 plus 2 per additional 5 foot square the PC moves beyond the first. Thus, each round of combat that a PC takes even a 5 foot step, they must make the check. (There is always at least a small chance the PC steps on a weak lily pad or missteps between the edges of two pads.) Charging (any distance) or movement beyond a single Move Action per round adds +4 to the DC's total. Each time a PC suffers a confirmed critical hit² from an opponent, s/he must make an *Acrobatics*

check. The DC for these checks is 10 + the hit points suffered in damage by the victim. Multiple critical hits in a single round require multiple saves. An attack roll of a natural 1 requires a DC 20 Reflex save. Any time one of the above checks/saves is failed, the PC has a 50% chance of falling into the water. This is in addition to any other effects the PC may suffer normally as a result of the critical hit or fumble.

The root canopies of the mangroves rise 1-3 feet above the water level. It is possible for some Medium or smaller creatures to hide within these root umbrellas and attack those outside them with piercing weapons. No bludgeoning or slashing weapon may be used from inside a root umbrella against anything outside it. Bludgeoning and slashing weapons used against creatures within the root umbrella by those outside it provide the protected creature 75% Cover (+7 AC). Piercing attacks against such creatures suffer only a -2 penalty to hit.

The swamp will be 2d6 feet in depth at the point any random battle occurs and the bottom will consist of 1-3 feet of muck, rotten vegetation, and tangled roots. Any swimming PC attempting to climb back onto a giant lily pad may do so as a Move Action on a successful *Climb* or *Acrobatics* check. These DCs are equal to 8 + the hit points suffered in damage by the PC since his or her last turn.

A PC attempting to stand on the bottom becomes mired in the muck and tangled roots. A Large PC sinks 3 feet into the muck, a Medium PC sinks 2 feet, and a Small PC sinks 1 foot. This may require the PC to hold his/her breath (cf. Drowning). To free one's self from the muck and roots, a PC must make a DC 5 *Strength* or *Escape Artist* check penalized by any damage suffered in the round. These DCs are equal to 5 + 4 for each foot the PC has sunk into the muck beyond the first.



The giant lily pad path:

A path along solid ground leads from the edge of the town for about a quarter mile into the swamp before petering out into the bog, becoming too soft and treacherous to continue. In normal times, it is used by locals harvesting resources (fish, swamp grass, peat, etc.) from the swamp and those seeking out the aid or advice of Ol' Mamma 'Nis. The party will encounter no wandering monsters to this point. They have killed or chased off the lizardfolk band assigned to waylay travelers along the road at the moment and it has not yet been replaced.

When the party reaches this point, read or paraphrase the following boxed text.

As you worry that the way is becoming too treacherous to continue on foot, you come upon a rotting wooden sign stuck in the tangled roots of a mangrove tree. Its painted letters are faded and flaking off, but still readable. Below a yellow arrow pointing northwest, deeper into the swamp, are the words, "Ol Mamma Nis."

The lily pads covering the water have grown to enormous size, some as much as ten feet in diameter. Off to your left, you note some toothy-mouthed reptiles the size of a man sunning themselves upon the lily pads in the few rays of sunlight that penetrate the gloomy, moss-shrouded canopy above you. It appears that the route indicated by the sign leads directly into the depths of the swamp. In the dim distance, you note a softly flickering light beckoning you along that same path.

The water is covered by giant lily pads floating everywhere a tree doesn't rise from the dark depths. In the indeterminate distance, the PCs see a torch-like light beckoning them further into the swamp in the direction indicated on the signpost.

This is an opportunity for the party to learn by trial and error. They may attempt to climb the mangroves or fly. This may be the time when the GM will first make use of the Flying/Climbing PCs Wandering Monster Table. This table indicates the wandering monster(s) attracted to any PC (or climbing/flying creature summoned by the PCs) each time one or more of them attempts to climb or fly within the swamp. Whenever such an event occurs, the GM should roll on this table and roll again every ten minutes that PCs (or their summoned creatures) continue to remain above the lily pads. Such wandering monsters are not usually attracted to creatures on the surface of the water/lily pads because swamp denizens know to simply submerge to avoid attacks by such creatures. Creatures entering the air, however, are quickly targeted by anything that becomes aware of their presence.

Unfortunately for the PCs, an aerial view of the swamp does them little good as the canopy blocks out the sight of anything below it except for areas of large pools (like the sacred pool of the Clashyyk tribe) and lakes (such as the one in which Noglol resides). There are, however, numerous such areas of water, which will appear no different from one another to the PCs.

Flying/Climbing PCs Wandering Monster Table: 75% Chance

Check each time a PC ascends from the surface of the swamp and again every ten minutes that the PC remains aloft.

D8	Encounter
1	1d4 Assassin Vines
2	1d4+1 Botfly Swarms
3	1d3 Dragonflies, Giant
4	1d6 Snakes, Constrictor
5	3d4 Spiders, Giant
6	4d4 Stirges
7	2d4 Stirges, Giant
8	1 Stirge Swarm (FGG)

The creatures from the above table may also be encountered while the PCs are traversing the lily pads, but the chances are reduced in the next encounter table.

Surface Wandering Monster Table: 25% Chance

Check once each hour of travel and once every four hours of rest.

D20	Encounter
1	1d6 Assassin Vines
2	1d8 Carnivorous Lily Pads, Giant (New Monster, p. 57)
3	2d4 Crocodiles
4	1d3 Dragonflies, Giant
5	1d6+2 Frogs, Giant
6	3d4 Frogs, Poisonous
7	1d3+1 Frogs, Swarm, Poisonous
8	1d2 Gray Oozes
9	1d4+2 Leeches, Giant
10	1d2 Leech Swarms
11	1d3 Mosquito Swarms
12	1d2 Ochre Jellies
13	1d12 Shocker Lizards
14	1d6 Snakes, Constrictor
15	1d3 Snake Swarms, Venomous
16	1d8+2 Spiders, Giant
17	3d4 Stirges
18	1 Stirge Swarm (FGG)
19	1d2 Water Strider Swarms
20	1 Will o' the Wisp

Note: Use the Random Swamp Battle Map for any wandering monster encounter.

While walking the lily pads, it is assumed the PCs will head toward the light. If they do not, the GM should roll for wandering monsters every hour while the PCs wander aimlessly through the swamp. Allow them to take this opportunity to experiment with the travel options and potential dangers of the swamp. When you decide that they have learned all they are going to in such a pursuit, have a PC catch

a glimpse of an interesting creature that leads the party to one of the lights on the path.

Note: PCs may make DC 15 Survival checks to move in a direction of their choice (e.g. back toward the last Continual Flame, toward Wyverglynn, a cardinal direction, etc.)

Attempting to paddle a boat of any kind through the mangrove roots and giant lily pads will prove quite difficult. Progress will be slower than walking – about two miles per hour. Poling a boat, however, will allow travelers to move twice that fast – about four miles per hour. PCs may double their walking, poling, or paddling rates of travel by hustling, but will take non-lethal damage if they continue at such speeds for more than an hour.

Additionally, keeping one's balance in a boat while in combat is more difficult than doing so upon a giant lily pad. Double all penalties to DCs associated with maintaining one's balance when in combat and standing in a boat that a PC would normally suffer while in a similar situation on a giant lily pad.

When the PCs reach the light, they will find that it is a blue-green version of *Continual Flame* cast upon a branch or stump of a mangrove tree. They will see another such light some distance away in the same general direction they have been traveling. These lights are about 100 yards distant from each other and are slightly obscured by vegetation. Tree cover is not sufficient to block out all sunlight and the sky is visible in patches most of the time the PCs are within the swamp, but the trees are thick enough that visibility only extends 100 feet for humans (double that for PCs with low-light vision). Lights may be seen from as far as 300 feet away (this distance is only extended to 400 feet for those with low-light vision as trees completely block vision to any greater distance). The mangroves grow to a height of about

60 feet in this area. PCs flying or climbing within the upper branches not only attract airborne attacks, but are unable to see more than 20-50 (1d4+1 times 10) feet in any direction due to the thick, interlocking branches.

Roll for wandering monsters two or three times during the PCs' trip to Ol' Mamma 'Nis' hut, depending upon the party's base movement rate (twice for a party traveling at 30 feet or three times for a party only traveling at a 20 foot movement rate). Roll for additional encounters on the appropriate table each time the PCs attempt to fly or climb and every hour of game time if they detour from the path. Accordingly, the trip to Ol' Mamma 'Nis' hut should take the party 2 or 3 hours of walking.



The Oracle (Ol' Mamma 'Nis):

As the party comes within sight of the oracle's hut and approaches, read or paraphrase the following boxed text.

Ahead, in the dim light of the fen's depths, you note a hut of sorts. It is built upon the roots of several large mangroves and is composed of branches, mud, reeds, and other sorts of detritus. A doorway into the hut is curtained by fresh willow branches on this side of the tiny island. A faint tinkling can be heard and you realize it comes from the bones of lizards, birds, and other small swamp creatures hung from mangrove branches around the island.

As you approach, a small light flickers in the hut's dark interior and a shaky female voice calls from within.

"Who do there? Be ye kindly visitors or vagabonds alike to prey upon a lonely, ol' woman? Seek ye harm to me, know that the beasts o' the fen and, yay, e'en the trees obey my command! Ye would be wise to mind yer manners."

With the last of her words, a scrawny, hunched, old woman with a lead soup ladle in her raised right hand steps forth from the hut's doorway. She cocks her withered head and appears to size you up, taps the soup ladle in her empty palm, and says, "Well? Why do so heavily-armed visitors come to Mamma's hut?"

Ol' Mamma 'Nis welcomes the PCs into her hut where she will invite them to sit and have some stew, though the hut is barely large enough for them all to squeeze in standing. She motions with her empty

hand and a filthy pile of rags rises from a corner and gathers wooden bowls from under a pile of equally filthy animal hides. (What appears to be a pile of rags is actually Thea, Ostler Gionardus' daughter, but she has all of her fingers and her hair is so covered with dirt and other swamp detritus that its natural color is not discernible.) The Oracle inquires of them their purpose, then nods knowingly and again invites them to get comfortable.

If the PCs ask or make any comment about, or to, the girl, Ol' Mamma 'Nis cackles and says that her daughter is mute and not used to strangers.

Hunt for the Ostler's Daughter: Thea still wears the bone and leather hairpin that was a gift from her sister, but most of her hair has fallen out of it and it is covered with so much filth that only a careful examination will spot it (DC 20 *Perception* check. Add +4 to the check if the PC is able to use their hands to check through Thea's hair for the pin.) Thea's hair is much too filthy to determine its color unless it is given a thorough cleansing. Simply using the *Create Water* orison to dump a few gallons over her head is insufficient, though multiple uses of *Prestidigitation* will suffice.

Note that Ol' Mamma 'Nis will shriek at any PC who ignores her initial explanation and continues to attempt to speak to Thea. Any PC that moves to touch Thea will provoke the hag to violence and Ol' Mamma 'Nis will strike that PC with her soup ladle.

Thea lives in utter terror of the hag that has taken her prisoner and so, attends to her every desire. She will not speak a word to anyone while the hag lives unless she is magically coerced (via *Charm Person*, for example). If she is questioned

under the effects of magical coercion while in the presence of Ol' Mamma 'Nis, Thea immediately receives another save against the charm, this time with a +4 bonus to the roll. If the hag is killed or Thea fails her save(s), she will tell the PCs who she is and beg them to help her return to her father in Wyverglynn.

If a PC is inquisitive about the stew, a DC 20 *Perception* check or *Heal* check identifies the small, meaty bones as pieces of humanoid digits (fingers and toes), though they are too well-cooked for their racial origin to be ascertained. A DC 18 *Profession* (*Herbalist*) check identifies a pot of belladonna sitting on a stool near the fire, though none has been added to this pot of stew. An Assassin, or any other PC trained in the use of poisons may make a DC 18 *Perception* check to notice the belladonna in place of the *Profession* (*Herbalist*) check. If questioned about either of these facts, Ol' Mamma 'Nis will claim that the meat is from a lizardfolk that tried to kidnap her daughter and the belladonna is for curing lycanthropy.

When all who want some have a bowl, she tells the PCs that a lizardfolk tribe, the Clashyyk, has come to power and is gathering other tribes to its banner in preparation for an attack upon human lands in the near future. She explains that their scouts are responsible for the missing townsfolk as they are collecting slaves and sacrifices before the campaign.

She 'casts the bones' (DC 25 *Perception* or DC 20 *Heal* check to notice that they appear to be halfling or human children's finger bones) and casts an *Augury* spell (DC 16 *Spellcraft* check to recognize it). She gives the PCs general directions to the lizardfolk community and tells them that the bones warn of great difficulty and ultimate failure unless they can acquire an item possessed by the lizardfolk shaman.

If they can take the lizardfolk shaman's staff and bring it to her, she may be able to identify its power and explain how to use it to end the threat posed by it and the tribe. She describes it as a gnarled wooden staff topped by a crocodile skull and possibly having other adornments added by the shaman. She warns them that they cannot take on the entire tribe at once, but must obtain the staff through stealth, trickery, or barter.

Lastly, while stirring her cauldron of stew, she throws her head back, her eyes roll back in her head, and from her mouth issue the following cryptic pieces of advice to help the PCs on their generally westward trek through the swamp in search of the lizardfolk tribe.

A peaceful hillock may prove restful.

There is knowledge to be gained in ruin.

Stragglers are lost in the deep.

The pieces of oracular advice refer to the three planned encounter areas below: The Inviting Green Hill, The Ancient Ruins, and The Lake. Of course, she finds it very difficult to resist her evil nature and does not clue the PCs into the questionable trustworthiness of her advice.

Ol' Mamma 'Nis pretends to only a modicum of power and sends the PCs off with a small blessing by casting *Resistance* on each one as they exit her hut (*Sense Motive* vs. her *Bluff* allows a PC to suspect that she is more powerful than she is pretending). *Spellcraft* DC 15 allows any PC to recognize the spell as a zero level orison.

If she is attacked at any point because her deception is penetrated, she tries to chase the PCs off by

fighting ferociously. She does not want to kill them now, because she really does want them to recover the shaman's staff. However, if she ever feels that the party is too strong for her, she will dive into the water and make her escape. Any form of destruction or desecration of her hut or belongings will not cause her to return to the attack, but it will cause her to mark such offending PCs out for special torture when she does, finally, attack again – after they successfully retrieve the staff.

The truth is that the hag has been responsible for the infrequent disappearances of local children over the years, but she returns some who get lost and helps local townsfolk traveling or working in the fen on occasion so the locals believe her to be a goodly old Oracle unfortunately cursed by some malevolent deity. She has discovered the power of the lizardfolk shaman's staff and wants it for herself, but knows she cannot convince its current owner to surrender the item. She plans to claim it one way or another if the PCs successfully return with it. She learned much of this information from her spellcasting after questioning lizardfolk scouts she waylaid.

Ol' Mamma 'Nis

CR 8

XP 4800

Green Hag Oracle 4 (Bones)

CE Medium Monstrous Humanoid

Init +1; **Senses** Darkvision; Perception +20

DEFENSE

AC 21, touch 13, flat-footed 20 (+1 Dex, +8 natural, +2 deflection) [**AV: 4**]

hp 89 (9d10+4d8+13)

Fort +7, **Ref** +8, **Will** +12; +4 competence bonus vs. disease.

Resist Oracle's Curses (Wasting); **SR** 16

OFFENSE

Speed 30 ft., swimming (30 feet)

Melee Claw x2 +17 (1d4+5/x2 plus weakness) [**SV: +0**] or

Lead Soup Ladle +17/+12/+7 (1d4+5/19-20/x2) [**SV: +0**]

Spell-Like Abilities Alter Self (At will), Dancing Lights (At will), Ghost Sound (At will), Invisibility (At will), Pass without Trace (Constant), Pyrotechnics (At will), Tongues (Constant), Tree Shape (At will), Water Breathing (Constant), Whispering Wind (At will)

Oracle Spells Known (CL 4):

2 (4/day) *Augury*, *False Life*,

InFLICT Moderate Wounds (DC 14)

1 (7/day) *Protection from Good*, *Cause Fear* (DC 13), *InFLICT Light Wounds* (DC 13), *Curse Water*, *Infernal Healing*

0 (at will) *Bleed* (DC 12), *Detect Magic*, *Guidance*, *Read Magic*, *Resistance*, *Spark* (DC 12)

Combat Gear Magical Lead Soup Ladle (casts *Undetectable Alignment* and *Continual Flame* each 3/day as a magical rod), Pendant of the Blood Scarab (1/day), Potion of *Barkskin* +2, Potion of *Pass Without Trace*, Potion of poison (belladonna), Potion of *Protection from Good*.

TACTICS

During Combat The green hag will have cast *Undetectable Alignment* upon herself before emerging from her hut to invite the PCs in. If combat erupts, she begins by summoning her *Armor of Bones*. When this happens, the bones of her many child victims rise from the swamp in a brief whirlwind around her hut before affixing themselves to her

torso. (A DC 25 *Perception* or DC 20 *Heal* check correctly identifies them.)

She then attempts to smack the first PC in the jaw with her lead soup ladle hoping to break some teeth. She will continue to make melee attacks with the ladle until she scores a critical hit (when she does, she will make use of her *Pendant of the Blood Scarab*).

Once that is accomplished, she loves to use *InFLICT* spells against PCs in combination with her Death's Touch revelation and claw attacks. That kind of damage adds up, but she must take a round to cast the *InFLICT* spell before attacking.

To that end, on the first round of the combination, she uses a 5-foot step to avoid Attacks of Opportunity while casting one of her *InFLICT* spells. On the following round, she makes her two normal claw attacks, but the first one that hits also expends the *InFLICT* spell and one of her five daily uses of Death's Touch (total damage: 1d4+5/x2, plus *InFLICT* spell damage, plus 1d6+2 negative energy damage, plus Weakness).

Morale Ol' Mamma 'Nis will not fight to the death if attacked on her first encounter with the PCs. In fact, she will flee rather than kill them as she wants them to retrieve the staff for her. In this case, she will track the PCs, following them stealthily, and attack them just before they emerge from the swamp near Wyverglynn.

If the PCs have the staff, she attacks to destroy the PCs and claim the staff for herself. That time, she fights to the death.

STATISTICS

Str 20, **Dex** 12, **Con** 12, **Int** 13, **Wis** 15, **Cha** 14

Base Atk +12; **CMB** +17; **CMD** 30

Feats Alertness, Blind-Fight, Brew Potion, Combat

Casting, Deceitful, Great Fortitude, Prophetic Visionary (1/day)

Skills Bluff +12, Climb +11, Diplomacy -2, Disguise +12, Heal +6, Intimidate +10, Knowledge (arcana) +10, Linguistics +2, Perception +20, Sense Motive +13, Spellcraft +5, Stealth +13, Survival +6, Swim +20

Languages Aklo, Common, Giant

SQ mimicry, mysteries (bones), revelations (armor of bones +4 [4 hours/day], death's touch [1d6+2] [5/day]), weakness (DC 16)

Other Gear Bag of Holding (Corpse-ferrying [empty]), Ring of Protection +2, pouch with a Necklace of Strangulation, pouch with 33 sp, 19 gp, and 12 pp.

SPECIAL ABILITIES

Armor of Bones +4 (4 hours/day) (Ex) +4 AC.

Blind-Fight Re-roll misses because of concealment, other benefits.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Darkvision (90 feet) The hag can see in the dark (black and white vision only).

Death's Touch (1d6+2) (5/day) (Su) Melee touch attack deals 1d6+2 negative energy damage. Undead are healed and granted +2 channel resistance for 1 minute.

Mimicry (Ex) The hag can imitate the sounds of almost any animal found near its lair.

Pendant of the Blood Scarab (1/day) Automatically confirm a critical threat, but take 1d6 damage³.

Prophetic Visionary (1/day) Once per day, enter a deep trance and gain a prophetic vision.

Spell Resistance (16) The hag has Spell Resistance.

Swimming (30 feet) The hag has a Swim speed.

Wasting +4 competence bonus to save vs. Disease

Weakness (DC 16) (Su) The green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 16 Fortitude save. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack - this variant requires a standard action, and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage.

SCALING THE ENCOUNTER

CR 9 – Add the Advanced template

CR 10 – Add the Advanced template and an additional level of oracle

Optional Quest

If Ol' Mamma 'Nis thinks the PCs gullible enough, she will make the following suggestion, especially if the group includes no Paladins or other obviously goody-two-shoes types. Read or paraphrase the following to the players:

"A few leagues yonder lies the lair of a band of twisted bullywugs - their bodies now hunched so that they crawl on all fours like the animals their ancestors once were. They have been warped by the fiendish powers of their clan totem - a most vile relic that protects them against the worst dangers of the fen."

The teeth within the carved figures on the totem are magical and can help protect the bearer against anything the swamp can throw at her. The totem and the fiends imprisoned within must be destroyed for the teeth to be removed. With the teeth in your possession, you will have nothing to fear from the Sorrowfen."

The 'twisted bullywugs' are actually a small village of rather barbarous gripli. Their clan totem is an intelligent magical item possessed of the spirits of their dead clan ancestors. The animal and monstrous teeth within the mouths of the carvings on the totem are empowered with various protective magical effects. The totem itself magnifies these effects to an area encompassing the small village. It is the reason the hag has been unable to overwhelm the gripli and she hopes she can dupe the PCs into doing the job for her.

The hag does her best to convince the PCs that the 'bullywugs' are an evil blight upon the fen itself and

warns them that, if captured, they will feign innocence and friendship. She will warn them above all that the totem itself may communicate with them, pretending to be some benevolent spirit, but that it must be silenced quickly to prevent it bestowing powerful curses upon those attacking it.

Challenge

The grippli community consists of the following individuals (see Appendix: NPCs, p. 56 – 60, for their stat-blocks):

Igloak (Barbarian 4th), the tribal chieftain and husband of Flindootle;

Flindootle (Druid 4th), village priestess and wife of Igloak; (4) Barbarians 2nd; (16) Barbarians 1st; (1) Druid 1st; and (8) non-combatant young.

***Note:** Use the Random Swamp Battle Map if the PCs get into a fight with the grippli.

If the PCs simply stumble into the vicinity of the grippli camp or bravely walk in intentionally, the grippli will attempt to drop nets upon them from hidden positions and take them captive. If the PCs do not fight back, the grippli will truss them up and attempt to question them. If the PCs are discovered attempting to sneak in, or come against the tribe aggressively, the grippli will attack to kill.

The grippli will remain in the trees, out of reach of the PCs, raining nets and arrows down upon the PCs' heads. They will also use their Agile Tongue feat to attempt to disarm PCs. Igloak will not use his net unless a PC falls into the water. If that happens, he will dive into the water and throw his magical net at that PC, then threaten to hold him under until he drowns unless the others surrender. None of the grippli will use their Rage powers until forced into melee combat or about to run out of hit points.

Note that, being natives to the swamp, the grippli do not provoke wandering monster checks by ascending into the heights. However, any PC that does so, immediately provokes a check on the **Flying/Climbing PCs Wandering Monster Table**. (The chance is reduced to 40% during this battle, however, as such creatures are likely to avoid such a large battle).

Flindootle has few offensive spells, but will use *Entangle* and *Summon Swarm* at the earliest opportunity once battle is joined. She will follow these up with stones from her sling or Jolting Darts if the fight becomes deadly to any of the grippli. She may use *Communal Ant Haul* to enable several grippli to carry an entangled PC up into the heights of the trees where their comrades will find it more difficult to help them.

If the PCs appear to be near to defeating the grippli warriors in battle, the 1st level Druid and a 1st level Barbarian will herd the young into the trees and flee. If they manage to destroy the totem or remove any of the teeth, the ancestral spirits of the grippli will cause the teeth to become cursed. They will seem to offer their previous bonuses and will detect to magical divination as if they do, but they will actually cause the possessor (and all within the effective radius of possessing multiples of individual types) to suffer -1 penalties instead. *Protection from Evil* changes to *Doom*. The ancient tribal totem is Hardness 10, with 100 hit points.

The grippli village is currently a day's travel beyond the hag's hovel. It consists of a dozen collapsible tents made of giant dragonfly wings stitched together and supported by the branches of large mangrove trees. These family tents hang between 30 and 40 feet above the surface of the swamp and are all clustered within the protective range of

the clan totem (a radius of 70 feet). The totem is a 30 foot tall mangrove stump, two feet in diameter and fixed in the place the tree originally grew. Rising from the swamp and covered by vines in the midst of the tents, it is carved in the likeness of a large, frog-like amphibian (a froghemoth) devouring various swamp reptiles (crocodiles, lizards, turtles, snakes, and lizardfolk).

The totem itself is an heirloom of the tribe's ancestral history. Despite its protections, the tribe has dwindled significantly until only this remnant remains. The totem contains a total of 40 teeth embedded into its various carvings. It has eight each of the following teeth with their corresponding effects:

Froghemoth tooth – offers *Protection from Evil*;

Crocodile tooth – offers +1 on all saves;

Lizard tooth – offers +1 AC protection;

Giant constrictor tooth – offers +1 on Attack rolls;

Lizardfolk tooth – offers +1 on Damage rolls.

The effects of the duplicate teeth do not stack with each other, but they do add to the range of such effects. One tooth, embedded into the totem or worn as a necklace or broach, crafted into a ring, etc. offers its protection to the totem or individual in possession. Each identical tooth possessed adds five feet to the radius of the effect on all allies of the wearer. (This is normally a subconscious mental affect, but those considered allies may be consciously altered at will by the wearer.) The power of the totem doubles this range for teeth embedded in it. The effects benefit all allies of the individual in possession of the teeth within the appropriate range.

Note that possession of more than a single tooth of a particular type does not take up more than a single body slot. Thus, an item like a necklace could be made of several froghemoth teeth and still fill only

the one neck slot. Different types of teeth, however, cannot be made to work in this manner without the power of the totem or a similarly powerful magical catalyst.

This tribe has been quite isolationist and does not interact with the population of Wyverglynn or any other non-swamp denizens. They did engage in a small bit of trade with the swamp halflings of Vellis' clan, so know a rudimentary amount of the Common Tongue. If no PC in the party speaks Grippli, it requires a DC 15 *Linguistics* check to communicate with them successfully using the Common tongue. Success at such a *Linguistics* check then allows for the following possibilities.

A DC 15 *Diplomacy* check convinces the chieftain, Igloak, to free the PCs and a DC 20 *Diplomacy* check makes him friendly. If this is accomplished, and the PCs explain their reason for being here, Igloak and Flindootle fill the PCs in on a bit of their tribe's history with Ol' Mamma 'Nis.

They explain that the 'Daemon Crone', as they call her, stole many of their young before they discovered the truth of the disappearances. They lost many warriors attempting to destroy her and had to retreat to their camp. She attacked them there, but with the power of their totem's protections, they successfully drove her off. They do not know that Ol' Mamma 'Nis is a hag. They only know that she is their enemy and that she is powerful.

They are not willing to part with their totem or any of its teeth. However, a DC 25 *Diplomacy* check encourages Flindootle to volunteer to duplicate one tooth for any PC who is willing to become an honorary member of the tribe. To accomplish this, the PCs must defeat a tribal enemy. In this case, the gripli demand that the PCs destroy the 'Daemon Crone' in order to spare their young from future abductions.

* Note: Flindootle cannot duplicate the effects of *Protection from Evil*. She can create magical teeth duplicating any of the other effects, however. (The wisest application of this boon may be for all the PCs to choose the same type of tooth, then have one of the PCs wear the item in order to provide its bonus to all allies within the radius of its power.)

Reward

If the PCs bring back proof that they have destroyed Ol' Mamma 'Nis, the grippli celebrate and fete the heroes as new honorary members for up to a week (if the PCs choose to stay that long). It will take one day per magical tooth for Flindootle and her assistant Druid to make the items to reward the PCs.

If the PCs lack the means to communicate with the lizardfolk and wish to be able to do so, one option they have is to coerce Flindootle into accompanying them to the lizardfolk village (which she would rather just give directions to). If the PCs have become honorary members of the grippli tribe, she will feel honor-bound to assist them in this task. If they have chosen not to become honorary tribe-members, but have defeated the hag, Flindootle will agree if the PC making the *Diplomacy* check scores a DC 15 or higher. If the party has not defeated the hag for the gripplis, but has managed to communicate with them without destroying the tribe, she will only agree to help if the PCs first destroy Ol' Mamma 'Nis.



If Flindootle accompanies the PCs, she will only do it for this reason and will not engage in battle except to defend her own life. She will not participate in the battle against the Five-fold Maw and will simply sneak away, ignored by the lizardfolk, when the Chase begins. Under no conditions will she allow the younger, 1st level, Druid or any other tribal member to accompany the PCs, claiming that it is much too dangerous.

If the PCs manage to avoid a deadly battle with the griplis (i.e. they don't kill any of them), award them 4,200 experience points as a group. Reduce this award by 1,050 experience points for every gripli killed during a battle with the PCs. Award any PC that chooses to become an honorary member of the tribe an additional 500 experience points. If the party convinces Flindootle to accompany them to the lizardfolk village to assist in negotiations, award the party an additional collective 2,400 experience points.

The trip to the lizardfolk community:

There are no *Continual Flames* to mark the way, nor are there any other markers of any kind. The PCs will have to trust that the oracle sent them in the right general direction (unless Flindootle is accompanying them). She has given the PCs a few landmarks, such as exist within the swamp, to look for.

The trip through the fen to the Clashyyk lizardfolk clan's lair will take a party traveling at an average 30 foot movement rate, three days' continuous travel at walking speed along the tops of the giant lily pads and dry ground where available. Paddling or rowing a boat takes four days and poling takes only two and a half days. A party traveling at an average 20 foot movement rate will require four days of travel to cover the same distance. The GM should roll for wandering monsters once every hour (25% chance).

Additional rolls should be made each time a PC, animal companion, or other allied creature attempts to enter the air or canopy above the water level (75% chance).

Once per hour, a PC with the *Survival* skill must succeed on a DC 15 check to avoid getting the party lost. Additional checks are required after each melee combat the party participates in. If a check is failed, the party is lost in the swamp and will either wander aimlessly or stop to rest until another successful DC 15 *Survival* check is made. When the party is lost, a new check may be made once every hour. Continue rolling for wandering monsters as normal. Remember, the chance of a wandering monster encounter while the PCs are encamped for the night or resting in one spot is reduced to one check every four hours.

In addition to the wandering monsters, there are three planned encounters for the party on its trip to confront the lizardfolk tribe.

Inviting Green Hill

About a third of the way along their trip through the fen (end of the first day of travel, when they state that they are seeking a good location for a campsite), the party spies a small hillock rising from the water. It rises only about 10 feet at its highest point above the surface, but it is about 60 feet in diameter and appears to be more solid and dryer than elsewhere in the swamp. Perhaps a dozen large mangroves ring the perimeter of the hill and three or four thick willows grow upon its center.

This hill would prove an ideal spot for a campsite, were it not for the shambling mound that resides on it. The shambler maintains the small hill and cares for the willows and mangroves that support it, but is perfectly willing to eat the rare humanoid that makes its way into its lair.

GM's Background

In fact, this shambler has a special hatred for the PCs as they represent the first dry-landers it has encountered in many years. This shambling mound is descended from one that lived during the time of the last great wet-land army. When the dry-land armies pushed the wizard and his followers back into the swamp, they didn't stop there – they kept fighting and killing until the wizard himself was buried beneath the ruins of his tower. Unfortunately, the shambler's hill was in the path of the warring forces.

In the midst of the fighting, its trees were hacked, its grasses burned, and its soil trampled into the muddy waters of the swamp. Ravaged and wasted, it took the tender care of generations of the shambler's predecessors to rebuild it and raise the trees upon it to new heights. The shambler cares nothing for the lizardfolk or the Staff, but will not pass on an opportunity to destroy those it holds responsible for the destruction it knows from the tales of its elders.

Its natural camouflage enables it to hide amongst the roots of the mangroves or the dangling limbs of the willows effortlessly as it awaits an opportune moment to strike an unsuspecting PC. It will attempt to engulf its target and jump into the water (about three feet deep immediately surrounding the island) to drown it quickly. Once combat begins, the shambling mound fights to the death to destroy all who set foot upon its mound. It disposes of the non-biodegradable waste from its victims beneath the roots of the mangroves around the periphery of the island. Allow each PC who wishes to search make a single DC 20 *Perception* check. Each successful check dredges up a pile of broken, and now useless, tools and weapons along with 1d20 gp worth of miscellaneous coins.

Note: If Thrazzeem is alive and free, he will ambush the PCs as described above when the shambling mound makes its attack.

Shambling Mound

CR 7

XP 2400

Variant Shambling Mound (Compressible Form)

N Large Plant

Init +0; **Senses** low-light vision; **Perception** +11

DEFENSE

AC 19, touch 9, flat-footed 19 (-1 size, +10 natural)

[AV: 5]⁴

hp 83 (9d8+27)

Fort +9, **Ref** +5, **Will** +5

DR 10/slashing **Immune** electricity, mind-affecting, paralysis, poison, polymorph, sleep, stunning

Resist fire 10

OFFENSE

Speed 20 ft., swimming (20 feet)

Melee Slam x2 +11 (2d6+5/x2 plus grab [plus Constrict 2d6+5/x2]) **[SV: +2]**

Space 10 ft.; **Reach** 10 ft.

Special Attacks Constrict, Grab

TACTICS

During Combat The shambler hides patiently (+16 stealth) within the water-soaked roots of one of the mangrove trees surrounding the island or amongst the hanging branches of the willow trees.

When a potential meal comes within striking distance (or if it is attacked first), it grabs its intended victim and focuses on grappling and constricting that individual until dead. It can be distracted, however,

if another opponent deals it more than 15 points of damage with a single attack. In such a case, it switches its focus to the one that caused it such injury.

It does not bother with Cleave unless adjacent to more than two opponents as it gets two attacks at the same bonus anyway.

Morale It fights to the death to destroy, or drive off, all who invade its mound. However, it will only pursue beyond the mound if it has not yet killed one victim for a meal.

STATISTICS

Str 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 9

Base Atk +6; **CMB** +12 (+16 Grappling); **CMD** 22

Feats Cleave, Iron Will, Lightning Reflexes, Power Attack -2/+4, Weapon Focus (Slam)

Skills Acrobatics +0 (-4 jump), Fly -2, Perception +11, Stealth +8 (+16 in swamps or forest), Swim +13 **Modifiers** +8 stealth in swamps or forest

Languages Common, Sylvan (can't speak)

SQ Compressible Form, Electric Fortitude

SPECIAL ABILITIES

+8 Stealth in swamps or forest (Ex) The shambler gains a bonus to Stealth checks under the listed conditions.

Cleave If it hits a foe, it may attack an adjacent target at the same attack bonus but take -2 AC.

Compressible Form (Ex) These shamblers are difficult to harm with piercing or bludgeoning attacks, gaining DR 10/slashing and taking half damage from falls. A compressible shambling mound also never suffers penalties for squeezing into a 5-foot-wide space, and gains a +10 racial bonus to Escape Artist checks (+10 for squeezing through a tight space).

Constrict The shambling mound can crush an op-

ponent, dealing bludgeoning damage, immediately every time it makes a successful grapple check (this damage is in addition to any other effects caused by a successful check).

Damage Resistance, 10/slashing It has the specified Damage Resistance against all but slashing weapons.

Damage Resistance, Fire (10) It has the specified Damage Resistance against Fire attacks.

Electric Fortitude (Ex) Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

Grab (Large) (Ex) It can start a grapple as a free action if it hits with its slam attack.

Immunity to Electricity It is immune to electricity damage.

Immunity to Mind-Affecting attacks It is immune to Mind-Affecting attacks.

Immunity to Paralysis It is immune to paralysis.

Immunity to Poison It is immune to poison.

Immunity to Polymorph It is immune to Polymorph effects.

Immunity to Sleep It is immune to sleep effects.

Immunity to Stunning It is immune to being stunned.

Low-Light Vision It sees twice as far as a human in low light, distinguishing color and detail.

Power Attack -2/+4 It can subtract from its attack roll to add to its damage.

Swimming (20 feet) It has a Swim speed.

SCALING THE ENCOUNTER

EL 9 – Add a stirge swarm after 1 round of combat.

Stirge Swarm

CR 6

XP 2,400

N Tiny magical beast (swarm)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

[AV: 0]

hp 78 (12d10 plus 12)

Fort +8; **Ref** +14; **Will** +5

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee swarm (3d6 plus blood drain) **[SV: +0]**

Space 10 ft.; **Reach** 0 ft.

Special Attacks blood drain (1d6 Constitution), distraction (DC 16)

TACTICS

During Combat The stirge swarm arrives to the battle 1d2 rounds after the shambling mound makes its first attack. It will attack the nearest PC.

If the stirge swarm hears any form of music (such as that created by certain bardic performances or a *Perform* skill check), it leaves its current victim and flits around the musician without attacking him or her. As long as the bardic performance continues, or as long as the musician can continue to make DC 15 *Perform* checks (and as long as no one else attacks it), the stirge swarm remains docile.

If all targets become fully submerged in liquid, the stirge swarm will wait for 2d4 rounds before buzzing off in search of other prey.

Morale The stirge swarm fights to the death.

STATISTICS

Str 3, **Dex** 19, **Con** 10, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +12; **CMB** —; **CMD** —

Feats Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth), Toughness

Skills Fly +17, Perception +11, Stealth +20

SQ diseased

SPECIAL ABILITIES

Diseased (Ex) Stirges are harbingers of disease. Any creature subjected to a stirge swarm's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease. Once this check is made, the victim can no longer be infected by this particular stirge swarm, though attacks by different stirge swarms are resolved normally and may result in multiple illnesses.

Ancient Ruins

Read or paraphrase the following boxed text to the players as they near the end of their second day of travel.

As twilight descends upon the fen at the end of your second day of travel, you spy a tumble of worked stone that obviously used to be a tower of some sort. Now, it is naught but a jumble of toppled stones overgrown with mangroves and the occasional small willow. How such an edifice was constructed in this remote location is not readily apparent.

GM's History

Thrazzeem and his friend, Lyshtaak, had found great success following the lead of the sorcerer, Raashti, up to this point, but it was clear to him that their foray into the dungeon below the ruins had reached its end.

Raashti had led the group to this place, insisting that the magic to be discovered within would make kings of them all. Each had eagerly accepted such promises of wealth and power, but their hubris had nearly gotten them killed. Somehow, they unleashed a guardian fiend that pursued them mercilessly as they sought their escape to the surface.

Thrazzeem's skills of detection defeated the deadly traps they had encountered, but the panicked scramble out of the flooded hole unsettled the ancient mortar. Thrazzeem quickly hauled himself up and out of the opening and made a dash around the last bit of standing wall. Close on his heels, Lyshtaak scrabbled against the falling debris and made his escape, turning as he immersed to face the horror behind. Having held his breath for so long, he fought desperately to keep his focus on the collapsing pool and quiet the pounding in his ears.

Starting at the sudden appearance, Lyshtaak was relieved to see that what immersed was the crocodile-topped staff Raashti claimed from the hidden room they had discovered at the end of a flooded hallway. He had taken it from a skeletal hand protruding from the stone of the wall itself. The

sorcerer had explained to his martial companions that the ancient wizard must have had his teleport spell interrupted and killed himself trying to return to this place of refuge. It was then that the demon had formed in the surrounding water and forced them to retreat in all haste.

As the tunnel walls continued to collapse inward, the staff shook, but stopped its forward movement. Lyshtaak jumped forward and made a grab for it. Pulling with all his strength, the staff and, presumably, Raashti at the other end, refused to come free of the falling debris. Allowing his trident to drop into the shallow water with a splash, Lyshtaak heaved with all his might. The staff came free, sending the lizardfolk ranger toppling backward into the swamp.

Thrazzeem watched through a crack in the wall, but Raashti didn't immerge from the hole. He saw Lyshtaak rise, but the only ripples were those caused by the ranger's disturbance of the placid water. Stepping from behind what remained of the tower wall, Thrazzeem pointed to the bottom of the staff. Lyshtaak's gaze followed his friend's finger until it rested upon the clawed hand of Raashti, still clutching the staff. A steady stream of dark blood drained from the stump into the water at his feet.

Magical strength must have maintained the hand's grip because Lyshtaak had to use both of his to remove it. Flinging it into the swamp, he moved to leave the place and Thrazzeem followed without argument.



This ruin is the home of three swarms of fiendish monkeys and a swarm of fiendish bats. The monkeys will not attack immediately, but will become agitated as soon as they become aware of the PCs. They will initially move away, but begin chattering. As the PCs approach to investigate the ruins, the monkeys will become louder and louder, moving to surround the PCs. Soon, a few individuals (two or three) will move furtively toward the party and grab at pouches, weapons, backpacks, etc. (Have the monkey make a CMB +0 check vs. the PC's CMD to successfully steal an item visible on the PC's person. This attempt does provoke an AoO, so al-

low the PC to make one if s/he states that they wish to do so, but don't suggest it.)

If the PCs do not resist, more monkeys will move in and attempt to take everything that the PCs carry and wear. If, at any time, the PCs attack any of the monkeys grabbing at their possessions, the swarms will attack. The bats will awaken at the sound of battle and attack 1d3 rounds later. The source of their fiendish character is the magical gemstone from the tip of the Staff that is still buried under the stone and water with what remains of Raashti's body.

Fiendish Bat Swarm

CR 2

XP 600

Bat Swarm

NE Diminutive Animal (swarm)

Init +2; **Senses** blindsense; Perception +11

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

[AV: 0]

hp 21 (3d8)

Fort +3, **Ref** +7, **Will** +3

Immune flanking, staggered, critical hits, precision damage, swarm traits; **Resist** cold 5, fire 5; **SR** 7

Weakness vulnerability to area effects

OFFENSE

Speed 5 ft., flight (40 feet, good)

Space 10 ft.; **Reach** 0 ft.

Melee swarm (1d6 plus distraction and wounding)
[SV: +0]

Special Attacks distraction (dc 11), smite good (1/day), swarm attack (1d6), wounding

TACTICS

During Combat The swarm of fiendish bats issues forth from a small hole in the rubble and attacks anything moving (except the fiendish monkey swarms). It will focus its attacks on any light source that presents itself, if there is one. In fact, it can be drawn away from PCs if a light source is presented somewhere else within the ruins during the battle. It uses its Smite Good ability against the first opponent it targets.

Morale The fiendish bat swarm will only disperse if its hit point total is brought to zero.

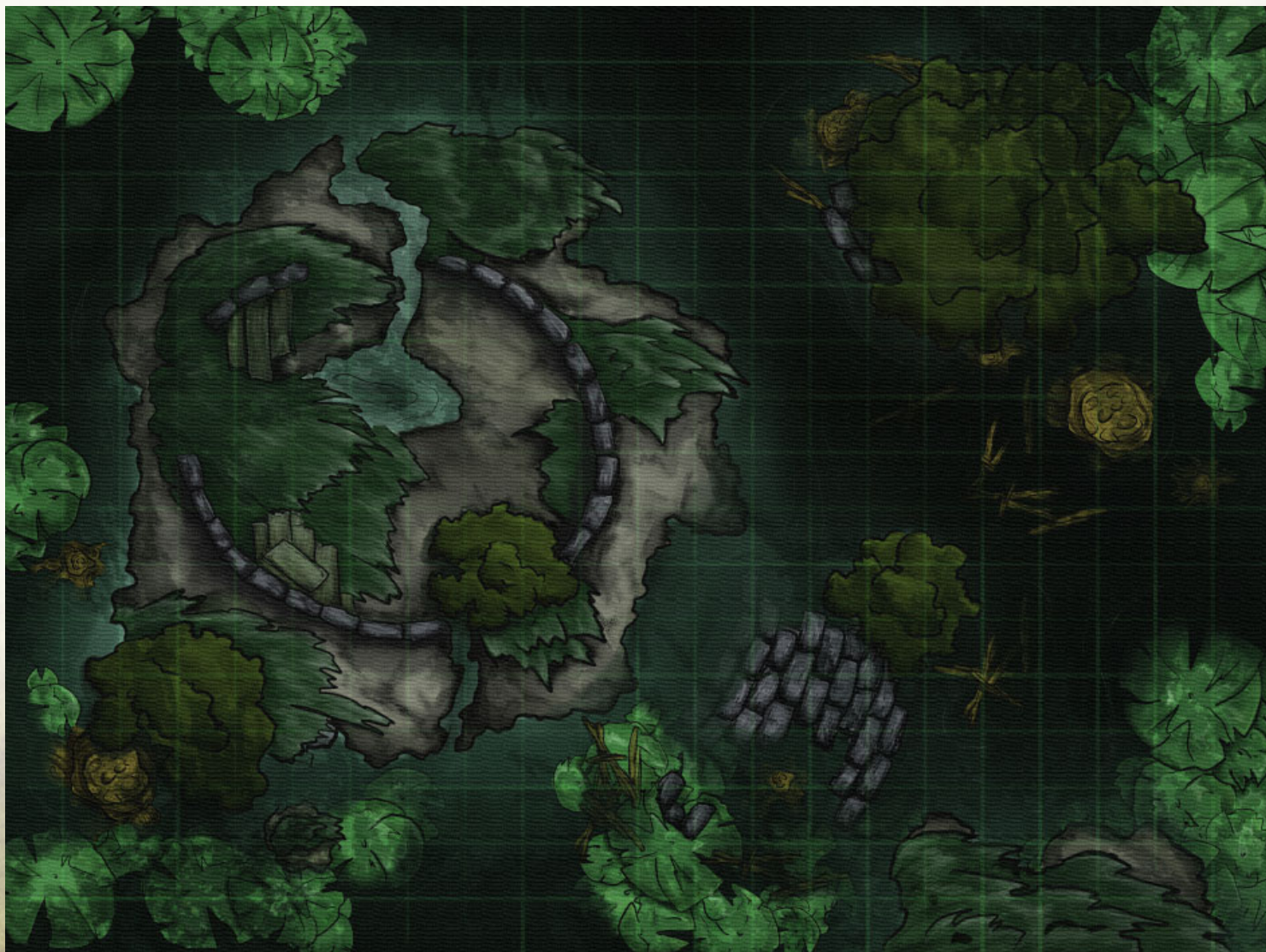
STATISTICS

Str 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4

Base Atk +2; **CMB** +0; **CMD** 6 (can't be Bull Rushed, Grappled, or Tripped)

Feats Lightning Reflexes, Skill Focus (Perception)

Skills Acrobatics +2 (-10 jump), Fly +12, Perception +11, Stealth +14, **Racial Modifiers** +4 Perception for blindsense



SPECIAL ABILITIES

+4 Perception for Blindsight +4 to Perception checks while using blindsense.

Blindsight (20 feet) (Ex) Sense things and creatures without seeing them.

Damage Resistance, Cold (5) The swarm has the specified Damage Resistance against Cold attacks.

Damage Resistance, Fire (5) The swarm has the specified Damage Resistance against Fire attacks.

Distraction (DC 11) (Ex) A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 11) negates the effect.

Flight (40 feet, Good) The swarm can fly.

Immune to Flanking The swarm is immune to flanking.

Immune to Staggered The swarm is immune to being staggered.

Immunity to Critical Hits The swarm is immune to Critical Hits

Immunity to Precision Damage The swarm is immune to Precision Damage

Smite Good (1/day) (Su) +0 to hit, +3 to damage when used.

Spell Resistance (7) The swarm has Spell Resistance 7.

Swarm Attack (1d6) Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Swarm Traits Immune to effects targeting number of creatures (unless mind affect vs. hive mind).

Vulnerability to Area Effects The swarm is vul-

nerable (+50% damage) to spells and effects that damage an area.

Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a *Cure* spell or some other healing magic.

Fiendish Monkey Swarms (3)

CR 2

XP 600 each

Monkey Swarm

NE Tiny Animal (swarm)

Init +7; **Senses** low-light vision; Perception +5

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

[AV: 0]

hp 26 (3d8+9)

Fort +6, **Ref** +8, **Will** +2

Immune flanking, staggered, critical hits, precision damage, half damage from weapons, swarm traits;

Resist cold 5, fire 5; **SR** 7

Weakness vulnerability to area effects

OFFENSE

Speed 30 ft., climb 20 ft.

Space 10 ft.; **Reach** 0 ft.

Melee swarm (2d6 plus distraction plus Steal) **[SV: +0]**

Special Attacks distraction (dc 14), steal, swarm attack (2d6)

TACTICS

During Combat Each swarm targets separate PCs, if possible, and uses its Smite Good ability against

the first opponent it targets. In addition, it makes a single steal combat maneuver (+0) against all opponents within squares it covers each round. If the swarm is dispersed, surviving individuals scatter and flee with any items successfully stolen during combat. Any hit upon a fleeing monkey (AC 15) incapacitates it so that the item it is carrying may be retrieved.

Morale Once the fiendish monkeys swarm, they fight until dispersed at zero hit points.

STATISTICS

Str 7, **Dex** 16, **Con** 17, **Int** 2, **Wis** 12, **Cha** 11

Base Atk +2; **CMB** +0; **CMD** - (can't be Bull Rushed, Grappled, or Tripped)

Feats Improved Initiative, Lightning Reflexes

Skills Acrobatics +11, Climb +10, Perception +5,

Racial Modifiers +4 Acrobatics

SQ Coordinated swarm

SPECIAL ABILITIES

+4 Acrobatics +4 to Acrobatics checks while as a racial bonus.

Coordinated Swarm A monkey swarm coordinates its attacks more than a typical swarm, and deals swarm damage one step higher than a swarm of its HD would normally cause.

Damage Resistance, Cold (5) The swarm has the specified Damage Resistance against Cold attacks.

Damage Resistance, Fire (5) The swarm has the specified Damage Resistance against Fire attacks.

Darkvision (60 feet) The swarm can see in the dark (black and white vision only).

Distraction (DC 11) (Ex) A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature

with the distraction ability is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 creature's HD + creature's Con modifier) negates the effect.

Immune to Flanking The swarm is immune to flanking.

Immune to Staggered The swarm is immune to being staggered.

Immunity to Critical Hits The swarm is immune to Critical Hits

Immunity to Precision Damage The swarm is immune to Precision Damage

Smite Good (1/day) (Su) +0 to hit, +3 to damage when used.

Spell Resistance (7) The swarm has Spell Resistance 7.

Steal The swarm can use this maneuver in melee to take any item that is neither held nor hidden in a bag or pack.

Swarm Attack (2d6) Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Swarm Traits Immune to effects targeting number of creatures (unless mind affect vs. hive mind).

Vulnerability to Area Effects The swarm is vulnerable (+50% damage) to spells and effects that damage an area.

If the adventurers take the time to clear the rubble

SCALING THE ENCOUNTER

EL 7 – Add the advanced template to each swarm.

EL 8 – Add 1 additional bat swarm and grant all swarms the advanced template.

in the middle of the tower ruins, they will discover that a well-like hole has apparently collapsed and filled with rubble. Only two feet below the surface rubble (and just below the water level), they will find the clawed hand of an obviously dead lizardfolk. Within the grip of that clawed appendage rests an aquamarine gemstone the size of a hen's egg.

It radiates both magic and evil if detected for and fits the end of the Staff of the Five-fold Maw. It may be reattached if it is repaired by someone possessing the Craft Staff item creation feat. Conveniently for the PCs, anyone grasping the gemstone may use it thrice per day to cast a *locate object* spell with an unlimited range that only works to locate the Staff of the Five-fold Maw (Dìoghaltair, see Appendix: New Magic). Anyone holding the gemstone will immediately know of this ability. Such a use will immediately put the party back on track to the village of the Clashyyk clan if they have become lost.

Beyond the clawed hand lies the rest of the lizardfolk's body. A DC 15 *Heal* or *Knowledge (Nature)* check correctly deduces that the body has been dead for roughly six months. Excavating the body requires that the party dig down another six feet. Beyond that, the well-like hole (five feet in diameter with no rungs built into its side) continues for another 10 feet, still completely filled with large pieces of rubble and water. If this feat is accomplished, the party will discover that the water-filled passage turns horizontally into a five foot wide passage ten feet tall. Several doors open into storage rooms and wizardly work rooms – all thoroughly ransacked in ages past, their contents decomposed by the swamp water now filling them.

At the end of the passage is a secret door that now stands open. Within is the wizard's secret refuge. The contents are difficult to ascertain as they have long ago given themselves up to the ages.

The wizard's skeletal left forearm, however, still protrudes from the far wall, though several of the fingers have broken off. The only thing of value remaining within is a Ring of Improved Swimming and Water Walking. Each effect is continuous, but only one effect may be active at a time. The effect chosen may be changed each round, but not more often than that. The ring adorns one of the fingers broken off of the wizard's hand. It lies on the floor amongst other debris and is discoverable with a successful DC 20 *Perception* check.

Though the wizard's wards have waned and water has flooded the dungeon, the guardian daemon's contracted time has also expired. There are no further threats to PCs who are persistent enough to explore this far beneath the ruins of the tower.

GM's Background

Entrapped by the falling rubble, Raashti's forearm was broken when a large slab of stone fell upon it. Yet, he lived and the magical strength his spell granted him still functioned. Lyshtaak's greater strength finally defeated Raasti's hold, but it couldn't pull his entire crushed body from the rubble. As Raashti's broken arm snapped and was pulled free with the Staff, his uninjured hand maintained its powerful grip on the gemstone at its bottom end, breaking it off as the stone and water closed in over him.

The guardian daemon remained near the bottom of the well, waiting, for that was the limit of its guardianship. It could feel the presence of the aquamarine gemstone just out of its reach. When its contract expired, it did not waste any time returning to its native plane. The dungeon has remained uninhabited since its departure.

The Lake

GM's Background

Noglol was content to enjoy the simple pleasures a crocodile could find in the swamp – meals of monkeys, fish, or the occasional two-legger foolish enough to wander out alone, basking in the filtered light of the sun, or sleeping for long hours in the soothing bottom muck – until he first felt the thirst.

Some time ago, some two-leggers disturbed the stones near his home. Soon after, he felt something calling to him. It was persistent, but only reached out to him when he was near the stones. It teased him with images of pleasures he'd never dreamed of and called to him to accept it as a friend. He found himself drawn back to it more and more until he could no longer resist the urge. Once given over completely, he relished his new-found insight. He purposefully sought out intelligent life – especially the two-leggers – in order to taste their flesh. He delighted in the anguished cries of his victims. His mind savored the images that flooded it when he was near the stones.

Frustratingly, it was not to last. He was driven from the stones by the tree-dwelling two-leggers that moved onto the stones and claimed them as their new residence. Noglol was forced to find a new home, but he has gained new skills and intelligence and is always looking for another chance to fulfill his blood-filled fantasies on other sentient life.

Early in the morning as the PCs resume their trek through the swamp, they come to a small lake. The ground falls away to a depth of up to 30 feet in an area a quarter of a mile in diameter. The giant lily pads extend about 20 feet into the lake, but no further. Giant dragonflies, as well as their smaller relatives, flit about from lily pad to lily pad around the perimeter of the lake. The party will have to make a decision about how to proceed. The simplest choice is to circumnavigate the lake, though possession of a boat would offer an obvious route straight across. Likewise, flight would allow for a quicker, more direct route across (the sky is clearly visible above the lake). Access to water-breathing magic would allow a party to walk along the bottom and swimming is an option for any PCs not heavily encumbered. The consequences of these choices are described below.

Swimming, boating, or walking across, around, or under the lake will attract the attention of Noglol, a fiendish crocodile that resides in this lake. The source of his fiendish condition is the same as that of the monkeys and bats encountered at the ruins – the aquamarine gemstone. Though Noglol is not a dire crocodile, he is an exceptionally large specimen with abnormally high intelligence for others of his species. Because of his age, experience, and fiendish influence, he possesses the Sneak Attack ability of a 3rd level Rogue.

Noglol, fiendish giant crocodile**CR 8****XP 4800**

NE Large Animal

Init +3; **Senses** darkvision, low-light vision; Perception +10**DEFENSE****AC** 18, touch 12, flat-footed 15 (+3 Dex, -1 size, +6 natural) [**AV: 3**]**hp** 88 (8d8+40)**Fort** +11, **Ref** +9, **Will** +5**DR** 5/good; **Resist** cold 10, fire 10; **SR** 14**OFFENSE****Speed** 20 ft., sprint x2 (1/minute), swimming (30 feet)**Melee** Bite +12 (1d8+7 plus grab/x2) [**SV: +2**] and Tail slap +7 (1d12+3/x2) [**SV: +2**]**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** death roll, grab, smite good (1/day)**TACTICS**

During Combat Noglol will use his *Stealth* ability to make a Sneak Attack against a single PC in the rear of the party (remember to apply Subaqueous Assault bonuses to this attack). He will use Smite Good on this target as well. As soon as he hits a target, he will grab it and, if successful, make a Death Roll. This initial attack may inflict total damage of 1d8+7 (bite) plus 2d6 (sneak attack) plus 1d8+7 and trip (death roll) plus another +8 if the target is of good alignment (Smite Good).

Noglol will then sprint (move at 2x land speed) away, if on land, and dive underwater with his victim.

Morale Noglol fights until he successfully absconds with a victim (which he attempts to kill and eat) or until he is wounded below 15 hit points.

STATISTICS**Str** 24, **Dex** 16, **Con** 21, **Int** 2, **Wis** 16, **Cha** 6**Base Atk** +6; **CMB** +14 (+18 Grappling); **CMD** 27 (31 vs. Trip)**Feats** Skill Focus (Perception), Skill Focus (Stealth), Stealthy, Subaqueous Assault***Skills** Acrobatics +3 (-1 jump), Escape Artist +5, Perception +10, Stealth +14 (+22 in water), Swim +15 **Modifiers** +8 stealth in water**Languages****SQ** hold breath (x4)**SPECIAL ABILITIES**

+8 Stealth in water (Ex) Noglol gains a bonus to *Stealth* checks under the listed conditions.

Damage Reduction (5/good) Noglol has Damage Reduction against all except Good attacks.

Damage Resistance, Cold (10) Noglol has the specified Damage Resistance against Cold attacks.

Damage Resistance, Fire (10) Noglol has the specified Damage Resistance against Fire attacks.

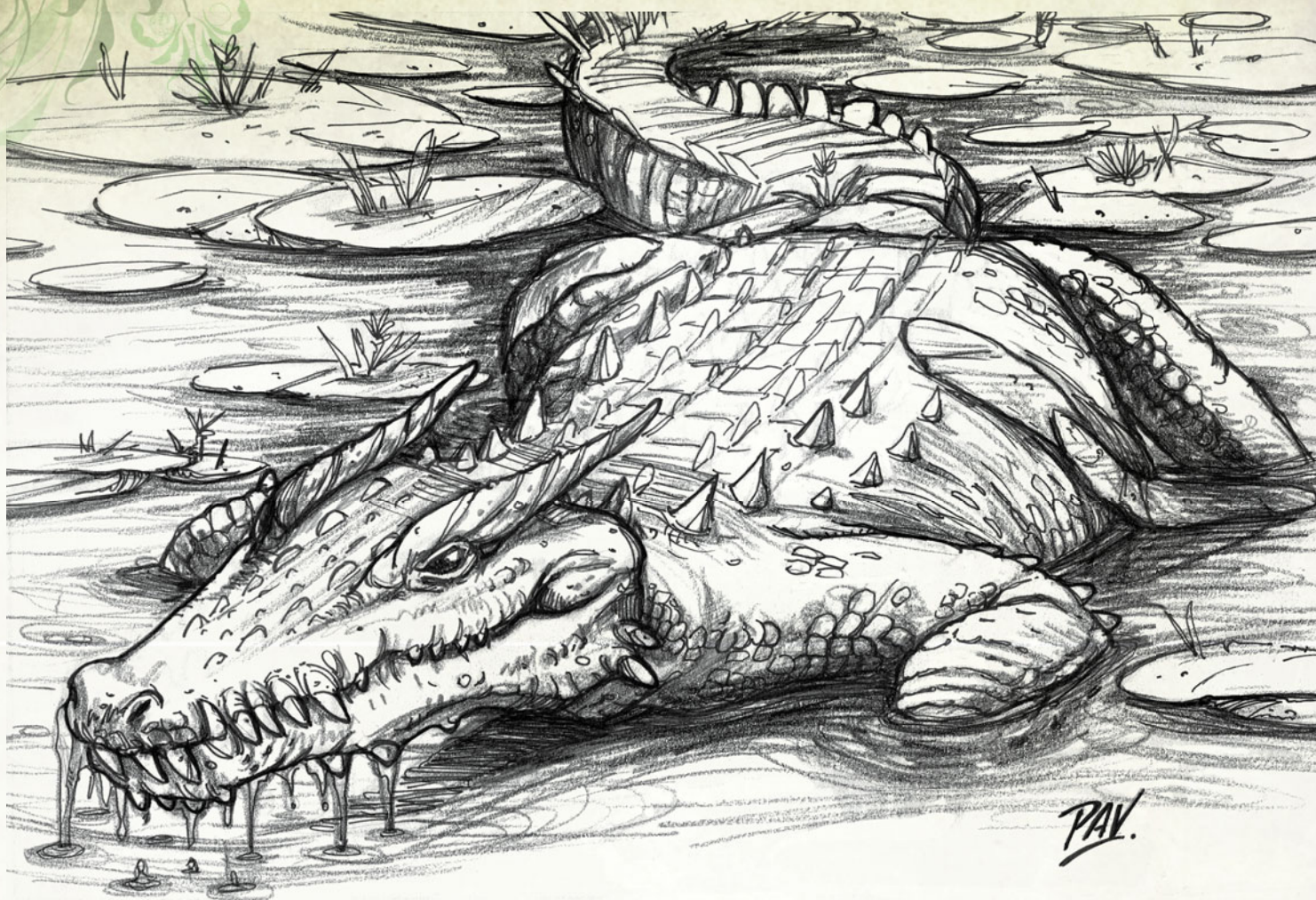
Darkvision (60 feet) Noglol can see in the dark (black and white vision only).

Death Roll (Ex) If Noglol grapples a target, it can roll to inflict bite damage and knock the target prone.

Grab (Large) (Ex) Noglol can start a grapple as a free action if it hits with its bite attack.

Hold Breath (x4) (Ex) Noglol can stay under water longer than normal.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.



Smite Good (1/day) (Su) +0 to hit, +8 to damage when used.

Sneak Attack 2d6 +2d6 damage if Noglol flanks its target or its target is flat-footed.

Spell Resistance (14) Noglol has Spell Resistance 14.

Sprint x2 (1/minute) (Ex) 1/minute, increase its land speed by a factor of 2.

Subaqueous Assault Sneak Attacks from below the water gain +2 attack bonus, +2 to Critical Threat range, and do not suffer -1 penalty for being on lower ground.

Swimming (30 feet) Noglol has a Swim speed.

* See Appendix: *New Feats*, p. 60, for additional information.



SCALING THE ENCOUNTER

CR 9 – Add the Advanced Template.

CR 10 – Add the Rogue Creature template.

MILESTONE

The players should be 8th level by the time they reach the Lizardfolk village.

Lizardfolk Community

GM's Background

Thrazzeem stole through the Clashyyk clan village in the dead of night, his skills far overshadowing those of the sentries. He did not like having

to overcome the guards at the hut without killing them, but Lyshtaak had convinced him that it was necessary to avoid making enemies of the community members.

Instead, he bypassed them entirely and silently emerged from the dark waters in the escape hole within Fyrgosh's own hut. Moving stealthily to the mat of the sleeping shaman, he woke the old lizardfolk with one hand over his mouth and the other holding a knife to his throat.

Fyrgosh awoke with a start, but restrained his instinct to strike out when he felt the dry-lander steel. As his eyes adjusted to the darkness, his fear subsided just a bit when he realized his assailant was a lizardfolk who had not yet killed him.

When the conversation ended, Thrzzeem left the way he had come having gained Fyrgosh's promise to support Lyshtaak's challenge for leadership of the clan.

Two days later, Lyshtaak, mighty lizardfolk ranger strode into the village and challenged its leader. Laughing at Lyshtaak's foolishness, the clan lord ordered his warriors to feed the challenger to his pet froghemoth. As the Clashyyk warriors escorting Lyshtaak arrived at the sacred pool the water boiled and turned to froth as battle erupted beneath its surface. Fyrgosh had summoned the Five-fold Maw with the Staff gifted him by Thrzzeem two nights previous.

The battle raged as the lizardfolk looked on. At its climax, the Five-fold Maw rose from the turbulent waters with powerful beats of its wings. Two giant tentacles followed it out of the water and clung to its legs, preventing it from escaping into the heights. The froghemoth's head emerged behind the tentacles, its mouth opening wide to draw the Maw in and swallow it whole. Suddenly, all five of the Maw's heads seemed to draw a collective breath and five streams of acid poured forth directly into the froghemoth's mouth. Its

body dissolved into a pink soup within the sacred pool and the Five-fold Maw rose to circle to treetops.

Fyrgosh announced to the stunned crowd that The Great One had sent this avatar as a message that Lyshtaak's challenge was to be honored. Having little choice in the matter now, the clan lord met his fate facing his challenger on what remained of the giant lily pads that grew upon the surface of the sacred pool.

The mangroves grow to a height of over 80 feet here and dry land is more common around the roots of the larger mangrove trees. Occasional willows, some growing taller than the surrounding mangroves, canopy small islands in several spots within the village center. Wooden pathways lie submerged only inches below the surface of the water (DC 15 *Perception* check to notice as hidden doors), but vine bridges provide obvious dry access to the various huts built against the trunks of the mangroves. The vine bridges (between 10 and 30 feet above the water/islands) may easily be dropped by any lizardfolk by pulling on one specific rope at either end of the bridge. Some of the wooden walkways are also trapped to collapse when certain conditions are met (the weight of more than one Medium creature on a 10 foot section at once, a block knocked out at one end, etc.). Some of the hidden walkways simply end suddenly so that ignorant travelers are unexpectedly plunged into a deep pool if they aren't moving carefully along the path. Nets with hidden counterweights are placed on some of these submerged walkways to be raised when invaders move across them. Others are hidden in the canopy above certain areas of the lizardfolk village to be dropped with the cutting of a single rope. Sentry platforms are placed strategically within the trees throughout

the village and the roots of some of the mangroves have been cut to allow underwater passage under many of the huts. Most huts have a hole in the floor so that lizardfolk within may escape directly into the swamp by diving in rather than leaving via the hut's door.

The lizardfolk community has guards posted both in the water surrounding it and within the trees. It is a community of nearly 900 warriors, but not all are present when the PCs arrive. Lizardfolk warriors (2nd lvl) patrol the village while lizardfolk rogues (3rd lvl) guard from hidden platforms 20 feet up in the mangroves. These guards are identical to those in the ambush at the beginning of the adventure.

The rogue sentries will enjoy cover as they are well hidden. They will make Sneak Attacks upon intruders while remaining hidden until they are spotted. Only then will they call out a warning, so stealthy PCs may still take them out quietly if they pretend not to have seen them after the initial attack. Rogue sentries will attempt to *Hide* again, then await an opportunity to Sneak Attack intruders once they've called a warning. Warrior sentries patrol around the village and will shout a warning and attack immediately upon sighting intruders. Rogue sentry platforms are only 20 feet off the ground, but small and heavily disguised to blend into the trees they are built into (DC 20 *Perception* to spot). They are placed randomly, but generally about 50 yards from each other. Adjacent sentry locations must succeed on a DC 5 *Perception* check to hear another sentry's shouted warning (-10 to hear a shout, +15 for 150 foot distance).

The sentry platforms in the mangroves are reached by camouflaged ropes which also allow a sentry to climb higher in the tree and even move from tree to tree with successful *Climb* checks. (It requires a DC 15 *Perception* check to discover such a

rope and a DC 15 *Climb* check to traverse at a PC's normal climb speed.)

If the PCs get themselves into a general melee with any sentries, an additional 1d8 lizardfolk warriors and 1d2 rogues will arrive every 1d4 rounds to join the fray with leaders (Fyrgosh, lesser shamans, and ranger bodyguards) beginning to arrive after two minutes (20 rounds). If this is still not enough to defeat the PCs, only five rounds later four tadhe-moths (see earlier stats) and their handlers will arrive and join the fight.

If the PCs don't quickly overpower their opponents, they should soon be in a fight for their lives and will be killed or captured if they don't successfully retreat. The lizardfolk will attempt to capture the PCs alive with net and poisoned weapons in order to sacrifice them to the Five-fold Maw later. GMs may allow captured PCs an opportunity to escape, though they will have been stripped of all they possess, bound, and left under guard in a hut with no escape hole into the swamp below.

If the PCs use stealth to scout the village, they may discover a few slaves. There will be only two humans (from Wyverglyn), two halflings (from Vellis' village), a wild elf, and a grippli. They are being kept under guard in a sturdy hut near the sacred pool. If spoken to, they will explain that the rest of the prisoners have all been sacrificed to the Five-fold Maw. They can describe it as a many-headed dragon, dark in coloration, that lives in the swamp, but that is all. They can direct the PCs to the huts of the lizard king, the shamans, and the central pool where the sacrifices take place.

PCs able to speak Draconic may overhear some lizardfolk talking about how they disapprove of the plans for war being made by the lizard king and shamans (DC 15 *Perception* check each time they eaves drop on any group of lizardfolk they sneak

up on). These lizardfolk are meeting clandestinely, but stealthy PCs may discover them in a hut or in the swamp outside the lizardfolk village. If conversed with, these lizardfolk claim that there are many lizardfolk who want peace, but they do not have the power to overcome the current tribal leadership, especially with the strength of the Five-fold Maw behind them. They claim that the king is currently away trying to convince other lizardfolk tribes to join his war against the soft-skins of the dry lands. Such lizardfolk claim they can convince many others to side with the PCs if they confront Fyrgosh, the shaman, and can defeat the Five-fold Maw.

If PCs sneak in and attack the lizardfolk leaders by surprise, they may grab the staff and run for it. If such an attack takes place, double the number of lizardfolk arriving to the battle each 1d4 rounds.

If the PCs attempt to parley with Fyrgosh, they will be surrounded by lizardfolk warriors and rogues and escorted to the center of the village. There, Fyrgosh will hear their purpose for parley, but will taunt them and insult them as more than a hundred lizardfolk gather around the PCs. Once the PCs have explained their purpose, he will invite them to join him in the Sacred Pool where they must face a challenge determined by their god. If they can accomplish this task, he will hand over the staff to them. He will then lead them out onto the giant lily pads in the center of the Sacred Pool by climbing the ladder to the stand 20 feet up between two giant Mangrove trees and swinging out onto the lily pads via a vine rope hanging for that purpose.

The majority of the lizardfolk villagers will gather on the surrounding islands and rope bridges to witness the proceedings. After a short initial conversation, read or paraphrase the following to the players.

The lizardfolk shaman climbs a rope ladder to a platform about 20 feet above the ground in the branches of a mangrove. Once there, he takes hold of a rope attached to the overhanging branches, steps from the platform, and swings out over a large pool and onto a patch of giant lily pads in its center. Jogging a few steps as he releases the vine, it swings freely above the water dividing the giant lily pads from your island.

He points to the platform and the dozen other vines attached like the one he used, indicating that you should follow him out onto the floating island.

Each PC need make only a DC 10 *Acrobatics* check to swing out and land successfully on the giant lily pads as Fyrgosh did. A failure on this check results in the PCs losing his hold on the vine and splashing into the water short of the target or slipping on the landing pad and sliding into the water between two giant lily pads.

There, Fyrgosh will stall while the Five-fold Maw is summoned (having just used the Staff's *summon* ability). This takes a full minute. Have each PC make a DC 15 *Perception* check. Any that succeed note the flash of the aquamarine stones in the crocodile skull's eyes topping the shaman's staff. He will ask the PCs their business, consider their claims, and pretend to be surprised they would think there was anything to fear from the lizard folk of the swamp. Contradictorily, Fyrgosh will then use the opportunity to point out to his people that the soft-skins of the dry lands are afraid of the lizard folk. When the draco-hydra arrives, he will declare that his god has sent the PCs as a sacrifice - an example of how he will deliver the peoples of the dry lands onto the spears of the lizardfolk warriors. The five heads of the draco-hydra will then burst forth from the pool and attack the PCs.



The Five-fold Maw

CR 10

XP 9600

Unique Savage [Mythic] Advanced Half-Black
Dragon Hydra

CE Gargantuan Dragon (magical beast)

Init +2; **Senses** darkvision 60 ft., low-light vision,
scent; Perception +12

DEFENSE

AC 25, touch 8, flat-footed 23 (+2 Dex, -4 size,
+17 natural) [**AV**: 8]⁵

hp 105 (7d10+49) (14 hp per head); **Fast Healing**
10

Fort +15, **Ref** +6, **Will** +5

Defensive Abilities Hard to Kill; **DR** 5/epic; **Im-**
mune acid, paralysis, sleep; **Resist** cold 10, electric-
ity 10, fire 10

OFFENSE

Speed 20 ft., flight (40 feet, average), swimming
(20 feet)

Melee Bite x5 +12 (4d6+11/x2 plus 1 bleed) [**SV**:
+6] and Claw x2 +12 (3d6+11/x2 plus 1 bleed)
[**SV**: +6] and Wings x2 +7 (2d6+11/x2) [**SV**: +6]

Ranged Breath Weapon: Acid (30 ft. line), each
head, 7d6 damage (Reflex DC 20 for half damage)
every 1d4 rounds.

Space 20 ft.; **Reach** 10 ft.

Special Attacks bleed (1), breath weapon, feral
savagery, pounce

TACTICS

During Combat The Maw begins combat by rising
(heads/necks only) around the party and making
use of its breath weapons. (Its body will be under-

water below, or just outside of, the patch of giant
lily pads.) It will follow with bite attacks in the
following rounds until it is able to breathe again.
Its heads will flank opponents whenever possible.
They can rise between the edges of the giant lily
pads, but will displace a five foot section of giant
lily pad if one exists in the space it occupies (only a
5-foot square for each head/neck).

It takes the heads only a Move Action to sub-
merge, move to anywhere else within the Five-fold
Maw's reach, and re-emerge from beneath the water.
Thus, each head can reposition itself every round to
make an attack from a more advantageous position
(i.e. flanking). It will take full advantage of its ability
to use Improved Bull Rush with each of its heads to
knock PCs into the water.

It will take to the air itself if a PC does so beyond
the range of its breath weapons. It will not bother
making claw or wing attacks until it suffers half its hit
points in damage, in which case it reveals itself by
taking flight, since the giant lily pads won't support
its weight. It will only use its pounce ability if it has
already taken to the air and chooses to land and a
PC.

Morale The Maw fights to the death, pursuing foes
relentlessly until the PCs get a hold of the Staff and
the Chase begins.

STATISTICS

Str 32, **Dex** 14, **Con** 32, **Int** 4, **Wis** 14, **Cha** 14

Base Atk +5; **CMB** +20; **CMD** 32 (can't be
Tripped)

Feats Combat Reflexes, Hover, Iron Will

Tricks Attack, Attack Any Target, Come, Down,
Fighting, Stay, Track

Skills Acrobatics +6, Climb +15, Fly +4, Intimidate
+4, Perception +12, Stealth -5, Swim +23

Languages Draconic (does not speak)

SQ attack any target [trick], come [trick], fighting [trick], hydra traits, regenerate head, track [trick]

SPECIAL ABILITIES

Attack Any Target [Trick] The Maw will attack any creature on command of the Staff wielder.

Bleed (Ex) Attacks cause 1 additional bleed damage at the beginning of the target's turn.

Breath Weapon (Su) Breath Weapon deals 7d6 Acid damage in a 30 ft. line, DC 23 Reflex halves damage (each head, every 1d4 rounds).

Come [Trick] The Maw will come to the Staff wielder on command.

Darkvision (60 feet) The Maw can see in the dark (black and white vision only).

Fast Healing 10 (Su) The Maw heals damage every round if it has at least 1 hp. This special version of Fast Healing applies to the body and each head individually. Thus, as long as the body lives, each head will heal 10 hp per round. If a head suffers 10 or more hit points of damage, it will return to the fight in 2 rounds, fully healed (unless severed, in which case see **Regenerate Head** below).

Fighting [Trick] The Maw has been trained to fight.

Flight (40 feet, Average) The Maw can fly.

Hydra Traits (Ex) A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head (provoking attacks of opportunity). A head is considered a separate weapon with hardness 0 and 20 hp (plus DR). To sever a head, an opponent must inflict enough

damage to reduce the head's hit points to 0 or less. Severing a head deals no additional damage to the body. A hydra can't attack with a severed head, but takes no other penalties.

Immunity to Acid The Maw is immune to acid damage.

Immunity to Paralysis The Maw is immune to paralysis.

Immunity to Sleep The Maw is immune to sleep effects.

Improved Bull Rush +2 bonus on bull rush attempts, no attack of opportunity.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Pounce (Ex) The Maw can make a full attack as part of a charge.

Power Attack Trade melee attack bonus for damage (-2/+4).

Regenerate Head (Ex) When a head is severed, another grows in its place in 1d4 rounds unless cauterized with greater than 10 points of fire damage. Acid does not work on The Maw. The Maw will never grow more than five heads.

Scent (Ex) Detect opponents within 15 feet by sense of smell.

Swimming (20 feet) The Maw has a Swim speed.

Track [Trick] The Maw will track a scent.

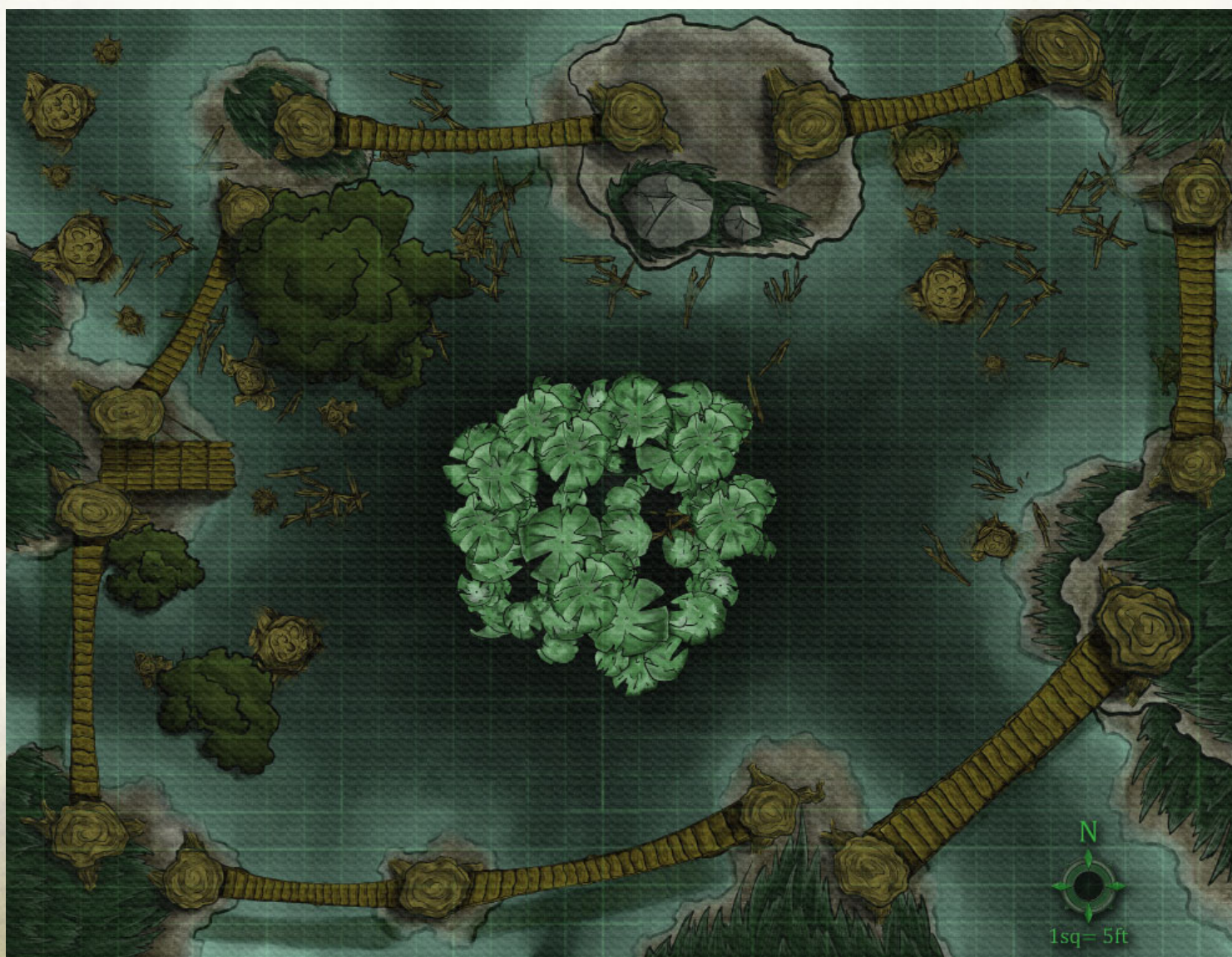
SCALING THE ENCOUNTER

EL 11 – Add the 'Agile' mythic template (but only if you are a real sadist).

As the heads of the Five-fold Maw emerge from between the giant lily pads upon which the PCs stand, the shaman shouts praises to his god, exhorting the gathering of lizardfolk to revel in the glory of their god and telling the PCs disdainfully that they have no power against that of an avatar. Though he does not act to assist the Five-fold Maw in its attack upon the PCs (he doesn't believe it needs any help), he will fight to defend himself, if attacked. How-

ever, if any of the PCs refused to join the group upon the giant lily pads and use ranged attacks to participate in the fight, Fyrgosh will use his available spells (including those from the staff) to incapacitate them.

The other lizardfolk will not interfere in the battle with the draco-hydra, fully expecting the avatar of their god to be victorious.



If any PC takes to the air beyond the range of its breath weapon and succeeds in causing the dracohydra damage, it will take to flight in pursuit of that one PC. (If the PCs haven't discovered it already, the emergence of the body will inform them better of what they are fighting.) Once that PC has been dispatched, the Five-fold Maw will return to finish off those who remain land-bound. It is happy to pursue fleeing PCs through the swamp, though it will have to rely on its land or swim speed as the trees are too thick to allow it to fly. Note that until the Five-fold Maw takes flight, the PCs will not, likely, know exactly what they are battling.

If the Five-fold Maw is destroyed, the backlash of force energy from the Staff will knock Fyrgosh prone (likely, into the water) and startle all the others in view of the battle. The lizardfolk are considered paralyzed for one round, staggered in the next round, and confused in the third and following rounds. In the fourth round, Fyrgosh, if still alive, will scream for the PCs' deaths (he may be spluttering a bit while treading water).

Note: The sacred pool under the giant lily pad patch is 30 feet deep and finding the staff at the bottom (if the shaman has dropped it) will require a DC 20 *Perception* check. One check may be made each round a PC is able to search the murky, root-covered bottom. (Alternatively, if the PCs lack the means to retrieve the staff, the GM may simply have it float.)

If the PCs then attack the shaman (or have already done so) or claim the staff, the community erupts into civil war. About a third of the common lizardfolk side with the PCs. The leaders all fight to repress the uprising. It should become clear to the PCs that their side is not going to win. (The GM may have the lizard king arrive back in the village just at that moment with his bodyguard – 4 rangers

4th, 8 rogues 3rd, 16 warriors 2nd, and a druid 3rd - if he is needed to sway the battle against the PCs.) They will need to make a run for it once they have the staff in hand (or perhaps without it, if they want to live).

Initially, the PCs are attacked immediately by Fyrgosh, and two rounds later by his subordinates (2 druids 3rd), 12 lizardfolk warriors 2nd, 6 lizardfolk rogues 3rd, and 2 lizardfolk rangers 4th whom the lizard king has gifted to the shaman as bodyguards in his absence. These ranger lizardfolk carry great tepoztopilli (two-handed sword-like weapons made of hardened wood with crocodile teeth embedded along their edges) and bolas for disabling their foes. The lizardfolk warriors and rogues use the statistics for those given at the bridge ambush. They swing or swim out to the giant lily pad patch to assault the PCs.

Additionally, the tribe still has four remaining tadhemoths that will arrive to battle the PCs with their handlers (lizardfolk warriors 2nd) on the fifth round of battle. (Stat-blocks for the tadhemoths are on page 7).

If the PCs appear to be able to win against this force, send another group of 24 lizardfolk warriors and 12 lizardfolk rogues against them from the general melee. If this also fails, the lizard king and his entourage could decide to focus their attention directly against them. If Thrazzeem has survived to this point, he will certainly join the attack against the PCs once the lizard king does so. Otherwise, you should consider him to be assisting Lyshtaak in battle against other lizardfolk. If Thrazzeem is not needed here, remember that he may be waiting to attack the PCs when they return to Ol' Mamma 'Nis' hut or the gates of Wyverglynn.)

Fyrgosh, Lizardfolk Druid 5th**CR 5****XP 1600**

Male Lizardfolk Druid 5

NE Medium Humanoid (reptilian)

Init +6; **Senses** Perception +10

DEFENSE**AC** 25, touch 12, flat-footed 23 (+6 armor, +2 Dex, +7 natural) [**AV: 6**]**hp** 56 (7d8+7)**Fort** +10, **Ref** +5, **Will** +9; +4 vs. spell-like and supernatural abilities of Fey and against effects that target plants

OFFENSE**Speed** 20 ft., swimming (15 feet)**Melee** +2 Staff of the Five-fold Maw +7 (1d6+3/x2) [**SV: +0**] plus magical abilities:
(15 charges remaining)1/week - *Summon Five-fold Maw*;0 chrg - *Flare*;1 chrg - *Entangle*, *Obscuring Mist*;2 chrgs - *Quench*;3 chrgs - *Rain of Frogs*; orLight Mace +5 (1d6+1/x2) [**SV: +0**] orBite +5 (1d4/x2) [**SV: +0**] and Claw x2 +5 (1d4/x2) [**SV: +0**]**Ranged** Sling +6 (1d4+1/x2)**Druid Spells Prepared** (CL 5):3 (2/day) *Aqueous Orb* (DC 16), *Call Lightning* (DC 16), *Lily Pad Stride*2 (3/day) *Summon Swarm*, *Burst of Nettles* (DC 15), *Gusting Sphere* (DC 15),
*Wilderness Soldiers*1 (4/day) *Hydraulic Push*, *Entangle* (DC 14),*Faerie Fire*, *Cure Light Wounds*0 (at will) *Resistance*, *Flare* (DC 13),*Guidance*, *Spark* (DC 13)**Combat Gear** +2 Staff of the Five-fold Maw, Light Mace, Sling w/ 20 bullets, Buttered Sparrowfish Fillet x2 (eating this magically prepared food adds a +10 competence bonus on *Acrobatics*, *Climb*, and *Swim* checks for 1 hour).

TACTICS**During Combat** Fyrgosh stands, arms spread, staff in hand, to the side of the battle upon the giant lily pads and magnanimously watches without interfering. If he is attacked, he returns the favor against the individual that attacked him. He prefers to use spells over attacks with weapons and makes a great show of calling on the power of his god when doing so.If one of the PCs makes a ranged attack or casts a spell into the combat from a position outside the giant lily pad patch (e.g. the platform with the vines), Fyrgosh uses *Obscuring Mist* or *Entangle* from the Staff to disrupt that PC's ability to interfere with the battle from a distance.**Morale** Fyrgosh becomes fanatically furious if the Maw is destroyed and fights to the death to prove that his faith in his god is not misplaced.

STATISTICS**Str** 12, **Dex** 14, **Con** 12, **Int** 10, **Wis** 16, **Cha** 12**Base Atk** +4; **CMB** +5; **CMD** 17**Feats** Combat Casting, Improved Initiative, Uncanny Concentration, Whip-Slinger**Skills** *Acrobatics* +2 (-2 jump), *Climb* +4, *Escape Artist* -2, *Fly* -2, *Handle Animal* +10, *Heal* +12, *In-*

timidate +7, Perception +10, Ride -2, Spellcraft +4, Stealth -2, Survival +11, Swim +10

Languages Draconic, Druidic

SQ hold breath (x4), natural healing (4/day) (DC 13), nature bond abilities (swamp), resist nature's lure, spontaneous casting (summoning spells), trackless step, wild empathy, wild shape (1/day), wild shape (animal), woodland stride

Other Gear Agile Breastplate, Amulet of Natural Armor +2, Cloak of Resistance +2, pouch w/ 150 gp worth of rare coral and shells, pouch w/ 50 gp worth of spell components.

SPECIAL ABILITIES

Combat Casting +4 to Concentration checks to cast while on the defensive.

Druid Domain (Swamp) The sour-sweet depths of bogs, marshes, and swamps are Fyrgosh's places of power.

Hold Breath (x4) (Ex) Fyrgosh can stay under water longer than normal.

Natural Healing (4/day) (DC 13) (Su) Channel as cleric to heal Hit Points or ability damage of animals, plants, and vermin.

Resist Nature's Lure (Ex) +4 save vs. effects from Fey and effects using plants.

Spontaneous Casting Fyrgosh can convert stored spells into *Summon Nature's Ally* spells.

Swimming (15 feet) Fyrgosh has a Swim speed.

Trackless Step (Ex) Fyrgosh does not leave a trail as he moves through natural surroundings.

Uncanny Concentration Fyrgosh doesn't make concentration checks for violent movement and gains a +2 bonus on all other concentration checks

Whip-Slinger Use sling as a sap and threaten adjacent spaces.

Wild Empathy +6 (Ex) Improve the attitude of an animal, as if using Diplomacy.

Wild Shape (1/day) (Su) Shapeshift into a different creature one or more times per day.

Wild Shape (Beast Shape I: Small - Medium animal) Fyrgosh may use his Wild Shape ability to become an animal.

Woodland Stride (Ex) Move through undergrowth at normal speed.

Lizardfolk Druids 3rd (2)

EL 5

XP 800 each

Lizardfolk Druid 3

NE Medium Humanoid (reptilian)

Init +4; **Senses** Perception +9

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural) [**AV:** +2]

hp 30 (5d8+5)

Fort +7, **Ref** +1, **Will** +5

OFFENSE

Speed 30 ft., swimming (15 feet)

Melee Light mace +4 (1d6+1/x2) [**SV:** +0] or

Bite +4 (1d4+1/x2) [**SV:** +0] and Claw x2 +4 (1d4+1/x2) [**SV:** +0]

Ranged Sling +3 (1d4+1/x2) [**SV:** +0]

Druid Spells Prepared (CL 3):

2 (2/day) *Burst of Nettles* (DC 14), *Gusting Sphere* (DC 14), *Wilderness Soldiers*

1 (3/day) *Hydraulic Push*, *Entangle* (DC13), *Cure Light Wounds*, *Mud Ball* (DC 13)

0 (at will) *Resistance*, *Flare* (DC 12), *Guidance*, *Spark* (DC 12)

TACTICS

During Combat These lizardfolk druids come to Fyrgosh's support at their earliest opportunity after The Maw is killed (5th round). They attempt to use up their spellcasting ability before engaging opponents in melee.

Morale They will flee, if reduced to 6 hit points or less.

STATISTICS

Str 12, **Dex** 10, **Con** 12, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 14

Feats Improved Initiative, Run, Whip-Slinger

Skills Acrobatics +4 (+8 to jump with a running start), Climb +5, Handle Animal +7, Heal +9, Perception +9, Spellcraft +4, Survival +10, Swim +14

Languages Draconic, Druidic

SQ hold breath (x4), natural healing (3/day) (DC 11), nature bond abilities (swamp), spontaneous casting, trackless step, wild empathy, woodland stride

Other Gear Hide Shirt, Buckler, Light Mace, Sling, pouch w/ 50 gp worth of rare coral and shells, pouch w/ 20 gp worth of spell components

SPECIAL ABILITIES

Druid Domain (Swamp) The sour-sweet depths of bogs, marshes, and swamps are their places of power.

Hold Breath (x4) (Ex) They can stay under water 4 times as long as normal.

Natural Healing (3/day) (DC 11) (Su) Channel as cleric to heal Hit Points or ability dam of animals, plants, and vermin.

Run Run 5x their speed in light/medium armor or 4x speed in heavy armor and keep Dexterity bonus when running.

Spontaneous Casting The Druids can convert stored spells into *Summon Nature's Ally* spells.

Swimming (15 feet) They have a Swim speed.

Trackless Step (Ex) They do not leave a trail as they move through natural surroundings.

Whip-Slinger Use sling as a sap and threaten adjacent spaces.

Wild Empathy +3 (Ex) Improve the attitude of an animal, as if using Diplomacy.

Woodland Stride (Ex) Move through undergrowth at normal speed.

Lizardfolk Ranger 4th (2)

EL 5

XP 1600

Male Lizardfolk, Unseen, Ranger 4

N Medium Humanoid (reptilian)

Init +6; **Senses** Perception +6

DEFENSE

AC 21, touch 12, flat-footed 19 (+3 armor, +1 shield, +2 Dex, +5 natural) (+1 vs. humans) [**AV:** 2]

hp 46 (4d10+2d8+12)

Fort +9 (+4 vs. hot or cold environments and to resist damage from suffocation), **Ref** +6, **Will** +2

OFFENSE

Speed 30 ft., swimming (15 feet)

Melee Tepoztopilli +8 (1d10+4/19-20/x2) [**SV:** +0], Bite +8 (1d4+3/x2) [**SV:** +0] and Claw x2 +8 (1d4+3/x2) [**SV:** +0] or

Dagger +8 (1d4+3/19-20/x2) [**SV:** +0]

Ranged Bolas +7 (1d4+3/x2) [**SV:** +0]

Special Attacks favored enemy (humans +2)

Ranger Spells Prepared (CL 1):

1 (1/day) *Entangle* (DC 12)

Combat Gear Tepoztopilli, Bolas (2), Dagger.

TACTICS

During Combat These Rangers will throw a bola as they approach their initial target in an attempt to trip them. They will then attempt to dispatch that opponent before moving on to the next. *Entangle* will be saved for emergencies.

Morale They will fight to the death in defense of Lyshtaak, the lizard king, but will otherwise retreat if reduced below 12 hp.

STATISTICS

Str 16, **Dex** 14, **Con** 14, **Int** 8, **Wis** 12, **Cha** 6

Base Atk +5; **CMB** +8; **CMD** 20

Feats Distance Thrower, Endurance, Exotic Weapon Proficiency (Bolas) (racial bonus), Favored Defense: Humans +1, Improved Initiative, Power Attack -2/+4, Silt-Laden Eyes (racial bonus)

Skills Acrobatics +9, Bluff -2 (+0 vs. humans), Climb +7, Escape Artist +0, Fly +0, Handle Animal +3, Heal +5, Intimidate +4, Perception +6 (+8 vs. humans, +8 while in swamp terrain), Ride +0, Sense Motive +1 (+3 vs. humans), Stealth +14 (+16 while in swamp terrain), Survival +10 (+12 vs. humans, +12 while in swamp terrain, +12 to track), Swim +15 (+19 to resist nonlethal damage from exhaustion)

Languages Draconic

SQ combat styles (two-handed weapon), favored terrain (swamp +2), hold breath (x4), hunter's bonds (companions), track, wild empathy.

Other Gear Hide Shirt, Buckler, pouch w/ 2-40 cp, 2-24 sp, 120 gp.

SPECIAL ABILITIES

Distance Thrower Reduce ranged penalties for thrown weapons by 2.

Endurance +4 to a variety of skill checks. Sleep in L/M armor with no fatigue.

Favored Defense: Favored Enemy (Humans)

+1 They can add half their favored enemy bonus as a Dodge bonus to AC and CMD.

Favored Enemy (Humans +2) (Ex) +2 to rolls vs Favored Enemy (Humans).

Favored Terrain (Swamp +2) (Ex) +2 to rolls vs Favored Terrain (Swamp).

Hold Breath (x4) (Ex) They can stay under water longer than normal.

Hunting Companions (1 rounds) (Ex) Grant half favored enemy bonus to allies in 30' as move action.

Power Attack -2/+4 They can subtract from their attack roll to add to their damage.

Silt Laden Eyes They can use their tail to disturb the water making it murky. See Appendix: New Feats.

Swimming (15 feet) They have a Swim speed.

Track +2 Add the listed bonus to survival checks made to track.

Wild Empathy +2 (Ex) Improve the attitude of an animal, as if using Diplomacy.

Lyshtaak, Lizard King

CR 7

XP 3200

Lizardfolk, Lizard King Ranger 5

NE Large Humanoid (reptilian)

Init +4; **Senses** Perception +12

DEFENSE

AC 23, touch 9, flat-footed 23 (+7 armor, -1 size, +7 natural) [**AV: 7**]

hp 95 (5d10+5d8+20)

Fort +10 (+4 vs. hot or cold environments and to resist damage from suffocation), **Ref** +5, **Will** +1

OFFENSE

Speed 20 ft., swimming (15 feet)

Melee +2 Keen, Wounding Ironwood War Trident +15/+10 (2d8+11 plus 1 bleed/19-20/x3) [**SV**: +6] or

Bite +13 (1d6+3/x2) [**SV**: +2] and

Claw x2 +13 (1d6+3/x2) [**SV**: +2]

Space 10 ft.; **Reach** 10 ft.

Special Attacks favored enemies (humans +4, reptilian humanoids +2)

Ranger Spells Prepared (CL 2): This particular lizard king isn't wise enough to be able to cast any spells.

Combat Gear +2 Keen, Wounding, Ironwood War Trident, Potion of *Barkskin* +2, Potion of *Bull's Strength*, Potion of *Cure Moderate Wounds*, Potion of *Haste*.

TACTICS

During Combat Lysthtaak takes three rounds to drink his potions of *Barkskin* +2, *Bull's Strength*, and *Haste* before entering combat with the PCs. (The effects of these potions have not been included in his stat-block.) He targets the most powerful-looking warrior first and makes quick bull rushes in order to knock his opponent prone or into the water.

Morale He is absolutely fearless in battle and will fight to the death.

STATISTICS

Str 23, **Dex** 10, **Con** 14, **Int** 10, **Wis** 8, **Cha** 10

Base Atk +8; **CMB** +15 (+17 Bull Rushing); **CMD** 25 (27 vs. Bull Rush)

Feats Cleave, Endurance, Great Cleave, Improved Bull Rush, Improved Critical (Trident, war), Improved Initiative, Power Attack -3/+6, Quick Bull Rush.

Skills Acrobatics +1 (-3 jump), Bluff +0 (+4 vs. humans, +2 vs. reptilian humanoids), Climb +12, Escape Artist -3, Fly -5, Handle Animal +4, Heal +3, Intimidate +13, Perception +12 (+16 vs. humans, +14 vs. reptilian humanoids, +14 while in swamp terrain), Ride -3, Sense Motive -1 (+3 vs. humans, +1 vs. reptilian humanoids), Stealth +6 (+8 while in swamp terrain), Survival +8 (+12 vs. humans, +10 vs. reptilian humanoids, +10 while in swamp terrain, +10 to track), Swim +15 (+19 to resist nonlethal damage from exhaustion)

Languages Draconic

SQ combat style (two-handed weapon), favored terrain (swamp +2), hold breath (x4), hunter's bonds (companions), track, wild empathy

Other Gear Giant-hide armor (troll), pouches with 205 gp and 44 pp, rare coral jewelry worth 2400 gp.

SPECIAL ABILITIES

Cleave If he hits a foe, he may attack an adjacent target at the same attack bonus but take -2 AC.

Endurance +4 to a variety of skill checks. Sleep in L/M armor with no fatigue.

Favored Enemy (Humans +4) (Ex) +4 to rolls vs Favored Enemy (Humans).

Favored Enemy (Reptilian Humanoids +2) (Ex) +2 to rolls vs Favored Enemy (Reptilian Humanoids).

Favored Terrain (Swamp +2) (Ex) +2 to rolls vs Favored Terrain (Swamp).

Giant-hide armor (troll) This drooping, many-folded suit of +3 hide armor is made from the tanned skin of an actual troll. Once per day on command, the wearer can grow to match the size of the appropriate giant (Large), as if using *Giant Form I*. This transformation lasts up to 15 minutes, and ends when the wearer commands. (Lyshtaak can't benefit from this special ability since he is already size L.)

Hold Breath (x4) (Ex) He can stay under water longer than normal.

Hunting Companions (1 rounds) (Ex) Grant half favored enemy bonus (+2 vs. humans/+1 vs. reptilian humanoids) to allies in 30' as move action.

Improved Bull Rush He doesn't provoke attacks of opportunity when bull rushing.

Power Attack -3/+6 He can subtract from his attack roll to add to your damage.

Quick Bull Rush May bull rush in place of his highest melee attack each round.

Swimming (15 feet) He has a Swim speed.

Track +2 Add the listed bonus to survival checks made to track.

Wild Empathy +5 (Ex) Improve the attitude of an animal, as if using Diplomacy.

SCALING THE ENCOUNTER

Add more lizardmen numbers, but no class levels or templates to this encounter, except the Lizard King, which can gain the Advanced Template.



PART III: THE RETURN

THE CHASE

The party's goal should be to abscond with the shaman's staff. When they do decide to flee, they are pursued. Traps along the village's walkways are set off in an attempt to thwart the PC's escape.

Allow the PCs to fight within the lizardfolk village as long as they like, but give them ample clues that the tribe will overwhelm them eventually. When they decide to make a run for it, regardless of the current tabletop positioning of any miniatures, begin the Chase.

If the party sticks together, not all the Chase options will be needed. There are extras in the likely event that PCs choose alternative routes. Eventually, the final encounter depends upon whether the PCs chose to return the staff to Ol' Mamma 'Nis or directly to the village of Wyverglynn.

A chart has been provided in case the Chase Cards are not available. (See Appendix.)

Successful completion of the Chase is worth 5,600 experience points to be divided evenly among the surviving PCs.

Final Battle

The Chase will end as the PCs arrive at Ol' Mamma 'Nis' hut, or at the edge of the swamp about 300 yards from the front gates of Wyverglynn, as the PCs choose. The final battle depends upon which choice the PCs make. Any penalties to ability scores or saves, or damage suffered during the Chase continue to apply during this final battle.

Though the effects of fatigue will not be considered during the exhaustive Chase itself, every PC (not enjoying a special immunity to fatigue) and every lizardfolk involved in the final battle are automatically considered to be fatigued (no running or charging, -2 penalty to Strength and Dexterity) for the entirety of this final battle.

Ol' Mamma 'Nis' Hut

If the PCs have no reason to suspect that Ol' Mamma 'Nis is anything other than what she pretends, they are likely to attempt to return the staff to her. Use the map showing her hut and the surrounding terrain.

Wait until all surviving PCs have finished the Chase. When the last surviving PC successfully passes the 21st Chase Card's challenge, place each PC on the battlemap of Ol' Mamma 'Nis' hut environs. The players may place their markers in the square of their choice with the following restrictions: Each PC may place his or her marker on the battlemap up to one square from the western edge of the map for every Chase Card that separates their PC from the lizardfolk horde at the time their PC completes the Chase. Have the first PC to successfully complete the Chase place his or her marker upon the battlemap first, proceeding with the second PC to successfully complete the Chase and so on. Thus, the party could be strung out in a line between the hag's hut and the edge of the map, they could all keep close to the last PC in line, or they could spread themselves out more randomly.

As the PCs stumble into the area, a group of lizardfolk will be hot on their heels. It will consist of the following members who arrive in the rounds indicated and use the tactics mentioned in their entry. Roll for initiative after all PCs have been placed and

place the arriving lizardfolk next to the edge of the battlemat. They act on their initiative order from there, moving onto the first square of the battlemat during the Move Action of their first turn.

Round 1: Two lizardfolk Rangers arrive.

These two will each throw a bola at the feet of the PC in possession of the Staff of the Five-fold Maw. On following rounds, they draw their great tepoztopilli while moving to engage that same PC in melee combat, only battling others if they prevent access to the Staff.

Round 2: Ol' Mamma 'Nis emerges from her hut.

Ol' Mamma 'Nis steps from her hovel and pretends to cast great spells that the lizardfolk shy back from. (They truly fear her, with the exception of the lizardfolk rangers.) She is actually only pretending or casting defensive magic upon herself. In fact, she is analyzing the situation for a few rounds.

Round 3: A number of lizardfolk rogues arrive equal to the number of surviving PCs.

These lizardfolk make use of their blowguns to incapacitate as many PCs as possible. If no targets present themselves outside of melee combat with their allies, they then move to flank PCs and get in as many sneak attacks with their short spears as possible. (Note that they are capable of swimming underneath giant lily pads that PCs are standing upon and making sneak attacks *through* the lily pad itself with their shortspears. However, the PC is not visible through the lily pad, so the rogue suffers a -4 penalty to its Attack roll in such a case. The PC is also considered concealed, so the Rogue suffers a 50% miss chance. PCs attempting to attack back in such a situation also suffer the -4 Attack penalty and the 50% miss chance. The lizardfolk also enjoys an additional +2 bonus to AC and suffers only half damage, unless the attacking PC is using a piercing

weapon to attack through the water.)

Round 4: Ol' Mamma 'Nis enters the battle against the individual holding the Staff.

On the fourth round, the hag jumps into the battle attempting to grab the staff for herself. She is not patient enough to continue the charade when the object of her desire is right in front of her.

Round 5: Two lizardfolk warriors per surviving PC arrive.

These warriors either use their atlatls and javelins against PCs out of range of melee combat or dive into the water and attack the PCs with their long spears. (Note that the swamp is three to four feet in depth around the hag's hut, so any creature standing in the water enjoys 50% cover [+4 AC bonus] against any missile attacks, including ranged touch attacks.)

All lizardfolk in this battle will fight to the death.

If, at any time, the hag gets ahold of the Staff of the Five-fold Maw, she spends the next round cackling gleefully while raising it above her head. The lizardfolk all pause for a round, then direct all their attacks at her. She will fight as long as she thinks she can win, but will flee if her situation appears grim. The remaining lizardfolk will immediately give chase, but catching her will, likely, prove extremely difficult. Remember, she can swim at a speed of 30 and use *Water Breathing*, *Invisibility*, *Alter Self*, and *Tree Shape* at will.

If the hag escapes, the current threat of the lizardfolk attack upon Wyverglynn and the nearby lands is ended, but the years to come will breed an even greater threat as Ol' Mamma 'Nis uses the staff to power her own evil agenda.

If the PCs choose not to chase the hag, or lose

her, they must immediately resume the Chase and complete three more Chase challenges to reach the edge of the Sorrowfen near Wyverglynn. The lizardfolk horde will have moved one card forward during the battle at the hag's hut. It will resume its relentless pursuit as soon as the PCs continue their trek to Wyverglynn. The horde is unaware that the PCs no longer have the staff and will happily capture them and torture them to discover the staff's whereabouts. The results of such capture are left to the GM's designs. However, any PCs successfully beating the lizardfolk horde in this last portion of the Chase need not face the lizardfolk in the scenario below. They had already faced that group at the hag's hut.

If the PCs defeat the lizardfolk and the hag, they have enough time to make their way to Wyverglynn before the main body of the Horde catches them. Skip to the Conclusion.

Wyverglynn

If the PCs head straight for the town instead, the guards at the gate (nine human Warriors identical to Sergeant Overwatchman and his eight soldiers) will raise an alarm and use their longbows to cover the party's race from the edge of the swamp across slightly rising ground to the gatehouse (300 yds/900 ft/180 sq). Each round, beginning on round four, there is a 25% chance that four more guards (2nd level Warriors like the others) arrive at the gatehouse to help (maximum of 40). The lizardfolk in pursuit will not give up until the staff is in their possession or they are dead.

When the last PC successfully completes his 24th Chase challenge (the higher number representing their lack of knowledge of the route back to Wyverglynn without first returning to the hag's hut, as well

as the extra distance), allow him to place his PC's marker within two squares (10 ft) of the battlemat's edge farthest from Wyverglynn's gate. Proceed with each other PC in reverse order from that in which they successfully completed all 25 Chase challenges. Each of these PCs may add two squares (10 ft) to their marker's distance from the far edge of the map.

* Remember, both the PCs and the lizardfolk are considered fatigued as this battle begins. Thus, neither the PCs, nor the lizardfolk are allowed to run or charge, and they all suffer -2 to their Strength and Dexterity scores.

When all PC markers are placed, add additional lizardfolk markers on the edge of the battlemat in the following order.

Round 1: One lizardfolk Ranger for each surviving PC.

They throw bolas each round until they catch up to a PC. Then, they attack with their great tepoztopilli. If they can get past a PC to attack the one in possession of the Staff of the Five-fold Maw, they do so.

Round 2: One lizardfolk Rogue per surviving PC.

They use their blowguns each round on the PC in possession of the staff, if within range, until that PC is engaged in melee with lizardfolk or is incapacitated. If engaged in melee, they flank their opponent with their shortspears or use their blowguns against other PCs attempting to aid the target.

Round 3: Two lizardfolk Warriors per surviving PC.

They Double Move in order to catch the staff-carrying PC and engage him in melee. If that appears impossible, they will try to bring him down with darts from their atlats.

Round 4: The town guards will begin firing their bows on round four when they are certain of who is running toward the gate. Note the distance and apply any range penalties that apply. They probably won't hit much, but it will add to the fun, especially if you roll any 1's (fumbles) for them and a few arrows land dangerously close to the PCs.

When the first PC reaches the town gate, the guards will only open it if the PCs outnumber the lizardfolk. Thus, the PCs may have to stand and fight for a few rounds outside the gate until they kill off several of their lizardfolk pursuers. When that occurs, the gates will open and all the guards that have arrived so far (except four remaining on the wooden parapet with bows) will pour out to help the PCs battle the remaining lizardfolk.

If the PCs safely retreat within the palisaded walls of Wyverglynn, the lizardfolk horde arrives shortly thereafter and makes tentative attempts to breach the walls. However, it consists of only about 200 warriors and does not have its lizard king or shaman leaders (they have remained behind to quell the uprising that exploded in Clashyyk when the PCs made off with the staff. As a result, the horde's assault of the wall is not motivated enough to succeed and the lizardfolk slink off back to the swamp by the time the sun rises that morning.

If Thrazzeem yet lives, he will have already disabled the gates by forcing iron spikes between the hinges and the door jams to prevent them from being opened for the PCs. Beginning on round 3, he will assassinate a guardsman on top of the gatehouse (Sergeant Overwatchman?), then fight his way along the parapet killing as many as possible. He will flee before being overwhelmed.

Conclusion

The PCs may realize that the only way for them to succeed at their mission is for some of them to sacrifice themselves to delay pursuit so that at least one of their number can reach the safety of the palisaded town. Thus, the adventure becomes extremely deadly as players are forced to choose between the good of the group and their own character's personal survival. PCs captured alive will be returned to the lizard folk community where they will be tortured as a spectacle to those rebellious, defeated, lizardfolk community members. The GM is free to allow the players to attempt an escape or a rescue mission as they choose. Otherwise, captured PCs are eventually killed and ceremonially eaten in a religious ritual attempting to appease the lizardfolk god who is obviously unhappy at recent setbacks.

If at least one of the PCs makes it back to the town with the lizardfolk shaman's staff, the threat of war is ended for some years, at least. Without the Staff and the draco-hydra, Fyrgosh and Lyshtaak (if either of them survived) have their hands full just trying to reestablish their tribe's dominance in the swamp. The returning PCs are hailed as heroes, the mayor keeps his promises, and even offers them a house near the Swamp Gate as their own property, tax free (for the next five years). He also sends a message to the lord of the land describing the PCs' deeds. This may lead to more adventures as the lord becomes aware of the PCs' potential.

If the party suffers a TPK... Well, the result of that is up to each individual GM according to the wishes s/he has for his/her own campaign.

- Skip "SirXaris" Twitchell

Appendices:

Lizardfolk of the Clashyyk Clan

These lizardfolk have a different culture from that of humans and demihumans and those differences manifest partly in the specific qualities of certain character classes. For example, primitive lizardfolk rogues and assassins don't train with hand crossbows and rapiers or most other martial weapons, but with blowguns, spears, and bolas instead. Nor do lizardfolk warriors train with heavy armor or tower shields, but with atlats, nets, and primitive (splintering) simple weapons.

Martial Weapon Proficiency has been replaced with proficiency in a few, appropriate, exotic weapons. In addition, other replacements have been made in this adventure in an attempt to make these opponents more appropriate to the setting without unbalancing them. For example, lizardfolk warriors have had their Heavy Armor Proficiency feat replaced with the Splintering Weapon feat and Tower Shield Proficiency with the new feat, Silt Laden Eyes.

NPCs

Gripplis

Igloak

CR 3

XP 800

Male Grippli Barbarian 4

N Small Humanoid (grippli)

Init +3; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 17{15}, touch 14{12}, flat-footed 14{12} (+3 armor, +3 Dex, +1 size) [**AV**: 1]**hp** 48 (4d12+12)**Fort** +7, **Ref** +4 (+1 bonus vs. traps), **Will** +3**Defensive Abilities** trap sense, uncanny dodge

OFFENSE

Speed 40 ft., climbing (20 feet)**Melee** +1 Beaststrike Club +8{+10} (1d6+3 {1d8+5} B/S/P) [**SV**: -2] or

Agile Tongue +9 (disarm or steal combat maneuvers)

While raging add:

{Bite +4 (1d4+2)} [**SV**: -2] and {Claw +4 (1d6+2)} [**SV**: -2]**Ranged** Shortbow, Comp. (Str +2) +9 (1d4+2/x3) [plus bleed or trip] [**SV**: +2] or

Net of Snaring +11 (entangled) [underwater only]

Special Attacks rage (13 rounds/day), rage powers (animal fury, beast totem, lesser)

STATISTICS

Str 14, **Dex** 17, **Con** 16, **Int** 11, **Wis** 15, **Cha** 10

Base Atk +4; **CMB** +5; **CMD** 18

Feats Agile Tongue, Alertness

Skills Acrobatics +9 (+13 jump), Climb +16, Fly +5, Handle Animal +6, Intimidate +5, Perception +10, Sense Motive +4, Stealth +7 (+11 in marshes or forested areas), Survival +8, Swim +8 **Modifiers** +4 stealth in marshes or forested areas

Languages Common*, Grippli

SQ fast movement +10, swamp stride

Combat Gear +1 Beaststrike club, Net of Snaring, Arrows (20), Bleeding arrows (5), Trip arrows (5), Shortbow, Comp. (Str +2), Potion of *Anticipate Peril*, Potion of *Cloak of Shade*, Potion of *Cure Light Wounds* x2, Potion of *Hide from Animals*;

Other Gear Leather armor, +1 Amulet of Natural Armor, belt pouch with 20 gp worth of rare swamp artifacts.

SPECIAL ABILITIES

+4 Stealth in marshes or forested areas (Ex)

Igloak gains a bonus to Stealth Checks under the listed conditions.

Agile Tongue His long tongue is capable of manipulating small items and even stealing objects (disarm or steal combat maneuvers).

Animal Fury (Ex) Gain a d4 bite attack while raging.

Beast Totem, Lesser (Su) Gain two d6 claw attacks while raging.

Climbing (20 feet) He has a Climb speed.

Darkvision (60 feet) He can see in the dark (black and white vision only).

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Rage (13 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

Swamp Stride (Ex) Not slowed by difficult terrain in swamps, unless magically manipulated.

Trap Sense +1 (Ex) +1 bonus on reflex saves and AC against traps.

Uncanny Dodge (Ex) Retain Dex bonus to AC when flat-footed.

{ } Statistics in { } are in effect while Igloak is Raging.

* Understanding Igloak's version of the Common Tongue and successfully communicating with him via its use requires a successful DC 15 *Linguistics* check.

Flindootle

CR 3

XP 800

Female Grippli Druid 4

N Small Humanoid (grippli)

Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 13, flat-footed 14 (+3 Armor, +2 Dex, +1 size)

hp 23 (4d8)

Fort +3, **Ref** +3, **Will** +6; +4 vs. spell-like and supernatural abilities of Fey and against effects that target plants

OFFENSE

Speed 20 ft., climbing (20 feet)

Melee Dagger +3 (1d3-1/x2) and
Snag net +3 (entangled)

Ranged +1 Sling +7 (1d3/x2) or
Jolting dart +7 (1d3+2[+1d6 electricity]/x2)
or
Sticky Strike +2

Druid Spells Prepared (CL 4):

2 (3/day) *Ant Haul (Communal)*, *Greensight*, *Delay Poison**, *Summon Swarm*

1 (4/day) *Blend*, *Remove Sickness (DC 13)*, *Entangle (DC 13)*, *Calm Animals (DC 13)*, *Jump**

0 (at will) *Stabilize*, *Detect Poison*, *Purify Food and Drink (DC 12)*, *Mending*

* Domain Spell

STATISTICS

Str 8, **Dex** 14, **Con** 10, **Int** 13, **Wis** 15, **Cha** 12

Base Atk +3; **CMB** +1; **CMD** 13

Feats Natural Spell, Self-sufficient

Skills Acrobatics -1 (-5 jump), Climb +8, Escape Artist -1, Fly +1, Handle Animal +8, Heal +11, Perception +7, Ride -1, Sense Motive +6, Spellcraft +5, Stealth +4 (+8 in marshes or forested areas), Survival +12,

Swim +3 **Modifiers** +4 stealth in marshes or forested areas

Languages Common*, Draconic, Druidic, Grippli

SQ arcane familiar nearby, deliver touch spells through familiar, empathic link with familiar, nature bond abilities (frog), resist nature's lure, spontaneous casting, sticky strike (5/day), swamp stride, trackless step,

wild empathy, wild shape (1/day), wild shape (animal), woodland stride

Combat Gear Potion of *Cure Light Wounds* x2, Potion of *Delay Disease* x2, Potion of *Pass without Trace*, Sharpstones sling bullets (10), Jolting darts (8)

Other Gear +1 Bitter, Slick Leather armor, Dagger, +1 Sling, Sling bullets (20), Sharpstone sling bullets (10), Snag net, belt pouch with 20 gp worth of rare swamp herbs.

SPECIAL ABILITIES

+4 Stealth in marshes or forested areas (Ex)

Flindootle gains a bonus to Stealth Checks under the listed conditions.

Arcane Familiar Nearby She gains the Alertness feat while your familiar is within arm's reach.

Climbing (20 feet) She has a Climb speed.

Darkvision (60 feet) She can see in the dark (black and white vision only).

Deliver Touch Spells Through Familiar (Su) Her familiar can deliver touch spells for her.

Druid Domain (Frog) Granted Powers: She venerates the elder amphibians that first brought life to land.

Domain Spells: 1st - jump, 2nd - delay poison.

Empathic Link with Familiar (Su) She has an empathic link with her Familiar.

Natural Spell She can cast spells while in Wild Shape.

Resist Nature's Lure (Ex) +4 save vs. effects from Fey and effects using plants.

Spontaneous Casting The Druid can convert stored spells into *Summon Nature's Ally* spells.

Sticky Strike (5/day) (Su) Standard, ranged touch vs foe in 15 ft, then pull 5 ft (+½ druid level to CMB).

Swamp Stride (Ex) Not slowed by difficult terrain in swamps, unless magically manipulated.

Trackless Step (Ex) She does not leave a trail as she moves through natural surroundings.

Wild Empathy +5 (Ex) Improve the attitude of an animal, as if using Diplomacy.

Wild Shape (1/day) (Su) Shapeshift into a different creature one or more times per day.

Wild Shape (Beast Shape I: Small - Medium

animal) Flindootle may use her Wild Shape ability to become an animal.

Woodland Stride (Ex) Move through undergrowth at normal speed.

* Understanding Flindootle's version of the Common Tongue and successfully communicating with her via its use requires a successful DC 15 *Linguistics* check.

Familiar: bullfrog.

Grippli Barbarian 2nd CR 1

XP 400

Grippli Barbarian 2

N Small Humanoid (grippli)

Init +1; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 15, touch 12, flat-footed 14 (+3 armor, +1 Dex, +1 size) [**AV**: 1]

hp 26 (2d12+4)

Fort +5, **Ref** +1, **Will** +0

Defensive Abilities uncanny dodge

OFFENSE

Speed 40 ft., climbing (20 feet)

Melee Dagger +4 (1d3+1/19-20/x2) [**SV**: -2] or

Snag net +4 (entangled plus 1 or trip) or

Agile Tongue +4 (disarm or steal combat maneuvers)

Ranged Shortbow, Comp. (Str +1) +4 (1d4+1/x3) [plus bleed or trip] [**SV**: +2]

Special Attacks rage (8 rounds/day), rage powers (beast totem, lesser)

STATISTICS

Str 12, **Dex** 12, **Con** 14, **Int** 10, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +2; **CMD** 13

Feats Agile Tongue

Skills Acrobatics +4 (+8 jump), Climb +12, Escape Artist +0, Fly +2, Handle Animal +3, Intimidate +4, Perception +4, Stealth +4 (+8 in marshes or forested areas), Survival +5, Swim +5 **Modifiers** +4 stealth in marshes or forested areas

Languages Common*, Grippli

SQ fast movement +10, swamp stride

Combat Gear Dagger, Shortbow, Comp. (Str +1), Snag net, Bleeding arrows (5), Trip arrows (5), Arrows (20).

Other Gear Hide shirt, belt pouch with 10 gp worth of swamp artifacts.

SPECIAL ABILITIES

+4 Stealth in marshes or forested areas (Ex)

The Barbarian gains a bonus to Stealth Checks under the listed conditions.

Agile Tongue His long tongue is capable of manipulating small items and even stealing objects.

Beast Totem, Lesser (Su) Gain two d6 claw attacks while raging.

Climbing (20 feet) He has a Climb speed.

Darkvision (60 feet) He can see in the dark (black and white vision only).

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Rage (8 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

Swamp Stride (Ex) Not slowed by difficult terrain in swamps, unless magically manipulated.

Uncanny Dodge (Ex) Retain Dex bonus to AC when flat-footed.

*Understanding the gripplis' version of the Com-

mon Tongue and successfully communicating with them via its use requires a successful DC 15 *Linguistics* check.

Grippli Barbarian 1st

CR 1/2

XP 200

Grippli Barbarian 1

N Small Humanoid (grippli)

Init +1; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 15, touch 12, flat-footed 14 (+3 armor, +1 Dex, +1 size) [**AV**: 1]

hp 13 (1d12+1)

Fort +3, **Ref** +1, **Will** +0

OFFENSE

Speed 40 ft., climbing (20 feet)

Melee Dagger +3 (1d3+1/19-20/x2) [**SV**: -2] or

Snag net +3 (entangled plus 1 or trip) or

Agile Tongue +3 (disarm or steal combat maneuvers)

Ranged Shortbow, Comp. (Str +1) +3 (1d4+1/x3) [**SV**: +2]

Special Attacks rage (5 rounds/day)

STATISTICS

Str 12, **Dex** 12, **Con** 12, **Int** 10, **Wis** 10, **Cha** 8

Base Atk +1; **CMB** +1; **CMD** 12

Feats Agile Tongue

Skills Acrobatics +4 (+8 jump), Climb +12, Escape Artist +0, Fly +2, Perception +4, Stealth +4 (+8 in marshes or forested areas), Survival +4, Swim +4

Modifiers +4 stealth in marshes or forested areas

Languages Common*, Grippli

SQ fast movement +10, swamp stride

Combat Gear Dagger, Net, Shortbow, Comp. (Str +1), Snag net, Arrow, bleeding (5), Arrow, trip (5), Arrows (20).

Other Gear Hide shirt, belt pouch with 5 gp worth of rare swamp artifacts.

SPECIAL ABILITIES

+4 Stealth in marshes or forested areas (Ex)

The Barbarian gains a bonus to Stealth Checks under the listed conditions.

Agile Tongue The Barbarian's long tongue is capable of manipulating small items and even stealing objects.

Climbing (20 feet) He has a Climb speed.

Darkvision (60 feet) He can see in the dark (black and white vision only).

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Rage (5 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

Swamp Stride (Ex) Not slowed by difficult terrain in swamps, unless magically manipulated.

*Understanding the gripplis' version of the Common Tongue and successfully communicating with them via its use requires a successful DC 15 *Linguistics* check.

Grippli Druid 1st

CR 1/2

XP 200

Female Grippli Druid 1

N Small Humanoid (grippli)

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 15, touch 12, flat-footed 14 (+3 armor, +1 Dex,

+1 size) [AV: 1]

hp 8 (1d8)

Fort +2, **Ref** +1, **Will** +4

OFFENSE

Speed 30 ft., climbing (20 feet)

Melee Dagger +0 (1d3-1/19-20/x2) [SV: -2]

Ranged Sling +2 (1d3-1/x2) [SV: -2]

Druid Spells Prepared (CL 1):

1 (2/day) *Jump**, *Cure Light Wounds*, *Commune With Birds*

0 (at will) *Stabilize*, *Purify Food and Drink* (DC 12), *Mending*

*Domain spell.

STATISTICS

Str 8, **Dex** 12, **Con** 10, **Int** 12, **Wis** 14, **Cha** 12

Base Atk +0; **CMB** -2; **CMD** 9

Feats Agile Tongue

Skills Acrobatics +0, Climb +6, Escape Artist +0, Fly +2, Handle Animal +5, Heal +6, Perception +6, Ride +0, Spellcraft +5, Stealth +4 (+8 in marshes or forested areas), Survival +8, Swim +2

Modifiers +4 stealth in marshes or forested areas

Languages Common, Draconic, Druidic, Grippli

SQ arcane familiar nearby, empathic link with familiar, nature bond abilities (frog), spontaneous casting, sticky strike (5/day), swamp stride, wild empathy.

Combat Gear Dagger, Sling, Sling bullets (10), Sharpstone sling bullets (10).

Other Gear Hide shirt, belt pouch with 5 gp worth of rare swamp herbs.

SPECIAL ABILITIES

+4 Stealth in marshes or forested areas (Ex)

She gains a bonus to Stealth Checks under the listed conditions.

Agile Tongue Her long pink tongue is capable of manipulating small items and even stealing objects.

Arcane Familiar Nearby She gains the Alertness feat while her familiar is within arm's reach.

Climbing (20 feet) She has a Climb speed.

Darkvision (60 feet) She can see in the dark (black and white vision only).

Druid Domain (Frog) Granted Powers: The Druid venerates the elder amphibians that first brought life to land.

Domain Spells: 1st – jump.

Empathic Link with Familiar (Su) She has an empathic link with your Familiar.

Spontaneous Casting The Druid can convert stored spells into *Summon Nature's Ally* spells.

Sticky Strike (5/day) (Su) Standard, ranged touch (tongue) vs foe in 15 ft, then pull 5 ft (+½ Druid level to CMB).

Swamp Stride (Ex) Not slowed by difficult terrain in swamps, unless magically manipulated.

Wild Empathy +2 (Ex) Improve the attitude of an animal, as if using Diplomacy.

*Understanding the gripplis' version of the Common Tongue and successfully communicating with them via its use requires a successful DC 15 *Linguistics* check.

Familiar: newt.

New Magic

Staff of the Five-fold Maw

This +2 magical, gnarled mangrove branch is topped by a crocodilian skull with a permanently glowing aquamarine gem stone in each eye socket. This eerie blue-green glow flashes each time a magical power of the staff is used and the *Flare* ability itself emanates directly from these stones. Its original name was **Dioghaltair**, or “Avenger” in the ancient language of its maker. It has since been known by different names based upon the type of creature summoned by each successive owner. This fact increases the DC for any *Knowledge* or *Bardic Knowledge* check relating to the Staff by five.

It can be used in combat as a +2 staff, but its most dreaded power is its ability to summon forth the Five-fold Maw once per week. This can only be done if the staff currently has at least 1 charge remaining, though the summoning uses no charges itself. The Maw must be given at least three intelligent, live sacrifices each time it is summoned or it will attack its summoner and anyone else nearby as replacements. If the sacrifices are offered, the Five-fold Maw will serve the summoner for the next 24 hours. If it slays its summoner and two other victims or is slain itself, it dissipates in a puff of sulfurous fumes.

The summoner must maintain contact with the Staff at all times for the summoned beast to remain under his control. The Staff wielder is free to act as he chooses, but the Five-fold Maw recognizes only the one holding the Staff as its master and will act as if under the effects of a *Confusion* spell on any round that the Staff is not held in hand. At the moment the Five-fold Maw (or other attuned creature) is


slain, the Staff’s wielder suffers a magical backlash of force energy from the Staff which deals 4d6 points of damage to the wielder and 2d6 points of damage to anyone within 20 feet. Those within 20 feet may make a DC 21 Reflex save for half damage, though the wielder receives no save.

Though the Staff is non-intelligent, it detects as Neutral Evil and causes any non-evil individual to immediately suffer one negative level for as long as it is held *and* each time a power expending at least one charge is utilized. This effect persists until the Five-fold Maw has been slain. If the Five-fold Maw is slain, the Staff has no alignment unless and until a spellcaster with the proper qualifications spends one half of its creation cost to attune it to a new creature that can then be summoned in place of the Five-fold Maw. The staff then detects as an alignment corresponding to that of the summoned creature if it has an intelligence greater than 2 or is an Outsider. Otherwise, the staff has no alignment.

The newly attuned creature must be bargained with and an agreement reached regarding payment due upon being summoned each time. Creatures of animal intelligence (1 or 2) will likely be satisfied with a decent quantity of food.

If the aquamarine gemstone from the ancient ruins is reattached to the Staff (requiring the work of an individual with the Craft Staff feat), it grants any summoned creature the Fiendish template, if it does not already possess it.

Unfortunately for the owner, if the Staff is ever forcefully removed from his possession, he is cursed to immediately lose the hand that grips it. This will happen in a manner decided by the GM that is appropriate to the situation. The only way to avoid this fate is for the owner to succeed at a Fortitude save with a DC equal to 20 plus the Hit Dice of the



most recent creature attuned to the Staff (even if that creature has been killed).

Its powers include the following:

1/week - Summon Five-fold Maw (takes one minute for the Maw to arrive);

0 chrg - *Flare*;

1 chrg - *Entangle*, *Obscuring Mist*;

2 chrgs - *Quench*;

3 chrgs - *Rain of Frogs*.

Aura Strong Conjunction; **CL** 11th; **Price** 109,400 gp; **Weight** 5 lbs; **Requirements** Craft Staff; *Flare*, *Entangle*, *Obscuring mist*, *Quench*, *Rain of Frogs*, *Summon Monster VI*; **Cost** 54,700 gp.

New Feats

Stolen Breath

You have learned where to strike to shorten the time your opponent may hold its breath.

Prerequisite: Sneak Attack class ability, Swim 1 rank.

Benefit: When you use your Sneak Attack against a target holding its breath, the DC of the victim's next Constitution check to continue holding its breath is increased by 2 points for each die of damage your Sneak Attack delivers. Thus, an attack dealing 3d6 points of Sneak Attack damage also increases the victim's next Constitution check DC by +6.

This penalty only applies to the next round's Constitution check, but it is cumulative with other such penalties if made by more than a single Sneak Attack before the next check.

Silt-Laden Eyes

You are able to cloud the water with your tail when fighting near the bottom.

Prerequisite: Tail, Swim 3 ranks.

Benefit: As a Move Action, you may flail and thrash your tail against the muddy bottom of the body of water you are in. This clouds the water around you with silt, sand, vegetation, and churning water. Doing so increases the murkiness of the water in your 5-foot square by one step (clear becomes murky, murky becomes dark).

Murky water provides you with concealment (20% miss chance). Dark water provides you with total concealment (50% miss chance). However, these benefits apply equally to any opponent you choose to target while within the area of occluded visibility.

This ability has a starting radius including only the square(s) you occupy, but each additional Move Action used for this purpose in the same spot increases the radius of the effect by five feet. The visibility level, however, is not affected beyond the initial step.

This cloud will dissipate at a speed relative to the current. Fast currents will disperse the cloud in one round, while slow moving currents will take two rounds to clear the murk. Water with no current clears the cloudiness in 3 rounds, plus one per round this ability was used.

Subaqueous Assault

You are adept at maximizing your surprise attack from beneath the surface of the water.

Prerequisite: Aquatic type, swim speed, or Swim 4 ranks; Stealth 4 ranks.


Benefit: If you make an attack from below the surface of the water and your attack is not detected (you gain a surprise round or Sneak Attack opportunity), you gain a +2 bonus on all attacks that round and you do not suffer the -1 penalty for attacking an opponent on higher ground for that round only. This bonus stacks with any others you might enjoy, such as those for charging or flanking. Additionally, the Critical Threat range of your attacks that round is increased by 2 points.

Subterranean Assault

You are adept at maximizing your surprise attack from beneath the surface of the ground.

Prerequisite: Earth subtype or burrow speed; Stealth 4 ranks.

Benefit: If you make an attack from below the surface of the ground and your attack is not detected (you gain a surprise round or Sneak Attack



opportunity), you gain a +2 bonus on all attacks that round and you do not suffer the -1 penalty for attacking an opponent on higher ground for that round only. This bonus stacks with any others you might enjoy, such as those for charging or flanking. Additionally, the Critical Threat range of your attacks that round is increased by 2 points.

New Monsters

Carnivorous Lily Pad, Giant

CR 3

XP 800

N medium plant

Init +4; **Senses** Perception +12 (only when stepped upon)

Immune Plant immunities

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural) [**AV**: 2]

hp 30 (4d8+12)

Fort +7, **Ref** +1, **Will** +1

OFFENSE

Speed 0 ft.

Melee Bite +8 (2d4+5/x2 plus grapple) [**SV**: +0]

Ranged Nil

Space 5 ft.; **Reach** 0 ft.

STATISTICS

Str 20, **Dex** 10, **Con** 16, **Int** -, **Wis** -, **Cha** -

Base Atk +3; **CMB** +10; **CMD** +10

Feats Improved Grapple, Improved Initiative

Skills Perception +12 (only if stepped upon), Stealth +12

SQ Improved Grapple, drown

SPECIAL ABILITIES

Improved Grapple Giant carnivorous lily pads automatically initiate a grapple when they make a bite attack against a foe. They do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, the giant carnivorous

lily pad receives a +2 bonus on checks made to grapple a foe. (This bonus is already included in the stat-block above.)

On the round after the initial grapple is established, the giant carnivorous lily pad may make another grapple attempt to pin its victim. If it is of a size smaller than the giant carnivorous lily pad, a pinned victim is contained wholly inside the plant's leaves and cannot be targeted by effects or attacks that require line of sight or line of effect. The victim can escape in the same way that he can from being pinned. If the creature is of the same size or larger than the giant lily pad entrapping it, it is still considered pinned, but is not wholly contained within the leaves of the plant.

Drown If the giant carnivorous lily pad successfully grapples its target, its stem will retract on the following round, drawing the leaf and whatever prey is grappled in it down into the water (simultaneously making a grapple check to pin the victim).

The giant carnivorous lily pad's leaves do not make an air-tight enclosure, so water will rush in and the victim must hold its breath or be subject to drowning.

ECOLOGY

Environment Temperate to tropical swamps and lakes

Organization Solitary, pair, or cluster (3-8)

Treasure Incidental

Giant lily pads float lazily upon much of the water before you. They range from the size of your hand to the size of a wagon wheel, some even larger.

The giant carnivorous lily pad is actually part of a larger water lily plant that may have up to four leaves (pads) equal to the first. Thus, if a cluster of eight plants is indicated, there may be up to 32 ac-

tual giant carnivorous lily pads in the area (roll d4 for each). Each pad, however, acts on its own and is treated as a separate creature. The plant's main stem has hit dice equal to that of the lily pad itself, plus two hit dice per pad. It is always underwater, but if destroyed, all of its pads, cease to function.

The plant is non-intelligent and cannot defend itself from attack by anything outside the grip of one of its pads. If anything the size of a mouse or larger contacts the surface of a giant carnivorous lily pad, it will attack (unless the creature's *Stealth* check beats the plant's *Perception* check). It is not easily distinguishable from a non-monstrous giant lily pad, but there may be a few telltale bits of evidence (such as animal bones) lying atop it for a PC who beats its *Stealth* check with a *Perception* check.

Combat

When the giant carnivorous lily pad attacks, it makes a bite attempt against the victim and, if successful, immediately makes a grapple attempt as well. If the bite is successful, but the grapple check is not, the victim suffers damage as it pulls itself loose. The pad, sensing itself empty, then relaxes and opens back up upon the surface of the water on the next round. If both the bite and the grapple are successful, the victim is trapped by the raised thorns on the inside of the leaf.

On the following round, the grappled PC will be pulled below the surface of the water by the retracting stem. There, the victim risks becoming pinned (requiring a second successful grapple check by the plant) and risks drowning. A medium-sized giant carnivorous lily pad is able to fully engulf a small or smaller sized creature. Otherwise, part of the victim will stick out of the enclosed leaf.

Any attack upon a pad that has successfully grappled or pinned a creature causes full damage to the

pad and half damage to the trapped creature. Any attack against a submerged pad from a slashing or bludgeoning weapon suffers a -2 penalty and deals only half damage to the pad (one quarter damage to any trapped creature). These underwater penalties apply to attacks upon the main plant, too.

Stirge Swarm

CR 6

XP 2,400

N Tiny magical beast (swarm)

Init +8; **Senses** darkvision 60 ft., low-light vision; *Perception* +11

DEFENSE

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)
[**AV**: 0]

hp 78 (12d10 plus 12)

Fort +8; **Ref** +14; **Will** +5

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee swarm (3d6 plus blood drain, diseased, and distraction) [**SV**: +0]

Space 10 ft.; **Reach** 0 ft.

Special Attacks blood drain (1d6 Constitution), disease (DC varies), distraction (DC 16)

TACTICS

During Combat The stirge swarm moves quickly, but silently, to attack anyone who enters its territory. If the stirge swarm hears any form of music (such as that created by certain bardic performances or a *Perform* skill check), it leaves its current victim and flits around the musician without attacking him or her. As long as the bardic performance continues, or as long as the musician can continue

to make DC 15 *Perform* checks (and as long as no one else attacks it), the stirge swarm remains docile. If all targets become fully submerged in liquid, the stirge swarm will wait for 2d4 rounds before buzzing off in search of other prey.

Morale The stirge swarm fights to the death.

STATISTICS

Str 3, **Dex** 19, **Con** 10, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +12; **CMB** —; **CMD** —

Feats Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth), Toughness

Skills Fly +17, Perception +11, Stealth +20

SQ diseased, distraction

SPECIAL ABILITIES

Diseased (Ex) Stirge swarms are harbingers of disease. Any creature subjected to a stirge swarm's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease (See Afflictions). Since a stirge swarm is made up of many different individuals, a victim of a stirge swarm attack must repeat this save each round that they suffer such an attack. Each failed save is resolved normally and multiple failures may result in multiple illnesses.

Distraction Any living creature vulnerable to the stirge swarm's damage that begins its turn with a stirge swarm in its square is nauseated for 1 round. A Fortitude saving throw (DC 17) negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a stirge swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a Will save (DC 20).

ECOLOGY

Environment underground or temperate and warm swamps

Organization solitary, or a pall (2–4 swarms)

Treasure none

A surprisingly deadly abomination that fuses the most dangerous characteristics of both panther and alligator, this creature has the head and body of a panther with crocodile scales, claws and tail.

Panthagator

CR 4

XP 1200

N Large magical beast

Init +3; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 17, touch 11, flat-footed 14 (+3 Dex, +6 natural) [**AV**: 3]

hp 52 (5d10+25)

Fort +8, **Ref** +6, **Will** +3

OFFENSE

Speed 40 ft., climb 20 ft., swim 40 ft.

Melee bite +8 (2d6+5 plus grab) [**SV**: +2], 2 claws (1d6+5) [**SV**: +2] and tail slap +3 (2d8+2) [**SV**: +2]

Special Attacks death roll (1d6+5 plus trip), pounce, rake (2 claws +8 1d6+5)

Tactics

The panthagator generally hides among the murky water or foliage, completely immobile awaiting prey. It then swiftly strikes and attempts to drag its prey underwater once grabbed. Larger prey is simply latched onto and bitten or clawed to death.

It is not unknown for the creature to stalk large prey through the swamps either. It waits until a target presents itself alone or when sleeping.

STATISTICS

Str 20, **Dex** 12, **Con** 20, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 18 (22 vs trip)

Feats Skill Focus (Perception), Skill Focus (Stealth), Improved Natural Attack

Skills Acrobatics+6, Perception +8, Stealth +9 (+17 in water); **Racial Modifiers** +8 Stealth in water, +8 Swim

Languages none

SQ hold breath

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, an panthagator can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The panthagator inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Pounce (Ex) When the panthagator makes a charge, it can make a full attack (including rake attacks).

Rake (Ex) The panthagator gains gains two free claw attacks that it can use only against a grappled foe. The panthagator must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

ECOLOGY

Environment warm rivers and marshes; rainforests

Organization solitary or pair

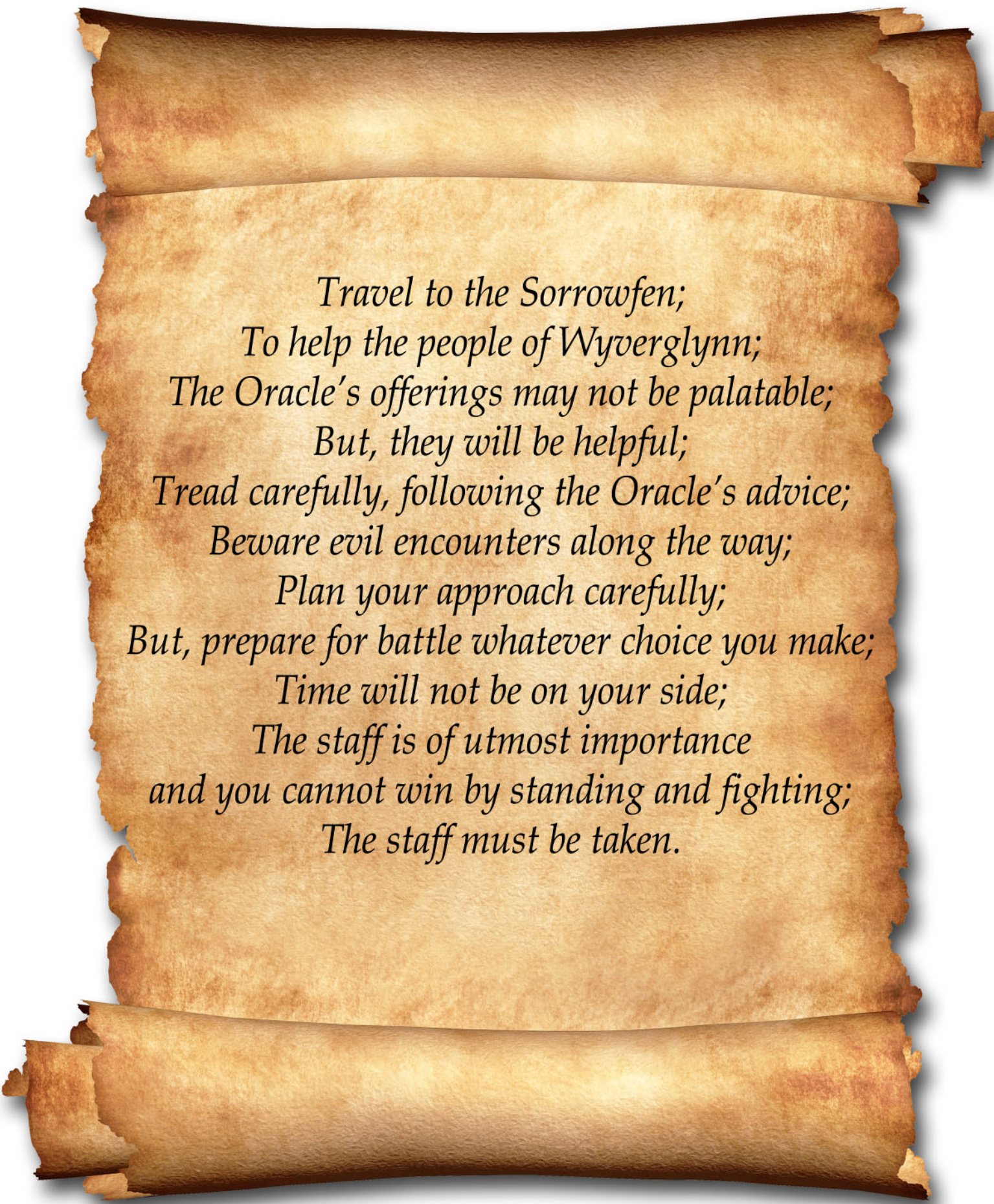
Treasure incidental

The legendary panthagator is a myth in swamp communities. Legends tell of alchemical mutations or wizard's experiments gone wrong. Few meet the panthagator and live to tell.

Regardless of the creature's origins, it's blending of two deadly predators leaves it as an apex predator in the wild, barring more powerful supernatural creatures. It stalks the banks of rivers and swamp-lands, its natural camouflage keeping it from being seen before it sprints forward, taking its prey swiftly by surprise.

*"Fin' th' fen, dornt bide 'til morraw;
Ease th' wooden wyvern's sorraw.
Witch's stew main sicken;
Thocht 'er knowledge quicken;
Cannie steps ower quagmire;
Waur fiendish een sae dire;
Stealth ur words, ye main dae battle;
Coopon th' beast, shaw yer mettle;
Th' Five-fauld Maw answers th' caa;
Sae nae those fa faa'
Claeem th' wuid an' flee!
Return ben hard-fooght victory!"*

*Find the fen, don't await tomorrow;
Ease the wooden wyvern's sorrow;
Witch's stew may sicken;
Though her knowledge quicken;
Careful steps over quagmire;
'Ware fiendish eyes so dire;
Stealth or words, you must do battle;
Face the Beast, show your mettle;
The Five-fold Maw answers the call;
Save not those who fall;
Claim the wood and flee!
Return through hard-fought victory!*



*Travel to the Sorrowfen;
To help the people of Wyverglynn;
The Oracle's offerings may not be palatable;
But, they will be helpful;
Tread carefully, following the Oracle's advice;
Beware evil encounters along the way;
Plan your approach carefully;
But, prepare for battle whatever choice you make;
Time will not be on your side;
The staff is of utmost importance
and you cannot win by standing and fighting;
The staff must be taken.*

Fen of the Five-Fold Maw Chase Cards

Follow the Pathfinder Chase rules found here: <http://www.d20pfsrd.com/gamemastering/chases>.

When the chase has ended, all PCs and all lizardfolk involved in the final battle automatically do so under the effects of fatigue (no running or charging, -2 penalty to Strength and Dexterity) for its duration. Additionally, all penalties to saves and ability scores, etc. and all hit point damage suffered during the Chase and the battle(s) before it remain in effect when the final battle begins.

Special rules for this Chase

Base Speed: Base Speed in this chase is assumed to be 30 feet per round. However, the bonus or penalty for faster or slower PC speeds is only +/-1 per 10 foot difference, instead of the usual +/-2.

Time: Each card/Challenge in the Chase represents an average of one hour of movement at a fast jog. PCs are assumed to pause occasionally just long enough to catch their breath, then keep going. On their turn, any PC may take as many Standard Actions as they like outside of those required by the Chase card they are on. However, each such optional Standard Action taken imposes a cumulative -1 penalty on that PC's next Challenge check. Thus, if a player wishes for their PC to drink two potions, cast a spell, and Aid Another this turn, his PC will suffer a -4 penalty to its next Challenge check.

Double Move Actions are not an option in this Chase because of the length of time represented by each card.

Aid Another: Any PC on the same card as another PC may, as a Standard Action, attempt to help another PC by making an Aid Another check (DC 10 against the appropriate skill or save). If successful, the aided PC gains a +2 bonus on their attempt to successfully overcome that Challenge. If


one or more PCs have already succeeded at overcoming any Challenge on a particular Chase card, all following PCs on the same card on the turn the previous PC succeeded enjoy a non-cumulative +1 bonus to their own attempt to succeed after having witnessed their companion's success. Thus, the penalty for using a Standard Action to Aid Another is offset if the aided PC is successful.

PCs on the same Chase Card may exchange items (including the Staff of the Five-fold Maw), share spells, etc. as if they were standing side by side. Each such action, however, counts as a Standard Action as above.

Challenges: These are the skill checks and saves that each PC must overcome before moving on to the next Chase card or minimizing the penalty from the Encounter cards. They are found at the top of each card and each PC may choose which Challenge to attempt to overcome. Success means that the PC may move to the next Chase card and may enjoy an extra bonus if one is listed on the card in the Reward for Success section. Success on an Encounter card Challenge indicates that the PC suffers the lesser attacks listed under the Reward for Success section of that card.

Go Around: If a player decides that he would like to avoid the Challenges on a particular card (perhaps his PC has very little chance to succeed at either of the ones listed), he may draw a new card and place it beside the one he wishes to avoid. He then moves his PC marker onto that new card and ends his turn (thus, losing a turn to 'go around'). Upon his PC's next turn, that player must select one of the Challenges on the new card to overcome, treating it in all other respects like the card he chose to 'go around'. Success indicates that he moves to the next card in the line (as he would have if he had successfully overcome a Challenge on the original card) while failure leaves him where he is. Any player may choose to 'go around' the new card as many times as he likes, but eventual success only advances the PC to the next card in the line, so every 'go around' card causes the PC to lose a turn.

Any PC following may choose to take the same 'go



around' path (move to the same card) as the previous PC did or may draw a new 'go around' card if they don't like the path they see the other PC take.

Terrain Type: This is a descriptive bit of text for flavor only.

Description: This section of the Chase Card explains the situation the PC encounters in that turn.

Penalty for Failure: This section of a Chase card describes any penalty that a PC will suffer as a result of a failed Challenge in addition to that PC being unable to move to the next Chase card. On an Encounter card, a failed Challenge results in the PC suffering the more harmful effects listed in this section.

Reward for Success: This section of text on a Chase or Encounter card describes the result of a successful Challenge check. If the Challenge that was overcome was on a Chase card, the PC is also able to move onto the next Chase Card this turn.

Encounter!*: Asterisked cards require that, before attempting to overcome the Challenge on that Chase Card on any turn, the player must first attempt to overcome a Challenge on the Encounter card drawn to accompany that Chase card. Every PC must draw their own Encounter Card before attempting to succeed at the accompanying Chase card's Challenge each turn they begin on such a card. Simply reshuffle the Encounter Cards once the pile has been depleted.

Card	Title	Descriptions	Challenges	Penalty For Failure	Reward for Success
DIAMONDS					
Ace *	Treasure	Treasure: A dead wizard's body hangs in a tree. Interesting items have fallen from the pouches on his belt.	Sleight of Hand DC 12 = Grab one random item. Knowledge (Arcana) DC 15 = Grab single item of your choice.	No item gained. Stop to collect all items = lose next turn.	Grab one item this turn: Medium Potion, Medium Scroll, or Minor Wand. Ignore all treasure = free move this turn.
2	Peat Mummies	Walnut-skinned bog sacrifices intent on revenge against the living rise from the mulch, grasping at your legs.	Knowledge (Religion) DC 12 Survival DC 15	-2 to Wis and Cha for remainder of chase.	None.
3	Giant Mosquitoes	A buzzing cloud of cat-sized bloodsuckers descends on you with a deafening buzz.	Knowledge (Nature) DC 12 Swim DC 12	-1 to Reflex Saves for remainder of chase.	None.
4	Leech Swarm	Churning water startles you as you step into a school of thumb-sized leeches.	Knowledge (Nature) DC 15 Heal DC 15	PC loses 1d2 HP each turn for remainder of chase	None.
5	Stink Fruit	Nauseating clouds of reeking fruit and feasting flies assail your senses.	Fortitude DC 15 Knowledge (Nature) DC 12	-2 to Str for remainder of chase.	None.
6	Shocker Lizards	Blue-striped lizards dart between your legs, sending jolts of electricity up your spine.	Knowledge (Local) DC 12 Reflex DC 15	-1 Reflex saves for remainder of chase.	None.
7 *	Net Trap	A barbed and weighted net of vines drops on you from the branches above.	Disable Device DC 12 Perception or Escape Artist DC 15	Lose your next turn.	None.
8	Hangman's Willow	A twisted, red-leaved, sickly looking tree tries to strangle you with hanging branches.	Escape Artist or Strength DC 12 Knowledge (Nature) DC 15	Lose your next turn.	None.
9	Peat Mist	Stinking fog occludes your sight and clogs your lungs with foulness.	Fortitude DC 15 Heal DC 12	-1 Fortitude saves for remainder of chase.	None.
10	Bubbling Bog	Black water seethes and boils as clouds of rotten gas bubble from the depths, disturbed by your passing.	Fortitude DC 15 Knowledge (Geography) DC 12	Sickened for remainder of chase. PC suffers -1 on all Attack and Damage rolls, Saves, and Skill checks.	Lizardfolk horde loses a turn when it reaches this card.
Jack *	Quickmud	Sucking mud threatens to pull you into its depths forever.	Reflex DC 15 Climb DC 12	One random item carried by your PC is dropped and lost in the muck. GM's choice.	None.
Queen	Quickmud	Sucking mud threatens to pull you into its depths forever.	Survival DC 12 Stealth DC 15	One random item carried by your PC is dropped and lost in the muck. GM's choice.	None.
King	Peat Mist	Stinking fog occludes your sight and clogs your lungs with foulness.	Fortitude DC 15 Knowledge (Nature) DC 12	-1 Fortitude saves for remainder of chase	None.

Card	Title	Descriptions	Challenges	Penalty For Failure	Reward for Success
CLUBS					
Ace *	Treasure	Bones and sparkling gemstones lie scattered around a cracked burial urn.	Appraise DC 15 = Grab choicest gems (900 gp. worth) Knowledge (Dungeoneering) DC 12 = Grab random handful (300 gp. worth)	No item gained. Stop to collect all gems = lose next turn.	Stop to collect all = 2,000 gp worth and lose next turn. Ignore all treasure = move to next card for free this turn.
2	Dead Clearing	This dry, raised portion of turf seems to be devoid of life.	Will DC 15 Survival DC 12	You are tired and sit down for a rest.	Double Move. Move to the next Chase Card and take its Challenge this turn.
3	Dead Clearing	This dry, raised portion of turf seems to be devoid of life.	Perception DC 15 Knowledge (Geography) DC 12	You are tired and sit down for a rest.	Double Move. Move on to the next Chase Card and take its Challenge this turn.
4	Spear Trap	Barbed bamboo spears spring up from the murky water in your path.	Will DC 15 Disable Device DC 12	Suffer 1d8 points of damage plus 1 per point you fail your check by.	None.
5	Grizzled Fisherman	A grizzled fisherman offers to guide you through a portion of the swamp after you save him from a lizardfolk attack.	None.	None.	Free Move. Move on to the next Chase Card.
6	Stone Ruin	Where some ancient culture acquired the stones to build this crumbling tower is anybody's guess.	Climb DC 15 Knowledge (Dungeoneering) DC 12	-2 to Dex for remainder of chase.	None.
7 *	Stranglevine	Tough, thorny tendrils reach from nearby tree trunks, snapping taut around your neck.	Fortitude DC 15 Escape Artist DC 12	-2 to Str for remainder of chase.	None.
8	Sicksap Tree	This huge, black willow weeps horribly smelling sap.	Fortitude DC 15 Knowledge (Nature) DC 12	Sickened for remainder of chase. PC suffers -1 on all Attack and Damage rolls, Saves, and Skill checks.	Lizardfolk horde loses a turn when it reaches this card.
9	Fiendish Monkeys	A troop of vicious-looking primates hurl feces and reach for your belongings.	Knowledge (The Planes) DC 12 Swim DC 15	One random item carried by your PC is stolen by the swarm of fiendish monkeys. GM's choice.	None.
10	Fiendish Caimans	Smallish, evil-looking crocodilians advance, looking for a meal.	Knowledge (Nature) DC 12 Climb DC 15	One random item carried by your PC is dropped and lost to the float of fiendish caimans. GM's choice.	None.
Jack *	High Tide	The rising tide seems to be flooding the dry places in the swamp faster than you can find them.	Survival DC 12 Swim DC 15	-1 Fortitude saves for remainder of chase.	None.
Queen	Gnarled Roots	The enter-twined roots of these mangrove trees prevent swift passage.	Climb DC 12 Acrobatics DC 15	None.	None.
King	Tidal Pool	The dry ground you hoped to reach has disappeared beneath the rising water as the tide moves in.	Swim DC 12 Will DC 15	-2 to Constitution score for remainder of chase.	None.

Card	Title	Descriptions	Challenges	Penalty For Failure	Reward for Success
HEARTS					
Ace *	Goodberries	You spot some tempting berries and wonder if it would be worth the time to grab a handful.	Knowledge (Nature) DC 12 Survival or Will DC 15	None.	Gain 1d8 hit points plus 1 per point you succeed at the Challenge by. You may save the berries to use as a Standard Action later in the Chase, but they only cure 1d8 hp if used later.
2	Poison Frog Swarm	Hundreds of sticky footpads leave a poisonous slime on your skin as you shake and scrape the startled creatures from your face and hands.	Heal DC 12 Fortitude DC 15	-1 Will saves for remainder of chase.	None.
3	Hidden Plunge	The giant lily pad you just stepped on had its stem cut. You drop quickly into the water beneath.	Swim DC 12 Reflex DC 15	None.	None.
4	Gnarled Stump	What a perfect place for a short, much-needed rest!	Survival or Will DC 12 Fortitude DC 15	None.	None.
5	Giant Flytraps	Huge, thorny leaves reach to envelope you.	Knowledge (Nature) DC 12 Stealth DC 15	None.	None.
6	Giant Carnivorous Lily Pad	You must hold your breath as the giant lily pad you just stepped on closes around your legs and pulls you beneath the surface.	Escape Artist DC 12 Fortitude DC 15	Suffer 1d8 points of damage plus 1 per point you fail your check by.	None.
7 *	Gnarled Stump	What a perfect place for a short, much-needed rest!	Fortitude DC 12 Will DC 15	None.	None.
8	Muck Dwellers	Bipedal skinks squirt mildly acidic spit into your eyes.	Climb DC 12 Reflex DC 15	-2 to Cha for remainder of chase.	None.
9	Open Water	You must swim or go around.	Swim DC 12 Fortitude DC 15	None.	None.
10	Giant Dragonflies	Insects the size of your hand dive at your head as you dive for cover.	Knowledge (Nature) DC 12 Handle Animal DC 15	None.	None.
Jack *	Giant Sudew	Leaning to rest against this slippery omnivore wasn't a smart move.	Disable Device DC 12 Reflex DC 15	None.	None.
Queen	Tanglevine	Writhing vines rise from the shallows to entangle you.	Reflex DC 12 Knowledge (Nature) DC 15	None.	None.
King	Smitedust Lotus	Green pollen bursts from the center of a grey lotus blossom.	Knowledge (Local) DC 12 Will DC 15	Sickened for remainder of chase. PC suffers -1 on all Attack and Damage rolls, Saves, and Skill checks.	Lizardfolk horde loses a turn when it reaches this card.

Card	Title	Descriptions	Challenges	Penalty For Failure	Reward for Success
SPADES					
Ace *	Treasure	A moss-encrusted chest lies between the reeds and the shore.	Profession (Merchant) or Craft (Jewelry) DC 12 Perception DC 15	You manage to grab a sack full of 200 silver coins. You may choose to lose your next turn to grab the other two sacks as well.	You grab two sacks – one of 200 platinum coins, the other of 200 gold coins.
2	Caiman Nest	A basket of crocodilians eyes you hungrily as you make your way past.	Handle Animal DC 12 Stealth DC 15	Suffer 1d8 points of damage plus 1 per point you fail your check by.	None.
3	Anaconda	An enormous snake drops its coils over you from the canopy above.	Handle Animal DC 12 Reflex DC 15	None.	None.
4	Flying Spider Swarm	These minute arachnids infest your clothing and armor when you unwittingly walk into them.	Heal DC 12 Fortitude DC 15	-2 to Int for remainder of chase.	None.
5	Tidal Flat	Slick ground makes footing treacherous.	Acrobatics DC 12 Perception DC 15	None.	None.
6 *	Tidal Flat	Slick ground makes footing treacherous.	Knowledge (Geography) DC 12 Reflex DC 15	None.	None.
7	Muck Dwellers	Bipedal skinks squirt mildly acidic spit into your eyes.	Climb DC 12 Reflex DC 15	-2 to Cha for remainder of chase.	None.
8	Razorfish	Plated piranha snap like castanets as they leap out of the water.	Climb DC 12 Acrobatics DC 15	-1 Will saves for remainder of chase.	None.
9	Poisonous Frogs	These tiny amphibians stick to your face and attire as you disturb their sleeping swarm.	Fortitude DC 12 Knowledge (Local) DC 15	-1 Will saves for remainder of chase.	None.
10	Grippli	A shy child-sized tree frog beckons you to follow.	Diplomacy DC 12 Will DC 15	No Double Move, though you may still move to the next card and stop there.	Double Move. Move to the next Chase Card and take its Challenge this turn.
Jack *	Halfling Barges	Derelict, empty swamp barges clog a small river.	Stealth DC 12 Will DC 15	None.	None.
Queen	Giant Gar	Man-sized fish with thumb-sized teeth wait for you to lose your balance on your lily pad perch.	Reflex DC 12 Swim DC 15	None.	None.
King	Electric Catfish	Small, but painful, jolts of electricity teach you to avoid stepping on these slow-moving fish.	Survival DC 12 Fortitude DC 15	-1 Reflex saves for remainder of chase	None.
B&W Joker *	Disguised Hut	A bashful sprite peeks from between its reedy walls.	Diplomacy DC 12 Stealth DC 15	The sprite disappears unhelpfully, but you may move to the next Chase Card anyway.	The sprite provides you with helpful information that grants you a +4 bonus on your next Challenge check.
Color Joker	Spirit	An apparitional child draws your attention with urgent waves of its hands.	Knowledge (Religion) DC 12 Knowledge (Arcana) or Will DC 15	-1 Will saves for remainder of chase. You may move to the next Chase Card anyway.	The spirit does its silent best to warn you of dangers ahead. You enjoy a +4 bonus on your next Challenge check.

Card	Title	Descriptions	Challenges	Penalty For Failure	Reward for Success
ENCOUNTER CARDS					
1	Lizardfolk Warrior	Atlatl darts fly from all directions as armed lizardfolk converge on your location.	Reflex DC 15 Knowledge (Geography) DC 15	Suffer 6 javelin strikes thrown from atlatls. At: 6+5, Dam: 1d6+2	Suffer 3 javelin strikes thrown from atlatls. At: 3+5, Dam: 1d6+2
2	Lizardfolk Warrior	The body floating in the water before you isn't dead!	Fortitude DC 15 Sense Motive DC 15	Suffer 4 longspear attacks. At: 4+6, Dam: 1d8+2	Suffer 2 longspear attacks. At: 2+6, Dam: 1d8+2
3	Lizardfolk Rogue	Two hidden lizardfolk strike from beneath a giant lily pad.	Fortitude DC 16 Perception DC 16	Suffer 2 Sneak Attacks. If both hit, you suffer one more automatic hit as you are dragged under water. At: 2+8, Dam: 1d6+2d6	Suffer 1 Sneak Attack and no automatic hit. At: 1+8, Dam: 1d6+2d6
4	Lizardfolk Rogue	A lizardfolk rises from the water and spits a barbed dart at you from a hollowed reed.	Reflex DC 16 Perception DC 16	Suffer 1 Sneak Attack from a poisoned blowgun dart. At: 1+10, Dam: 1d2+2d6 plus poison (DC 14, 1d3 Con/unconsciousness = 1 turn) Make both poison saves now. If you fail the second save, lose a turn.	Suffer 1 Sneak Attack, but you are not affected by the poison. At: 1+10, Dam: 1d2+2d6
5	Lizardfolk Ranger	You are tripped up by a bola thrown by a lizardfolk who advances to chop you up where you lie.	Will DC 17 Escape Artist DC 17	Suffer 4 attacks against your flat-footed AC before cutting free and defeating him. At: 4+9 (+13 v humans) Dam: 1d10+3 (+5 v humans)	Suffer 2 attacks against your normal AC as you quickly cut free and meet him in head-to-head combat. At: 2+9 (+13 v humans) Dam: 1d10+3 (+5 v humans)
6	Lizardfolk Ranger	Your route is blocked! You can't evade this lizardfolk wielding a crocodile-toothed greatsword.	Reflex DC 17 Intimidate DC 17	Suffer 6 attacks before this vicious battle ends. At: 6+9 (+13 v humans) Dam: 1d10+3 (+5 v humans)	Suffer only 3 attacks before your skills overwhelm him. At: 3+9 (+13 v humans) Dam: 1d10+3 (+5 v humans)
7	Lizardfolk Druid	A lizardfolk shaman calls on the forces of nature to wrap vines around your body, then summons lightning from the sky to end your life.	Reflex DC 18 Knowledge (Arcana) or (Nature) DC 18	Suffer 2 bolts of lightning, each causing 3d6 points of damage, before breaking free and slaying him.	Suffer 1 bolt of lightning, causing 3d6 points of damage, before breaking free and slaying him.
8	Lizardfolk Druid	A lizardfolk nature priest magically causes sleet to freeze the ground and spikes to grow on the vegetation around you.	Will DC 18 Spellcraft or Survival DC 18	Suffer 5d4 damage as you slip and slide into the thorns and -2 to all Reflex saves for remainder of Chase.	Suffer 5d4 damage, but no Reflex save penalty.

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