

SND7-01

As Time Goes By

A One Round Dungeons & Dragons[®] Living Greyhawk[™] Sunndi Regional Adventure

Version 1.0

by **Gary Johnson**

Circle Reviewer: Pieter Sleijpen

Triad Reviewers: Maya Deva Kniese

Playtesters: Steve Clark, Stephen Daniels, Ben Flanagan, Bronwyn Johnson, Christina Lynch, Tim Woodhams

Someone – or something – is disturbing old graves of almost-forgotten villagers. Who meddles with the dead, and why? Is there a reason the trail leads towards the Vast Swamp? A 1-round regional set in southern Sunndi and the Vast Swamp for character levels 5-13 (APL 6 to 12).

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

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on

nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).

Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.

If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not

challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the *LGCS* and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Sundi regional adventure, set in the Kingdom of Sunndi. Characters native to Sunndi pay 1 Time Units per round. All other characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

In 355 CY, due to the fecklessness of the Herzog of the South and his puppet count at Pitchfield, that town was assailed by a large orc war band ranging out of the Hestmark Highlands. Instead of deploying the garrison to defend Pitchfield, the

count used them to evacuate himself and his court to a stronghold outside the town, leaving the general populace to face the orcs essentially unguarded. As a result, the orcs, led by a warlord named Gorban, sacked Pitchfield, carrying off the priceless gold reliquary of the Temple of Pelor.

Having ensured his own safety, the count belatedly sent the garrison to drive off the orcs, who then moved further into the heart of Sunndi. The returning garrison was met by a mob of angry Pitchfielders who barricaded the town against the Imperial forces. This quickly escalated into a wider rebellion, resulting in a three way conflict between Imperials, rebelling Sunndians and the rampaging orcs. Unable to ignore the escalating conflict, the Herzog intervened and sent reinforcements to crush the rebels and chase the war band into the Vast Swamp.

Unfortunately for Gorban, he took ill with what appeared to be one of the many diseases caused by the inhospitable climate of the Vast Swamp. Gorban's illness was actually caused by a poison administered by his second in command, Shardan, who also coveted the temple treasures. When Gorban started to recover from the poison, Shardan secretly murdered him while he was still too sick to defend himself.

Shardan then tricked the rest of the war band into believing that Gorban had been struck down by "the wrath of Pelor", and that the safest thing to do was to bury the loot from the temple with Gorban in the Vast Swamp. He then took the temple loot for himself and had Gorban buried with a chest full of iron pots and pans. Finally, Shardan dispersed the war band and left Sunndi by himself.

What happened to Shardan and the actual treasure is not known: neither appears in this scenario. All that was known was that an orc war band had buried their leader, Gorban the Greedy, with treasure taken from the Pitchfield temple of Pelor somewhere in the Vast Swamp. The nickname ascribed by legend to Gorban is more fitting than people realised, as Gorban's attachment to his treasure was so strong in life that his soul has remained bound to his "hoard" in death. His ghost lurks in the Vast Swamp, craving a physical form so that he can dig up his hoard and look at his treasures once again.

Almost a century later, in the 440s CY, a high elf mercenary from Perrenland named Tamassa Stolagan served in a mercenary detachment at Pitchfield in Sunndi. During her tour of duty, she fell in love with a local adventurer named Kayne, a blacksmith by trade. The lovers had acquired a map purporting to show the location of a treasure cache on the margins of the Vast Swamp, and

intended to go south together and collect the cache when Tamassa's current contract ended.

Unfortunately, fate forced them apart when Tamassa's detachment was called on to help put down the rebellion against Ivid I in 447 CY and Kayne's affiliation with "known insurgents" led to him and his friends fleeing south towards the Vast Swamp to avoid the armies of the Great Kingdom. Before he left, the lovers had a final passionate meeting, and as a token of their faith in their love for each other divided the map into two equal portions.

At this stage, Tamassa still intended to join Kayne in southern Sunndi. However, her unit was redeployed outside Sunndi as part of the ongoing campaign against the Iron League, and Tamassa's duties took her further and further away from Sunndi and from Kayne – the father of her unborn child. Eventually, Tamassa returned home to Perrenland, where she gave birth to a healthy half-elf son, Lennor. She never returned to Sunndi, and eventually died in the latter part of the 5th century CY during the uprising against the tyranny of Iggwilv.

On her occasional visits to the Vosser clan household where Lennor was being fostered, Tamassa told her son about his father, and about the distant treasure she would one day return to reclaim. Like his mother, Lennor served as a mercenary, joining the Pax Mercuri and eventually dying in the 580s CY during the Greyhawk wars. Lennor had a son of his own, Torgall, who also followed in the family tradition of serving in the Pax Mercuri. He also had a daughter in 550 CY, who he named Wildenna.

Unlike her father and grandfather, Wildenna had a calling for the magic of nature; in time, she joined the Old Kerk of Perrenland as a sacraal trekker, and began studying to join the Grove of the Old Kerk. However, Wildenna's studies faltered after her father's death in 594 CY, killed when the Perrenland army dispatched to help Highfolk against the forces of luz was massacred near Quaalsten in the Vesve.

Following her father's death, the grieving Wildenna failed a key examination and was not granted permission to enter the Grove of the Kerk. Angry and shamed, she left Schwartzenbruin and returned home to the Clatspurs. While cleaning out her father's house, she acquired her great-grandmother's half-map and her grandfather's notes about Tamassa's story. Irrationally angry with Perrenland for causing the death of her father and humiliated by her failure in the examination, Wildenna decided it was time to leave Perrenland and reclaim what's "rightfully" hers.

Taking her most valued personal possessions and a substantial sum of money, Wildenna set out for Sunndi via Greyhawk City. There, she spent some of her money on divination spells to help identify the current whereabouts of the other half-map, learning it was being "carried by her great-grandfather day and night where he dwells near the banks of the Pawluck".

Forewarned about the current troubles in southern Sunndi, Wildenna hired two mercenaries by providing a small payment up front, agreeing to meet all reasonable expenses on the journey, and promising a quarter-share of the treasure hoard at the end of their adventure – an offer accepted by both Cade Proudfoot, a halfling knife fighter (the "face") and Vorshak, a half-orc berserker (the "muscle"). The trio journeyed by ship through the Sea of Gearnat and the northern reaches of the Azure Sea to Naerie. From Naerie, they travelled to New Keep and began their journey down the Pawluck river valley, looking for the graves of men named Kayne who left Pitchford in the 440s.

COMPLICATIONS

Travelling through southern Sunndi is difficult while the war rages, but Wildenna's druidic magic conceals their tracks and their obviously non-human features reassure the guards at each settlement that they aren't Wastrians. Her strategy to find the half-map isn't subtle: at each settlement, Cade ask the "old-timers" about men named Kayne who lived last century and who moved south from Pitchfield during the revolt, then they dig up anyone who's a possible match in the middle of the night to search their coffin for the half-map, and leave for the next settlement the following morning before the locals realise what's happened.

When the adventure begins, Wildenna, Cade and Vorshak have already been to Paw's Luck and Yeshara. At both places they excavated the grave of a Kayne, without success. They are on the way to Taruk, asking questions in the smaller settlements they pass through on the way, when the player characters arrive in Paw's Luck.

Vorshak is the only evil member of Wildenna's party. Unknown to the other two, Vorshak recognised Wildenna's story from the stories he heard while growing up with his father's war band in the Great Kingdom. Aware of just how much treasure Gorban the Greedy supposedly took, Vorshak plans to turn on Wildenna and Cade once they have the treasure hoard, kill them both, and keep the treasure for himself.

Wildenna's half of the map indicates that Gorban's burial site is submerged beneath 4 ft. of

standing water, making it impossible to excavate without many labourers to create temporary dykes (as the orcs did back in the 4th century CY) or magic. The map doesn't include any warning about Gorban's ghost, or the Gray Render that "adopted" him and brings him bullywug corpses as "food". Perhaps more importantly, it doesn't indicate that Gorban wasn't buried with a treasure hoard after all.

ADVENTURE SUMMARY

As Time Goes By is a potentially complicated linear scenario. Wildenna's party has a specific timeline, and how long it takes the characters to catch up with them determines where they meet and whether Wildenna now has both halves of the map. This means most of the encounters in this scenario can occur in a number of locations.

Introduction: Brother Luminus of the temple of Pelor asks the characters to help investigate some unsettling instances of digging up graves in Paw's Luck and Yeshara. The most likely suspects are the trio of foreigners who left Paw's Luck two mornings ago. The characters' first challenge is tracking down and catching up to the foreigners.

Encounter 1 [Finding the Foreigners]: The characters have to follow Wildenna's trail and catch up with them. DM Aids 1 and 2 detail their path (including the double-back to the thorpe named Darmen to talk with an aged half-elf named Kayne who might be Wildenna's great-grandfather, but isn't).

Among the likely contact-points are Katram (pre-map), Stillwater (where they find the map on Kayne's body in the cemetery), and Nondrinn (where they get held up for questioning by the authorities – the catch-up point of last resort).

Encounter 2 [Meeting the Foreigners]: First contact with Wildenna's party could be peaceful or violent, depending on circumstances and attitudes. Vorshak's violent nature makes it likely that he fights the characters if provoked (for example, threatened with imprisonment or with being taken to the authorities) or at an unexpected disadvantage (for example, surprised in his room or at Stillwater cemetery). Wildenna and Cade are less likely to fight and more likely to flee, though the characters may agree to help Wildenna rather than force her to face due punishment for wantonly desecrating graves.

Encounter 3 [Bullywug Ambush]: Travelling through southern Sunndi is dangerous, even during the pause in the fighting that takes place this week. At some point between Katram and Nondrinn a bullywug war band attempts to ambush the characters.

Encounter 4 [Seeing the Authorities]: At the latest, the characters talk with the authorities at Nondrinn (at that location, the judge and the Royal Warders). If present, Wildenna agrees to pay the fines imposed by the judge from the treasure hoard and to give up a half-share to help fund the war effort, and the characters are asked to escort her and Cade (and Vorshak, if alive and not staying in custody for the more serious offence of assaulting the characters in Encounter 2) to Gorban's burial site and back.

Encounter 5 [Gorban's Grave]: The characters (with a scroll of *control water* if Wildenna isn't available) and Wildenna (possibly with Cade and/or Vorshak) go into the Vast Swamp and follow the map to Gorban's grave. After lowering the water and digging down to Gorban's grave, Gorban and the Gray Render attack. Gorban is delighted to have the opportunity to occupy a living body after decades of the Gray Render bringing him bullywug corpses instead of a living bullywug, and tries to possess a character. If Vorshak is present, Gorban calls on him in Orcish to serve him or die, and Vorshak changes sides (this way, the characters have a final opportunity to fight Vorshak and gain the XP award for defeating him).

Conclusion: Once the characters excavate the grave, everyone learns the terrible truth – there is no treasure hoard. Shattered by her ill fortune, Wildenna doesn't resist being taken back to Nondrinn, where she has to offer some of her possessions for sale so that she can pay off her debt to Sunndi.

PREPARATION FOR PLAY

You should determine before play if any of the characters have previously met Brother Luminus of the temple of Pelor in Paw's Luck, have played *ADP1-03 What Lies Beneath* in Sunndi, or speak Orcish.

- Brother Luminus meets the characters in the Introduction.
- The graveyard at Stillwater, where Wildenna's great-grandfather Kayne is buried with the other half of the map, featured prominently in *ADP1-03 What Lies Beneath*. You don't need

that scenario to run this one, but you should be aware that some characters may have been there before.

- Gorban speaks to Vorshak in Orcish if the latter is present during Encounter 5.

You should also copy down the following skill modifiers for your reference during play.

- Sense Motive and Spot (for all characters).

Because the structure of this scenario allows the characters to determine when they encounter Wildenna, Cade and Vorshak, it's important that you understand their motives and personalities, as set out in DM Aid 1, and the sequence of actions they take, as set out in DM Aid 2. In particular, note that the scenario makes the following key assumptions that you as DM need to ensure occur.

- Vorshak willingly initiates combat with the characters at some point in the scenario. If he doesn't, they cannot get full xp and may not get full gp for the scenario.
- Wildenna and Cade do not willingly initiate combat with the characters. Instead, they fight only if attacked, try to avoid killing characters when possible, and surrender if unable to escape. The EL of the last encounter assumes Wildenna is present to help the characters: if she isn't, they face a greater challenge, which means it's unfair on the players if you as DM give them no choice but to kill or be killed when dealing with Wildenna earlier in the scenario.

Another consequence of this scenario's structure is that you as DM have a lot of responsibility for providing details about the locations the characters travel through and the NPCs they interact with. For example, the characters could take the foreigners to a judge at any one of four different settlements. The scenario doesn't include the judge's details – their name, gender, race, appearance, and so on – just what they do when they interact with the characters and the foreigners. It's up to you to create as many of those details as your players ask for, so if creating this sort of information as you go isn't one of your strengths as a DM you should prepare for this in advance.

In part, this lack of detail is deliberate on my part. As an out-of-region author with limited exposure to your region's scenarios, I've tried to avoid writing in details that may not match the tone of Sunndi as established in those scenarios: personal names, inn names, what the Royal Warders are like to talk with, and so on. Hopefully you and your players find the greater-than-usual

flexibility of this scenario, the lack of a "plot train" moving the characters directly from one encounter to the next, an empowering change.

If you want to do extra preparation so that you can emphasise Wildenna's Perrenland background, please go to the Perrenland Triad's website (<http://perrenland.rpga-apac.com>). Useful pages include:

- Clans – Wildenna is a member of the Vosser Clan (<http://perrenland.rpga-apac.com/gazetteer/clans.php>)
 - Religion – Wildenna is a Sacraal Trekker who applied unsuccessfully for membership of the Grove of the Old Kerk (<http://perrenland.rpga-apac.com/gazetteer/religion.php> and <http://perrenland.rpga-apac.com/metaorganisations/old-kerk.php>)
- Good gaming!

INTRODUCTION

Before you begin, tell the players that their characters are travelling together from Dunn to Paw's Luck, and encourage the players to introduce and describe their characters to each other. If some or all of the characters are adventuring together for the first time, encourage them to establish why their characters are travelling together. When the players have settled, read or paraphrase the following text to them.

You arrive in Paw's Luck late in the day, with the setting sun at your backs and heavy black clouds gathering overhead in preparation for the thunderstorm that takes place almost every evening at this time of year. Paw's Luck is crowded with refugees who have fled the rampaging Bullywug war bands to the south and east. The fortunate have a place to stay with family or friends; the less fortunate are destitute, huddled around the stone temple to Pelor known as "Light's Hope" and reduced to begging for alms from travellers like yourselves.

Pause to give the players an opportunity to react to or interact with the refugees, then read or paraphrase the following text to them.

A tall man wearing the vestments of a cleric of Pelor comes to the main door of the temple and looks out at the commotion. When he sees you, he raises an arm and waves, then beckons you over to him as he starts to walk towards you. "Friends, I am Brother Luminus. What business brings you to Paw's Luck?"

Wait for the players to respond, then read or paraphrase the following text to them.

“Well, if your other commitments are not too great, perhaps you have the time to help a servant of the Shining One. Come in, before the storm breaks and drenches us all! Bring your mounts around to the side and tether them there.”

Wait for the players to respond, then read or paraphrase the following text to them.

Brother Luminus leads you inside Light’s Hope and through to the private chambers to one side of the main hall of the shrine. “Please, sit,” he says, gesturing at the chairs around a dining table and a pair of stools standing against one wall. Without waiting for you to settle, he starts speaking.

“Something distressing has happened here, only two night’s ago, in the cemetery. One of the graves was disturbed: dug up, then filled in again!” He shudders, then presses on. “In troubled times like these, I suppose it shouldn’t surprise me that foreigners would come to Sunndi and desecrate a man’s resting place like that, but I still find it baffling. From what people said when I made enquiries, apparently they were going to travel on to Yeshara next – probably to desecrate another grave for their own nefarious reasons! I need someone to intervene, to follow them and make them stop, before it’s too late.” He looks at you hopefully as a crash of thunder overhead heralds the arrival of the afternoon storm and the pounding rain.

Given his incomplete summary, the players should have several questions to ask Brother Luminus. Sample responses to some expected questions.

You mentioned “foreigners”? **Oh, yes. Sorry about that. Apparently there were three foreigners in the village two days ago: a halfling, a half-elf, and a half-orc. They spent the evening at the inn, asking questions about whether anyone named Kayne moved here from Pitchfield in the middle of last century.**

Why do you think they’re responsible? **Well, the grave that got dug up was Kayne’s grave. The very man they were asking about! Dead for ninety years!**

Is Kayne a common name? **It was last century, though it’s less common now. There’s a number of Kaynes in the temple register, but only the one Kayne who moved here from Pitchfield.**

Do these foreigners have names? **The halfling introduced himself as Cade Proudfoot, and the half-elf’s name was Wildenna Stolagan. They called the half-orc Vorshak; he didn’t talk to anyone, apparently.**

What do they look like? [Brother Luminus gives an accurate summary of their appearances – see DM’s Aid 1 for details, and make sure to mention that Wildenna is overdressed for Sunndi’s climate and that she is wearing badges]

When did they leave? **Straight after breakfast yesterday morning, before Tarrant – the gravedigger – spotted the disturbed grave. The woman and the half-orc both had warhorses, and the halfling had a riding dog.**

What did the grave look like? Was it open? **No, it had been dug up, then refilled. We dug him up to check, and all his remains were still there, thank Pelor. After we blessed what was left of him, we turned him face-down and pinned him to the ground with a stake, then re-filled the grave again.**

Why did you do that? **So he doesn’t rise as an undead revenant, or whatever else they have planned for him! Kayne’s grandchildren are very upset by all this, you realise.**

So, what’s in it for us if we help? **Well, they’re clearly up to no good, and need to be taken to court and made to pay for what they’ve done here. I’m sure if you ask the judge for some consideration of the effort you’ve gone to stopping these vandals you may get something to compensate you for your time. More importantly, you’ll be doing the right thing. You wouldn’t want someone coming along and digging up your grave, would you? Of course not!**

Can we look at the grave ourselves, in case you missed something? **If you must – but time is of the essence! They have almost two days head-start on you – who knows where they’ve gone,**

or what they're up to! You need to leave bright and early tomorrow, that's for sure.

If the characters agree to help, Brother Luminus thanks them profusely. He recommends that they stay the night at the inn and leave first thing the next morning. If asked, he arranges for Tarrant the gravedigger to take them to Kayne's grave. Give the players the map of southern Sunndi (Player Handout 1) and go to Encounter 1.

If the characters refuse to help, Brother Luminus looks very disappointed, but forces himself to politely thank them for listening to him. If the characters decide to investigate the foreigners anyway, give them the map of southern Sunndi (Player Handout 1) and go to Encounter 1. Otherwise, the adventure ends.

1: FINDING THE FOREIGNERS

As it's close to sunset and the foreigners have a two day head start, the characters may decide to stay at Paw's Luck for the night and set out the next day. This gives them time to make enquiries of their own and to use magic to try and locate the foreigners.

If the players decide to set out immediately, remind them that the characters have already travelled for eight hours this day and must force march to continue. It's alright if they do force march through the night to Yeshara, but do enforce the rules set out on page 164 of the PHB.

CONDITIONS IN SOUTHERN SUNNDI

Please note the following key points to make when describing the environment the characters travel through during this scenario.

- The weather is humid and damp, with a thunderstorm almost every late afternoon that does little except make the air more humid.
- Dawn is at 6 AM and sunset is at 7 PM each day. The afternoon thunderstorm is at 5 PM each day and lasts until 7 PM.
- Details about the size and demographics of the settlements along the Pawluck River are provided in DM's Aid 4.
- The fortified hamlets and villages are well-guarded by cautious local militia who relax when they establish the characters aren't Wastrians.
- There are refugees in all the major settlements west of Katram, and small numbers on the roads between those settlements. Some of the smaller farmsteads and thorpes west of

Katram have been abandoned, but most are still occupied by very nervous civilians.

- There are few refugees in Katram itself, as most have moved on. The farms and thorpes east of Katram, including Stillwater, have been abandoned. Because it's on a major north-south road, Stillwater has been ransacked and partially destroyed by successive waves of bullywugs marching north into the centre of Sunndi.
- The fortified village of Nondrinn still stands against the bullywug invaders. It is crowded with refugees, but most have been armed and trained by the Royal Warders to help defend the walls against raiding parties and war bands.

DIVINATION MAGIC

The effective use of magic spells like *scrying* and *teleport* can reduce or completely eliminate the need to follow the foreigners on foot.

Discern location: This spell succeeds, as none of the foreigners are protected by *mind blank*.

Scrying and greater scrying: The characters have second-hand knowledge of Wildenna, Cade and Vorshak (+5 Will save modifier). Nobody the characters meet while following the foreigners can give them a usable likeness or picture, and the foreigners don't leave any garments or possessions behind. Finally, Wildenna and Cade are both intelligent enough to have a chance of spotting the invisible scrying sensor with an Intelligence check (DC 20, both have a +1 bonus).

Legend lore and vision: The casting time of *legend lore* (1d10 days unless the creature is present) makes its use very unlikely. If cast at APL 10, either spell can provide the following information about Wildenna; at APL 12, they can provide the following information about Wildenna, Cade and Vorshak.

- Wildenna Stolagan serves nature, but has turned aside from her duty and travelled far from Perrenland to follow the path her great-grandmother never ventured down.
- Cade Proudfoot strides through the days, fascinated by the spinning of the fickle blade. He dwells in Greyhawk, but calls nowhere home.
- Cold-hearted Vorshak says little. His axe talks for him, and the words are always rough.

WHAT ARE THE FOREIGNERS DOING?

The foreigners' itinerary and daily activities are detailed in DM Aid 2, and there is also a map in DM Aid 3.

The characters may travel to the following locations (detailed in DM Aid 4) and may learn about the foreigners from the villagers. Once the characters realise the foreigners are looking for a dead man named Kayne, they can start looking for Kayne's grave as well.

Note that gathering information usually takes 1d4+1 hours, and any costs incurred are covered by Standard upkeep. If the characters wish to make a hasty attempt to gather information (for example, because they arrive at Katram only a few hours behind the foreigners on Day 4 and don't want to lose 2 to 5 hours finding out where the foreigners are going to next), they can do so by taking a -10 penalty on the Gather Information check.

A hasty Gather Information check takes 20 to 50 (1d4+1 x 10) minutes. If the characters are unsuccessful and wish to then attempt a standard Gather Information check, this 20 to 50 minutes becomes part of (not in addition to) the 1d4+1 hours.

PAW'S LUCK

Darien, middle-aged human male barkeep:

Gather Information DC 10: ***I told Brother Luminus this already. There were these three foreigners, right, a halfling named Cade, a half-elf named Wildenna, and a half-orc they called Vorshak – he sat by himself, eating and drinking all evening. Cade and Wildenna spent the evening asking around about a man named Kayne who moved south from Pitchfield in the middle of last century. I told them there was such a man buried in the cemetery, and someone went and dug him up that night! It must be those foreigners – they left the next morning for Yeshara, before anyone realised what they'd done.***

Gather Information DC 15: ***I didn't remember this until after I talked with Brother Luminus, but there was another man named Kayne who moved to Yeshara at around the same time. If they find out, they may dig him up, too!***

Tarrant the gravedigger can show the characters the disturbed grave. As Brother Luminus described, the grave was excavated a second time by the locals, then refilled. There is no way for the characters to learn anything useful from the disturbed grave.

If the characters dig up the grave, remove the stake, and turn the corpse around, they can use *Speak with Dead* to communicate with Kayne's

corpse. This Kayne moved south to avoid paying taxes that he thought were excessive and unfair.

YESHARA

Meliana, old human female alewife:

Gather Information DC 10: ***You wouldn't credit it, but there were three foreigners travelling through to Taruk – I know, it sounds like the start of a joke, but it's no laughing matter! There was a halfling named Cade, a half-elf and a half-orc. They stayed at the inn, where Cade and the half-elf spent the evening asking about a man named Kayne who moved south from Pitchfield mid-fifth century. Well, we told them there was a Kayne buried in the cemetery up on the hill who fitted the description, and the next day, after they'd gone, we found that someone – or something – had disturbed his grave! So terrible!***

DC 15: ***Cade said they were travelling east from Paw's Luck, so – you don't suppose they've dug up the grave there as well! I remember my grandfather telling me about a Kayne who moved to Paw's Luck from Pitchfield long ago. I hope they don't find out about Kayne Siannodel at Darmen. He's an old half-elf who lives in a thorp near Katram, and my grandfather told me he moved from Pitchfield a long time ago as well. The foreigners were going to Katram after Taruk – hopefully nobody there tells them about Kayne!***

Unlike the grave at Paw's Luck, the grave at Yeshara hasn't been disturbed a second time. The villagers don't have a cleric who could put an undead monster to rest if they dug one up, so they've left it alone. If asked, the judge at Yeshara issues a permit to excavate the grave to the characters.

The characters can learn the following from the grave with appropriate skill checks.

- Searching for tracks (DC 18 Survival, + 1 for every 24 hours after 4 AM on Day One and +2 for 2 hours of afternoon/evening rain each day after 4 AM on Day One): a big humanoid and a little humanoid [Vorshak and Cade] left tracks leading to and from the grave.
- Examining the grave (DC 18 Search, + 1 for every 24 hours after 4 AM on Day One and +2 for 2 hours of afternoon/evening rain each day after 4 AM on Day One): the soil was excavated by something with claws, not by shovels.

- What creature was it? (DC 13 Knowledge – Nature): it was a very big badger [Wildenna wild shaping into a dire badger].

The characters can use *Speak with Dead* to communicate with Kayne's corpse: This Kayne moved south to marry his first wife, Emelda, but things didn't work out as he hoped.

TARUK

Kiara, twenty-something human female farmer:

If the characters arrive before 3 PM on Day Two:
Gather Information DC 10: ***Sorry, there's nobody named Kayne buried in the cemetery here who moved south from Pitchfield last century. That's a pretty specific question, you know.***

Gather Information DC 20: ***There is that old half-elf at Darmen, however. His name is Kayne Siannodel, and I'm sure he moved south from Pitchfield to Darmen a long time ago now – at least late last century, probably earlier. Darmen is a small thorpe right by the Pawluck River.***

If the characters arrive after 3 PM on Day Two but before 8 AM on Day Three:

Gather Information DC 10: ***Yeah, there's three foreigners in town, a halfling, a half-elf, and a half-orc – they're staying at the inn. The short one, a halfling named Cade, was asking if anyone named Kayne was buried here about a hundred years ago. They're looking for some Kayne fellow who lived in Pitchfield, then came south. I think they're leaving for Katram in the morning to keep on looking.***

Gather Information DC 15: ***Yeah, definitely leaving for Katram, and then going on to Stillwater. If you see them, can you tell them there's an old half-elf at Darmen named Kayne Siannodel who my neighbour says moved south from Pitchfield maybe a hundred or more years ago? Darmen is a small thorpe right by the Pawluck River.***

If the characters arrive after 8 AM on Day Three:

Gather Information DC 10: ***Yeah, there were three foreigners in town, but they've gone now, moved on to Katram. The short one, a halfling named Cade, was asking if anyone named Kayne was buried here about a hundred years ago. They're looking for some Kayne fellow who lived in Pitchfield, then came south.***

Gather Information DC 15: ***If only they'd stayed a bit longer, I'd have had a chance to talk to my neighbour before they left. She says there's an old half-elf at Darmen named Kayne Siannodel who moved south from Pitchfield maybe a hundred or more years ago. Darmen is a small thorpe right by the Pawluck River.***

KATRAM

Sturt, very old human male gossip:

If the characters arrive before 4 PM on Day Three:
Gather Information DC 10: ***Sorry, there's no Kayne here, living or dead, who moved south from Pitchfield last century. Can't help you there, I'm afraid.***

Gather Information DC 20: ***There is Kayne Siannodel, who lives at Darmen – a small Thorpe right by the Pawluck River. He's a half-elf, and very, very old. I'm certain he moved south from Pitchfield to Darmen last century.***

Gather Information DC 25: ***When I was at Teelana's funeral – poor girl, taken so young, and by a vampire, too – at Stillwater a few years ago, I remember seeing an old tombstone that read, "Kayne the smith rests here, a long way from his parents at Pitchfield". Does that help?***

If the characters arrive after 4 PM on Day Three but before 12 PM on Day Four [note the foreigners' location as set out in DM Aid Two and modify the read-aloud text accordingly]:

Gather Information DC 10: ***There is a party of three travellers from abroad – a Halfling named Cade, a half-elf named Wildenna, and some brutish half-orc who spoke very little, if anything. The other two asked if anyone named Kayne had moved south from Pitchfield last century, so I told them about Kayne Siannodel, who lives at Darmen. The half-elf seemed excited – I think maybe they're related? Anyway, Darmen's a small thorpe to the north by the Pawluck, and they're going to visit Kayne Siannodel in the morning.***

Gather Information DC 15: ***I've something to tell them when they come back, actually. While I was sleeping, I remembered something that may be of interest to them. When I was at Teelana's funeral – poor girl, taken so young, and by a vampire, too – at Stillwater a few years ago, I remember seeing an old tombstone that read, "Kayne the smith rests***

here, a long way from his parents at Pitchfield". If they don't find the right Kayne at Darmen, I suppose they can try at Stillwater.

If the characters arrive between 12 PM and 2 PM on Day Four:

The characters encounter the foreigners gathering information in Katram. Go to Encounter 2.

If the characters arrive after 2 PM on Day Four:

Gather Information DC 10: ***There was a party of three travellers from abroad – a Halfling named Cade, a half-elf named Wildenna, and some brutish half-orc who spoke very little, if anything. The other two asked if anyone named Kayne had moved south from Pitchfield last century, so I told them about Kayne Siannodel, who lives at Darmen. The half-elf seemed excited – I think maybe she's looking for relatives? – so they went to Darmen in the morning, but came back by lunchtime. She looked disappointed, but I'd remembered something I wanted to tell them when they got back.***

When I was at Teelana's funeral – poor girl, taken so young, and by a vampire, too – at Stillwater a few years ago, I remember seeing an old tombstone that read, "Kayne the smith rests here, a long way from his parents at Pitchfield". I told them what I'd remembered, and the halfling seemed very grateful! They were going to Stillwater to check the grave, and planned to travel on to Nondrinn afterwards.

DARMEN

Kayne Siannodel is very old – almost 180 (equivalent to a human who's over 100) – and his memory is going. His granddaughter, Drusilia Siannodel (a middle-aged half-elf who looks equivalent to a human in her late forties), manages the family farmstead and cares for him.

If the characters arrive before 9:15 AM on Day Four:

Drusilia lets the characters in to talk with Kayne if they gain her permission (DC 10 Diplomacy). Kayne thinks he remembers meeting a woman named Tamassa in Pitchfield when he was young, but he's not sure. The more he's questioned the more uncertain and indecisive he becomes.

If the characters arrive between 9:15 AM and 9:45 AM on Day Four:

The foreigners are questioning Drusilia and Kayne. Just before the characters arrive, Vorshak lost his

patience and used his size and demeanour to *intimidate* the Siannodels without directly threatening violence, forcing Kayne to hand over the shirt he was wearing so that Cade could look for the map. Cade has confirmed that Kayne's shirt didn't have the map, so Vorshak has taken it back and throws it in Kayne's face as the characters arrive. Go to Encounter 2.

If the characters arrive after 9:45 AM on Day Four:

Drusilia let the foreigners in to question Kayne. During the questioning, Vorshak lost his patience and used his size and demeanour to intimidate the Siannodels without directly threatening violence, forcing Kayne to hand over the shirt he was wearing so that Cade could look for the map. When Cade confirmed that Kayne's shirt didn't have the map, Vorshak took it back and threw it in Kayne's face.

After the questioning, Kayne is bewildered and distressed while Drusilia is very angry and humiliated. Kayne is resting in the house, and Drusilia lets them in to talk with him if they gain her permission (DC 15 Diplomacy).

STILLWATER

Kayne the smith is buried in the graveyard at this abandoned settlement. He is *the* Kayne, Wildenna's great-grandfather, and has the half-map the foreigners are seeking.

If the characters arrive before 4 PM on Day Five:

The characters can find Kayne's grave by walking the graveyard (no Search check required). The other half of the map (Player Handout 3) is inside his burial smock, next to his heart.

If the characters arrive after 4 PM on Day Five and before 8 AM on Day Six:

The grave at Stillwater has been disturbed. The characters can learn the following from the grave with appropriate skill checks.

- Searching for tracks at APL 6 (DC 17 Survival, including +2 for 2 hours of afternoon/evening rain after 4 PM on Day Five): a big humanoid and a little humanoid [Vorshak and Cade] left tracks leading to and from the grave. They go towards the mausoleum in the corner of the graveyard.
- Searching for tracks at APL 8 or higher: there are no tracks to be found. [The foreigners are concealed by pass without trace spells.]
- Examining the grave (DC 17 Search, including +2 for 2 hours of afternoon/evening rain after 4 PM on Day Five): the soil was excavated by something with claws, not by shovels.

- What creature was it? (DC 13 Knowledge – Nature): it was a very big badger [Wildenna wild shaping into a dire badger].

The characters can use *speak with dead* to communicate with Kayne's corpse. He can tell them his side of the events set out in the Adventure Background.

The foreigners are camped in Hagron Palitok's mausoleum. If the characters seek them out, go to Encounter 2.

If the characters arrive after 8 AM on Day Six:

The grave at Stillwater has been disturbed. The characters can learn the following from the grave with appropriate skill checks.

- Searching for tracks at APL 6 (DC 15 Survival, + 1 for every 24 hours after 4 PM on Day Five and +2 for 2 hours of afternoon/evening rain each day after 4 PM on Day Five): a big humanoid and a little humanoid [Vorshak and Cade] left tracks leading to and from the grave. They go towards the mausoleum in the corner of the graveyard.
- Searching for tracks at APL 8 or higher: there are no tracks to be found. [The foreigners were concealed by pass without trace spells.]
- Examining the grave (DC 15 Search, + 1 for every 24 hours after 4 PM on Day Five and +2 for 2 hours of afternoon/evening rain each day after 4 PM on Day Five): the soil was excavated by something with claws, not by shovels.
- What creature was it? (DC 13 Knowledge – Nature): it was a very big badger [Wildenna wild shaping into a dire badger].

The characters can use *speak with dead* to communicate with Kayne's corpse. He can tell them his side of the events set out in the Adventure Background.

DEVELOPMENT

When the characters catch up with the foreigners, go to Encounter 2.

If the characters have not caught up with the foreigners by Stillwater, they are attacked on the journey from Stillwater to Nondrinn by a bullywug war band. Go to Encounter 3, then to Encounter 4. The Royal Warders have taken the foreigners into custody at Nondrinn for their suspicious behaviour, and the characters can provide oral testimony that sees the foreigners taken before a judge.

2: MEETING THE FOREIGNERS

The characters may meet the foreigners at one of the following locations:

- On the road
- At a campsite between Yeshara and Taruk or between Katram and Stillwater
- At an inn in Taruk or Katram
- At Darmen while questioning Kayne Siannodel
- At the Stillwater graveyard (see DM Aid 5)
- At Nondrinn (go to Encounter 4).

Regardless of the location, the following guidelines apply to the crucial first interaction between the foreigners and the characters.

- Wildenna and Cade are initially Indifferent to the characters.
- If the characters catch them questioning Kayne Siannodel at Darmen or excavating Kayne the smith's grave at Stillwater, Wildenna and Cade's initial attitude is Unfriendly instead of Indifferent.
- Vorshak's initial attitude towards the characters is always one category worse than Wildenna and Cade's attitude. In addition, Vorshak's attitude never improves beyond Indifferent.

As the "face" of the group, Cade takes the lead when talking with the characters. If nothing seems out of the ordinary, he is well-mannered, polite, and sociable. If a conversation starts up, Cade might ask the characters about conditions ahead on the road, or if they know anything about a man named Kayne. He avoids talking about the details of what his group is up to: they're just travelling through Sunndi "on personal business".

If the foreigners have reason to suspect trouble (for example, previously spotting a scrying sensor, the characters teleporting into their campsite, or learning about the characters by gathering information), Cade is more cautious and looks to Wildenna for approval before discussing anything potentially incriminating, such as where they've been in Sunndi.

If the characters change Cade's attitude to Friendly, he discloses more about himself. If the circumstances are appropriate, he tells them Wildenna is employing him to help find something she's lost, and offers to introduce them to her. If Cade's attitude becomes Helpful, he also offers to help them get work the next time they're in Greyhawk City.

If the characters change Wildenna's attitude to Friendly, she tells the characters that she's looking for something her great-grandparents left her, that she needs something that's buried with her great-grandfather, and she accepts any offers of free help. If her attitude becomes Helpful, Wildenna tells the characters about Gorban's treasure hoard, shows them her half-map (Player Handout 2), and offers them a quarter-share of the treasure if they help. For what the characters can learn from the map, see the Development section below.

Things go poorly if the characters confront the foreigners about their activities in Sunndi, particularly if they threaten to stop them or to take them to the authorities. Wildenna and Vorshak's attitudes immediately worsen by one step and cannot improve past that point for the remainder of the scenario. Note that Cade's attitude does not change if the characters confront him – it's just a job to him, and nothing personal.

If confronted, Wildenna loses her temper with the characters and rants at them about how it's hers by right, how it's all she has left in the world now her father's died and the Grove of the Kerk turned her down and how dare they tell her she can't have what's hers by right! How dare they! Portray her as irrational and inflexible, but don't have her or Cade start a fight with the characters.

Conversely, if Vorshak's attitude ever becomes Hostile, for this or any other reason, he attacks the characters. If the characters are talking with the foreigners when this happens, all characters present (including Cade and Wildenna, who both automatically fail the check) must make a DC 20 Sense Motive check or be surprised. Vorshak draws his greataxe, rages and uses his Intimidating Rage feat on his chosen target (see Tactics below) during the surprise round.

APL 6 (EL 6 to 9)

Wildenna: Female half-elf druid 7; hp 42; see Appendix 1.

Sarvina, Wildenna's heavy warhorse animal companion: hp 72; see Appendix 1.

Vorshak: Male half-orc barbarian 6; hp 54; see Appendix 1.

Midnight, Vorshak's heavy warhorse: hp 30; see *Monster Manual* 273.

Cade Proudfoot: Male halfling rogue 6; hp 36; see Appendix 1.

Rusty, Cade's riding dog: hp 13; see *Monster Manual* 272.

APL 8 (EL 8 to 11)

Wildenna: Female half-elf druid 9; hp 54; see Appendix 1.

Sarvina, Wildenna's heavy warhorse animal companion: hp 90; see Appendix 1.

Vorshak: Male half-orc barbarian 8; hp 72; see Appendix 1.

Midnight, Vorshak's heavy warhorse: hp 30; see *Monster Manual* 273.

Cade Proudfoot: Male halfling rogue 7/master thrower 1; hp 49; see Appendix 1.

Rusty, Cade's riding dog: hp 13; see *Monster Manual* 272.

APL 10 (EL 10 to 13)

Wildenna: Female half-elf druid 11; hp 66; see Appendix 1.

Sarvina, Wildenna's heavy warhorse animal companion: hp 90; see Appendix 1.

Vorshak: Male half-orc barbarian 10; hp 100; see Appendix 1.

Midnight, Vorshak's heavy warhorse: hp 30; see *Monster Manual* 273.

Cade Proudfoot: Male halfling rogue 7/master thrower 3; hp 63; see Appendix 1.

Rusty, Cade's riding dog: hp 13; see *Monster Manual* 272.

APL 12 (EL 12 to 15)

Wildenna: Female half-elf druid 13; hp 78; see Appendix 1.

Sarvina, Wildenna's heavy warhorse animal companion: hp 108; see Appendix 1.

Vorshak: Male half-orc barbarian 12; hp 120; see Appendix 1.

Midnight, Vorshak's heavy warhorse: hp 30; see *Monster Manual* 273.

Cade Proudfoot: Male halfling rogue 7/master thrower 5; hp 77; see Appendix 1.

Rusty, Cade's riding dog: hp 13; see *Monster Manual* 272.

Tactics: Vorshak isn't a subtle fighter. He rages, picks the strongest, toughest-looking character, uses his Intimidating Rage feat against them as a free action, and then tries to hack them to death. If he succeeds, he moves on to the next strongest, toughest-looking character; if he fails, he dies. He changes priorities only if he starts taking damage from *magic missiles* and other spells that automatically hit, in which case he goes over and tries to hack the spellcaster to death, then goes back to the big tough fighter he was hitting earlier.

Cade is a clever fighter. He doesn't waste time trying to hurt people that he can't sneak attack with his throwing knives, such as characters who he knows have the uncanny dodge class ability, and instead moves on to more vulnerable characters.

Note his sneaky shot (APL 10 and 12) and weak spot (APL 12) class abilities, and that he has a returning dagger (APL 10 and 12). Cade doesn't believe in fighting or killing when there's no need to do so, and follows the lead of his employer. As Wildenna's first strategy is to run away, Cade backs her up by covering her retreat for a round before running or surrendering himself. If Wildenna surrenders, Cade does so as well.

Wildenna isn't much of a fighter at all. When she does fight, she *wild shapes* into a black bear (APL 6), a polar bear (APL 8 and 10), or a dire bear (APL 12). However, Wildenna's first instinct is to run, so she's more likely to *wild shape* into an eagle (all APLs) or trigger her Oaken Resilience feat (APL 12), then try to get to her animal companion, Sarvina, and escape. If escape seems impossible or death seems imminent, Wildenna surrenders.

Treasure: all three foreigners have a substantial amount of mundane and magical equipment. Note that Cade and Wildenna want to keep their equipment if they surrender, and are not happy if forced to hand it over to the characters.

Wildenna's equipment:

APL 6: L: 50 gp (masterwork quarterstaff); C: 300 gp; M: 538 gp (+1 *leather armor*, +1 *vest of resistance*, +1 *ring of protection*, +1 *dagger*)

APL 8: L: 50 gp (masterwork quarterstaff); C: 300 gp; M: 871 gp (+1 *leather armor*, +1 *vest of resistance*, +1 *ring of protection*, +1 *dagger*, +2 *peripart of wisdom*)

APL 10: L: 50 gp (masterwork quarterstaff); C: 300 gp; M: 1871 gp (+1 *leather armor*, +1 *vest of resistance*, +1 *ring of protection*, +1 *dagger*, +4 *peripart of wisdom*)

APL 12: L: 50 gp (masterwork quarterstaff); C: 300 gp; M: 3121 gp (+1 *wild leather armor*, +1 *vest of resistance*, +1 *ring of protection*, +1 *dagger*, +4 *peripart of wisdom*)

Vorshak's equipment:

APL 6: L: 0 gp; C: 0 gp; M: 572 gp (+1 *chain shirt*, +1 *ring of protection*, +1 *greataxe*, +1 *cloak of resistance*, *potion of cure moderate wounds*)

APL 8: L: 0 gp; C: 0 gp; M: 905 gp (+1 *chain shirt*, +1 *ring of protection*, +1 *greataxe*, +1 *cloak of resistance*, *gauntlets of ogre power*, *potion of cure moderate wounds*)

APL 10: L: 0 gp; C: 0 gp; M: 1489 gp (+2 *chain shirt*, +1 *ring of protection*, +1 *greataxe*, +1 *cloak of resistance*, *gauntlets of ogre power*, +2 *amulet of health*, *potion of cure moderate wounds*)

APL 12: L: 0 gp; C: 0 gp; M: 2489 gp (+2 *chain shirt*, +1 *ring of protection*, +1 *greataxe*, +1 *cloak of*

resistance, +4 *belt of strength*, +2 *amulet of health*, *potion of cure moderate wounds*)

Cade's equipment:

APL 6: L: 51 gp (6 daggers, 2 masterwork daggers); C: 0 gp; M: 425 gp (*mithral chain shirt*, +2 *gloves of dexterity*)

APL 8: L: 27 gp (12 daggers, 1 masterwork dagger); C: 0 gp; M: 700 gp (+1 *mithral chain shirt*, +2 *gloves of dexterity*, +1 *dagger*)

APL 10: L: 2 gp (12 daggers); C: 0 gp; M: 1392 gp (+1 *mithral chain shirt*, +2 *gloves of dexterity*, +1 *returning dagger*, +1 *dagger*)

APL 12: L: 2 gp (12 daggers); C: 0 gp; M: 2392 gp (+1 *mithral chain shirt*, +4 *gloves of dexterity*, +1 *returning dagger*, +1 *dagger*)

Development: If the characters kill or capture Wildenna, they have half or all the map (depending on where they caught up with the foreigners). Give them Player Handout 2 and/or 3, as appropriate.

If Wildenna is alive, she grudgingly explains the history of the map and how she intended to collect "her" treasure. She cooperates with the characters, but doesn't go out of her way to answer their questions unless her attitude is *friendly* or better.

If Cade is alive, he willingly cooperates with the characters. Cade tells them that he was hired by Wildenna, that he disapproves of "the crazy man" (Vorshak), and (if Wildenna is dead) tells them about the map that Wildenna found while tidying up her dead father's home and about her plan to collect the treasure hoard.

If Vorshak is alive, he remains Hostile and refuses to cooperate with the characters. If they change his attitude to Friendly with an Intimidate check, he cooperates with the characters but doesn't go out of his way to answer their questions. If asked, he attacked the characters because they threatened him and he thought he could beat them.

If the characters decided to help Wildenna recover "her" treasure, Wildenna, Cade and Vorshak accompany them towards Nondrinn and help them against the Bullywug ambush in Encounter 3. Otherwise, any prisoners do as little as possible to help or hinder the characters in that encounter.

WHO AND WHERE IS GORBAN THE GREEDY?

After looking at one or both halves of the map, the characters may want to know more about Gorban before making any decisions. They can attempt the following skill checks.

Bardic Knowledge

- DC 5: Gorban the Greedy was the leader of an orc war band two hundred and fifty years ago. He's famous for being stingy and not sharing his treasure with his followers.
- DC 10: Gorban looted the temple of Pelor at Pitchfield, the Sun's Rest, and took all the temple's treasures – a Herzog's ransom! People say Pelor struck him down for this offence.
- DC 15: Gorban died in the south from a disease he caught in the Vast Swamp. His war band buried him with all his treasure in the Swamp, and didn't take a single item from his hoard.
- DC 20: The orcs built levees so that they could drain a small part of the swamp and bury Gorban, then broke the levees so the water would cover his grave. You can still see parts of the levees today.

Knowledge (history)

- DC 10: Gorban was an orc warlord who looted the temple of Pelor at Pitchfield, the Sun's Rest, in 355 CY. He died shortly afterwards in southern Sunndi.
- DC 15: Gorban was buried in the Vast Swamp by his war band, which then dispersed. The treasures he took from the Sun's Rest have never been recovered, and would be worth a great sum of money.

Knowledge (geography) or Knowledge (local: the Splintered Suns)

- DC 10: You're not sure where Gorban is buried in the Vast Swamp, but the Royal Warders at Nondrinn would certainly know.
- DC 20: You already know where Gorban is buried in the Vast Swamp.

TROUBLESHOOTING: THEY'RE GOING BACKWARDS INSTEAD OF FORWARDS

The characters may decide to take their prisoners back for trial at Yeshara or Katram (both county capitals) or even to Eyedrinn (another county capital) instead of continuing on to Nondrinn. It's okay if they do: go to Encounter 4 and change the location of the court scene. The judge asks the characters to escort the foreigners to Nondrinn and seek advice from the Royal Warders about the feasibility of entering the Vast Swamp and recovering Gorban's treasure. If the other half of the map hasn't yet been recovered, the judge asks them to go to Stillwater first, then Nondrinn.

Remember to include Encounter 3 on the way to Nondrinn!

3: BULLYWUGS!

There is a war going on in southern Sunndi, and bullywug raiding parties are a real danger near the Vast Swamp. At some point after leaving Katram and before arriving at Nondrinn, a war band of six bullywugs attempts to ambush the characters while they travel (**not** while they camp).

The bullywugs are all hiding in a copse beside the road, on the far side of a ditch. Characters can spot them as soon as the road rounds a low hill 120 ft. away from the closest bullywug.

Map the ambush site, then ask the players to establish the characters' marching order on a 20 ft. wide road. Once that is resolved, ask them all to make Spot checks, and check the results from first in the marching order to last.

The DC to spot the bullywug is 11, and the margin of success determines how far away from the ambush the party is when the bullywugs are spotted by that character. The character is 10 ft. from the closest bullywug for each point by which they succeed, to a maximum of 120 ft. for a Spot check of 23 or more.

Note that a character towards the front of the marching order may get a lower Spot check than a later character, but may still be the first character to spot the bullywugs because the later character doesn't round the low hill before the earlier character reaches the square from which they succeed at their Spot check.

If the characters are escorting Wildenna, Cade, and/or Vorshak to Nondrinn as prisoners, they do as little as possible to assist the characters in the battle, fighting only to defend themselves. However, if the characters are cooperating with the foreigners, they do everything they can to help against the bullywugs, following their tactics in Encounter 2. If this is the case, increase the number of bullywugs from six to twelve, and have half the bullywugs attack the foreigners in preference to the characters.

APL 6 (EL 7)

Bullywug war band leaders (2): bullywug barbarian 4; hp 52; see Appendix 1.

Bullywug war band members (4): bullywug barbarian 2; hp 26; see Appendix 1.

APL 8 (EL 9)

Bullywug war band leaders (2): bullywug barbarian 6; hp 78; see Appendix 1.

Bullywug war band members (4): bullywug barbarian 4; hp 52; see Appendix 1.

APL 10 (EL 11)

Bullywug war band leaders (2): bullywug barbarian 8; hp 112; see Appendix 1.

Bullywug war band members (4): bullywug barbarian 6; hp 78; see Appendix 1.

APL 12 (EL 13)

Bullywug war band leaders (2): bullywug barbarian 10; hp 140; see Appendix 1.

Bullywug war band members (4): bullywug barbarian 8; hp 112; see Appendix 1.

Tactics: If nobody spots the bullywugs, they bite their shields impatiently until two of the party have passed, then unleash a mighty battle croak. They hurl a volley of javelins in the surprise round, then hurl a second volley and move to engage in the first regular round, drawing their shortspears as they go.

If the ambush is spotted, the bullywugs hurl javelins as they close with the party, drawing their shortspears when they move in to engage.

The bullywugs are in a battle frenzy, thanks to the effects of Wastri's Breath, and fight without flinching to the bitter end. Note that the bullywugs always choose to remain conscious when on negative hit points once they have the Diehard feat (war band leaders at APL 8 to 12, war band members at APL 10 and 12).

The Encounter Level of the bullywugs is reduced by 1 because their low CRs and lack of combat versatility make the encounter somewhat easier for the characters. This adjustment has been factored into the Els below.

Treasure: The Bullywugs each have scale mail, a heavy wooden shield, a shortspear, 3 javelins, and an *amulet of natural armor*. (leaders at APL 10 and 12, members at APL 12).

APL 6: L: 447 gp (four masterwork scale mail, six masterwork heavy wooden shields, six masterwork shortspears, 12 javelins, 6 masterwork javelins); C: 0 gp; M: 200 gp (two +1 *scale mail*)

APL 8: L: 630 gp (six masterwork heavy wooden shields, four masterwork shortspears, 18 masterwork javelins); C: 0 gp; M: 983 gp (six +1 *scale mail*, two +1 *shortspears*)

APL 10: L: 503 gp (four masterwork heavy wooden shields, 18 masterwork javelins); C: 0 gp; M: 2276 gp (six +1 *scale mail*, six +1 *shortspears*, two +1 *heavy wooden shields*, two +1 *amulets of natural armor*)

APL 12: L: 451 gp (18 masterwork javelins); C: 0 gp; M: 4329 gp (six +1 *scale mail*, six +1 *shortspears*, six +1 *heavy wooden shields*, four +1 *amulets of natural armor*, two +2 *amulets of natural armor*)

4: SEEING THE AUTHORITIES

There are two different authorities the characters can interact with, namely a judge and the Royal Warders of the Vast Swamp.

HERE COMES THE JUDGE

After capturing Wildenna, Cade and/or Vorshak, the characters probably want to take them to the authorities to be tried and punished, as Brother Luminus asked them to do in the Introduction. There are judges in Nondrinn, Eyedrinn, Katram and Yeshara who can hear the charges brought against the foreigners by the characters.

All three are found guilty of trespass, vandalism, minor assault and disturbance of the peace, and if Vorshak attacked the characters he is also guilty of the more serious offence of grievous assault. If Vorshak was killed by the characters, the judge confirms that it was a legal killing, and gives the characters leave to keep Vorshak's belongings as compensation for his assault.

The trial and verdict act as a "reality check" for Wildenna, who recognises that what she was doing was selfish and wrong-headed. Wildenna accepts the court's authority over her and, if asked, acknowledges that her punishment is lawful and deserved.

Read or paraphrase the following to the players.

You take your prisoners to the court, where the judge hears your statements and questions the foreigners. It doesn't take long for the judge to find the foreigners guilty of a number of minor offences – trespass, vandalism, disturbance of the peace. [If Vorshak attacked the characters and is present] Vorshak is singled out for special attention, as he broke the King's Laws in attacking you.

The judge rules as follows.

"Wildenna Stolagan, I find you guilty of numerous petty offences, all committed in pursuit of this treasure that you allege to be yours by right. You are fined a sum of not less than 500 new crowns [gp], to be paid before

your release from rightful custody and restraint.

Tap the table with a pen to imitate the judge hitting a gavel with a hammer, then continue.

Cade Proudfoot, I find you guilty of numerous petty offences, all committed while employed by Wildenna Stolagan. You are fined a sum of not less than 500 new crowns, to be paid before your release from rightful custody and restraint by your employer, Wildenna Stolagan.

Tap the table with a pen to imitate the judge hitting a gavel with a hammer, then continue.

Vorshak, I find you guilty of numerous petty offences, all committed while employed by Wildenna Stolagan. You are fined a sum of not less than 500 new crowns, to be paid before your release from rightful custody and restraint by your employer, Wildenna Stolagan. [If Vorshak attacked the characters, continue to read.] ***In addition, for your vicious and unprovoked attack on these citizens of Sunndi, I sentence you to hard labour for not less than 2 years, and declare your possessions forfeit.***

Tap the table with a pen to imitate the judge hitting a gavel with a hammer, then continue.

Turning to the related matter of this treasure hoard and Stolagan's claim to it. This court acknowledges that one half of the map to the treasure site is clearly yours by right of inheritance. However, the other half of the map, that which was owned by Kayne the smith late of Stillwater, I consider to be owned by no-one, not having been allocated to any heir by that man on his death. As such, it now belongs to the Crown by default. Accordingly, I declare that Wildenna Stolagan has ownership of half of any treasure to be found, and that the ownership of the remainder resides with His Brilliant Majesty, Olvenking Hazendel.

Tap the table with a pen to imitate the judge hitting a gavel with a hammer, then continue.

The judge turns to Wildenna, "Is this understood?" She nods slowly, grim-faced.

"Yes, your honour, it is. I seek the court's permission to obtain this half-share before paying the fines imposed by the court, as I have insufficient funds to hand."

The judge looks thoughtful. "That seems reasonable, and given the financial difficulties we face in sustaining the war effort it is in the national interest for the Crown to receive its

half-share as soon as is possible. I'm inclined to grant your application if there are reputable persons who will escort you to and from the site indicated on the map and ensure you do not abscond from Sunndi."

Look meaningfully at the players and wait for them to respond.

If the characters say yes, then read or paraphrase the following text to the players.

"Good. Motion is granted [tap the table with a pen], you are released into the custody of those present, who shall receive a tenth-share of the Crown's half-share on delivery of you and the treasure to this court, which is now adjourned."

The judge entrusts the characters with Kayne's half-map, if present, and encourages them to seek advice from the Royal Warders at Nondrinn before entering the Vast Swamp. If Kayne's half-map hasn't yet been recovered, the judge gives them permission to go to Stillwater and excavate Kayne the smith's grave.

If the characters say no or refuse to respond, read or paraphrase the following text to the players.

"As there is nobody available to act as escort, motion is denied [tap the table with a pen]. You are remanded into the custody of the Crown until such time as you pay the fines imposed by this court, which is now adjourned."

If forced to pay the fine on the spot, Wildenna gives over her +1 vest of resistance and +1 dagger, then walks free with Cade (and Vorshak, if he wasn't sentenced to hard labour). The judge reminds her that the Crown is entitled to a half-share of Gorban's treasure, and Wildenna truthfully promises to ensure the Crown receives its rightful share. Characters can tell that Wildenna is telling the truth with a Sense Motive check (DC 20).

If the characters now change their minds and tell Wildenna that they're coming with her to collect the treasure, she tells them in no uncertain terms to leave her alone. The judge supports her, and warns the characters not to interfere in the arrangement between the foreigners and the Crown. If the other half of the map hasn't yet been recovered, Wildenna asks for and receives permission to go to Stillwater and excavate Kayne the smith's grave.

THE ROYAL WARDERS AT NONDRINN

Nondrinn is the only major settlement in Corul county that has not been overrun by the invading bullywugs. As a consequence, the residents are at a high state of readiness and very suspicious of travellers and foreigners. If the foreigners or the characters ask around in Nondrinn for information about the Vast Swamp, about Gorban's burial site, or try to hire a guide, the Royal Warders soon learn of their activities. They respond by sending a dozen rank and file members led by three keepers to confront whoever is asking these questions and hold them until they get a sensible explanation from them for their enquiries.

If the foreigners arrive before the characters, they refuse to cooperate with the Royal Warders and are kept under house arrest in their inn rooms with all their possessions until the characters arrive. (Vorshak doesn't attack the Royal Warders because he thinks he can't defeat everyone in Nondrinn and escape the village.) The characters have the missing information the Royal Warders are after, and if they share what they know the foreigners are taken before the judge and events unfold as outlined above.

If the characters arrive before or with the foreigners, they probably go directly to the Royal Warders for advice. However, if they don't a group of the Royal Warders comes to them and asks, what news is there from the north and what business do you have in Nondrinn? If the characters attempt to dissemble or lie, they must succeed on a DC 15 Bluff check or be placed under house arrest themselves.

If asked for help, the Royal Warders can give the characters directions to Gorban's grave and tell them what to look for so that they know when they've arrived. They can't spare anyone to go with them as a guide, however, because the bullywugs may attack again at any time, and we need all our soldiers here to fight them.

Talking with the Royal Warders gives you as DM an opportunity to reinforce Sunndi's need for the half-share of treasure from Gorban's hoard. There's a war on and funds are low: the recruits need training, the soldiers need supplies, the nation needs reinforcements, and every silver piece counts.

TROUBLESHOOTING – HOW DO WE GET AT THE GRAVE?

The characters may need a way to lower the water over Gorban's grave so that they can dig up his hoard. Fortunately for them, the shrine (also an armory) to Trithereon has one *divine scroll of control water* that they can purchase. This is a

specific exception to the usual limit of 200 gp for any one item available in the village.

DEVELOPMENT

Once the characters are ready to leave Nondrinn and enter the Vast Swamp, go to Encounter 5. Note that the foreigners leave their animals behind at Nondrinn, and the characters may wish to do so as well.

5: GORBAN'S GRAVE

Gorban's grave is approximately 24 miles south-south-east from Nondrinn, through the trackless morass of the Vast Swamp. As a result, the party travels at half the rate of its slowest member. If Cade is present, he is probably the slowest person (speed 20 ft.), which means the party takes three days to reach Gorban's grave.

A general description of the Vast Swamp is available in DM Aid 8. Take a little time to set the scene for the players so that they appreciate how unpleasant the Vast Swamp is to trudge through.

When they have travelled the 24 miles to Gorban's grave, read or paraphrase the following text to the players.

Your journey has been a seemingly-endless struggle through mud, water and mosquitoes. At last, you reach your destination: the site of Gorban's grave and treasure hoard. Even after two hundred years you can make out the semi-regular lines of the levees and the rotten remains of the occasional wooden beam used to support the levees. More disturbing is the smell of rotting meat: you can see several bullywug corpses scattered in the murky water ahead, their bodies ripped and torn by some large, clawed creature.

At this point, map the layout of Gorban's burial site (DM Aid 9) and have the characters set themselves up in the top left corner. Given the description, the characters are probably on high alert, looking for signs of whatever killed the bullywugs. They can learn the following information with successful skill checks.

- *Searching for Tracks* (DC 5 Search): There are footprints of a big bipedal creature here and there around the area. The creature is barefoot, doesn't have a foot like a humanoid, and is much bigger than a human (large size at APL 6, huge size at APL 8 to 12). It seems to come and go a lot.
- *Identifying the Tracks* (DC 20 Knowledge – nature): Those tracks were left by a Gray

Render. It's a solitary creature that often forms a bond with another creature or creatures, protecting them from harm – presumably not those bullywugs!

- *Locating the Grave* (DC 10 Knowledge – architecture & engineering): You can see that the centre of the levees would be around here. Point to the general area of Gorban's grave, but not the exact square.
- *Examining the Corpses* (DC 15 Heal): They were all killed by the same creature (the gray render) and brought here after death.

REVEAL THE GRAVE AND TRIGGER THE FIGHT!

Eventually, the characters have to get to Gorban's grave so that they can dig up his treasure hoard. The grave is covered by 4 ft. of standing water and 1 ft. of mud, so the characters need to remove the water and then dig out the mud.

The easiest way to deal with the water is the *control water* spell. If present, Wildenna can cast the spell at all APLs; otherwise, a character has to cast the spell or use the scroll purchased at Nondrinn.

The easiest way to deal with the mud is the *move earth* spell. If present, Wildenna can cast the spell at APL 10 and 12; otherwise, a character has to cast the spell or the characters have to dig out the mud.

Read or paraphrase the following to the players once they have dug out the mud and exposed the grave.

In removing the mud, you have exposed the corpse of a male orc, presumably Gorban. His remains are well-preserved, but have been flattened by the weight of the mud, giving him an unsettling and distorted appearance. He lies on a oval wooden tower shield that has swelled and warped in the damp conditions. Through a gap in the shield you catch a glimpse of part of a metal bowl, covered with mud ...

Suddenly, a ghostly orc rises up through the shield! It howls in accented Common, "Finally – a living body! Now I can touch my treasures once more!" Over his howls, you can also hear the sound of something splashing through the swamp towards you – something big.

Note that Gorban's actions as described above are what he does in the surprise round, namely using a move action to rise out of the ground and into the square above his physical remains. Players can

use the Feign Surprise card to have their characters act in the surprise round.

Tactics: Gorban's first priority is to inhabit a living body. In the first round, he targets the character wearing the heaviest armor with his malevolence ability. If he succeeds, he uses the character's weapons to fight his other opponents. If his first attempt fails and he starts taking damage, he uses his frightful moan to scatter his enemies, then pursues another candidate for possession. He uses his corrupting touch as a last resort. Throughout the combat, Gorban continues to tell the characters how pleased he is that he is going to live again, that he can touch again. If anyone threatens to take his treasures, he tells them they will pay for their effrontery, that nobody else will ever have *his* treasure, and that ***it's mine, all mine!***

If Vorshak is present (which should mean he has not fought the characters earlier in the scenario), read or paraphrase the following immediately before his first action.

The ghost looks at Vorshak and speaks to him in Orcish. [if any characters speak Orcish, Gorban said, Serve me and live.] ***Vorshak pauses, nods once in response, then draws his axe and turns on you. He laughs as his battle fury takes hold.***

See the Tactics section of Encounter 2 for Vorshak's fighting style, but note he doesn't attack Gorban's host body! He's not that stupid.

The gray render arrives at the start of the third round of combat. Place it next to the right-hand edge of the map, on the far side of the heavy undergrowth: don't have it "teleport" next to the characters! Note that it has no actions remaining when it arrives, and cannot attack or charge any character unfortunate enough to be on that side of the heavy undergrowth at the start of this round. Read or paraphrase the following to the players once you have placed the gray render on the board.

This hulking biped has a stooped frame, a gray, hairless body, and broad shoulders. Its arms are long and sinewy, and its clawed hands scrape along the ground as it strides towards you. It has six small, yellowish eyes on its sloped forehead, above a wide mouth filled with sharp, black teeth.

At APL 6, the gray render is 9 ft. tall, 4 ft. wide, and weighs 4,000 lbs; at APL 8 and up, it is 14 ft. tall, 6 ft. wide, and weighs 16,000 lbs.

On its action in the following round, the gray render moves forward to attack the first character it can reach. It does not discriminate when choosing its targets: the only creature the gray render does not attack is Gorban as a ghost, and it readily attacks Gorban's host body or Vorshak if either comes within reach.

If Wildenna and Cade are present, they cooperate fully with the characters to fight Gorban, the gray render, and Vorshak. Determined to overcome these last obstacles to possessing the treasure hoard, Wildenna does not attempt to flee or surrender. Instead, she uses her most powerful spells, preferring to target the gray render once it arrives, and flees only if it appears all is lost and a Total Party Kill is imminent.

Note that Wildenna and Cade's assistance gives the characters a significant advantage when fighting this battle. This -1 adjustment to the Encounter Level has already been factored into the encounter: for that reason, you should run Wildenna and Cade as effectively as you can. The only reason Wildenna and Cade should be absent is if the characters killed them earlier despite your best efforts to keep them alive, in which case the players can get what they deserve.

APL 6 (EL 8)

Gorban the restless dead: male orc ghost fighter 4; hp 28; see Appendix 1.

Gray Render: hp 125; see *Monster Manual* 138.

APL 8 (EL 10)

Gorban the restless dead: male orc ghost fighter 6; hp 42; see Appendix 1.

Gray Render, advanced: hp 242; see Appendix 1.

APL 10 (EL 12)

Gorban the restless dead: male orc ghost fighter 8; hp 56; see Appendix 1.

Gray Render, advanced: hp 319; see Appendix 1.

APL 12 (EL 14)

Gorban the restless dead: male orc ghost fighter 10; hp 70; see Appendix 1.

Gray Render, advanced: hp 406; see Appendix 1.

Treasure: Vorshak's equipment is detailed in the Treasure section of Encounter 2, but the characters probably expect to find greater treasures in Gorban's hoard. When the characters excavate the rest of Gorban's grave, read or paraphrase the following to the players.

The battle over and the healing done, you turn your attention back to Gorban's grave and his fabled treasure hoard. However, it seems not

all legends are true. Gorban was buried with a hoard, all right, but it's a hoard of iron pots and pans, rusted and pitted by the mud.

Wildenna seems stunned by the discovery, and close to tears. "Worthless – all worthless," she says to nobody in particular. "All that effort for nothing. I'll have to sell something to cover the fines."

Cade stands near her, hands on his hips and a sympathetic expression on his face.

Development: The characters can take the iron pots and pans (worthless, but evidence they can give to the Royal Warders and/or the judge) or bury them with Gorban a second time.

If he was destroyed in combat, Gorban fails the level check required to return using his rejuvenation special quality and is destroyed forever. As a result, he does not reappear if the characters wait at his grave for several days.

When they are ready to leave the Vast Swamp and return to Nondrinn, go to the Conclusion.

CONCLUSION

Wildenna and Cade return willingly to Nondrinn with the characters. They both want to leave Sunndi as quickly as they can, and don't want the judge or the Royal Warders to think they're absconding with the treasure hoard.

If the characters report back to the Royal Warders, they are disappointed that there wasn't a real treasure hoard but grateful for the efforts the characters went to in finding that out. The characters receive the "Favor of the Royal Warders" benefit on their Adventure Record.

If Cade and Wildenna are still alive and the characters did not take their equipment, they offer to sell their equipment to the characters in order to pay off their debts and raise funds for the trip home. This gives the characters Adventure access to their equipment. The characters also receive the "Cade's friendship" (if Cade is *indifferent* or better) and the "Wildenna's debt" benefits on their Adventure Record.

If the characters took Cade and/or Wildenna's equipment, they gain Adventure access to the equipment but do not receive the relevant benefit, even if Cade and/or Wildenna are still alive. Instead, if Cade and/or Wildenna are alive and without their equipment the characters receive the "Questionable Deed" penalty on their Adventure Record. Note that this is considered a non-lawful act, not an evil act, so paladins do not lose any class abilities if they receive this penalty.

Read or paraphrase the following text to the players when you are ready to end the scenario.

You've solved the mystery of the grave-robbing foreigners, and in doing so uncovered a greater mystery. What did happen to the temple treasures Gorban took from Sun's Rest in 355 CY, and where are they now? It seemed like finding Gorban's treasure hoard could make a real difference to so many lives, but instead it brought nothing but disappointment. Sunndi has to look elsewhere for a way to hasten the end of this war.

The End

EXPERIENCE POINT SUMMARY

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

2: Meeting the Foreigners

Killing or defeating Vorshak:

APL6	180 xp
APL8	240 xp
APL10	300 xp
APL12	360 xp

Preventing Wildenna leaving Sunndi without first facing justice for desecrating graves **either** by persuading her to come peacefully **or** by killing or capturing Wildenna and Cade

APL6	90 xp
APL8	90 xp
APL10	90 xp
APL12	90 xp

3: Bullywugs

Killing or defeating the Bullywugs

APL6	210 xp
APL8	270 xp
APL10	330 xp
APL12	390 xp

5: Gorban's Grave

Killing or defeating Gorban and the Gray Render

APL6	240 xp
APL8	300 xp
APL10	360 xp
APL12	420 xp

Discretionary roleplaying award

APL6	180 xp
APL8	225 xp
APL10	270 xp
APL12	315 xp

Total possible experience:

APL6	900 xp
APL8	1,125 xp
APL10	1,350 xp
APL12	1,575 xp

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a

“treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewellery, and other valuables; M = Magic Items.

2: Meeting the Foreigners

Wildenna:

APL 6: L: 50 gp (masterwork quarterstaff); C: 300 gp; M: 538 gp (+1 *leather armor*, +1 *vest of resistance*, +1 *ring of protection*, +1 *dagger*)

APL 8: L: 50 gp (masterwork quarterstaff); C: 300 gp; M: 871 gp (+1 *leather armor*, +1 *vest of resistance*, +1 *ring of protection*, +1 *dagger*, +2 *periapt of wisdom*)

APL 10: L: 50 gp (masterwork quarterstaff); C: 300 gp; M: 1,871 gp (+1 leather armor, +1 vest of resistance, +1 ring of protection, +1 dagger, +4 periapt of wisdom)

APL 12: L: 50 gp (masterwork quarterstaff); C: 300 gp; M: 3,121 gp (+1 wild leather armor, +1 vest of resistance, +1 ring of protection, +1 dagger, +4 periapt of wisdom)

Vorshak:

APL 6: L: 0 gp; C: 0 gp; M: 572 gp (+1 chain shirt, +1 ring of protection, +1 greataxe, +1 cloak of resistance, potion of cure moderate wounds)

APL 8: L: 0 gp; C: 0 gp; M: 905 gp (+1 chain shirt, +1 ring of protection, +1 greataxe, +1 cloak of resistance, gauntlets of ogre power, potion of cure moderate wounds)

APL 10: L: 0 gp; C: 0 gp; M: 1,489 gp (+2 chain shirt, +1 ring of protection, +1 greataxe, +1 cloak of resistance, gauntlets of ogre power, +2 amulet of health, potion of cure moderate wounds)

APL 12: L: 0 gp; C: 0 gp; M: 2,489 gp (+2 chain shirt, +1 ring of protection, +1 greataxe, +1 cloak of resistance, +4 belt of strength, +2 amulet of health, potion of cure moderate wounds)

Cade:

APL 6: L: 51 gp (6 daggers, 2 masterwork daggers); C: 0 gp; M: 425 gp (mithral chain shirt, +2 gloves of dexterity)

APL 8: L: 27 gp (12 daggers, 1 masterwork dagger); C: 0 gp; M: 700 gp (+1 mithral chain shirt, +2 gloves of dexterity, +1 dagger)

APL 10: L: 2 gp (12 daggers); C: 0 gp; M: 1,392 gp (+1 mithral chain shirt, +2 gloves of dexterity, +1 returning dagger, +1 dagger)

APL 12: L: 2 gp (12 daggers); C: 0 gp; M: 2,392 gp (+1 mithral chain shirt, +4 gloves of dexterity, +1 returning dagger, +1 dagger)

3: Bullywugs

APL 6: L: 447 gp (four masterwork scale mail, six masterwork heavy wooden shields, six masterwork shortspears, 12 javelins, 6 masterwork javelins); C: 0 gp; M: 200 gp (two +1 scale mail)

APL 8: L: 630 gp (six masterwork heavy wooden shields, four masterwork shortspears, 18 masterwork javelins); C: 0 gp; M: 983 gp (six +1 scale mail, two +1 shortspears)

APL 10: L: 503 gp (four masterwork heavy wooden shields, 18 masterwork javelins); C: 0 gp; M: 2,276 gp (six +1 scale mail, six +1 shortspears, two +1 heavy wooden shields, two +1 amulets of natural armor)

APL 12: L: 451 gp (18 masterwork javelins); C: 0 gp; M: 4,329 gp (six +1 scale mail, six +1

shortspears, six +1 heavy wooden shields, four +1 amulets of natural armor, two +2 amulets of natural armor)

Total Possible Treasure

APL 6: L: 548 gp; C: 300 gp; M: 1,735 gp - Total: 2,583 gp (adventure cap = 900 gp)

APL 8: L: 707 gp; C: 300 gp; M: 3,459 gp - Total: 4,083 gp (adventure cap = 1,300 gp)

APL 10: L: 555 gp; C: 300 gp; M: 7,028 gp - Total: 7,883 gp (adventure cap = 2,300 gp)

APL 12: L: 503 gp; C: 300 gp; M: 12,331 gp - Total: 13,134 gp (adventure cap = 3,300 gp)

Total Possible Treasure not including Wildenna and Cade's equipment

APL 6: L: 447 gp; C: 0 gp; M: 772 gp - Total: 1,219 gp (adventure cap = 900 gp)

APL 8: L: 630 gp; C: 0 gp; M: 1,888 gp - Total: 2,518 gp (adventure cap = 1,300 gp)

APL 10: L: 503 gp; C: 0 gp; M: 3,765 gp - Total: 4,268 gp (adventure cap = 2,300 gp)

APL 12: L: 451 gp; C: 0 gp; M: 6,818 gp - Total: 7,269 gp (adventure cap = 3,300 gp)

ADVENTURE RECORD ITEMS

Cade's Friendship: He offers to sell you some of his equipment before he leaves Sunndi, giving you Adventure access to items marked with a C listed below.

In addition, Cade introduces you to a friend named Marrett who can add the *returning* enhancement to thrown weapons at standard upgrade cost. You can visit Marrett after any event to upgrade one or more weapons, and must spend 1 TU for each weapon that is upgraded.

Wildenna's Debt: She offers to sell you some of her equipment before she leaves Sunndi, giving you Adventure access to the W items listed below. In addition you gain one of the following benefits (score through this text when used).

___access to light and heavy warhorses as animal companions.

___access to the limited spells *beastland ferocity* (SC), *dawn* (SC), *horrible taste* (SC) and *snowshoes* (SC).

___access to the *wild armor* enhancement, *druid's vestment*, *horseshoes of speed*, and *horseshoes of a zephyr*.

Pelor's Blessing: Members of the Established Church of Pelor can spend this favor to gain 1 time

access to a *wand of resurgence* (*Spell Compendium*).

Questionable Deed: You took Wildenna and/or Cade's equipment and didn't return it to them. This makes it difficult for them to pay off their debts and return home, and they spread word of your selfish act wherever they travel. For the next year from the date of this AR, your character's dishonorable reputation confers a -2 circumstance penalty to all Diplomacy and Gather Information checks during all scenarios set anywhere in the Splintered Suns meta-region. This may have further impact in future scenarios.

Favor of the Royal Warders: This Favor gives you 1 influence point with the Royal Warders. In addition, you receive a +2 circumstance bonus to all Charisma and Diplomacy checks made to influence the attitudes of NPC Royal Warders for 1 calendar year.

Royal Warders' Bonus: If the Royal Warders sent you into the Vast Swamp during the adventure, and you are a Royal Warder yourself, you gain 5 promotion points. In addition you gain regional access to *elixir of swimming*.

New Total Promotion Points: _____

ITEM ACCESS

APL 6:

- mithral chain shirt (Adventure; DMG)^C

APL 8: (all of APL 6 plus the following):

APL 10 (all of APL 8 plus the following):

- +1 *returning dagger* (Adventure; DMG)^C

APL 12 (all of APLs 8-10 plus the following):

- +1 *wild leather armor* (Adventure; DMG; 16,160 gp)^W

APPENDIX 1: APL 6

1: MEETING THE FOREIGNERS

WILDENNA STOLAGAN CR 7

Female half-elf druid 7

LN Medium humanoid (half-elf)

Init +0; **Senses** Listen +9, Spot +9

Languages Common

AC 14, touch 11, flat-footed 14

(+3 armor, +1 deflection)

hp 42 (7 HD)

Fort +7 (+7 against poison), **Ref** +3, **Will** +11

Speed 30 ft. in leather armor (6 squares), base movement 30 ft.;

Melee +1 dagger +5 (1d4) or

Melee masterwork quarterstaff +5 (1d6-1)

Base Atk +5; **Grp** +4

Atk Options

Special Actions

Combat Gear

Druid Spells Prepared (CL 7th):

4th—*flame strike*.

3rd—*cure moderate wounds*, *neutralize poison*, *sleet storm*, *wind wall*.

2nd—*barkskin*, *brambles*, *chill metal*, *resist energy*.

1st—*cure light wounds*, *endure elements* †, *longstrider* †, *pass without trace* †, *shillelagh* †.

0—*create water*, *cure minor wounds*, *flare*, *guidance*, *light*, *read magic*.

† Already cast

Abilities Str 8, Dex 10, Con 12, Int 13, Wis 16, Cha 14

SQ wild empathy, animal companion, woodland stride, trackless step, resist nature's lure, wild shape.

Feats Iron Will, Natural Spell, Track

Skills Concentration +11, Diplomacy +4, Gather Information +4, Handle Animal +7, Knowledge (nature) +10, Listen +9, Ride +12, Search +2, Spot +9, Survival +15, +17 in natural aboveground environments.

Possessions combat gear plus +1 *ring of protection*, +1 *vest of resistance*.

Half-Elf Traits (Ex): Wildenna is immune to *sleep* spells and similar magical effects, and has a +2 racial bonus on saving throws against enchantment spells and effects.

Elven Blood (Ex): Wildenna is considered an elf for all effects related to race.

Wild Empathy (Ex): Wildenna can use body language, vocalizations, and demeanour to improve the attitude of an animal. This ability functions just like a Diplomacy check. Wildenna has a total bonus of +11 on this check. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Animal Companion (Ex): Wildenna has an eagle animal companion named .

Woodland Stride (Ex): Wildenna may move through any sort of undergrowth at her normal speed and without taking damage or suffering any other impairment.

Trackless Step (Ex): Wildenna leaves no trail in natural surroundings and cannot be tracked.

Resist Nature's Lure (Ex): Wildenna gains a +4 bonus on saving throws against the spell-like abilities of fey creatures.

Wild Shape (Su): Wildenna can turn into any Small or Medium animal of up to 7 Hit Dice and back again three times a day. The change lasts for 7 hours or until Wildenna changes back. Changing takes a standard action that doesn't provoke an attack of opportunity. When she changes, all of Wildenna's equipment melds with her body. See **Appendix 10** for details of animals Wildenna typically turns into.

SARVINA CR —

Female heavy warhorse animal companion

N Large animal (augmented)

Init +1; **Senses** Listen +6, Spot +7

Languages None

AC 19, touch 11, flat-footed 17

(-1 size, +2 Dex, +8 natural)

hp 72 (8 HD);

Fort +10, **Ref** +8, **Will** +3

Speed 50 ft. (10 squares), base movement 50 ft.;

Melee hoof +10 (1d8+5) or 2 hooves +10 (1d8+5) and +5 melee (1d4+2)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +15

Abilities Str 20, Dex 15, Con 18, Int 2, Wis 12, Cha 6
SQ low-light vision, scent, link, share spells, evasion, devotion.

Feats Endurance, Run, Improved Natural Attack (hoof)

Skills Listen +6, Spot +7

Link (Ex): Wildenna can handle her animal companion as a free action, or push it as a move action. She gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her animal companion.

Evasion (Ex): If the horse is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw.

Tricks The horse has been taught the following tricks: attack any creature, come, defend, down, guard, heel, stay, work. See PHB pp.74-75 for details.

VORSHAK, THE BERSERKER CR 6

Male half-orc barbarian 6

NE Medium humanoid

Init +1; **Senses** Listen +0, Spot +0

Languages Common

AC 17, touch 12, flat-footed 17
(+1 Dex, +5 armor, +1 deflection)
hp 54 (6 HD)
Fort +8, **Ref** +4, **Will** +3

Speed 40 ft. in chain shirt (8 squares), base movement 30 ft.;
Melee greataxe +11/+6 (1d12+7) or greataxe +9/+4 (1d12+11)
Base Atk +6; **Grp** +10
Atk Options power attack, cleave
Special Actions intimidating rage
Combat Gear +1 chain shirt, +1 greataxe

Abilities Str 18, Dex 13, Con 14, Int 10, Wis 10, Cha 6
SQ darkvision 60 ft., orc blood, fast movement, trap sense +2, improved uncanny dodge
Feats Power Attack, Cleave, Intimidating Rage
Skills Climb +10, Intimidate +7, Jump +14, Survival +5, Swim +8, Literacy.
Possessions combat gear plus *potion of cure moderate wounds*, +1 cloak of resistance.

Orc Blood (Ex): Vorshak is considered an orc for all effects related to race.

Rage (Ex): Once per encounter, Vorshak can fly into a rage that lasts 7 rounds. While in a rage, he gains a +4 bonus to Strength and Constitution, a +2 morale bonus to Will saves, and takes a -2 penalty to Armor Class. At the end of the rage, Vorshak becomes fatigued (-2 penalty to Strength and Dexterity, can't charge or run) for the duration of the current encounter.

Trap Sense (Ex): Vorshak can intuitively avoid traps. He has a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Improved Uncanny Dodge (Ex): Vorshak retains his Dexterity bonus to AC even when flat-footed or struck by an invisible attacker, and cannot be flanked. As a result, a rogue cannot sneak attack him by flanking him unless the rogue has at least 10 rogue class levels.

CADE PROODFOOT

CR 6

Male halfling rogue 6
N Small humanoid
Init +5; **Senses** Listen +6, Spot +8
Languages Common, halfling

AC 20, touch 16, flat-footed 20
(+1 size, +5 Dex, +4 armor)
hp 36 (6 HD);
Fort +5, **Ref** +11, **Will** +2

Speed 20 ft. in chain shirt (4 squares), base movement 20 ft.;
Melee dagger +6 (1d3)
Ranged dagger +12 (1d3)
Base Atk +4; **Grp** +0
Atk Options sneak attack (+3d6), point blank shot
Combat Gear mithral chain shirt, 2 masterwork daggers, 6 daggers

Abilities Str 10, Dex 20, Con 14, Int 13, Wis 8, Cha 10

SQ halfling traits, sneak attack +3d6, evasion, trap sense +2, uncanny dodge

Feats Point Blank Shot, Precise Shot, Weapon Focus (dagger)

Skills Balance +7, Bluff +9, Diplomacy +2, Gather Information +9, Jump +7, Knowledge (Local - Core) +6, Hide +18, Listen +6, Move Silently +16, Sleight of Hand +15, Spot +8, Tumble +16,

Possessions combat gear plus +2 *gloves of dexterity*

Halfling Traits (Ex): Cade has a +2 morale bonus on saving throws against fear.

Sneak Attack (Ex): Cade deals additional damage any time his opponent is denied a Dexterity bonus to AC or when he flanks his target. Ranged attacks can count as sneak attacks only when Cade is within 30 feet of his target.

Evasion (Ex): If Cade is subjected to an attack that normally allows a Reflex saving throw for half damage, he takes no damage on a successful saving throw.

Trap Sense (Ex): Cade can intuitively avoid traps. He has a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Cade retains his Dexterity bonus to AC even when flat-footed or struck by an invisible attacker.

3: BULLYWUGS!

WARBAND LEADER

CR 4

Male bullywug barbarian 4
CE Medium humanoid (aquatic)
Init +1; **Senses** Listen +0, Spot +0
Languages Common

AC 19, touch 9, flat-footed 19
(+1 Dex, +5 armor, +2 shield, +3 natural -2 rage)
hp 52 (4 HD)
Fort +10, **Ref** +2, **Will** +3

Speed 30 ft. in scale mail (6 squares), base movement 30 ft.; marsh move
Melee shortspear +10 (1d6+5) or shortspear +5 (1d6+9)

Ranged javelin +6 (1d6+5)

Base Atk +4; **Grp** +9

Atk Options power attack

Special Actions permanent rage

Combat Gear +1 scale mail, masterwork heavy wooden shield, masterwork shortspear, 3 masterwork javelins.

Abilities Str 20, Dex 12, Con 23, Int 5, Wis 10, Cha 5
SQ marsh move, fast movement, illiteracy, trap sense +1, uncanny dodge.

Feats Endurance, Power Attack

Skills Hide +1, Swim +10

Possessions combat gear

Permanent Rage (Ex): The bullywugs are constantly in a rage as per the barbarian class feature. As a result, the stat block above includes a +4 bonus to

Strength and Constitution, a +2 morale bonus to Will saves, and a –2 penalty to Armor Class. The bullywugs cannot end the rage voluntarily, but anything that suppresses a barbarian's rage or confers immunity to poison ends the rage for the duration of the effect.

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

Uncanny Dodge (Ex): The bullywugs retain their Dexterity bonus to AC even when flat-footed or struck by an invisible attacker.

Trap Sense (Ex): The bullywugs can intuitively avoid traps. They have a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Skills +6 bonus to hide in marshes.

WARBAND MEMBER CR 2

Male bullywug barbarian 2
CE Medium humanoid (aquatic)
Init +1; **Senses** Listen +0, Spot +0
Languages Common

AC 18, touch 9, flat-footed 18
(+1 Dex, +4 armor, +2 shield, +3 natural, -2 rage)
hp 26 (2 HD)
Fort +9, **Ref** +1, **Will** +2

Speed 30 ft. in scale mail (6 squares), base movement 30 ft., marsh move

Melee shortspear +7 (1d6+4) or shortspear +5 (1d6+6)

Ranged javelin +3 (1d6+4)

Base Atk +2; **Grp** +6

Atk Options power attack

Special Actions permanent rage

Combat Gear masterwork scale mail, masterwork heavy wooden shield, masterwork shortspear, 3 javelins.

Abilities Str 19, Dex 12, Con 23, Int 5, Wis 10, Cha 5
SQ marsh move, fast movement, illiteracy, uncanny dodge.

Feats Power Attack

Skills Hide +1, Swim +7

Possessions combat gear

Permanent Rage (Ex): The bullywugs are constantly in a rage as per the barbarian class feature. As a result, the stat block above includes a +4 bonus to Strength and Constitution, a +2 morale bonus to Will saves, and a –2 penalty to Armor Class. The bullywugs cannot end the rage voluntarily, but anything that suppresses a barbarian's rage or confers immunity to poison ends the rage for the duration of the effect.

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

Uncanny Dodge (Ex): The bullywugs retain their Dexterity bonus to AC even when flat-footed or struck by an invisible attacker.

Skills +6 bonus to hide in marshes.

5: GORBAN'S GRAVE

GORBAN CR 6

Male orc ghost fighter 4
CE Medium undead humanoid (incorporeal)
Init +1; **Senses** Listen +7, Spot +7
Languages Common, Orc

AC 13, touch 13, flat-footed 13
(+1 Dex, +2 deflection)

Miss Chance 50%

hp 28 (4 HD);

Immune Undead Immunities

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

Speed fly 30 ft. (perfect) (6 squares), base movement 30 ft.;

Melee corrupting touch +5 (1d6)

Base Atk +4; **Grp** +8

Atk Options

Special Actions manifestation, malevolence, corrupting touch, frightful moan.

Combat Gear none

Abilities Str 18, Dex 13, Con -, Int 8, Wis 6, Cha 14
SQ darkvision 60 ft., light sensitivity, rejuvenation, +4 turn resistance.

Feats Power Attack, Weapon Focus (greataxe), Cleave, Weapon Specialisation (greataxe)

Skills Hide +9, Intimidate +9, Listen +7, Search +8, Spot +7

Possessions none

Light Sensitivity (Ex): Gorban is dazzled in bright sunlight or within the radius of a *daylight* spell.

Manifestation (Su): Gorban dwells on the Ethereal Plane and, as an ethereal creature, cannot affect or be affected by anything in the material world. When Gorban manifests, he partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. While manifested, Gorban can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. He can pass through solid objects at will, and his attacks pass through armor. While manifested, Gorban always moves silently. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. Thus, Gorban can be attacked while manifested by opponents on both the Material Plane and the Ethereal Plane. His incorporeality helps protect him from foes on the Material Plane, but not from foes on the Ethereal Plane.

Malevolence (Su): Once per round, Gorban can merge his body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th), except that it does not require a receptacle. To use this ability, Gorban must be manifested and must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to Gorban's

malevolence for 24 hours, and Gorban cannot enter the target's space. If the save fails, Gorban vanishes into the target's body.

Corrupting Touch (Su): Gorban deals 1d6 points of damage when he hits a living target with his incorporeal touch attack. Against ethereal opponents, he adds his Strength modifier to attack and damage rolls. Against nonethereal opponents, he adds his Dexterity modifier to attack rolls only.

Frightful Moan (Su): Gorban can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 14) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by Gorban's moan for 24 hours.

1: MEETING THE FOREIGNERS

WILDENNA STOLAGAN CR 9

Female half-elf druid 9
 LN Medium humanoid (half-elf)
Init +0; **Senses** Listen +11, Spot +11, low-light vision
Languages Common, Elven, Flan

AC 14, touch 11, flat-footed 14
 (+3 armor, +1 deflection)
hp 54 (9 HD)
Fort +8, **Ref** +4, **Will** +13

Speed 30 ft. in leather armor (6 squares), base movement 30 ft.;

Melee +1 dagger +6/+1 (1d4) or masterwork quarterstaff +6/+1 (1d6-1)

Ranged +1 dagger +7 (1d4)

Base Atk +6; **Grp** +5

Atk Options

Special Actions spells, wildshape 3/day

Combat Gear +1 dagger, masterwork quarterstaff, +1 leather armor

Druid Spells Prepared (CL 9th):

- 5th—*baleful polymorph* (DC 19)
- 4th—*flame strike* (DC 18), *cure serious wounds*, *arc of lightning* (DC 18)
- 3rd—*cure moderate wounds*, *neutralize poison*, *sleet storm*, *wind wall*.
- 2nd—*barkskin*, *brambles* (DC 16), *chill metal* (DC 16), *fog cloud*, *resist energy*.
- 1st—*cure light wounds*, *endure elements* †, *longstrider* †, *pass without trace* †, *shillelagh* †.
- 0—*create water*, *cure minor wounds*, *flare*, *guidance*, *light*, *read magic*.

† Already cast

Abilities Str 8, Dex 10, Con 12, Int 13, Wis 19, Cha 14

SQ low-light vision, half-elf traits, elven blood, wild empathy, animal companion, woodland stride, trackless step, resist nature's lure, wild shape 3/day, venom immunity.

Feats Iron Will, Natural Spell, Track, Scent

Skills Concentration +13, Diplomacy +4, Gather Information +4, Handle Animal +8, Knowledge (nature) +11, Listen +11, Ride +14, Search +2, Spot +11, Survival +18, +20 in natural aboveground environments.

Possessions combat gear plus +1 ring of protection, +1 vest of resistance, +2 periapt of wisdom.

Half-Elf Traits (Ex): Wildenna is immune to sleep spells and similar magical effects, and has a +2 racial bonus on saving throws against enchantment spells and effects.

Elven Blood (Ex): Wildenna is considered an elf for all effects related to race.

Wild Empathy (Ex): Wildenna can use body language, vocalizations, and demeanour to improve the attitude of an animal. This ability functions just like a Diplomacy check. Wildenna has a total bonus of +11 on this check. The typical

domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Animal Companion (Ex): Wildenna has an eagle animal companion named .

Woodland Stride (Ex): Wildenna may move through any sort of undergrowth at her normal speed and without taking damage or suffering any other impairment.

Trackless Step (Ex): Wildenna leaves no trail in natural surroundings and cannot be tracked.

Resist Nature's Lure (Ex): Wildenna gains a +4 bonus on saving throws against the spell-like abilities of fey creatures.

Wild Shape (Su): Wildenna can turn into any Small or Medium animal of up to 7 Hit Dice and back again three times a day. The change lasts for 7 hours or until Wildenna changes back. Changing takes a standard action that doesn't provoke an attack of opportunity. When she changes, all of Wildenna's equipment melds with her body. See **Appendix 10** for details of animals Wildenna typically turns into.

Venom Immunity (Ex): Wildenna is immune to all poisons.

SARVINA CR —

Female heavy warhorse animal companion
 N Large animal (augmented)

Init +1; **Senses** Listen +7, Spot +8

Languages None

AC 23, touch 12, flat-footed 20
 (-1 size, +3 Dex, +11 natural)

hp 90 (10 HD);

Fort +11, **Ref** +10, **Will** +4

Speed 60 ft. (12 squares), base movement 50 ft.;

Melee hoof +12 (1d8+6) or 2 hooves +12 (1d8+6)

and +7 melee (1d4+3)

Space 10 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +17

Abilities Str 22, Dex 16, Con 18, Int 2, Wis 12, Cha 6

SQ low-light vision, scent, link, share spells, evasion, devotion.

Feats Endurance, Run, Improved Natural Attack (Hoof), Improved Natural Armor

Skills Listen +7, Spot +8

Link (Ex): Wildenna can handle her animal companion as a free action, or push it as a move action. She gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her animal companion.

Evasion (Ex): If the horse is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw.

Tricks The horse has been taught the following tricks: attack any creature, come, defend, down, guard, heel, stay, work. See PHB pp.74-75 for details.

VORSHAK, THE BERSERKER CR 8

Male half-orc barbarian 8
NE Medium humanoid
Init +1; **Senses** Listen +0, Spot +0, Darkvision 60 ft.
Languages Common, Orc

AC 17, touch 12, flat-footed 17
(+1 Dex, +5 armor, +1 deflection)

hp 72 (8 HD); DR 1/-

Fort +9, **Ref** +4, **Will** +3

Speed 40 ft. in chain shirt (8 squares), base movement 30 ft.;

Melee greataxe +14/+9 (1d12+8) or greataxe +12/+7 (1d12+12)

Base Atk +8; **Grp** +13

Atk Options power attack, cleave, rage 3/day

Special Actions intimidating rage

Combat Gear +1 chain shirt, +1 greataxe

Abilities Str 21, Dex 13, Con 14, Int 10, Wis 10, Cha 6

SQ darkvision 60 ft., orc blood, fast movement, trap sense +2, improved uncanny dodge

Feats Power Attack, Cleave, Intimidating Rage

Skills Climb +13, Intimidate +9, Jump +17, Survival +5, Swim +11, Literacy.

Possessions combat gear plus *potion of cure moderate wounds*, +1 cloak of resistance, +1 ring of protection, gauntlets of ogre power.

Orc Blood (Ex): Vorshak is considered an orc for all effects related to race.

Rage (Ex): Once per encounter, Vorshak can fly into a rage that lasts 7 rounds. While in a rage, he gains a +4 bonus to Strength and Constitution, a +2 morale bonus to Will saves, and takes a -2 penalty to Armor Class. At the end of the rage, Vorshak becomes fatigued (-2 penalty to Strength and Dexterity, can't charge or run) for the duration of the current encounter.

Trap Sense (Ex): Vorshak can intuitively avoid traps. He has a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Improved Uncanny Dodge (Ex): Vorshak retains his Dexterity bonus to AC even when flat-footed or struck by an invisible attacker, and cannot be flanked. As a result, a rogue cannot sneak attack him by flanking him unless the rogue has at least 12 rogue class levels.

CADE PROODFOOT CR 8

Male halfling rogue 7/Master Thrower 1
N Small humanoid

Init +5; **Senses** Listen +6, Spot +10

Languages Common, Halfling, Flan

AC 21, touch 16, flat-footed 21
(+1 size, +5 Dex, +5 armor)

hp 49 (8 HD);

Fort +5, **Ref** +13, **Will** +2

Speed 20 ft. in chain shirt (4 squares), base movement 20 ft.;

Melee dagger +8/+3 (1d3)

Ranged dagger +14/+9 (1d3)

Base Atk +6; **Grp** +2

Atk Options sneak attack (+4d6), point blank shot

Special Actions Deadeye Shot

Combat Gear +1 mithral chain shirt, +1 dagger, masterwork dagger, 12 daggers

Abilities Str 10, Dex 21, Con 14, Int 13, Wis 8, Cha 10

SQ halfling traits, sneak attack +4d6, evasion, trap sense +2, uncanny dodge

Feats Point Blank Shot, Precise Shot, Weapon Focus (dagger)

Skills Balance +7, Bluff +11, Diplomacy +2, Gather Information +10, Jump +9, Knowledge (Local - Core) +6, Hide +19, Listen +6, Move Silently +17, Sleight of Hand +18, Spot +10, Tumble +18

Possessions combat gear plus +2 gloves of dexterity

Halfling Traits (Ex): Cade has a +2 morale bonus on saving throws against fear.

Sneak Attack (Ex): Cade deals additional damage any time his opponent is denied a Dexterity bonus to AC or when he flanks his target. Ranged attacks can count as sneak attacks only when Cade is within 30 feet of his target.

Evasion (Ex): If Cade is subjected to an attack that normally allows a Reflex saving throw for half damage, he takes no damage on a successful saving throw.

Trap Sense (Ex): Cade can intuitively avoid traps. He has a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Cade retains his Dexterity bonus to AC even when flat-footed or struck by an invisible attacker.

Deadeye Shot (Ex): When Cade throws a dagger, the critical multiplier is x3 instead of x2.

3: BULLYWUGS!**WARBAND LEADER CR 6**

Male bullywug barbarian 6
CE Medium humanoid (aquatic)
Init +1; **Senses** Listen +0, Spot +0
Languages Common

AC 19, touch 9, flat-footed 19
(+1 Dex, +5 armor, +2 shield, +3 natural -2 rage)

hp 78 (6 HD)

Fort +11, **Ref** +3, **Will** +4

Speed 30 ft. in scale mail (6 squares), base movement 30 ft., marsh move

Melee shortspear +12/+7 (1d6+5) or shortspear +6/+1 (1d6+11)

Ranged javelin +8 (1d6+5)

Base Atk +6; **Grp** +11

Atk Options power attack

Special Actions permanent rage

Combat Gear +1 *scale mail*, masterwork heavy wooden shield, masterwork shortspear, 3 masterwork javelins.

Abilities Str 20, Dex 12, Con 23, Int 5, Wis 10, Cha 5
SQ marsh move, fast movement, illiteracy, trap sense +1, improved uncanny dodge.

Feats Endurance, Power Attack, Diehard

Skills Hide +1, Swim +12

Possessions combat gear

Permanent Rage (Ex): The bullywugs are constantly in a rage as per the barbarian class feature. As a result, the stat block above includes a +4 bonus to Strength and Constitution, a +2 morale bonus to Will saves, and a -2 penalty to Armor Class. The bullywugs cannot end the rage voluntarily, but anything that suppresses a barbarian's rage or confers immunity to poison ends the rage for the duration of the effect.

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

Improved Uncanny Dodge (Ex): The bullywugs retain their Dexterity bonus to AC even when flat-footed or struck by an invisible attacker, and cannot be flanked. As a result, a rogue cannot sneak attack them by flanking them unless the rogue has at least 10 rogue class levels.

Trap Sense (Ex): The bullywugs can intuitively avoid traps. They have a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Skills +6 bonus to hide in marshes.

WARBAND MEMBER CR 4

Male bullywug barbarian 4
CE Medium humanoid (aquatic)
Init +1; **Senses** Listen +0, Spot +0
Languages Common

AC 19, touch 9, flat-footed 19
(+1 Dex, +5 armor, +2 shield, +3 natural, -2 rage)
hp 52 (4d12+24 HD)
Fort +10, **Ref** +2, **Will** +3

Speed 30 ft. in *scale mail* (6 squares), base movement 30 ft., marsh move

Melee shortspear +10 (1d6+5) or shortspear +5 (1d6+9)

Ranged javelin +6 (1d6+5)

Base Atk +4; **Grp** +9 **Atk Options** power attack

Special Actions permanent rage

Combat Gear +1 *scale mail*, masterwork heavy wooden shield, masterwork shortspear, 3 masterwork javelins.

Abilities Str 20, Dex 12, Con 23, Int 5, Wis 10, Cha 5
SQ marsh move, fast movement, illiteracy, trap sense +1, uncanny dodge.

Feats Endurance, Power Attack

Skills Hide +1, Swim +10

Possessions combat gear

Permanent Rage (Ex): The bullywugs are constantly in a rage as per the barbarian class feature. As a result, the stat block above includes a +4 bonus to

Strength and Constitution, a +2 morale bonus to Will saves, and a -2 penalty to Armor Class. The bullywugs cannot end the rage voluntarily, but anything that suppresses a barbarian's rage or confers immunity to poison ends the rage for the duration of the effect.

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

Uncanny Dodge (Ex): The bullywugs retain their Dexterity bonus to AC even when flat-footed or struck by an invisible attacker.

Trap Sense (Ex): The bullywugs can intuitively avoid traps. They have a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Skills +6 bonus to hide in marshes.

5: GORBAN'S GRAVE

GORBAN CR 8

Male orc ghost fighter 6
CE Medium undead humanoid (incorporeal)
Init +1; **Senses** Listen +7, Spot +7
Languages Common, Orc

AC 13, touch 13, flat-footed 13
(+1 Dex, +2 deflection)

Miss Chance 50%

hp 42 (6 HD);

Immune undead immunities

Fort +5, **Ref** +3, **Will** +1

Speed fly 30 ft. (perfect) (6 squares), base movement 30 ft.;

Melee corrupting touch +7/+2 (1d6)

Base Atk +6; **Grp** +10

Atk Options

Special Actions manifestation, malevolence, corrupting touch, frightful moan.

Combat Gear none

Abilities Str 18, Dex 13, Con -, Int 8, Wis 6, Cha 14
SQ darkvision 60 ft., light sensitivity, rejuvenation, +4 turn resistance.

Feats Power Attack, Weapon Focus (greataxe), Cleave, Leadership, Weapon Specialisation (greataxe).

Skills Hide +9, Intimidate +11, Listen +7, Search +8, Spot +7

Possessions none

Light Sensitivity (Ex): Gorbán is dazzled in bright sunlight or within the radius of a *daylight* spell.

Manifestation (Su): Gorbán dwells on the Ethereal Plane and, as an ethereal creature, cannot affect or be affected by anything in the material world. When Gorbán manifests, he partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. While manifested, Gorbán can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. He can pass through solid objects at will, and his attacks pass through armor. While manifested, Gorbán always moves silently.

A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. Thus, Gorban can be attacked while manifested by opponents on both the Material Plane and the Ethereal Plane. His incorporeality helps protect him from foes on the Material Plane, but not from foes on the Ethereal Plane.

Malevolence (Su): Once per round, Gorban can merge his body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th), except that it does not require a receptacle. To use this ability, Gorban must be manifested and must try to move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to Gorban's malevolence for 24 hours, and Gorban cannot enter the target's space. If the save fails, Gorban vanishes into the target's body.

Corrupting Touch (Su): Gorban deals 1d6 points of damage when he hits a living target with his incorporeal touch attack. Against ethereal opponents, he adds his Strength modifier to attack and damage rolls. Against nonethereal opponents, he adds his Dexterity modifier to attack rolls only.

Frightful Moan (Su): Gorban can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 14) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by Gorban's moan for 24 hours.

into the opponent with its claws and automatically deals 2d8+16 points of damage.

GRAY RENDER, ADVANCED **CR 10**

N Huge magical beast

Init -1; **Senses** Listen +1, Spot +12

AC 20, touch 7, flat-footed 20

(-2 size, -1 Dex, +13 natural)

hp 242 (16 HD);

Fort +19, **Ref** +9, **Will** +6

Speed 30 ft. (6 squares), base movement 30 ft.;

Melee bite +25 (3d6+11) or bite +25 (3d6+11) and 2 claws +23 (1d8+5)

Space 15 ft.; **Reach** 15 ft.

Base Atk +16; **Grp** +35

Atk Options Power Attack, Cleave, Great Cleave

Special Actions Improved Grab, Rend

Abilities Str 33, Dex 8, Con 28, Int 3, Wis 12, Cha

8SQ Darkvision 60 ft., low-light vision, scent

Feats Power Attack, Cleave, Great Cleave, Improved Bull Rush, Multiattack, Multiattack

Skills Hide +0, Spot +12, Survival +5

Improved Grab (Ex): If the Gray Render hits with its bite attack, it can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rend (Ex): If the Gray Render wins the grapplecheck after a successful bite establishes a hold, it latches

1: MEETING THE FOREIGNERS

WILDENNA STOLAGAN CR 11

Female half-elf druid 11
 LN Medium humanoid (half-elf)
Init +0; **Senses** Listen +13, Spot +13, low-light vision
Languages Common, Elven, Flan

AC 14, touch 11, flat-footed 14
 (+3 armor, +1 deflection)
hp 66 (11 HD)
Fort +9, **Ref** +4, **Will** +15

Speed 30 ft. in leather armor (6 squares), base movement 30 ft.;

Melee +1 dagger +8/+3 (1d4) or masterwork quarterstaff +8/+3 (1d6-1)

Ranged +1 dagger +9 (1d4)

Base Atk +8; **Grp** +7

Atk Options

Special Actions spells, wildshape 4/day

Combat Gear +1 dagger, masterwork quarterstaff, +1 leather armor

Druid Spells Prepared (CL 11th):

- 6th—*antilife shell* (DC 19)
- 5th—*baleful polymorph* (DC 20), *cure critical wounds*, *death ward*
- 4th—*flame strike* (DC 19), *cure serious wounds*, *dispel magic*, *arc of lightning* (DC 19)
- 3rd—*cure moderate wounds*, *neutralize poison*, *protection from energy*, *sleet storm*, *wind wall*.
- 2nd—*barkskin*, *brambles* (DC 17), *chill metal* (DC 17), *fog cloud*, *lesser restoration*, *resist energy*.
- 1st—*cure light wounds*, *endure elements* †, *longstrider* †, *pass without trace* †, *shillelagh*, *speak with animals*.
- 0—*create water*, *cure minor wounds*, *flare*, *guidance*, *light*, *read magic*.

† Already cast

Abilities Str 8, Dex 10, Con 12, Int 13, Wis 21, Cha 14

SQ low-light vision, half-elf traits, elven blood, wild empathy, animal companion, woodland stride, trackless step, resist nature's lure, wild shape 4/day, venom immunity.

Feats Iron Will, Natural Spell, Track, Scent

Skills Concentration +15, Diplomacy +4, Gather Information +4, Handle Animal +9, Knowledge (nature) +12, Listen +13, Ride +16, Search +2, Spot +13, Survival +21, +23 in natural aboveground environments.

Possessions combat gear plus +1 ring of protection, +1 vest of resistance, +4 periapt of wisdom.

Half-Elf Traits (Ex): Wildenna is immune to *sleep* spells and similar magical effects, and has a +2 racial bonus on saving throws against enchantment spells and effects.

Elven Blood (Ex): Wildenna is considered an elf for all effects related to race.

Wild Empathy (Ex): Wildenna can use body language, vocalizations, and demeanour to

improve the attitude of an animal. This ability functions just like a Diplomacy check. Wildenna has a total bonus of +11 on this check. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Animal Companion (Ex): Wildenna has an eagle animal companion named .

Woodland Stride (Ex): Wildenna may move through any sort of undergrowth at her normal speed and without taking damage or suffering any other impairment.

Trackless Step (Ex): Wildenna leaves no trail in natural surroundings and cannot be tracked.

Resist Nature's Lure (Ex): Wildenna gains a +4 bonus on saving throws against the spell-like abilities of fey creatures.

Wild Shape (Su): Wildenna can turn into any Small or Medium animal of up to 11 Hit Dice and back again four times a day. The change lasts for 11 hours or until Wildenna changes back. Changing takes a standard action that doesn't provoke an attack of opportunity. When she changes, all of Wildenna's equipment melds with her body. See **Appendix 10** for details of animals Wildenna typically turns into.

Venom Immunity (Ex): Wildenna is immune to all poisons.

SARVINA CR —

Female heavy warhorse animal companion
 N Large animal (augmented)
Init +1; **Senses** Listen +7, Spot +8
Languages None

AC 23, touch 12, flat-footed 20
 (-1 size, +3 Dex, +11 natural)
hp 90 (10 HD);
Fort +11, **Ref** +10, **Will** +4

Speed 60 ft. (12 squares), base movement 50 ft.;

Melee hoof +12 (1d8+6) or 2 hooves +12 (1d8+6) and +7 melee (1d4+3)

Space 10 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +17

Abilities Str 22, Dex 16, Con 18, Int 2, Wis 12, Cha 6
SQ low-light vision, scent, link, share spells, evasion, devotion.

Feats Endurance, Run, Improved Natural Attack (Hoof), Improved Natural Armor

Skills Listen +7, Spot +8

Link (Ex): Wildenna can handle her animal companion as a free action, or push it as a move action. She gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her animal companion.

Evasion (Ex): If the horse is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw.

Tricks The horse has been taught the following tricks: attack any creature, come, defend, down, guard, heel, stay, work. See PHB pp.74-75 for details.

VORSHAK, THE BERSERKER CR 8

Male half-orc barbarian 8

NE Medium humanoid

Init +1; **Senses** Listen +0, Spot +0, Darkvision 60 ft.

Languages Common, Orc

AC 18, touch 12, flat-footed 18

(+1 Dex, +6 armor, +1 deflection)

hp 100 (10 HD); DR 2/-

Fort +11, **Ref** +5, **Will** +4

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.;

Melee greataxe +16/+11 (1d12+8, 19-20/x3) or greataxe +14/+9 (1d12+12, 19-20/x3)

Base Atk +10; **Grp** +15

Atk Options power attack, cleave, rage 3/day

Special Actions intimidating rage

Combat Gear +2 chain shirt, +1 greataxe

Abilities Str 21, Dex 13, Con 16, Int 10, Wis 10, Cha 6

SQ darkvision 60 ft., orc blood, fast movement, trap sense +2, improved uncanny dodge, damage reduction 1/-

Feats Power Attack, Cleave, Intimidating Rage, Improved Critical

Skills Climb +15, Intimidate +11, Jump +19, Survival +5, Swim +13, Literacy.

Possessions combat gear plus *potion of cure moderate wounds*, +1 cloak of resistance, +1 ring of protection, gauntlets of ogre power, +2 amulet of health.

Orc Blood (Ex): Vorshak is considered an orc for all effects related to race.

Rage (Ex): Once per encounter, Vorshak can fly into a rage that lasts 8 rounds. While in a rage, he gains a +4 bonus to Strength and Constitution, a +2 morale bonus to Will saves, and takes a –2 penalty to Armor Class. At the end of the rage, Vorshak becomes fatigued (–2 penalty to Strength and Dexterity, can't charge or run) for the duration of the current encounter.

Trap Sense (Ex): Vorshak can intuitively avoid traps. He has a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Improved Uncanny Dodge (Ex): Vorshak retains his Dexterity bonus to AC even when flat-footed or struck by an invisible attacker, and cannot be flanked. As a result, a rogue cannot sneak attack him by flanking him unless the rogue has at least 12 rogue class levels.

Unsure how to do the power up suit:

HD 10d12+50; HP 120; AC 16, touch 10, flat-footed 16; BAB/Grp: +10/+17; Atk: +18 melee (1d12+11, 19-20/x3, +1 greataxe); Full Atk:

+18/+13 melee (1d12+11, 19-20/x3, +1 greataxe); SV Fort +13, Ref +5, Will +6; Str 25, Con 20.

Skills and Feats: Climb +17, Jump +21, Swim +15.

CADE PROODFOOT CR 8

Male halfling rogue 7/Master Thrower 3

N Small humanoid

Init +5; **Senses** Listen +6, Spot +12

Languages Common, Halfling, Flan

AC 21, touch 16, flat-footed 21

(+1 size, +5 Dex, +5 armor)

hp 63 (10 HD);

Fort +6, **Ref** +14, **Will** +3

Speed 20 ft. in chain shirt (4 squares), base movement 20 ft.;

Melee dagger +10/+5 (1d3)

Ranged dagger +16/+11 (1d3, 19-20/x3) or +14/+14/+9 (1d3, 19-20/x3)

Base Atk +6; **Grp** +2

Atk Options sneak attack (+4d6), point blank shot, deadeye shot, sneaky shot

Special Actions Deadeye Shot, Sneaky Shot

Combat Gear +1 mithral chain shirt, +1 dagger, +1 returning dagger, 12 daggers

Abilities Str 10, Dex 21, Con 14, Int 13, Wis 8, Cha 10

SQ halfling traits, sneak attack +4d6, evasion, trap sense +2, uncanny dodge

Feats Point Blank Shot, Precise Shot, Weapon Focus (dagger), Rapid Shot, Quick Draw

Skills Balance +7, Bluff +13, Climb +2, Diplomacy +2, Gather Information +10, Jump +11, Knowledge (Local – Core) +6, Hide +21, Listen +6, Move Silently +19, Sleight of Hand +20, Spot +13, Tumble +20

Possessions combat gear plus +2 gloves of dexterity

Halfling Traits (Ex): Cade has a +2 morale bonus on saving throws against fear.

Sneak Attack (Ex): Cade deals additional damage any time his opponent is denied a Dexterity bonus to AC or when he flanks his target. Ranged attacks can count as sneak attacks only when Cade is within 30 feet of his target.

Evasion (Ex): If Cade is subjected to an attack that normally allows a Reflex saving throw for half damage, he takes no damage on a successful saving throw.

Trap Sense (Ex): Cade can intuitively avoid traps. He has a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Cade retains his Dexterity bonus to AC even when flat-footed or struck by an invisible attacker.

Deadeye Shot (Ex): When Cade throws a dagger, the critical multiplier is x3 instead of x2.

Sneaky Shot (Ex): Before making a ranged attack, Cade may use a move action to make a Sleight of

Hand check opposed by his opponent's Spot check. If he succeeds, his opponent is denied their Dexterity bonus to AC against his ranged attack.

3: BULLYWUGS!

WARBAND LEADER

CR 8

Male bullywug barbarian 8
CE Medium humanoid (aquatic)
Init +1; Senses Listen +0, Spot +0

Languages Common

AC 21, touch 9, flat-footed 21
(+1 Dex, +5 armor, +3 shield, +4 natural -2 rage)
hp 112 (8 HD); DR 1/-
Fort +14, Ref +3, Will +4

Speed 30 ft. in scale mail (6 squares), base movement 30 ft., marsh move.;

Melee shortspear +14/+9 (1d6+6) or shortspear +6/+1 (1d6+14)

Ranged javelin +10 (1d6+5)

Base Atk +6; Grp +11

Atk Options power attack

Special Actions permanent rage

Combat Gear +1 scale mail, +1 heavy wooden shield, +1 shortspear, 3 masterwork javelins.

Abilities Str 20, Dex 12, Con 24, Int 5, Wis 10, Cha 5
SQ marsh move, fast movement, illiteracy, trap sense +2, improved uncanny dodge.

Feats Endurance, Power Attack, Diehard

Skills Hide +1, Swim +14

Possessions combat gear

Permanent Rage (Ex): The bullywugs are constantly in a rage as per the barbarian class feature. As a result, the stat block above includes a +4 bonus to Strength and Constitution, a +2 morale bonus to Will saves, and a -2 penalty to Armor Class. The bullywugs cannot end the rage voluntarily, but anything that suppresses a barbarian's rage or confers immunity to poison ends the rage for the duration of the effect.

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

Improved Uncanny Dodge (Ex): The bullywugs retain their Dexterity bonus to AC even when flat-footed or struck by an invisible attacker, and cannot be flanked. As a result, a rogue cannot sneak attack them by flanking them unless the rogue has at least 12 rogue class levels.

Trap Sense (Ex): The bullywugs can intuitively avoid traps. They have a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Skills +6 bonus to hide in marshes.

WARBAND MEMBER

CR 6

Male bullywug barbarian 6
CE Medium humanoid (aquatic)
Init +1; Senses Listen +0, Spot +0

Languages Common

AC 19, touch 9, flat-footed 19

(+1 Dex, +5 armor, +2 shield, +3 natural -2 rage)
hp 78 (6 HD)

Fort +11, Ref +3, Will +4

Speed 30 ft. in scale mail (6 squares), base movement 30 ft., marsh move;

Melee shortspear +12/+7 (1d6+5) or shortspear +6/+1 (1d6+11)

Ranged javelin +8 (1d6+5)

Base Atk +6; Grp +11

Atk Options power attack

Special Actions permanent rage

Combat Gear +1 scale mail, masterwork heavy wooden shield, masterwork shortspear, 3 masterwork javelins.

Abilities Str 20, Dex 12, Con 23, Int 5, Wis 10, Cha 5
SQ marsh move, fast movement, illiteracy, trap sense +1, improved uncanny dodge.

Feats Endurance, Power Attack, Diehard

Skills Hide +1, Swim +12

Possessions combat gear

Permanent Rage (Ex): The bullywugs are constantly in a rage as per the barbarian class feature. As a result, the stat block above includes a +4 bonus to Strength and Constitution, a +2 morale bonus to Will saves, and a -2 penalty to Armor Class. The bullywugs cannot end the rage voluntarily, but anything that suppresses a barbarian's rage or confers immunity to poison ends the rage for the duration of the effect.

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

Improved Uncanny Dodge (Ex): The bullywugs retain their Dexterity bonus to AC even when flat-footed or struck by an invisible attacker, and cannot be flanked. As a result, a rogue cannot sneak attack them by flanking them unless the rogue has at least 10 rogue class levels.

Trap Sense (Ex): The bullywugs can intuitively avoid traps. They have a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Skills +6 bonus to hide in marshes.

5: GORBANS'S GRAVE

GORBAN

CR 10

Male orc ghost fighter 8
CE Medium undead humanoid (incorporeal)
Init +1; Senses Listen +7, Spot +7

Languages Common, Orc

AC 13, touch 13, flat-footed 13
(+1 Dex, +2 deflection)

Miss Chance 50%

hp 64 (8 HD);

Fort +6, Ref +3, Will +1

Speed fly 30 ft. (perfect) (6 squares), base movement 30 ft.;

Melee corrupting touch +9/+4 (1d6)

Base Atk +8; Grp +12

Atk Options

Special Actions manifestation, malevolence, corrupting touch, frightful moan.

Combat Gear none

Abilities Str 19, Dex 13, Con -, Int 8, Wis 6, Cha 14

SQ darkvision 60 ft., light sensitivity, rejuvenation, +4 turn resistance.

Feats Power Attack, Weapon Focus (greataxe), Cleave, Great Cleave, Weapon Specialisation (greataxe), Improved Toughness, Improved Critical (greataxe)

Skills Hide +9, Intimidate +13, Listen +7, Search +8, Spot +7

Possessions none

Light Sensitivity (Ex): Gorban is dazzled in bright sunlight or within the radius of a *daylight* spell.

Manifestation (Su): Gorban dwells on the Ethereal Plane and, as an ethereal creature, cannot affect or be affected by anything in the material world. When Gorban manifests, he partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. While manifested, Gorban can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. He can pass through solid objects at will, and his attacks pass through armor. While manifested, Gorban always moves silently. A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. Thus, Gorban can be attacked while manifested by opponents on both the Material Plane and the Ethereal Plane. His incorporeality helps protect him from foes on the Material Plane, but not from foes on the Ethereal Plane.

Malevolence (Su): Once per round, Gorban can merge his body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th), except that it does not require a receptacle. To use this ability, Gorban must be manifested and must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to Gorban's malevolence for 24 hours, and Gorban cannot enter the target's space. If the save fails, Gorban vanishes into the target's body.

Corrupting Touch (Su): Gorban deals 1d6 points of damage when he hits a living target with his incorporeal touch attack. Against ethereal opponents, he adds his Strength modifier to attack and damage rolls. Against nonethereal opponents, he adds his Dexterity modifier to attack rolls only.

Frightful Moan (Su): Gorban can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 14) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by Gorban's moan for 24 hours.

GRAY RENDER, ADVANCED CR 10

N Huge magical beast

Init -1; **Senses** Listen +1, Spot +14

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

hp 319 (22 HD);

Fort +22, **Ref** +12, **Will** +8

Speed 30 ft. (6 squares), base movement 30 ft.;

Melee bite +32 (3d6+12) or bite +32 (3d6+12) and 2 claws +30 (1d8+6)

Space 15 ft.; **Reach** 15 ft.

Base Atk +22; **Grp** +42

Atk Options Power Attack, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun

Special Actions Improved Grab, Rend

Abilities Str 34, Dex 8, Con 28, Int 3, Wis 12, Cha 8

SQ Darkvision 60 ft., low-light vision, scent

Feats Power Attack, Cleave, Great Cleave, Improved Bull Rush, Multiattack, Multiattack, Improved Natural Armor, Improved Overrun

Skills Hide +2, Spot +14, Survival +7

Improved Grab (Ex): If the Gray Render hits with its bite attack, it can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rend (Ex): If the Gray Render wins the grapple check after a successful bite establishes a hold, it latches onto the opponent with its claws and automatically deals 2d8+18 points of damage.

1: MEETING THE FOREIGNERS

WILDENNA STOLAGAN CR 13

Female half-elf druid 13
 LN Medium humanoid (half-elf)
Init +0; **Senses** Listen +15, Spot +15
Languages Common, Elven, Flan

AC 14, touch 11, flat-footed 14
 (+3 armor, +1 deflection)
hp 78 (13 HD)
Fort +10, **Ref** +5, **Will** +15

Speed 40 ft. in leather armor (8 squares)
 (*longstrider*), base movement 30 ft.;

Melee +1 dagger +9 (1d4) or masterwork quarterstaff
 +9 (1d6-1)

Base Atk +9/+4; **Grp** +8

Atk Options

Special Actions

Combat Gear

Druid Spells Prepared (CL 7th):

7th—*heal*.
 6th—*antilife shell, cometfall, move earth*.
 5th—*baleful polymorph, cure critical wounds, death ward, tree stride*.
 4th—*arc of lightning, cure serious wounds, dispel magic, flame strike, freedom of movement*.
 3rd—*cure moderate wounds, neutralise poison, protection from energy, sleet storm, wind wall*.
 2nd—*barkskin, bear's endurance, brambles, chill metal, fog cloud, lesser restoration, resist energy*
 1st—*cure light wounds, endure elements †, faerie fire, longstrider †, pass without trace †, shillelagh, speak with animals*.
 0—*create water, cure minor wounds, flare, guidance, light, read magic*.
 † Already cast

Abilities Str 8, Dex 10, Con 12, Int 13, Wis 22, Cha 14

SQ animal companion, elven blood, half-elf traits, low-light vision, resist nature's lure, thousand faces, trackless step, venom immunity, wild empathy, wild shape, woodland stride.

Feats Iron Will, Natural Spell, Oaken Resilience, Scent, Track

Skills Concentration +17, Diplomacy +4, Gather Information +4, Handle Animal +10, Knowledge (nature) +11, Listen +15, Ride +18, Search +2, Spot +15, Survival +24, +26 in natural aboveground environments.

Possessions combat gear plus +1 *ring of protection*, +1 *vest of resistance*.

Half-Elf Traits (Ex): Wildenna is immune to *sleep* spells and similar magical effects, and has a +2 racial bonus on saving throws against enchantment spells and effects.

Elven Blood (Ex): Wildenna is considered an elf for all effects related to race.

Wild Empathy (Ex): Wildenna can use body language, vocalizations, and demeanour to

improve the attitude of an animal. This ability functions just like a Diplomacy check. Wildenna has a total bonus of +11 on this check. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Animal Companion (Ex): Wildenna has an eagle animal companion named .

Woodland Stride (Ex): Wildenna may move through any sort of undergrowth at her normal speed and without taking damage or suffering any other impairment.

Trackless Step (Ex): Wildenna leaves no trail in natural surroundings and cannot be tracked.

Resist Nature's Lure (Ex): Wildenna gains a +4 bonus on saving throws against the spell-like abilities of fey creatures.

A Thousand Faces (Su): At 13th level, a druid gains the ability to change her appearance at will, as if using the *alter self* spell (PHB p197), but only while in her normal form.

Venom Immunity (Ex): At 9th level, a druid gains immunity to all poisons.

Wild Shape (Su): Wildenna can turn into any Small or Medium animal of up to 13 Hit Dice and back again three times a day. The change lasts for 7 hours or until Wildenna changes back. Changing takes a standard action that doesn't provoke an attack of opportunity. When she changes, all of Wildenna's equipment melds with her body. See **Appendix 10** for details of animals Wildenna typically turns into.

SARVINA CR —

Female heavy warhorse animal companion
 N Large animal (augmented)
Init +1; **Senses** Listen +8, Spot +8
Languages None

AC 24, touch 12, flat-footed 21
 (-1 size, +3 Dex, +12 natural)
hp 93 (11 HD);
Fort +10, **Ref** +10, **Will** +4

Speed 60 ft. in leather armor (12 squares)
 (*longstrider*), base movement 50 ft.;

Melee hoof +12 (1d8+5) or 2 hooves +12 (1d8+5)
 and +7 melee (1d4+2)

Space 10 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +17

Abilities Str 21, Dex 17, Con 18, Int 2, Wis 12, Cha 6
SQ low-light vision, scent, link, share spells, evasion, devotion.

Feats Endurance, Run, Improved Natural Armor, Improved Natural Attack (Hoof)

Skills Listen +8, Spot +8

Link (Ex): Wildenna can handle her animal companion as a free action, or push it as a move action. She gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her animal companion.

Evasion (Ex): If the horse is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw.

Tricks The horse has been taught the following tricks: attack any creature, come, defend, down, guard, heel, stay, work. See PHB pp.74-75 for details.

VORSHAK, THE BERSERKER CR 12

Male half-orc barbarian 12

NE Medium humanoid

Init +1; **Senses** Listen +0, Spot +0

Languages Common

AC 18, touch 12, flat-footed 18

(+1 Dex, +6 armor, +1 deflection)

hp 120 (12 HD); DR2/-

Fort +12, **Ref** +6, **Will** +5

Speed 40 ft. in chain shirt (8 squares), base movement 30 ft.;

Melee greataxe +20/+15 (1d12+7) or greataxe +18/+13 (1d12+11)

Base Atk +12; **Grp** +19

Atk Options power attack, cleave

Special Actions intimidating rage, greater rage 4x/day

Combat Gear +2 chain shirt, +1 greataxe

Abilities Str 24, Dex 13, Con 16, Int 10, Wis 10, Cha 6

SQ darkvision 60 ft., orc blood, fast movement, trap sense +4, improved uncanny dodge

Feats Power Attack, Cleave, Great Cleave, Improved Critical (Greataxe), Intimidating Rage

Skills Climb +19, Intimidate +13, Jump +23, Survival +5, Swim +17, Literacy.

Possessions combat gear plus *potion of cure moderate wounds*, +1 *cloak of resistance*, +1 *ring of deflection*, *amulet of health* +2, *belt of giant strength* +4

Orc Blood (Ex): Vorshak is considered an orc for all effects related to race.

Greater Rage (Ex): Once per encounter, Vorshak can fly into a rage that lasts 9 rounds. While in a rage, he gains a +6 bonus to Strength and Constitution, a +3 morale bonus to Will saves, and takes a -2 penalty to Armor Class. At the end of the rage, Vorshak becomes fatigued (-2 penalty to Strength and Dexterity, can't charge or run) for the duration of the current encounter.

Trap Sense (Ex): Vorshak can intuitively avoid traps. He has a +4 bonus on Reflex saves made to avoid traps and a +4 dodge bonus to AC against attacks made by traps.

Improved Uncanny Dodge (Ex): Vorshak retains his Dexterity bonus to AC even when flat-footed or struck by an invisible attacker, and cannot be flanked. As a result, a rogue cannot sneak attack him by flanking him unless the rogue has at least 10 rogue class levels.

CADE PROODFOOT

CR 12

Male halfling rogue 7/master thrower 5

N Small humanoid

Init +6; **Senses** Listen +6, Spot +14

Languages Common, halfling, Flan

AC 23, touch 18, flat-footed 23

(+1 size, +7 Dex, +5 armor)

hp 77 (12 HD);

Fort +6, **Ref** +17, **Will** +3

Speed 20 ft. in chain shirt (4 squares)

Melee dagger +12 (1d3)

Ranged dagger +20/+15 (1d3) or dagger +18/+18/+13 (1d3)

Base Atk +10; **Grp** +6

Atk Options sneak attack (+4d6), point blank shot

Combat Gear +1 *mithral chain shirt*, 12 daggers, +1 *dagger*, +1 *returning dagger*.

Abilities Str 10, Dex 24, Con 14, Int 13, Wis 8, Cha 10

SQ halfling traits, sneak attack +4d6, improved evasion, trap sense +2, uncanny dodge, Deadeye shot, sneaky shot, weak spot

Feats Point Blank Shot, Precise Shot, Weapon Focus (dagger) Improved Critical (Dagger, only when thrown) Improved Critical (Dagger, only when thrown), Manyshot, Rapid Shot, Quick Draw, Snatch Arrows.

Skills Balance +9, Bluff +9, Climb +2, Diplomacy +2, Gather Information +10, Jump +13, Knowledge (Local - Core) +6, Hide +21, Listen +6, Move Silently +18, Sleight of Hand +24, Spot +14, Tumble +24,

Possessions combat gear plus +4 *gloves of dexterity*

Halfling Traits (Ex): Cade has a +2 morale bonus on saving throws against fear.

Sneak Attack (Ex): Cade deals additional damage any time his opponent is denied a Dexterity bonus to AC or when he flanks his target. Ranged attacks can count as sneak attacks only when Cade is within 30 feet of his target.

Improved Evasion (Ex): If Cade is subjected to an attack that normally allows a Reflex saving throw for half damage, he takes no damage on a successful saving throw and half damage on an unsuccessful saving throw.

Trap Sense (Ex): Cade can intuitively avoid traps. He has a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Cade retains his Dexterity bonus to AC even when flat-footed or struck by an invisible attacker.

Deadeye Shot (Ex): When Cade throws a dagger, the critical multiplier is x3 instead of x2.

Sneaky Shot (Ex): Before making a ranged attack, Cade may use a move action to make a Sleight of Hand check opposed by his opponent's Spot check. If he succeeds, his opponent is denied their Dexterity bonus to AC against his ranged attack.

Weak Spot (Ex): When throwing daggers, Cade may make ranged touch attacks to hit instead of normal attacks. Cade cannot apply his Strength bonus (if any) to the damage caused by a successful hit.

3: BULLYWUGS!

WARBAND LEADER

CR 10

Male bullywug barbarian 10
CE Medium humanoid (aquatic)
Init +1; **Senses** Listen +0, Spot +0
Languages Common

AC 22, touch 9, flat-footed 22
(+1 Dex, +5 armor, +3 shield, +5 natural -2 rage)
hp 145 (10 HD)

Fort +14, **Ref** +4, **Will** +3

Speed 30 ft. in scale mail (6 squares)

Melee shortspear +16 (1d6+5) or shortspear +12 (1d6+9)

Ranged javelin +12 (1d6+5)

Base Atk +10; **Grp** +15

Atk Options power attack

Special Actions permanent rage

Combat Gear +1 scale mail, +1 heavy wooden shield, +2 amulet of natural armor, +1 shortspear, 3 masterwork javelins

Abilities Str 20, Dex 12, Con 24, Int 5, Wis 10, Cha 5
SQ marsh move, fast movement, illiteracy, trap sense +3, improved uncanny dodge, damage reduction 2/-.

Feats Diehard, Endurance, Improved Toughness, Power Attack

Skills Hide +1, Swim +12

Possessions combat gear

Permanent Rage (Ex): The bullywugs are constantly in a rage as per the barbarian class feature. As a result, the stat block above includes a +4 bonus to Strength and Constitution, a +2 morale bonus to Will saves, and a -2 penalty to Armor Class. The bullywugs cannot end the rage voluntarily, but anything that suppresses a barbarian's rage or confers immunity to poison ends the rage for the duration of the effect.

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

Trap Sense (Ex): The bullywugs can intuitively avoid traps. They have a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

Improved Uncanny Dodge (Ex): The bullywugs retain their Dexterity bonus to AC even when flat-footed or struck by an invisible attacker, and cannot be flanked. As a result, a rogue cannot sneak attack them by flanking them unless the rogue has at least 14 rogue class levels.

Skills: +6 bonus to hide in marshes.

WARBAND MEMBER

CR 8

Male bullywug barbarian 8
CE Medium humanoid (aquatic)
Init +1; **Senses** Listen +0, Spot +0

Languages Common

AC 21, touch 9, flat-footed 21
(+1 Dex, +5 armor, +3 shield, +4 natural -2 rage)
hp 112 (8 HD); DR 1/-
Fort +14, **Ref** +3, **Will** +4

Speed 30 ft. in scale mail (6 squares)

Melee shortspear +14/+9 (1d6+6) or shortspear +6/+1 (1d6+14)

Ranged javelin +10 (1d6+5)

Base Atk +6; **Grp** +11

Atk Options power attack

Special Actions permanent rage

Combat Gear +1 scale mail, +1 heavy wooden shield, +1 shortspear, 3 masterwork javelins.

Abilities Str 20, Dex 12, Con 24, Int 5, Wis 10, Cha 5
SQ marsh move, fast movement, illiteracy, trap sense +2, improved uncanny dodge.

Feats Endurance, Power Attack, Diehard

Skills Hide +1, Swim +14

Possessions combat gear

Permanent Rage (Ex): The bullywugs are constantly in a rage as per the barbarian class feature. As a result, the stat block above includes a +4 bonus to Strength and Constitution, a +2 morale bonus to Will saves, and a -2 penalty to Armor Class. The bullywugs cannot end the rage voluntarily, but anything that suppresses a barbarian's rage or confers immunity to poison ends the rage for the duration of the effect.

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

Improved Uncanny Dodge (Ex): The bullywugs retain their Dexterity bonus to AC even when flat-footed or struck by an invisible attacker, and cannot be flanked. As a result, a rogue cannot sneak attack them by flanking them unless the rogue has at least 12 rogue class levels.

Trap Sense (Ex): The bullywugs can intuitively avoid traps. They have a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Skills +6 bonus to hide in marshes.

5: GORBAN'S GRAVE

GORBAN

CR 10

Male orc ghost fighter 10
CE Medium undead humanoid (incorporeal)
Init +1; **Senses** Listen +7, Spot +7
Languages Common, Orc

AC 13, touch 13, flat-footed 13
(+1 Dex, +2 deflection)

Miss Chance 50%

hp 80 (10 HD);

Fort +8, **Ref** +4, **Will** +2

Speed fly 30 ft. (perfect) (6 squares), base movement 30 ft.;

Melee corrupting touch +11/+6 (1d6)

Base Atk +10; **Grp** +14

Atk Options

Special Actions manifestation, malevolence, corrupting touch, frightful moan.

Combat Gear none

Abilities Str 19, Dex 13, Con -, Int 8, Wis 6, Cha 14
SQ darkvision 60 ft., light sensitivity, rejuvenation, +4 turn resistance.

Feats Power Attack, Weapon Focus (greataxe), Cleave, Great Cleave, Weapon Specialisation (greataxe), Improved Toughness, Improved Critical (greataxe), Greater Weapon Focus(greataxe), Improved Sunder

Skills Hide +9, Intimidate +15, Listen +7, Search +8, Spot +7

Possessions none

Light Sensitivity (Ex): Gorban is dazzled in bright sunlight or within the radius of a *daylight* spell.

Manifestation (Su): Gorban dwells on the Ethereal Plane and, as an ethereal creature, cannot affect or be affected by anything in the material world. When Gorban manifests, he partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. While manifested, Gorban can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. He can pass through solid objects at will, and his attacks pass through armor. While manifested, Gorban always moves silently. A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. Thus, Gorban can be attacked while manifested by opponents on both the Material Plane and the Ethereal Plane. His incorporeality helps protect him from foes on the Material Plane, but not from foes on the Ethereal Plane.

Malevolence (Su): Once per round, Gorban can merge his body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th), except that it does not require a receptacle. To use this ability, Gorban must be manifested and must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to Gorban's malevolence for 24 hours, and Gorban cannot enter the target's space. If the save fails, Gorban vanishes into the target's body.

Corrupting Touch (Su): Gorban deals 1d6 points of damage when he hits a living target with his incorporeal touch attack. Against ethereal opponents, he adds his Strength modifier to attack and damage rolls. Against nonethereal opponents, he adds his Dexterity modifier to attack rolls only.

Frightful Moan (Su): Gorban can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 14) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against

the moan cannot be affected by Gorban's moan for 24 hours.

GRAY RENDER, ADVANCED **CR 14**

N Huge magical beast

Init -1; **Senses** Listen +1, Spot +16

AC 22, touch 7, flat-footed 22
(-2 size, -1 Dex, +15 natural)

hp 406 (28 HD);

Fort +25, **Ref** +15, **Will** +11

Speed 30 ft. (6 squares), base movement 30 ft.;

Melee bite +39 (3d6+12) or bite +39 (3d6+12) and 2 claws +37 (2d6+6)

Space 15 ft.; **Reach** 15 ft.

Base Atk +28; **Grp** +49

Atk Options Power Attack, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun

Special Actions Improved Grab, Rend

Abilities Str 36, Dex 8, Con 28, Int 3, Wis 12, Cha 8
SQ Darkvision 60 ft., low-light vision, scent

Feats Power Attack, Cleave, Great Cleave, Improved Bull Rush, Multiattack, Multiattack, Improved Natural Armor, Improved Overrun, Improved Natural Armor, Improved Natural Attack(claw)

Skills Hide +4, Spot +16, Survival +9

Improved Grab (Ex): If the Gray Render hits with its bite attack, it can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rend (Ex): If the Gray Render wins the grapple check after a successful bite establishes a hold, it latches onto the opponent with its claws and automatically deals 4d6+19 points of damage.

APPENDIX 2: NEW RULES ITEMS

FEATS

Intimidating Rage (CW page 102): While raging, you can attempt to demoralise one opponent within 30 feet of you as a free action using your Intimidate skill. If you succeed, they remain shaken for as long as you continue to rage. You may only attempt to use this feat once in an encounter.

Oaken Resilience (CD page 82): You can expend one daily use of wild shape to gain immunity to critical hits, poison, sleep, paralysis, polymorph and stunning. You also gain great stability, which gives you a +8 bonus on checks to avoid being bull rushed or tripped. The effect remains for ten minutes.

Scent (CV page 114): You can expend one daily use of wild shape to gain the scent ability (see page 314 of the *Monster Manual*) for 1 hour per Hit Die. While this benefit is in effect, you can detect opponents within 30 ft. by sense of smell. You retain this benefit regardless of what form you are in.

SPELLS

Arc of Lightning (CA page 97)
Conjuration (Creation) [Electricity]
Level: Druid 4

Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: A line between two creatures
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: No

A bolt of electricity arcs between the two target creatures, dealing 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them. Both creatures must be in range and you must be able to target them (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other creature's space.

Brambles (CD page 97)

Transmutation
Level: Druid 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Wooden melee weapon touched
Duration: 1 round/level
Saving Throw: None

Spell Resistance: No

Small thorns and spikes protrude from the weapon, which now deals piercing and bludgeoning damage, has a +1 enhancement bonus to attack rolls, and deals an additional +1 point of damage per caster level (maximum +10).

Cometfall (CD page 159)

Conjuration (Creation)
Level: Druid 6
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: 400-pound ball of rock and ice
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: No

A glowing comet appears in the air, then strikes the ground with tremendous force. The comet appears 5 feet per caster level above the ground or at the ceiling, whichever is lower. The comet immediately falls, dealing 2d6 points of damage per 10 feet fallen to everything in the 10-foot-square area directly below it. The force of the impact can knock creatures prone: creatures that fail the saving throw are also subject to a trip attempt (the comet has a +11 bonus on the opposed roll). The comet breaks apart on impact, filling the 10-foot-square area with dense rubble (see DMG p.90 for details).

CREATURES

Bullywug

Medium-Size Humanoid (Aquatic)

Hit Dice: 1d8 + 3 (7 hp)
Initiative: +0
Speed: 20 ft., swim 30 ft.
AC: 15 (+2 leather, +3 natural)
Attacks: Halfspear +1 melee; or halfspear +1 ranged
Damage: Halfspear 1d6; or halfspear 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Marsh move, summoning (clerics only)
Saves: Fort +5, Ref +0, Will -2
Abilities: Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7
Skills: Hide +0*, Listen -2, Spot -2
Feats: Endurance

Climate/Terrain: Temperate and warm aquatic and marsh

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

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

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

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

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

Combat

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

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

Summoning (Sp): Bullywug clerics are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a *summon monster* spell, there is 50% chance that one more monster than the spell

would ordinarily summon will appear. In such cases, there is then a 25% chance that the summoned monster will not be in the bullywug's control, rampaging and attacking at random. It is not uncommon for bullywugs that have summoned monsters and failed to control them to spend all their efforts fighting their own summoned creatures instead of attacking their original foe.

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

Bullywug Characters

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

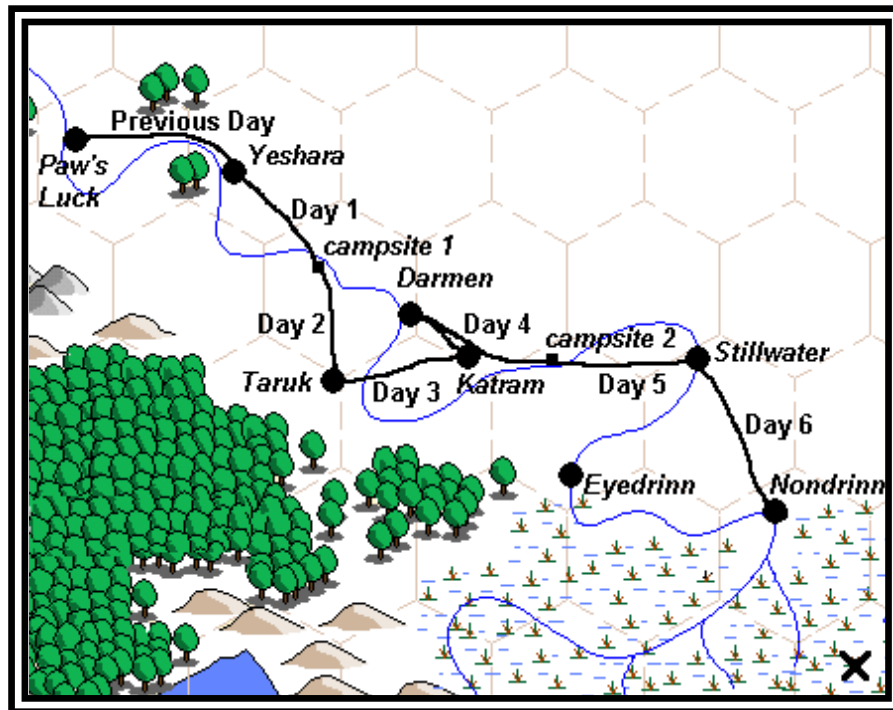
Bullywug Society

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

In the Vast Swamp

The bullywugs in the Vast Swamp tend to be more intelligent and organized than their more wild cousins. They worship the lawful deity Wastri who promotes the destruction of dwarves, elves, gnomes and halflings, and who considers humans and amphibians far superior. Unlike regular bullywug clerics, clerics of Wastri are treated as normal clerics and they can choose from the domains Animal, Law and War. They can only rebuke undead and cast spontaneous inflict spells.

THE FOREIGNERS' ITINERARY

**LEGEND**

Scale: 25 mile hexagons

● village, hamlet, thorpe

■ campsite

X Gorban's burial site

Approximate distances

Paw's Luck to Yeshara = 28 miles

Yeshara to campsite 1 = 24 miles

Yeshara to Darmen = 42 miles

Campsite 1 to Taruk = 20 miles

Taruk to Darmen = 16 miles

Taruk to Katram = 24 miles

Katram to Darmen = 8 miles

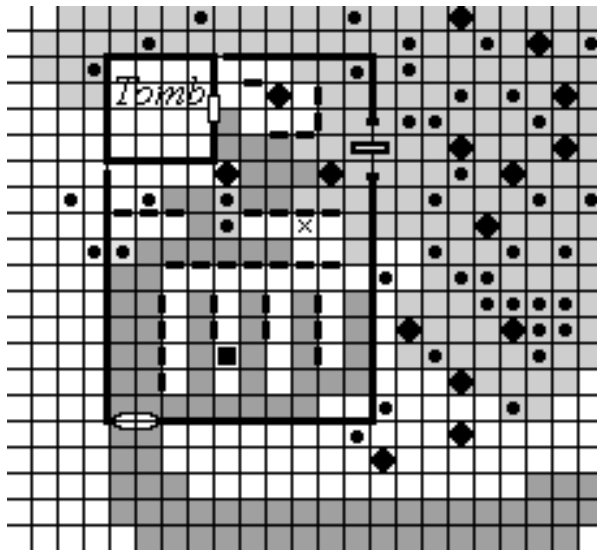
Katram to campsite 2 = 12 miles

Campsite 2 to Stillwater = 24 miles

Stillwater to Nondrinn = 28 miles

Nondrinn to Gorban's grave = 24 miles

DM MAPS 2 THE GRAVEYARD AT STILLWATER



Tomb Hagron Palitok's mausoleum (stone walls, metal door)

The door has rusted hinges (-2 circumstance penalty to Move Silently check to open the door quietly) and an inscription that reads,

Hagron Palitok

Holy Warrior of Heironeous

Constructed in Grateful Memory

Reaping 522

There is an empty stone sarcophagus on a hollow stone bier in the centre of the tomb. One panel of the bier has a secret door (DC 20 Search to find), behind which is a perpendicular 5 ft. wide shaft with a ladder on the far wall. The shaft leads down to an old and empty crypt (see ADP 1-03 *What Lies Beneath* for additional detail).

LEGEND

Scale: 1 square = 5 ft.

■ dirt path

□ light undergrowth (must spend 2 squares of movement to move into square, provides concealment, DC of all Tumble and Move Silently checks increases by 2, running and charging are impossible)

⊠ wooden gates with rusted hinges (10 ft. high, DC 10 Climb check to climb, -2 circumstance penalty to Move Silently check to open the gates quietly)

▬ wooden fence (10 ft. high, DC 10 Climb check to climb, DC 10 Escape Artist check for Medium size creatures to go through gaps in the fence as a standard action, Small size creatures must squeeze, Tiny creatures are unaffected)

■ tree (provides +2 bonus to Armor class and +1 bonus on Reflex saves to creatures in the same square, bonuses don't stack with cover bonuses from other sources, doesn't affect a creature's fighting space because creature uses tree to its advantage when it can, AC 4, hardness 5, 150 hp, DC 15 Climb check to climb)

● massive tree (fills entire square, provides cover to any creature behind it, AC 3, hardness 5, 600 hp, DC 15 Climb check to climb)

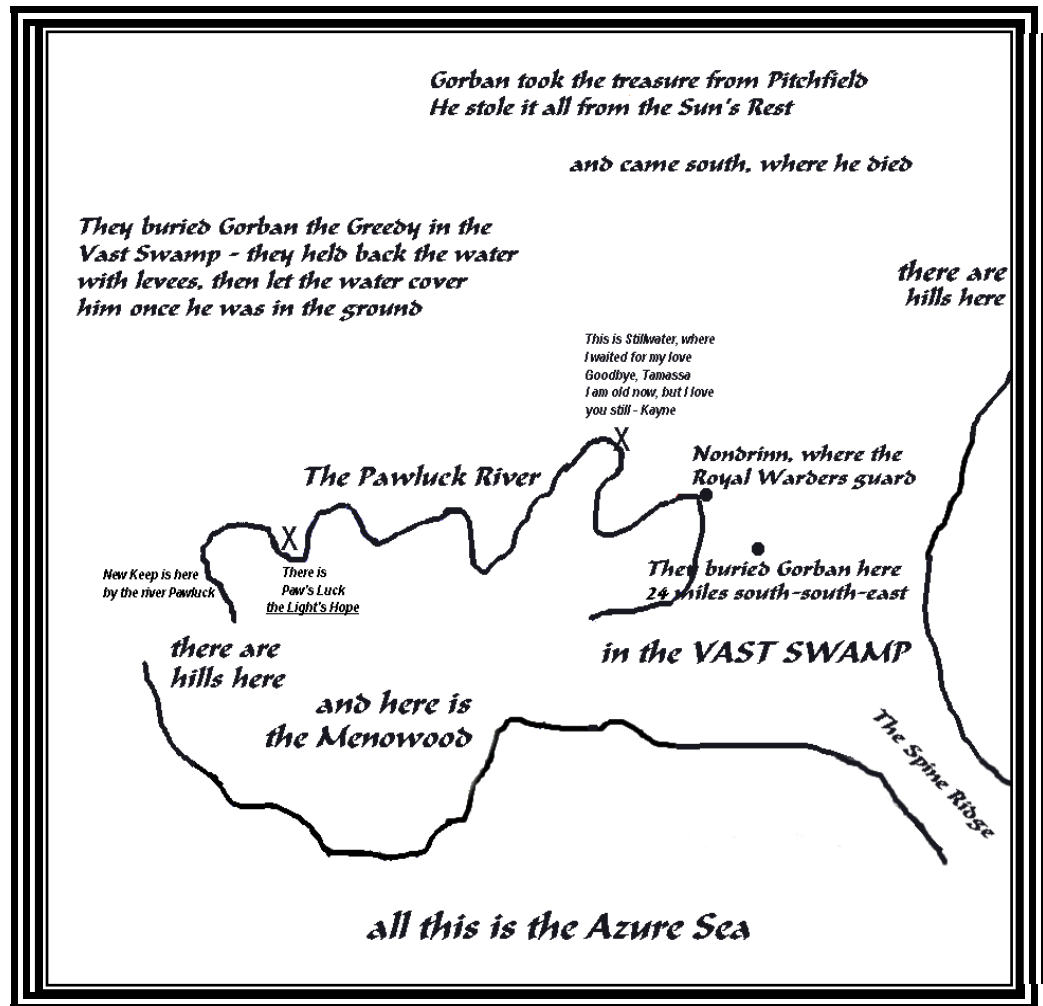
▬ fallen tree (low obstacle, provides cover against creatures within 30 ft. unless attacker is closer to obstacle than target, AC 4, hardness 5, 150 hp)

▬ tombstone (low obstacle, characters cannot charge but can move between squares without having to jump or climb over obstacle, provides cover against creatures within 30 ft. unless attacker is closer to obstacle than target, AC 6, hardness 8, 90 hp)

■ freshly dug grave (10 ft. deep, DC 15 Climb check to climb out without assistance)

X Kayne's grave

DM MAPS 3 THE TREASURE MAP



Two people have written on this map.

The first person created the map; their handwriting *looks like this*, and the ink matches that of the lines drawn on the map.

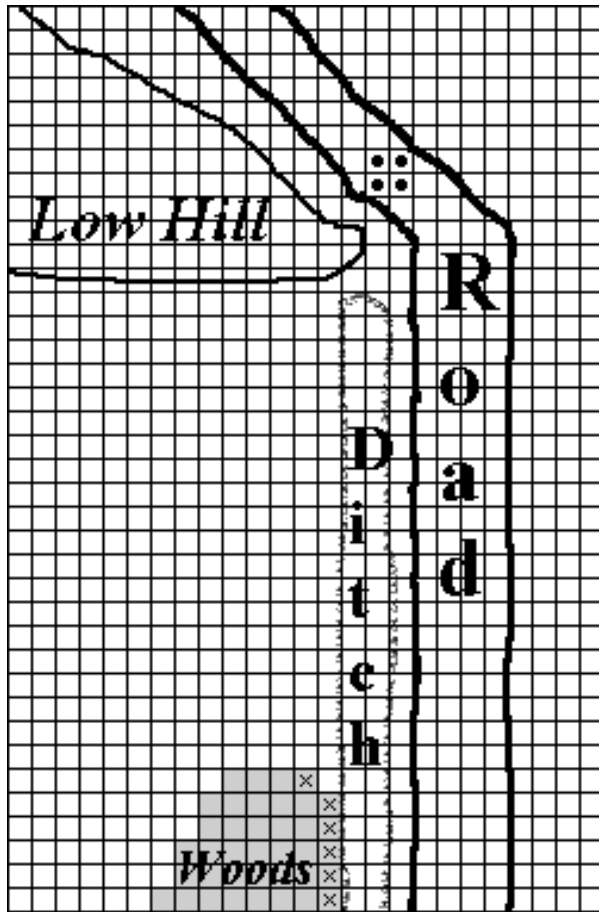
The second person was Kayne, and his handwriting *looks like this*. He wrote on the left-hand side of the map before giving that half to Tamassa, and on the right-hand side of the map shortly before his death.

BULLYWUG AMBUSH SITE

LEGEND

LEGEND

Scale: 1 square = 5 ft.



the first squares from which a character can spot the Bullywugs

Ditch 4 ft. deep with steep sides and 1 ft. of mud and standing water at the bottom

characters outside the ditch have higher ground (+1 bonus on melee attacks on characters in the ditch)

characters must spend 2 squares of movement to move into or through a ditch square because of the mud and standing water, and the DC of all Tumble checks is increased by 2

characters must spend 2 squares of movement to step out of the ditch, and going in or out of the ditch increases the DC of all Tumble checks by 2

characters running or charging into the ditch must succeed on a DC 10 Balance check when they cross the edge of the ditch or stumble, characters who fail this check stumble and must end their movement 1d2x5 feet later, characters who fail by 5 or more fall prone in the square where they end their movement

X Bullywug

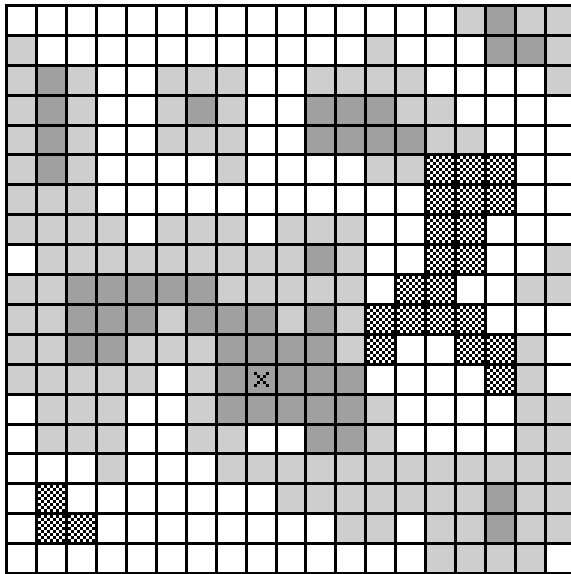


woods (trees and light undergrowth)

trees provide +2 bonus to Armor class and +1 bonus on Reflex saves to creatures in the same square, bonuses don't stack with cover bonuses from other sources, doesn't affect a creature's fighting space because creature uses tree to its advantage when it can, AC 4, hardness 5, 150 hp, DC 15 Climb check to climb

light undergrowth requires 2 squares of movement to move into square, provides concealment, DC of all Tumble and Move Silently checks increases by 2, running and charging are impossible

GORBAN'S BURIAL SITE



LEGEND

LEGEND

Scale: 1 square = 5 ft.

□ light undergrowth (must spend 2 squares of movement to move into square, provides concealment, DC of all Tumble and Move Silently checks increases by 2, running and charging are impossible)

▣ heavy undergrowth (must spend 4 squares of movement to move into square, provides concealment with a 30% miss chance, DC of all Tumble and Move Silently checks increases by 5, +5 circumstance bonus to Hide checks, running and charging are impossible)

■ shallow bog (standing water about 1 foot deep, must spend 2 squares of movement to move into square, DC of all Tumble and Move Silently checks increases by 2, running and charging are impossible)

■ deep bog (standing water about 4 feet deep, Medium size and larger creatures must spend 4 squares of movement to move into square or may choose to swim, Small size and smaller creatures must swim, DC of all Move Silently checks increases by 2, running, charging and tumbling are impossible, Medium size and larger creatures have cover and may crouch to have improved cover, smaller creatures have improved cover, improved cover provides a +8 bonus to AC and a +4 bonus on Reflex saves but imposes a -10 penalty on attacks against creatures that aren't underwater)

X Gorban's burial site (5 ft. down under 4 ft. of standing water and 1 ft. of mud)

ABOUT THE FOREIGNERS

WILDENNA STOLAGAN

Appearance: age 45 (equivalent to a human in her mid-twenties), height 5'6", weight 120 lb., lean and wiry build, pale fair skin, shoulder-length wavy brown hair, green eyes, well-kept leather armor over a dark brown traveller's outfit, carries a quarterstaff, overdressed for Sunndi's climate but doesn't smell of sweat (thanks to her *endure elements* spell), clothing has badges on the shoulders (DC 10 Knowledge – Nobility & Royalty to recognise the emblem of Perrenland – quarters of red and white – and DC 20 Knowledge – Nobility & Royalty to recognise the emblem of Clan Vosser – a vosserkat rampant).

Alignment: lawful neutral.

Personality: private, quiet, not given to outbursts of emotion, fair-minded, stubborn once she's made up her mind, forms friendships slowly, dislikes violence, cares deeply for Sarvina (her heavy horse animal companion).

Motives: Wildenna came to Sunndi to "reclaim" her family's "lost" treasure, and is irrationally defensive about her claim. Leadership doesn't come naturally to Wildenna, and she willingly defers to Cade when gathering information. She isn't a killer, and her first instinct when threatened is to back away and try to escape. Wildenna doesn't particularly care about Cade or Vorshak, but Sarvina is the most important creature in the world to her. Wildenna would surrender to prevent someone harming her, and won't attempt to escape if she can't take Sarvina with her.

CADE PROUDFOOT

Appearance: age 40 (equivalent to a human in his late twenties), height 3'1", weight 35 lb., stocky build, ruddy skin, tightly curled black hair with big mutton-chop sideburns, black eyes, mithral chain shirt over a mostly black explorer's outfit, including a broad-brimmed hat, bathes and uses perfume to mask the smell of sweat, wears two bandoliers of knives that cross on his chest.

Alignment: neutral.

Personality: appears jovial and talkative, actually cautious and discreet, doesn't give much away in conversation, defers to his employer (currently Wildenna), avoids killing unless he has to, keeps his cool in a tight situation, doesn't take things personally ("it's just business").

Motives: Cade is a professional adventurer-for-hire, and takes pride in doing his job well. He knows he's the "face" for Wildenna's group, and takes the lead when gathering information and negotiating. Doing his job well is more important to Cade than staying alive (after all, *raise dead* is only 5, 450 gp and a happy employer away): he follows Wildenna's lead at all times, and does what he can to protect her from danger. Cade keeps an eye on Vorshak, as this is the first time they've worked together.

VORSHAK

Appearance: age 20 (equivalent to a human in his early twenties), height 6'4", weight 220 lb., very muscular build, tanned and scarred greyish skin, close-cropped hair, black eyes, mithral chain shirt over a dirty brown explorer's outfit, stinks of sweat, carries a greataxe.

Alignment: chaotic evil.

Personality: dour, taciturn, says as little as possible, likes drinking and fighting, has a violent temper, easily provoked, casual killer, doesn't believe in giving someone a second chance, treacherous, self-centred, overconfident, too proud to surrender or back down from an even challenge.

Motives: Vorshak kills – it's what he knows how to do, and he does it well. He also backstabs his employers when he can, and that's what he's planning to do to Wildenna once they have the treasure. Vorshak is confident he could take Cade one-on-one and that Wildenna doesn't have what it would take to stop him killing her. He refuses to take a backwards step if he thinks he can win, and would sooner fight and die than give up his axe and his liberty.

THE FOREIGNERS' ITINERARY

Two Days Ago: Arrive at Paw's Luck at 5 PM. Cade and Wildenna spend evening gathering information and learn that a Kayne is buried in the cemetery. Trio rest until two hours before dawn, then go to the cemetery. Wildenna *wild shapes* into a dire badger and digs up Kayne's grave, but there's no map. They return to the inn and leave after breakfast.

One Day Ago: Leave Paw's Luck at 8 AM and travel to Yeshara, arriving at 5 PM. Cade and Wildenna spend evening gathering information and learn that a Kayne is buried in the cemetery. Trio rest until two hours before dawn, then go to the cemetery. Wildenna *wild shapes* into a dire badger and digs up Kayne's grave, but there's no map. They return to the inn and leave after breakfast.

Day One: Leave Yeshara at 8 AM and travel towards Taruk, stopping at 4 PM to find a campsite on the southern side of the Pawluck River for the night. This is the day the characters arrive at Paw's Luck at 5 PM and are asked to investigate by Brother Luminus.

Day Two: Leave campsite at 8 AM and travel to Taruk, arriving at 3 PM. Cade and Wildenna spend late afternoon and early evening gathering information, but there is nobody who matches Kayne's description. Trio stay overnight and leave after breakfast.

Day Three: Leave Taruk at 8 AM and travel to Katram, arriving at 4 PM. Cade and Wildenna spend late afternoon and early evening gathering information and learn that a Kayne lives with his family at Darmen, a thorpe 8 miles northwest of Katram and close to the Pawluck River. Wildenna is quietly excited and anxious at the prospect of possibly meeting her great-grandfather tomorrow. Trio stay overnight and leave after breakfast.

Day Four: Leave Katram at 7 AM and arrive at Darmen at 9:15 AM. Trio talk with Kayne and his family, but Kayne's memory is going and he doesn't remember enough to answer Cade's questions. Vorshak intimidates Kayne into handing Cade his shirt, and Wildenna is disappointed to learn that there is no map. They leave at 9:45 and return to Katram, arriving at midday. They spend 2 hours at Katram gathering information and learn that a Kayne was buried in the cemetery at Stillwater. They leave for Stillwater at 2 PM stopping at 4 PM to find a campsite on the northern side of the Pawluck River for the night.

Day Five: Leave campsite at 8 AM and travel to Stillwater, arriving at 4 PM. Trio explore the cemetery and locate Kayne's grave. Wildenna *wild shapes* into a dire badger and digs up Kayne's grave, where they find the other half of the map. They camp for the night in Hagron's mausoleum and leave after breakfast.

Day Six: Leave Stillwater and travel to Nondrinn, arriving at 5 PM. Cade and Wildenna spend early evening gathering information and learn about bullywug activity in the Vast Swamp.

Day Seven: Cade and Wildenna spend morning learning more about the geography of the Vast Swamp, establishing the location of Gorban's burial site in the Vast Swamp. After lunch, the trio prepare to leave, but are taken into custody by the Royal Warders. The Royal Warders hold them until the characters arrive.

SETTLEMENT DETAILS

All settlements have conventional power centers, tend towards NG and CG alignments, and (with the exception of Stillwater, which is abandoned) are swollen with refugees fleeing the war.

Eyedrinn (town): Conventional; AL LN; 200 gp limit (due to the war); Assets 12,000 gp; Population 724; Mixed (human 91%, half-orc 5%, half-elf 3%, other 1%).

Authority Figures: Lord Jarinto, male human aristocrat 6. Lord Jarinto wields power as a count, but is in fact a regent, appointed by a 'democratic' process – at least, democratic according to the teachings of Hextor.

Important Characters: Great Scourge Huanador, male cleric 11 of Hextor, high priest of Hextor; Captain Veeto, male human fighter 7, captain of the guards and town sherrif; Cletis, male human cleric 2/fighter 5, officer of communications; Eiric Hadwather, male half-elf expert 8, merchant;

Eyedrinn is a squalid town in the far south of Sunndi, where the Pawluck river flows into the Vast Swamp. The town acts as a buffer against the incursions of the bullywugs in the east. The worship of Hextor is still practiced in Eyedrinn.

The town is built not so much on the shore of the Pawluck as on the river delta itself. It is a mass of small islands, with interconnecting bridges and peers. The wooden houses are set on poles driven deep into the soggy ground, giving the only means for stability to build on.

Overall, due to the war, this town is a town of soldiers.

See: SND4-08 Saving Dolkann, SND6-03 Collateral

Katram (hamlet): 100 gp limit; Assets 2,000 gp; Population 400; Isolated (human 96, halfling 4%);

Authority Figures: Countess Wystrada.

Important Characters:

capital of Shildaran county, seat of Lady Wystrada

Nondrinn (fortified village): 40 gp limit (200 for army members); Assets 2,000 gp; Population 900; Isolated (human 96%, halfling 2%, other 2%)

Authority Figures: Commander Reynallen, female cleric 15 of Tritherion, garrison commander.

Important Characters: Bendolar of the Jalindal, male half-elf ranger 13, commander of the Royal Warders of the Vast Swamp; Hesser, male human wizard 6, minister of arcane defense

A village at the border with the Vast Swamp, at the base of a fortress by the same name. It forms a central role in the defense of Sunndi against the threats from the swamp. It also contains a large temple-fortress dedicated to Trithereon. Currently the village's population exists exclusively of soldiers and mercenaries.

See: SND5-01 the Lizard King

Paw's Luck (Hamlet) Conventional; AL NG; 100 gp limit; Assets 535 gp; Population 107 and 27 human refugees; mixed (Oeridian 67%; Suel 8% Rhenee 1%; dwarf 7% halfling 8%; gnome 6% half-elf 3%)

Authority figures: Major Babras Shouten, male human commoner 6, the richest farmer in the area, an older widower, who still runs his own farm despite his arthritis; Scout Odon Duxfell, male gnome warrior3, friendly and loves his beer.

Important Characters: Brother Luminus, male human (Oeridian) cleric of Pelor 3, young and ambitious town priest; Boddy Weshlink, male halfling commoner1, chairman of the Federation of Free trade, Gheddar Thundergast, male dwarf expert 2, owner of The Watch house.

Paw's Luck is a small community. In old days it was guarded by a fortress, which was in recent times rebuilt into the village inn, which is called the Watch House.

The village is mostly self-supporting. Besides the inn, it has a brewery, an armory, a blacksmith, a butcher, a thatcher, a carpenter, and a potter. Most people living in Paw's Luck are farmers, though a few people make a living from fishing and hunting.

See: SND2-01 United We Stand.

Stillwater (thorp, abandoned): Conventional; AL Chaotic Good; 0 gp limit; Assets 0 gp; Population 0 (was 80 – 74 human, 6 halfling); Isolated.

The name of Stillwater refers to a large pond near the village. The pond was once used as a drinking area for local livestock. The people themselves never drank from the dark deep and still pond because of local rumors saying it is cursed for humans to drink. A most compelling, but false, local tale is that the pond was used in the ancient past by the Flan to sacrifice maidens to the dread spirit of the pond.

Besides the pond, the village has a cemetery that was once haunted by undead.

See: ADP1-04 What Lies Beneath, SND2-M01The Evil Eye.

Taruk (village): 200 gp limit; Assets 9,000 gp; Population 900; Isolated (human 96%, halfling 2%, other 2%);

Authority Figures: Count Quantan Rhasyn, male half-elf rogue 2/bard 4/druid 4/Fochlucan Lyryst 2, protector of Deltrees, Lord of the Green

Important Characters: Ebek Ashim, male human ranger 6, scout and warden; Amelo Both, male human barbarian 2, logger

Taruk is hard to find if you don't know how to look for it. It blends well with its surroundings and due to its protector's influence is warded by both natural and magical defences.

The people are reclusive and mistrusting to strangers. There are many fey-influenced stories and legends about the town, and there are even – unfounded- rumours that the populace are charmed by the fey- and that some are in fact changelings.

Yeshara (hamlet): 100 gp limit; Assets 2,000 gp ; Population 400, plus 150 Ahlissan soldiers; Isolated (human 73%, halfling 27%);

Authority Figures: Count Armenis Bregohan, male human aristocrat 3.

Important Characters: Countess Tasali Bregohan, male human aristocrat 1; Heleda, female halfling rogue 4, major of Yesahara; Ren Tathor, male human marshal 6, commander of the Ahlissan troops.

Yeshara is build around the 'keep' – but really a fortified mansion - of count Armensi Bregohan. Almost everyone in town works for him. The populace of Pawluck Valley consist of a large amount of halflings who travel through the domain in what is called the Caravan. A small – and ever varying - subset of them live in Yesahara.

Yeshara was chosen as a station for supporting forces from Ahlissa. Most of the fortifications around the town are new and temporary, with the exception of the mansion, which has a large stone wall and is well defended by Bregohan's own men.

DM'S AID 4

THE VAST SWAMP

Abridged summary taken from SND 4-08 ("Saving Dolkann") with permission of Pieter Sleijpen

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

The northern fringes in which **Encounter 5** of this scenario takes place contain larger patches of dry ground, either due to vegetation or low hills that rise above the mud and water. In open areas and waterways, sight can extend several hundred yards before being blocked by reeds and bushes; within the reeds it is limited to a few feet at best. Mosquitoes and leeches are a constant pest, leaving bleeding wounds (no damage, but distressing) when removed. Large, hairy (and harmless) spiders scuttle through the reeds, and small crocodiles swim about (and flee if travellers pay them any attention). Other swamp life includes otters, muskrats, silver white herons, king fishers, ducks, geese, and countless other birds. Alders and other swamp trees cling on to life on the numerous dry spots, covered in Spanish moss and similar lichen, and surrounded by patches of tall reeds and reed-like plants. A constant warm wind makes the temperature bearable but causes the reeds to rustle, giving a -2 circumstance penalty to any Listen checks.

There are many reasonably dry points within the northern fringes, though these are covered with dense plant growth and relatively difficulty to travel through. In general, the "dry" ground is muddy throughout the year, though there are exceptions to the rule at the top of exceptionally tall hills. Think of these dry areas as islands within huge patches of shallow water; they become increasingly rare as you travel south into the swamp.

The patches of shallow water are overgrown with reeds and trees that have adapted to having wet roots. There is usually about 3 inches of mud covered by one ft. of water, though occasionally this may chance to 1 ft. of mud under 2 ft. of water (total depth 3 ft.). Incautious travellers who do not test the ground ahead of them with a walking stick may be surprised by a sudden dip into a mud-filled hole!

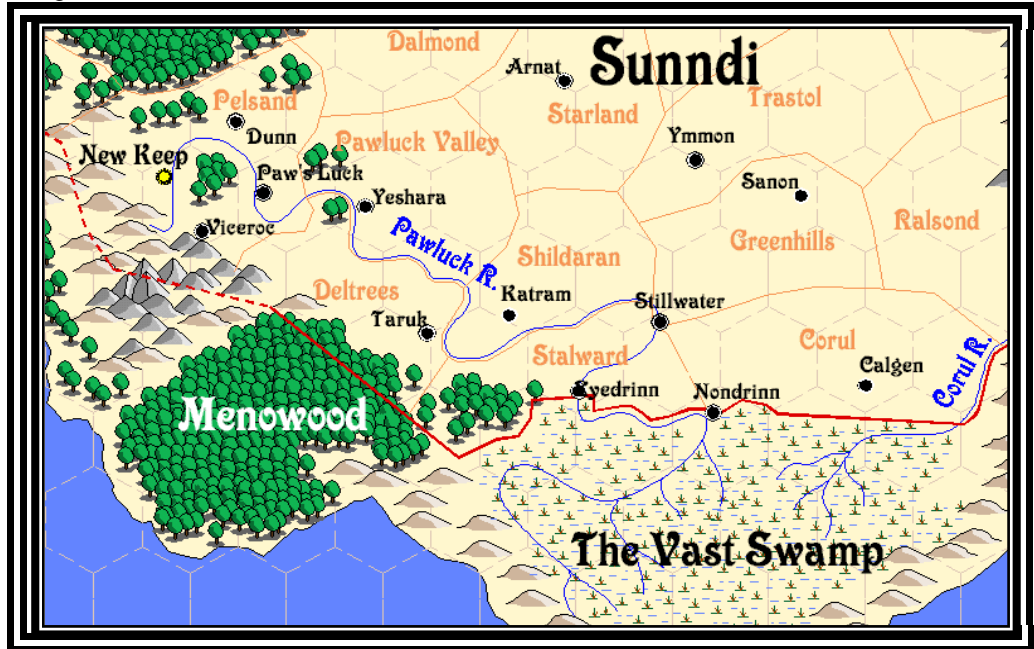
Deeper channels of slowly flowing water and small lakes overgrown with water lilies cut through these shallow areas like veins. These channels and lakes can be very deep, forcing travellers to swim through murky water.

In general, a traveller should only get wet feet in the northern part of the Vast Swamp: if you know your way, you shouldn't need a boat. That said, even an experienced wanderer will have to wade through muddy water frequently, which can trouble smaller races like halflings and dwarves. It pays to have watertight bags to protect delicate belongings like spell books, though the high humidity and regular storms during the rainy season stops anything in the swamp becoming truly dry. In other words, everyone and everything will be slimy, smelly and filthy in no time whatsoever.

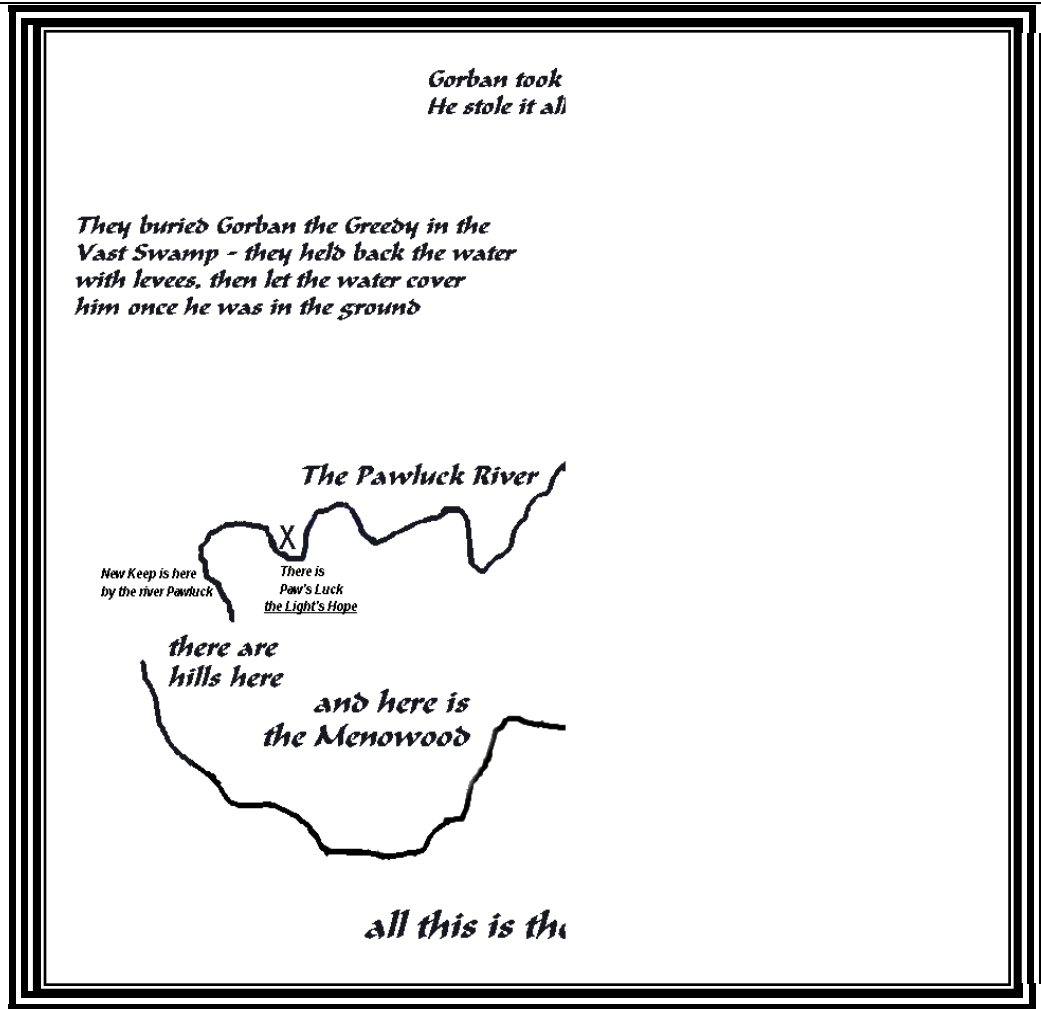
When running **Encounter 5**, be familiar with the swimming rules on page 84 of the Player's Handbook (all water in the Vast Swamp is considered calm unless specified otherwise). Also, keep in mind the effects of the environment on combat, as detailed on page 88 of the *Dungeon Master's Guide*. Most of the Vast Swamp is at the very least lightly obstructed and lightly slippery, making movement difficult and acrobatics more challenging. If needed, the drowning rules are on page 304 of the *Dungeon Master's Guide*.

PLAYER HANDOUT #1 – MAP OF SOUTHERN SUNNDI

Scale: 25 mile hexagons



PLAYER HANDOUT #2 – WILDENNA’S HALF-MAP

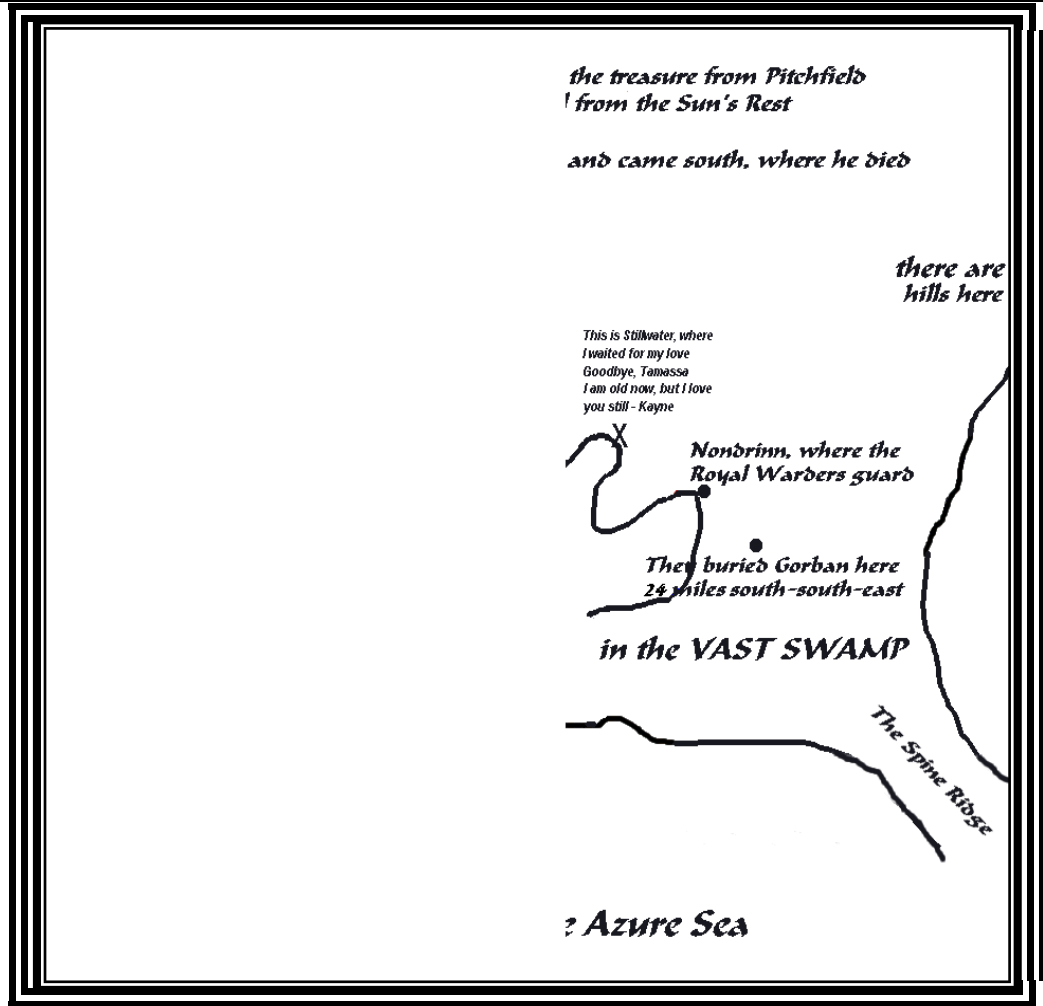


Two people have written on this map.

The first person's handwriting *looks like this*, and the ink matches that of the lines drawn on the map.

The second person's handwriting *looks like this*.

PLAYER HANDOUT #3 – KAYNE OF STILLWATER’S HALF-MAP



Two people have written on this map.

The first person's handwriting *looks like this*, and the ink matches that of the lines drawn on the map.

The second person's handwriting *looks like this*.