

URC2-06



# SERVANT OF THE PROPHET

A One-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>®</sup>  
County of Urnst Regional Adventure

Version 1

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The long dormant Fennelmore swamp is stirring. Perhaps the witch of the bog is restless, or has a greater evil awakened? An adventure for characters levels 1 – 10.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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 is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

## PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

## SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site ([www.wizards.com/rpga](http://www.wizards.com/rpga)), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

## **LIVING GREYHAWK LEVELS OF PLAY**

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	1	
1/3 and 1/2	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialec, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

## **TIME UNITS AND UPKEEP**

This is a standard one-round Regional adventure set in the County of Urnst. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

# ADVENTURE SUMMARY AND BACKGROUND

Izagon, a priest of the demigod Wastri, has uncovered a prophecy in the sacred texts of his Church. It alludes to a chosen one who shall find and wield an artifact of tremendous power, dominating those of 'impure' blood. His pursuit of this artifact, known as the 'Amulet of the Urnstian', has brought him to the marshes of the Fennelmore. Izagon has convinced himself, in the midst of his delusions, that he is the very one chosen for this destiny.

Having found home in the marshes, Izagon has roused a tribe of bullywugs into a religious fervor. He believes that his artifact lies dormant in the submerged lair of a long dead ancient black dragon, Sabilaraxamatillion, and has the bullywugs searching day and night.

Hoping for divine favor in his search for the artifact, he intends to supplicate his god with offerings of halflings to the giant toad that roams beneath the murky waters. A band of bullywug raiders heads toward the inn to capture the hapless halflings. In their first foray they find a small halfling child, Nowel, near the water and took her as hostage. Two nights later they returned. This time out, however, their timing could not have been worse, for a group of adventurers has taken shelter at the inn for the night...

## Encounter 1: Traveling

The party is traveling East on the road joining High Mardreth and Stonebattle, along the edge of the Fennelmore Swamp. Night is falling as they come upon an inn at the crossroads.

## Encounter 2: The Gray Owl Inn

A large clan of affable halflings runs the Gray Owl Inn. The party meets Yeyemandja, the matriarch of the clan. They learn that several nights prior, one of the children, Nowel, ran away and is still missing. In actuality she was abducted by bullywugs near the water's edge and is being held captive, awaiting the ritual in which she and possibly others are fed alive to a giant toad.

## Encounter 3: The Bullywug Raid

Bullywugs come at night while all are asleep. Bullywugs fleeing with children are pursued and hunted down before they get very far into the swamp.

## Encounter 4: The Missing Child

After the raid (or perhaps before) it becomes apparent that Nowel is in the clutches of the bullywugs, as there is clear evidence of her abduction. The party can track the bullywugs, divine their whereabouts through magic, or seek information from Yanvalou, the snake witch of the Fennelmore. In the latter case Yeyemandja provides directions to Yanvalou.

## Encounter 5: The Swamp

The party undertakes the rescue of Nowel, setting out in boats through the swamp. Depending on the course of action chosen by the party, they proceed to either *Encounter 6* or *Encounter 7*.

## Encounter 6: Yanvalou (YAWN-va-lou)

Some parties choose to seek help finding the bullywugs. The witch Yanvalou helps for a price: teeth, fingers, and locks of hair top her list. Yanvalou knows where the bullywugs are, and also has a vague suspicion that Izagon is searching for something that he values (the artifact). The party might not be willing to deal with this 'evil' denizen of the swamp, or they might think her responsible for the raid, in which case they must seek information from other sources.

## Encounter 7: Danbele (DAWN-bay-lay) Juju

Other parties, those that are successfully tracking the bullywugs, or have divined the location, have the misfortune of meeting the halfling sorcerer Danbele Juju and his zombie entourage. He is both hermit and disciple of Wee Jas, and, as it happens, great-grandfather of the abducted children, who know him as Papa Juju. If Juju learns that one or more of his grandchildren are in peril and that the party intends a rescue, he provides them with what assistance he can (scrolls). He also has potentially useful information about the dragon lair in *Encounter 10*.

## Encounter 8: Izagon and the Giant Toad

The party comes upon Izagon, priest of Wastri, in mid-sacrifice. Fortunately the foul ritual has just begun. The toad awaits the offering, however, and the stupid bullywugs might fight to the end, or flee in confusion. The band of adventurers saves Nowel and possibly others. They slay the giant toad and either slay or capture Izagon, who is quick to surrender.

## Encounter 9: The Prophecy

Izagon has found what he believes to be the lair and remains of an ancient black dragon called Sabilaraxamatillion. Within his journal the party finds a prophecy that refers to the 'Chosen of Urnst'. It also speaks of an artifact, an amulet of immense power apparently lost within the lair. There are further journal entries in which Izagon refers to himself as 'the chosen'. It becomes evident from the reading that he is obsessed with unearthing this artifact, though its purpose remains vague.

## Encounter 10: The Lair of Sabilaraxamatillion

The party discovers that Izagon has been excavating, with the labor of the bullywugs, a partially collapsed and submerged dragon lair, abandoned by its original inhabitant. Within are the remains of the ancient black, Sabilaraxamatillion. Parts of this carcass constitute the primary treasure in this adventure, if the party recognizes it as such. They must first overcome the horror that is here.

## INTRODUCTION

*Twilight has crept over the marsh. The mistress of the night, the great moon called Luna, has already arisen full from her slumber. Tonight her oppressive yellow stare has kept the road near empty. The smell of stagnant water and rotting wood hangs heavy in the sweltering air, as this road skirts the very edge of the Fennelmore swamp. Fewer than a hundred paces to the south the open highlands drop precipitously down into the swamp below, where the twisted boughs of cypress trees writhe in the moonlight. All is quiet save for the distant calls of strange birds and the ever-present whine of the mosquito.*

The party is traveling east toward the village of Stonebattle along a well-trodden dirt road. The Fennelmore swamp is to their immediate south. The road is a caravan trade route that connects High Mardreth to Stonebattle. The motivation as to why the party is traveling in this part of the County should be left to the characters. In fact, the characters need not be traveling together, or share the same destination. This adventure begins on *Earthday*, the 11<sup>th</sup> of *Patchwall*, CY 592. The date is relevant since the Izagon's journal entries are dated. *Patchwall* is in the early autumn, though this year the heat of the summer has lingered. The weather is clear and hot.

The players should introduce and describe their characters here.

## ENCOUNTER 1: TRAVELING

The Gray Owl Inn gradually comes into view as the party heads east. It sits at a crossroads. Off the main east-west road a branch runs from the inn south down into the swamp. The southward branch traverses the Fennelmore and eventually reaches the Duchy of Urnst. Characters with low-light vision see the inn from a distance of 1 mile, and those with normal vision see it from 1/2 mile.

*In the distance a large stone building begins to come into view, sitting just off the road to the south. A faint glow of light falls through the shuttered windows while smoke rises from several chimneys.*

Characters with exceptional vision might catch a glimpse of a small figure walking about the building. He is carrying a lantern and wearing a tall and round hat (Spot DC 35). It is *Cubbardy*, a halfling. He soon disappears through the front door.

*A weathered signpost stands to the side of the road about one-third mile from the structure. The sign points toward it and a carving in the wood reads in Common: 'Gray Owl Inn'. Also inscribed into the sign is a round disc crossed by a curved line.*

A successful Knowledge (religion) check (DC 5) allows characters to identify this as the symbol of *Fharlanghn*, the god of roads and travel. The curved line represents the horizon.

## ENCOUNTER 2: THE GRAY OWL INN

The Gray Owl Inn is a two-story stone structure that sits some 200 feet from the swamp's edge. The following description applies to characters that enter through the front doors. The ceiling is 10 ft. high in order to accommodate the tall folk.

*A fireplace burns in the far corner of this dimly lit tavern. Candles scattered about the tables cast vague shadows into the faces of the few strangers that sit here. The odor of a skewered boar roasting over the flame mixes with that of dark mead spilt on the cobblestone floor. Wide blue eyes peer up at you. They are those of halfling children, who stand at your knees and smile shyly.*

The children are *Hesselwhite* and *Kokolo*. They wear ragged woolen clothing and their hair falls in disarray. *Otis* and *Gweto* are also present. The other patrons of the tavern are all human. They are:

*Quill*, a young female scribe on her way to Stonebattle; *Petrique* and *Constance*, a noble husband and wife in route to the Duchy for a banquet; *Jahm*, a male human farmer; *Belikai*, a mysterious elven ranger who sits in the dark corner of the tavern with the cowl of his cloak pulled over his head.

Once the party has settled they notice the décor.

*An idol carved from dark wood sits on the blackened stone of the fireplace mantle. It is of a beautiful halfling maiden, strong and proud. On her shield a basket of fruit spills in abundance. Alongside this maiden another idol stands, a grotesque depiction of a black hound bursting forth from the earth. The idols look out into the room, as if watching over the bizarre clay statuettes of halflings that hang from the walls.*

A successful Knowledge (religion) check (DC 15) allows characters to identify the idols resembling *Yondalla* and *Urogalan*, though that of *Urogalan* the hound has been vastly distorted. *Urogalan* is the halfling god of the earth, death and protection of the dead. As such he abhors undead and the practice of necromancy.

*Yeyemandja* carved the clay figures. She believes they each hold a piece of the spirit of a dead ancestor. The most prominent of the figures is that of *Danbele Juju*. *Yeyemandja* believes him dead, though in truth he lives a reclusive existence in the swamp.

The characters are free to interact with any of the NPC's in the inn. *Cubbardy* arrives to take their orders for drink and fare.

*Yeyemandja* arrives in due time.

*An elderly halfling woman slowly descends the stairs into the tavern, her bony hand clutching a wooden staff for balance. Long gray hair falls over her tattered woolen tunic as her penetrating gaze drifts up to meet you.*

*Yeyemandja* is kind if somewhat strange. She asks the party if any has seen a small halfling girl fitting the description of *Nowel* (light green dress, necklace made of baby alligator feet). *Nowel* has been missing for two days. At this point *Yeyemandja* is not overly concerned, as this is not the first time a child has wandered away for days at a time. In actuality *Nowel* was abducted by bullywugs near the swamp edge and remains a captive.

**Yeyemandja** (*YAY-yay-mahn-ja*): Female halfling Adp3 (*Yondalla*); hp 11; see Appendix I.

## DINNER

The halfling *Cubbardy* is an exceptional chef and prepares local cuisine. The evening's fare

roasted boar – 2 sp  
alligator steak – 1 gp  
bottom dwelling spotted hogfish – 3 sp  
mead – 5 cp

Rooms at the inn are 5 sp per night.

## CONVERSATION

All the halflings are friendly and very talkative. They hide nothing and eagerly share stories (see *Appendix – Legends of Fennelmore*) with any who are willing to listen.

The inn and tavern consists of several rooms (see *DM's Map 1 – The Gray Owl Inn*).

Main Tavern  
Lounge  
Kitchen  
Pantry  
Storage  
Children's Room  
Yeyemandja's Room  
Cubbardy and Gweto's Room  
Otis's Room  
Private Room – A  
Private Room – B  
Private Room – C  
Private Room – D  
Private Room – E  
Common Quarters

## ENCOUNTER 3: THE BULLYWUG RAID

Bullywugs enter through the back with nets. The band guesses right and finds the children's room first, attempting to abduct as many of the sleeping children as possible. Sleeping characters suffer a -10 penalty to Listen checks.

Characters must make a successful Listen check (DC 15) to hear the bullywugs enter through the back door.

Shortly thereafter, characters making a successful Listen check (DC 2) to hear the screaming children.

If a character awakes as the monsters enter start combat immediately. The bullywugs head straight for the children's room. If the entire party is awakened by screams, combat begins with two children (*Petro* and *Hesselwhite*) already netted. The remainder of the raiders stands just outside that room.

### APL 2 (EL 4)

👉 **Bullywugs (5)**: hp 7, 7, 7, 7, 7; see Appendix I.

### APL 4 (EL 6)

👉 **Bullywugs (5)**: hp 7, 7, 7, 7, 7; see Appendix I.

👉 **Bullywugs (3)**: Male bullywug Bbn1; hp 15, 15, 15; see Appendix I.

### APL 6 (EL 8)

👉 **Bullywugs (7)**: hp 7, 7, 7, 7, 7, 7, 7; see Appendix I.

👉 **Bullywugs (5)**: Male bullywug Bbn1; hp 15, 15, 15, 15, 15; see Appendix I.

### APL 8 (EL 10)

👉 **Bullywugs (12)**: Male bullywug Bbn3; hp 35, 35, 35, 35, 35, 35, 35, 35, 35, 35, 35, 35; see Appendix I.

### APL 10 (EL 12)

👉 **Bullywugs (12)**: Male bullywug Bbn5; hp 60, 60, 60, 60, 60, 60, 60, 60, 60, 60, 60, 60; see Appendix I.

**Tactics:** The bullywugs do not fight to the death. Their only objective is to take as many children captive as they can manage. If the party uses lethal force against them some run with captives, while others switch from net to spear in order to block the pursuit.

Net throwers make ranged *touch* attacks against a target. Once the net is thrown and unfolded subsequent attacks with it are at -4.

- An entangled creature suffers a -2 to attack rolls and a -4 Dex. The creature is also limited to half movement.
- If the net wielder succeeds at an opposed Str check while holding the rope, the entangled creature can move only within the range (10 ft.) allowed by the net.
- Spellcasting while entangled requires a Concentration check (DC 15).
- Escaping the net is a full round action, and requires a successful Escape Artist check (DC 20) or a successful Strength check (DC 25). The net may also be cut with a slashing weapon (AC 10, hp 5).

**Development:** The bullywugs try to flee with captives. Those fleeing spread out and head into the swamp in different directions. In the unlikely event that a bullywug escapes with a child, that child is with *Nowel* in

Encounter 8. If the raiders do get far and the party pursues them deep into the swamp, go directly to *Encounter 5*.

## ENCOUNTER 4: THE MISSING CHILD

After the bullywug raid is repelled Yeyemandja becomes very concerned about Nowel. There is now ample evidence of Nowel's abduction two nights prior.

- She was last seen headed down the path toward the dock.
- Her alligator foot necklace lies on the ground at the side of the dock, as does her straw doll (Search DC 20).
- On the same side of the dock there are signs of a struggle (Search DC 25), such as overturned logs, broken reeds, etc.
- Bullywug tracks are discernible with a successful Track check (DC 20).

Once it becomes apparent that Nowel might be in the hands of the bullywugs, Yeyemandja is grief stricken. She pleads for the assistance of the party in recovering the lost child, or children, if others were taken and the party is still around. She has no wealth to offer.

**Development:** Before the party sets out in pursuit Yeyemandja tells them everything she knows about the denizens of the swamp, though she hasn't the faintest idea of where the bullywugs reside. There are essentially two recognizable routes through the swamp by boat.

- The western route passes uncomfortably close to the demesnes of the witch Yanvalou (*Encounter 6* - see the Appendix - *Legends of Fennelmore*). Yeyemandja is certain that the witch knows the location of the bullywug tribe if any do. She also suspects that Yanvalou may be responsible for the raid itself.
- According to Yeyemandja, plant beasts threaten the eastern route. In truth no such beasts exist. Parties taking the eastern route meet Danbele Juju (*Encounter 7*).

Both Yanvalou and Juju know the whereabouts of the bullywug band.

## ENCOUNTER 5: THE SWAMP

A path leads from the inn down to a small dock. There are three small boats that can be paddled through the swamp. Each boat can hold up to six characters, though it takes two characters to paddle one effectively. An area map of the swamp is provided in DM's Map 2 - *The Fennelmore*.

### MOVING THROUGH THE SWAMP

Movement in the boats through the waterway is slow. The base speed of a paddled boat is 10 ft.. They travel at a

rate of 1/2 mile per hour. The party may choose to bushwack through the denser areas of the swamp, in which case movement is at 1/4 mile per hour. If the party is trying to catch the bullywugs they most likely fall behind, as the bullywugs swim at a base of 30 ft. through the swamp, or at 3 miles per hour.

### TRACKING

It is difficult but not impossible to track through swamp. The bullywugs take to the water and swim a fairly direct course back to the area around the giant toad. They are careless and leave a trail of broken reeds behind them.

A successful Track check (DC 20) must be made for each hour of travel through the swamp, in order to follow the bullywugs.

If the party loses the trail they must spend an hour for each attempt to reacquire it. Trackers move at half speed or take a -5 track penalty at full speed. Parties that successfully follow the bullywug trail meet Danbele Juju before reaching the halfings, go to *Encounter 7*.

### GETTING LOST

Should the party leave the main waterways there is a possibility that they become lost. They must succeed each hour at a Wilderness Lore check (DC 15) or succeed at *one* Intuit Direction (trained only) check (DC 15) in order to determine their location. Lost parties move in a random direction, determined by a 1d8 (N, NW, W, etc.) each hour. Yanvalou eventually finds a lost party. Proceed to *Encounter 6*.

## ENCOUNTER 6: YANVALOU

If the party takes the western waterway, or becomes lost, they eventually meet Yanvalou.

As they progress into the swamp they see the telltale signs that they are nearing the demesnes of the snake witch.

*Sickly black vines hang from the high branches of the trees in this area. They gradually become denser, cloaking the sky above in a twisted blanket of intertwined foliage. Ahead is a deep cluster of trees. The black vines coil about these trees in shapes that mimic a constrictor wrapped about its prey.*

This is the grove of the snake druid Yanvalou. When in this grove she can affect the vines at will as if with a *control plants* spell (a spell-like ability).

Yanvalou knows the location of the bullywugs. In fact, she has had dealings with Izagon. Less than a week ago Izagon sacrificed three toes on his left foot in exchange for concoctions to neutralize acid, used for his exploration of the Black Dragon's Lair in *Encounter 10*.

She does not fear strangers and heads straight toward the party when she sees them, riding on the back of her giant water python.

*A huge yellow-green snake emerges from the foliage and swims toward you. It bears a rider behind its broad head. She appears human and is clad in light green snake skins. About her neck is wrapped a smaller serpent colored with bright orange and red stripes that cross its white body. She raises a hand in a gesture of truce as she approaches.*

➤ **Yanvalou (YAWN-va-lou):** Female human Drd7; hp 45; see Appendix I.

➤ **Giant Constrictor Snake (Water Python):** hp 60; see *Monster Manual*.

➤ **Tiny Viper Snake (Aprelekou – Water Viper):** hp 2; see *Monster Manual*.

The striped snake is *Aprelekou*, Yanvalou's venomous companion.

*Yanvalou* is very curious about any who venture into the swamp and at least wants to find out what the party is doing here. She can also be of potential help. She knows the swamp well and might guide a lost party. She also knows how to find the bullywugs, and is aware of the recent arrival of *Izagon* and his exploration of an abandoned dragon lair.

Unfortunately for the party, *Yanvalou* cares nothing for the plight of the halflings. If told of it she finds it mildly amusing. Should the party want her help, either in getting unlost or in locating the bullywugs, she is willing for a price.

As a consummate druid and alchemist, *Yanvalou* is always in need of new and exotic materials for her magical brews. She asks first for somebody to sacrifice a finger. This failing she might barter down to a row of teeth. A party with strong negotiators can get her to settle for a substantial 'lock' of hair. Any character donating the amount of hair she wants ends up essentially bald. *Yanvalou* claims that the components she needs are all for benign purposes and that they must be given willingly for the spells to function. Diplomacy checks can be made to soften her demands. The judge should decide on the DC based on any interactions with her. A recommended DC is 20 for a party that has neither offended her nor won her admirations in any way. If the party does not want her help, *Yanvalou* lets them go on their way without hassle.

### Combat

This encounter is *not* intended to result in combat. However, if it comes to blows *Yanvalou* and her snakes fight with vicious design. They attempt to escape as soon as the conflict turns bad.

**Tactics:** *Yanvalou* begins with an *entangle* spell, centered to get as many characters as possible. Characters in small boats are still subject to entanglement, as the animated foliage wraps over the sides. It is next to impossible to paddle a boat through an entangled area. *Yanvalou* next slips onto a nearby tree so that the python may constrict a free character, pulling its victim under the water to drown him or her as well. Characters in metal armor are the recipients of *heat Metal* and *rusting grasp*. *Aprelekou* bites any within range, but never leaves its master.

When the fight goes badly *Yanvalou* attempts to escape by *wild shaping* into a large water snake. In this form she breathes water and dives for the murky bottom and attempts to return to her grove if not there. Her *Woodland Stride* allows her to swim unhindered through the dense vegetation.

If the fight goes badly for the party *Yanvalou* is eager to hear pleas for mercy. She ceases hostilities and calls off her snakes if the entire party throws all their arms, spell components and holy symbols into the water. In this event *Yanvalou* eventually releases them, after each and every character has 'donated' two fingers, one row of teeth and his or her hair (-8 to Cha based checks). She does not allow them to retrieve any of their weapons or gear.

**Development:** If the party manages to secure the aid of *Yanvalou* in locating the bullywugs, she takes them to within about a quarter of a mile and sets them in the right direction. The party needs to find other means of locating the bullywugs if combat occurs.

## ENCOUNTER 7: DANBELE JUJU

If the party takes the eastern waterway, or is successfully tracking the bullywugs, they meet *Danbele Juju*. *Juju* spends his days floating through the swamp on a small barge rowed by undead zombies, immersed in the arcane. Once the beloved husband of *Yeyemandja* he has long since gone mad. *Juju* has been into the old dragon lair that *Izagon* is now excavating, and can provide potentially useful information to the party. He knows that the bullywug tribe generally resides near that area, though he is not aware of the arrival of *Izagon*.

*Through the twisting trees of the marsh burns the light of several torches. The torches drift closer and a small wooden barge comes into view. The oarsmen moan as they strain against the weeds that catch on the craft. A lone figure wreathed in black, the size of a human child, hunches over a crude desk carved from a fallen log.*

➤ **Danbele (DAWN-bay-lay) Juju:** Male halfling Adp13 (Wee Jas); hp 28; see Appendix I.

➤ **Medium-size Zombies (5):** hp 16; see *Monster Manual*.

There are five zombies with *Juju*, the animated remains of a lost adventuring party. *Juju* 'found' them not far from the dragon lair. Four zombies row the barge, two on either side, while a fifth steers the barge from the stern.

The zombies are shrouded in cloaks. From a distance, an initial Spot check (DC 25) is required to notice that they are rotting undead. Upon closer inspection it becomes obvious.

*Juju*'s senses are gone as well as his mind. He is both hard of hearing and poor of sight, though he certainly sees well enough to target spells if necessary. He is highly unstable and acts accordingly. He tends to ramble, usually in halfling, about incomprehensible esoteric nonsense.



These ramblings are punctuated by brief bouts of lucidity during which he regresses to a hospitable, kindly halfling grandfather. He may even invite the party aboard for tea, served by a zombie waiter, of course. These episodes are short lived, and Juju inevitably returns to his insane ramblings.

Danbele Juju is a devout adept of Wee Jas, and her symbol is displayed on his desk aside stacks of musty old scrolls. The symbol is that of a blazing red skull framed by a ball of flame, and can be identified by non-worshippers with a successful Knowledge (religion) check (DC 10).

Characters who viewed the clay statuette of Juju at the Gray Owl Inn have a chance of recognizing him, if they haven't inferred his identity already (Spot DC 15). He tells the party whom he is, if asked.

If the party tells Juju of the plight of the halflings he realizes that they are his grandchildren, and breaks down in tears. In this event he offers his collection of scrolls to the party and provides any assistance that he can, though he does not accompany them on the rescue, as his rheumatism has become much too severe for that sort of thing.

Should a cleric attempt to turn or destroy the zombies, Juju takes exception and combat ensues, provided he is unaware that the party is on a mission to rescue his grandchildren. If he is aware of their mission and the party does away with his undead, he does not try to stop them, though he howls in agony with each zombie's destruction. Indeed his zombies are the only family he has left.

### Combat

This encounter is not intended to result in combat. However there is the possibility that hostility ensues before the party realizes that Juju is merely insane and not truly evil. Juju does not initiate combat under any circumstances but defends himself if provoked.

**Tactics:** Juju uses non-lethal spells. He first casts *mirror image*. He then attempts to repel his attackers with a *fear* spell. Juju does not try to escape. Should the party be on the verge of victory, he begins to cackle gleefully to himself, welcoming his date with Wee Jas.

### Development

Danbele Juju has been inside the Lair of Sabilaraxamatillion. If so inclined he is capable of describing the environment within, and how to find it (refer to *Encounter 11*). He does not know that Izagon is excavating the lair in a search for the *Amulet of the Urnstian*. Juju's five zombies are the remains of a lost party of adventurers who also sought the Amulet. Juju was able to determine that they were questing for a powerful artifact at the time, by casting *speak with dead* on their corpses. Juju also knows that there is something terrible lurking within the lair itself (the ghoulish chuul), though he fortunately did not see it up close. He describes it only as "the hiss of death under those foul waters."

## ENCOUNTER 8: IZAGON AND THE TOAD

Izagon resides in a crude hut made from the boughs and leaves of cypress trees (see DM's Map 3 – *Izagon's Hut and Surroundings*). Six long stilts that keep it several feet above the water support the hut. A platform encircles the structure. Hanging by rope from a nearby tree are the halfling children. How many children are present, depends on the outcome of *Encounter 3*, though there is at least one, *Nowel*. They hang 20 ft. above the water surface. Three bullywugs with handaxes have climbed into the trees and await Izagon's command to slash the ropes, sending the children plunging into the water. The party comes upon Izagon as he is beginning the sacrificial ritual.

*The foliage of the swamp begins to thin. Ahead can be seen a large group of bullywugs armed with spears, most perched on floating logs or in the boughs of trees. They croak with delight at the spectacle in their midst. Standing on a low platform jutting from a crude stilt-hut, a priest utters intonations that stir the murky waters below. He appears almost human, though his skin looks a shade of pale green and glistens with slime. Above him dangles a small halfling child, bound and suspended by hemp rope from the heights of the trees. Several tree dwelling bullywugs with axes appear eager to slash the ropes.*

### APL 2 (EL 4)

➤ **Izagon:** Male human Clr3 (Wastri); hp 24; see Appendix I.

➤ **Dire Toad:** hp 26; see Appendix I.

➤ **Bullywugs\* (5):** hp 7, 7, 7, 7, 7; see Appendix I.

### APL 4 (EL 6)

➤ **Izagon:** Male human Clr3 (Wastri); hp 24; see Appendix I.

➤ **Dire Toad:** hp 26; see Appendix I.

➤ **Bullywugs (5):** hp 7, 7, 7, 7, 7; see Appendix I.

### APL 6 (EL 8)

➤ **Izagon:** Male human Clr5 (Wastri); hp 38; see Appendix I.

➤ **Dire Toad, Advanced:** hp 56; see Appendix I.

➤ **Bullywugs (5):** hp 7, 7, 7, 7, 7; see Appendix I.

➤ **Bullywugs (3):** Male bullywug Bbn1; hp 15, 15, 15; see Appendix I.

### APL 8 (EL 10)

➤ **Izagon:** Male human Clr7 (Wastri); hp 52; see Appendix I.

➤ **Dire Toad, Advanced:** hp 70; see Appendix I.

➤ **Bullywugs (6):** Male bullywug Bbn1; hp 15, 15, 15, 15, 15, 15; see Appendix I.

➤ **Bullywugs (4):** Male bullywug Bbn3; hp 35, 35, 35, 35; see Appendix I.

## APL 10 (EL 12)

➤ **Izagon:** Male human Clr9 (Wastri); hp 66; see Appendix I.

➤ **Dire Toad, Advanced:** hp 70; see Appendix I.

➤ **Bullywugs (8):** Male bullywug Bbn5; hp 60, 60, 60, 60, 60, 60, 60, 60; see Appendix I.

\*The bullywugs for APL 2 encounters do not attack the party directly, rather they run amok, either attacking one another or fleeing the toad in confusion. They do not attack Izagon or the toad, however.

The toad is swimming directly beneath the suspended halflings. A character can notice it with a successful Spot check (DC 25). It has been drawn by the ritual of Wastri and is content to await the conclusion. Should the party interrupt the ritual the bullywugs are furious. The ropes are slashed at first opportunity, sending the children into the water. Since they are bound they are unable to swim and must be pulled out.

**Tactics:** At APL 4 and above, the bullywugs fight incoherently and with little cooperation. The toad is incensed and attempts to tip a boat if the party has arrived in boats. It then goes after the character closest to Izagon. Once it has swallowed its first victim it stays under the depths until that victim has suffocated. The swamp is typically 15 ft. to 20 ft. deep in this area.

Izagon prefers the spell *hold person*, targeting whoever appears as the biggest threat. He also puts a *silence* on a boat holding a party spellcaster, if any.

The bullywugs may fight to the end or inexplicably break and flee into the swamp. This may occur even if they appear to have the upper hand. The judge should decide based on how the party is fairing. The toad is relentless and does not yield. Izagon, for his part, is all too willing to surrender to save his own life.

## ENCOUNTER 9: THE PROPHECY

Izagon keeps a journal (see *Player's Handout 1 – Excerpt from Izagon's Journal*) that rests inside his hut dwelling. Within it he has documented his journey from the Vast Swamp.

There are further journal entries in which Izagon refers to himself as 'the chosen'. It becomes apparent from the reading that he is obsessed with unearthing a lost amulet from an old dragon lair, though what this object is and its purpose remain vague.

Some things to keep in mind:

- The current Living Greyhawk year is CY 592, exactly 113 year since the birth of Iuz, who is referred to as both the 'Old One' and the 'god

thing on his throne of bones' within the prophecy.

- Knowledge (history) or Bardic Lore DC 20 – Iuz was born in CY 479 in the Howling Hills.
- Knowledge (history) or Bardic Lore DC 25 – Sabilaraxamatillion was the last great black dragon of the Fennelmore. She vanished in CY 493, never to reappear.
- Knowledge (religion) DC 25 - Barabas is the reigning high priest of Wastri. He resides in the Temple of Wastri located in the Vast Swamp.

Izagon has a crude map in his journal indicating the parts of the lair that have been searched so far (*Player's Map 1 – The Lair of Sabilaraxamatillion*). The map also indicates that the lair entrance is beneath a platform that bullywugs have constructed nearby.

## ENCOUNTER 10: IN THE LAIR OF SABILARAXAMATILLION

Not far from Izagon's hut is the lair of an ancient black dragon (DM's Map 4 – *The Lair of Sabilaraxamatillion*). Inside are its sunken skeletal remains. These remains, as do all dragon parts, fetch a high price from magical artificers and alchemists. The possibilities include bones, horns, sinews, claws and perhaps teeth. The hide, along with the other organs, have long since been consumed by the natural decay of the marsh.

Izagon believes this dragon to be the dead and legendary Sabilaraxamatillion, and in that he is correct. He also believes that his lost artifact is somewhere in this lair, and in that he is quite wrong.

A stilt platform protruding from the water marks the entrance to the lair. Characters must go under the water surface, thirty feet down, to see that there is an underwater passage here.

*A dark, rank passage, as wide as a barn, descends into the slimy mud bottom of the marsh bed. The water here irritates both skin and eye and smells of rotting vegetables.*

There is still residual acid in this area from the ghoulish dragon. Izagon has managed to dilute it with the help of Yanvalou.

It is clear on the player's map that a cavern of breathable air is beyond the passage, after a distance of some 170 feet. There is absolutely no light within, so the characters must provide it.

*The watery passage eventually bends upward into a huge cavern bathed in putrid steam. The water in this place is hot, and bubbles seethe from below, fed by subterranean vents in the muck that forms the floor. The near sides of cavern drip with mud and are supported by roots interlaced by the hundreds, while the far end is well beyond the range of light.*

The water varies in depth from about 3 feet to about 20 feet in this cavern.

The bullywugs recently disturbed a chuul (lacedon ghaſt at APLs 2 and 4) in this cavern, the remnants of a hideous cross between ſerpent and insect. There are three recently dead (three to four days) bullywugs floating on the ſurface as teſtament. A ſucceſſful Search check (DC 5) reveals one of them is Thlooog, to whom Izagon refers to in his journal. All are diſmembered and contorted into rigid and unnatural poſtures, while one is miſſing its head. The party can alſo find ſigns of recent digging, eſpecially into the walls where the roots have been torn away.

If any character makes a ſucceſſful Liſten check (DC 15) read the following:

*A ſplash in the diſtance interrupts the heaving ſilence of the caverns.*

### APL 2 (EL 3)

➤ **Lacedon Ghaſt:** hp 30; ſee *Monster Manual*.

*Note:* Though it has the ſtatistics of a ghaſt, this creature has the appearance of a medium-size undead chuul.

### APL 4 (EL 5)

➤ **Lacedon Ghaſt, Advanced:** Lacedon ghaſt Bbn1; hp 60; ſee Appendix I.

*Note:* Though it has the ſtatistics of a ghaſt, this creature has the appearance of a medium-size undead chuul.

### APL 6 (EL 7)

➤ **Chuul:** hp 93; ſee *Monster Manual*.

### APL 8 (EL 9)

➤ **Chuul, Advanced:** hp 120; ſee Appendix I.

### APL 10 (EL 11)

➤ **Chuul, Advanced:** hp 190; ſee Appendix I.

The chuul (ghaſt) ſtalks and attacks the party, fighting viciously until its deſtruction.

*An enormous abomination burſts from the water. The thing appears a mix of cruſtacean and ſerpent, with huge pincer-like claws and slobbering tentacles that ſquirm about its mandibles and mouth. The decayed remnants of a black carapace hang from its hide, drawn taut across its body. Slime oozes from its mottled fleſh, dripping purple and black, while its deep eye ſockets burn violet with a hatred of all things living.*

**Tactics:** The lacedon ghaſt appears to be an undead chuul, and attempts to paralyze as many characters as poſſible, before it ſettles down to dine on their fleſh. It ſwims amongſt them, never attacking the ſame character for two

conſecutive rounds, and ſplitting its attacks between characters whenever poſſible.

At APLs 6 and higher, the chuul attempts to ambuſh the party. It looks for opportunities to pick off isolated party members, grappling with them in an attempt to get them into its tentacles, and paralyzing them. It then, leaves them to drown, moving onto the next character. It attempts to immobilize as many of the characters in this manner, prior to beginning its feaſt.

## SKELETAL REMAINS OF SABILARAXAMATILLION

After the chuul (ghaſt) has been deſtroyed, the party preſumably ſearches the lair.

*Partially ſubmerged near the far wall of this cavern are the bones of an immense winged reptile. The ſinister horned ſkull, its maw agape, peers lifeleſs into the dark. The broad wings, ſpanning the height of ten men, are covered in muddy debris and roots, while the hind ſection of the ſkeleton has been completed buried by the collapsing wall.*

Much of the ſkeletal remains can be ſalvaged, through the total value depends on the APL being played.

## CONCLUSION

### THE AMULET OF THE URNSTIAN

'*Servant of the Prophet*' is the fiſt of ſix ſcenarios that will follow the 'Lordmaker' County of Urnſt regional plotline. The conclusion of this module is pending the finalization of the plotline. The party does not find the amulet, as it is not within the lair. They inſtead find an item or piece of information, to be determined, leading into the next adventure of this ſeries.

*Yeyemandja* is overjoyed at the ſafe return of any halving children. If Izagon was taken alive the party muſt decide his fate.

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 to each character.

### **Encounter 3: The Bullywug Raid**

Deſeat the bullywugs.

APL 2	90 XP
APL 4	150 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

### Encounter 6: Yanvalou

Successfully negotiate for information with the witch.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

### Encounter 7: Danbele Juju

Successfully negotiate for information from the insane adept.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

### Encounter 8: Izagon and the Toad

Defeat Izagon, the toad, and the bullywugs (higher APLs only).

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

### Encounter 10: The Lair of Sabilaraxamatillion

Defeat the chuul (ghost).

APL 2	60 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

### Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	870 XP
APL 8	1110 XP
APL 10	1350 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 treasurer.

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 minute 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 (that is., 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 piece 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 treasures from each encounter add it up and that is 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.

### TREASURE KEY:

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

### Encounter 3: The Bullywug Raid

Defeat the bullywugs and strip them of their gear.

APL 2: L: 16 gp; C: 0 gp; M: 0
APL 4: L: 25 gp; C: 0 gp; M: 0
APL 6: L: 37 gp; C: 0 gp; M: 0
APL 8: L: 37 gp; C: 0 gp; M: 0
APL 10: L: 37 gp; C: 0 gp; M: 0

### Encounter 8: Izagon and the Toad

Defeat Izagon, the toad, and the bullywugs and strip them of their gear.

APL 2: L: 3 gp; C: 0 gp; M: 0
APL 4: L: 19 gp; C: 0 gp; M: 0
APL 6: L: 28 gp; C: 0 gp; M: 0
APL 8: L: 34 gp; C: 0 gp; M: 0
APL 10: L: 34 gp; C: 0 gp; M: 0

### Encounter 10: The Lair of Sabilaraxamatillion

Defeat the chuul (ghost), find the remains of the ancient dragon, and cart them out in order to sell them to various collectors and wizards. Value depends upon the APL played.

APL 2: L: 100 gp; C: 0 gp; M: 0
APL 4: L: 160 gp; C: 0 gp; M: 0
APL 6: L: 270 gp; C: 0 gp; M: 0
APL 8: L: 460 gp; C: 0 gp; M: 0
APL 10: L: 780 gp; C: 0 gp; M: 0

### Total Possible Treasure

APL 2: 119 gp
APL 4: 204 gp

APL 6: 335 gp  
APL 8: 531 gp  
APL 10: 851 gp

## APPENDIX I: NPCS

### ENCOUNTER 2: THE GRAY OWL INN

☞ **Awezon, Hesselwhite, Kokolo, Nowel, Petro, Silibo, Wokoko, Woyo** – NG Halfling Children. They are adorable and mischievous, each one of them. They generally are unkept and dress in tattered woolen clothes.

☞ **Cubbardy** – LG Halfling.

Cubbardy is a rotund and boisterous halfling who likes to cook and eat. He has short dark hair and green eyes that constantly water from the strong spices and smoke of his cooking.

☞ **Otis** – LG Halfling.

The garrulous Otis stays up late and sleep until midday, though even his waking hours are punctuated by brief naps. He is often seen sleeping in a rocking chair with a lit pipe hanging from his mouth. His brown eyes are content and his teeth are stained yellow from pipeweed.

☞ **Gweto** – LG Halfling.

Gweto is the wife of Cubardy. She has long braided rusty brown hair and dresses in pleasant shades of green and yellow.

☞ **Belikai** – CG Elf Ranger.

The elven ranger prefers to keep to himself. He is never far from bow and sword. He wears a weathered dark green cloak, has long, deep brown hair and thoughtful sea-green eyes.

☞ **Yeyemandja (YAY-yay-mahn-ja)**: Female halfling Adp3 (Yondalla); CR 2; Small humanoid (halfling); HD 3d6-3; hp 11; Init +0; Spd 20 ft.; AC 11 (touch 11, flat-footed 11); Atk -1 melee (1d3-3, cane); SA Spells; SQ +2 morale bonus on saving throws against fear; AL LG; SV Fort +1, Ref +2, Will +6; Str 5, Dex 10, Con 8, Int 12, Wis 15, Cha 14.

*Skills and Feats*: Concentration +5, Hide +4, Knowledge (arcana) +3, Knowledge (religion) +3, Knowledge (Fennelmore Swamp) +7, Listen +4, Move Silently +3, Spot +2, Spellcraft +5; Skill Focus (Concentration), Skill Focus (Knowledge – Fennelmore Swamp).

*Possessions*: peasant's outfit, cane.

*Spells Prepared* (3/3; base DC = 12 + spell level): 0 – cure minor wounds, light, mending; 1<sup>st</sup> – cure light wounds (2), protection from evil.

Yeyemandja wears a worn woolen tunic and walks with the deliberation of age, relying heavily on a twisted wooden staff. She is both kind and wise. She has long gray hair that falls to a sash full of herbs and small animal bones.

### ENCOUNTER 3: THE BULLYWUG RAID

APL 2 (EL 4)

☞ **Bullywugs (5)**: CR 1; Medium-size humanoid (aquatic); HD 1d8+3; hp 7; Init +0; Spd 20 ft., swim 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +1 melee (1d6/x3, halfspear) or +1 ranged (net); SQ Marsh move; AL CE; SV Fort +5, Ref +0, Will -2; Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7.

*Skills and Feats*: Hide +0 (+6 in marshes), Listen -2, Spot -2; Endurance.

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

*Possessions*: leather armor, half spear, net.

APL 4 (EL 6)

☞ **Bullywugs (5)**: CR 1; Medium-size humanoid (aquatic); HD 1d8+3; hp 7; Init +0; Spd 20 ft., swim 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +1 melee (1d6/x3, halfspear) or +1 ranged (net); SQ Marsh move; AL CE; SV Fort +5, Ref +0, Will -2; Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7.

*Skills and Feats*: Hide +0 (+6 in marshes), Listen -2, Spot -2; Endurance.

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

*Possessions*: leather armor, half spear, net.

☞ **Bullywugs (3)**: Male bullywug Bbn1; CR 1; Medium-size humanoid (aquatic); HD 1d12+3; hp 15; Init +0; Spd 30 ft., swim 40 ft.; AC 15 (touch 10, flat-footed 15); Atk +3 melee (1d6+2/x3, halfspear) or +1 ranged (net); SA Rage (1/day); SQ Marsh move, fast movement; AL CE; SV Fort +5, Ref +0, Will -2; Str 14, Dex 10, Con 17, Int 7, Wis 7, Cha 7.

*Skills and Feats*: Hide +0 (+6 in marshes), Listen +2, Spot -2, Wilderness Lore +2; Endurance.

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

*Possessions*: leather armor, half spear, net.

APL 6 (EL 8)

☞ **Bullywugs (7)**: CR 1; Medium-size humanoid (aquatic); HD 1d8+3; hp 7; Init +0; Spd 20 ft., swim 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +1 melee (1d6/x3, halfspear) or +1 ranged (net); SQ Marsh move; AL CE; SV Fort +5, Ref +0, Will -2; Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7.

*Skills and Feats*: Hide +0 (+6 in marshes), Listen -2, Spot -2; Endurance.

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

*Possessions*: leather armor, half spear, net.

☞ **Bullywugs (5)**: Male bullywug Bbn1; CR 1; Medium-size humanoid (aquatic); HD 1d12+3; hp 15; Init +0; Spd 30 ft., swim 40 ft.; AC 15 (touch 10, flat-footed 15); Atk +3 melee (1d6+2/x3, halfspear) or +1 ranged (net);

SA Rage (1/day); SQ Marsh move, fast movement; AL CE; SV Fort +5, Ref +0, Will -2; Str 14, Dex 10, Con 17, Int 7, Wis 7, Cha 7.

*Skills and Feats:* Hide +0 (+6 in marshes), Listen +2, Spot -2, Wilderness Lore +2; Endurance.

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

*Possessions:* leather armor, half spear, net.

#### APL 8 (EL 10)

➤ **Bullywugs (12):** Male bullywug Bbn3; CR 3; Medium-size humanoid (aquatic); HD 3d12+9; hp 35; Init +0; Spd 30 ft., swim 40 ft.; AC 15 (touch 10, flat-footed 15); Atk +6 melee (1d6+2/x3, halfspear) or +3 ranged (net); SA Rage (1/day); SQ Marsh move, fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +6, Ref +1, Will -1; Str 14, Dex 10, Con 17, Int 7, Wis 7, Cha 7.

*Skills and Feats:* Hide +0 (+6 in marshes), Listen +4, Spot -2, Wilderness Lore +4; Endurance, Weapon Focus (halfspear).

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

*Possessions:* leather armor, half spear, net.

#### APL 10 (EL 12)

➤ **Bullywugs (12):** Male bullywug Bbn5; CR 5; Medium-size humanoid (aquatic); HD 5d12+20; hp 60; Init +0; Spd 30 ft., swim 40 ft.; AC 15 (touch 10, flat-footed 15); Atk +8 melee (1d6+2/x3, halfspear) or +5 ranged (net); SA Rage (2/day); SQ Marsh move, fast movement, uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +7, Ref +1, Will -1; Str 14, Dex 10, Con 18, Int 7, Wis 7, Cha 7.

*Skills and Feats:* Hide +0 (+6 in marshes), Listen +6, Spot -2, Wilderness Lore +6; Endurance, Weapon Focus (halfspear).

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

*Possessions:* leather armor, half spear, net.

### ENCOUNTER 6: YANVALOU

➤ **Yanvalou (YAWN-va-lou):** Female human Drd7; CR 7; Medium-size humanoid (human); HD 7d8+7; hp 45; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +5 melee (1d4/19-20, dagger); SQ Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, *wild shape* (3/day); AL CN; SV Fort +6, Ref +3, Will +7; Str 10, Dex 13, Con 13, Int 14, Wis 15, Cha 15.

*Skills and Feats:* Alchemy +8, Animal Empathy +10, Concentration +9, Handle Animal +12, Intuit Direction +7, Knowledge (nature) +6, Knowledge (Fennelmore Swamp) +6, Ride (snake) +3, Spellcraft +6, Swim +5, Wilderness Lore +10; Brew Potion, Combat Casting, Skill Focus (Alchemy), Skill Focus (Handle Animal).

*Possessions:* hide (snakeskin) armor, dagger.

*Spells Prepared* (6/5/4/2/1; base DC = 12 + spell level): 0 – cure minor wounds (3), guidance (2), know

direction; 1<sup>st</sup> – cure light wounds (2), entangle (2), faerie fire; 2<sup>nd</sup> – barkskin, delay poison, heat metal, summon swarm; 3<sup>rd</sup> – poison (2); 4<sup>th</sup> – rusting grasp.

Yanvalou has a natural beauty, though her features are vaguely snakelike. The pupils of her orange eyes are narrow and she is typically clad in light-green snakeskin armor.

### ENCOUNTER 7: DANBELE JUJU

➤ **Danbele (DAWN-bay-lay) Juju:** Male halfling Adp13 (Wee Jas); CR 12; Small humanoid (halfling); HD 13d6-26; hp 28; Init +5; Spd 20 ft.; AC 12 (touch 12, flat-footed 11); Atk +4/-1 melee (1d4-3/19-20, dagger) or +8/+3 ranged (1d4-3/19-20, thrown dagger); SA Spells; SQ +2 morale bonus on saving throws against fear; AL LE; SV Fort +5, Ref +8, Will +13; Str 5, Dex 12, Con 7, Int 17, Wis 19, Cha 15.

*Skills and Feats:* Concentration +8, Hide +8, Knowledge (arcana) +13, Knowledge (religion) +13, Knowledge (Fennelmore Swamp) +13, Move Silently +8, Spellcraft +17, Wilderness Lore +14; Combat Casting, Great Fortitude, Improved Initiative, Lightning Reflexes, Scribe Scroll.

*Possessions:* dagger, traveler's outfit.

*Spells Prepared* (3/4/4/3/2; base DC = 14 + spell level): 0 – detect magic, light, read magic; 1<sup>st</sup> – cause fear, cure light wounds, obscuring mist, protection from chaos; 2<sup>nd</sup> – delay poison, mirror image, web (2); 3<sup>rd</sup> – animate dead, bestow curse, cure serious wounds; 4<sup>th</sup> – fear, wall of fire.

Danbele Juju is old. His skin is wrinkled and crusty, and his eyes and hair have long since lost their color, having turned a deep shade of gray. Juju speaks with a raspy voice hidden behind black robes.

### ENCOUNTER 8: IZAGON AND THE TOAD

#### APL 2 (EL 4)

➤ **Izagon:** Male human Clr3 (Wastri); CR 3; Medium-size humanoid (human); HD 3d8+6; hp 24; Init -1; Spd 30 ft.; AC 9 (touch 9, flat-footed 9); Atk +5 melee (1d10+3/x3, glaive); SA Spells, rebuke undead; AL LE; SV Fort +7, Ref +0, Will +5; Str 14, Dex 8, Con 14, Int 13, Wis 15, Cha 13.

*Skills and Feats:* Concentration +5, Handle Animal +9, Knowledge (nature) +3, Knowledge (religion) +7, Spellcraft +4, Swim +4; Great Fortitude, Martial Weapon Proficiency (glaive), Skill Focus (Handle Animal).

*Possessions:* masterwork glaive, traveler's outfit, silver holy symbol of Wastri.

*Spells Prepared* (4/3+1/2+1; base DC = 12 + spell level): 0 – cure minor wounds (2), purify food and drink (2); 1<sup>st</sup> – cure light wounds, protection from chaos\*, random action, sanctuary; 2<sup>nd</sup> – calm emotions\*, hold person, silence.

\*Domain spell. *Domains*: Animal (You cast animal friendship once per day. Knowledge (nature) is a class skill); Law (You cast law spells at +1 caster level).

Izagon dresses in nauseous gray robes that do little to hide his pale green skin. His head is bald and his neck glistens with slime.

**☞Dire Toad\***: CR 2; Small animal; HD 4d8+8; hp 26; Init +2; Spd 20 ft.; AC 15 (touch 13, flat-footed 12); Atk +6 ranged (tongue poison, tongue); SA Poison; SV Fort +6, Ref +6, Will +3; Str 6, Dex 14, Con 14, Int 2, Wis 14, Cha 7.

*Skills*: Hide +16, Jump +9, Listen +7, Spot +11.

\*See Appendix 2: New Rules for additional information.

**☞Bullywugs\*** (5): CR 1; Medium-size humanoid (aquatic); HD 1d8+3; hp 7; Init +0; Spd 20 ft., swim 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +1 melee (1d6/x3, halfspear) or +1 ranged (net); SQ Marsh move; AL CE; SV Fort +5, Ref +0, Will -2; Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7.

*Skills and Feats*: Hide +0 (+6 in marshes), Listen -2, Spot -2; Endurance.

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

*Possessions*: leather armor, half spear, net.

#### APL 4 (EL 6)

**☞Izagon**: Male human Clr3 (Wastri); CR 3; Medium-size humanoid (human); HD 3d8+6; hp 24; Init -1; Spd 30 ft.; AC 9 (touch 9, flat-footed 9); Atk +5 melee (1d10+3/x3, glaive); SA Spells, rebuke undead; AL LE; SV Fort +7, Ref +0, Will +5; Str 14, Dex 8, Con 14, Int 13, Wis 15, Cha 13.

*Skills and Feats*: Concentration +5, Handle Animal +9, Knowledge (nature) +3, Knowledge (religion) +7, Spellcraft +4, Swim +4; Great Fortitude, Martial Weapon Proficiency (glaive), Skill Focus (Handle Animal).

*Possessions*: masterwork glaive, traveler's outfit, silver holy symbol of Wastri.

*Spells Prepared* (4/3+1/2+1; base DC = 12 + spell level): 0 – cure minor wounds (2), purify food and drink (2); 1<sup>st</sup> – cure light wounds, protection from chaos\*, random action, sanctuary; 2<sup>nd</sup> – calm emotions\*, hold person, silence.

\*Domain spell. *Domains*: Animal (You cast animal friendship once per day. Knowledge (nature) is a class skill); Law (You cast law spells at +1 caster level).

Izagon dresses in nauseous gray robes that do little to hide his pale green skin. His head is bald and his neck glistens with slime.

**☞Dire Toad\***: CR 2; Small animal; HD 4d8+8; hp 26; Init +2; Spd 20 ft.; AC 15 (touch 13, flat-footed 12); Atk +6 ranged (tongue poison, tongue); SA Poison; SV Fort +6, Ref +6, Will +3; Str 6, Dex 14, Con 14, Int 2, Wis 14, Cha 7.

*Skills*: Hide +16, Jump +9, Listen +7, Spot +11.

\*See Appendix 2: New Rules for additional information.

**☞Bullywugs (5)**: CR 1; Medium-size humanoid (aquatic); HD 1d8+3; hp 7; Init +0; Spd 20 ft., swim 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +1 melee (1d6/x3, halfspear) or +1 ranged (net); SQ Marsh move; AL CE; SV Fort +5, Ref +0, Will -2; Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7.

*Skills and Feats*: Hide +0 (+6 in marshes), Listen -2, Spot -2; Endurance.

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

*Possessions*: leather armor, half spear, net.

#### APL 6 (EL 8)

**☞Izagon**: Male human Clr5 (Wastri); CR 5; Medium-size humanoid (human); HD 5d8+10; hp 38; Init -1; Spd 30 ft.; AC 9 (touch 9, flat-footed 9); Atk +6 melee (1d10+3/x3, glaive); SA Spells, rebuke undead; AL LE; SV Fort +8, Ref +0, Will +7; Str 14, Dex 8, Con 14, Int 13, Wis 16, Cha 13.

*Skills and Feats*: Concentration +6, Handle Animal +10, Knowledge (nature) +5, Knowledge (religion) +8, Spellcraft +5, Swim +5; Great Fortitude, Martial Weapon Proficiency (glaive), Skill Focus (Handle Animal).

*Possessions*: masterwork glaive, traveler's outfit, silver holy symbol of Wastri.

*Spells Prepared* (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 – cure minor wounds (3), purify food and drink (2); 1<sup>st</sup> – cure light wounds, entropic shield, protection from chaos\*, random action, sanctuary; 2<sup>nd</sup> – augury, calm emotions\*, hold person, silence; 3<sup>rd</sup> – bestow curse, magic circle against chaos\*, water walk.

\*Domain spell. *Domains*: Animal (You cast animal friendship once per day. Knowledge (nature) is a class skill); Law (You cast law spells at +1 caster level).

Izagon dresses in nauseous gray robes that do little to hide his pale green skin. His head is bald and his neck glistens with slime.

**☞Dire Toad, Advanced\***: CR 4; Medium-size animal; HD 8d8+24; hp 56; Init +1; Spd 20 ft.; AC 13 (touch 11, flat-footed 12); Atk +7/+2 ranged (tongue poison, tongue); SA Poison; SV Fort +9, Ref +7, Will +4; Str 10, Dex 12, Con 16, Int 2, Wis 14, Cha 7.

*Skills*: Hide +11, Jump +11, Listen +7, Spot +11.

\*See Appendix 2: New Rules for additional information.

**☞Bullywugs (5)**: CR 1; Medium-size humanoid (aquatic); HD 1d8+3; hp 7; Init +0; Spd 20 ft., swim 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +1 melee (1d6/x3, halfspear) or +1 ranged (net); SQ Marsh move; AL CE; SV Fort +5, Ref +0, Will -2; Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7.



*Skills and Feats:* Hide +0 (+6 in marshes), Listen -2, Spot -2; Endurance.

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

*Possessions:* leather armor, half spear, net.

➤ **Bullywugs (3):** Male bullywug Bbn1; CR 1; Medium-size humanoid (aquatic); HD 1d12+3; hp 15; Init +0; Spd 30 ft., swim 40 ft.; AC 15 (touch 10, flat-footed 15); Atk +3 melee (1d6+2/x3, halfspear) or +1 ranged (net); SA Rage (1/day); SQ Marsh move, fast movement; AL CE; SV Fort +5, Ref +0, Will -2; Str 14, Dex 10, Con 17, Int 7, Wis 7, Cha 7.

*Skills and Feats:* Hide +0 (+6 in marshes), Listen +2, Spot -2, Wilderness Lore +2; Endurance.

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

*Possessions:* leather armor, half spear, net.

#### APL 8 (EL 10)

➤ **Izagon:** Male human Clr7 (Wastri); CR 7; Medium-size humanoid (human); HD 7d8+14; hp 52; Init -1; Spd 30 ft.; AC 9 (touch 9, flat-footed 9); Atk +8 melee (1d10+3/x3, glaive); SA Spells, rebuke undead; AL LE; SV Fort +9, Ref +1, Will +10; Str 14, Dex 8, Con 14, Int 13, Wis 16, Cha 13.

*Skills and Feats:* Concentration +7, Handle Animal +12, Knowledge (nature) +6, Knowledge (religion) +10, Spellcraft +6, Swim +6; Great Fortitude, Iron Will, Martial Weapon Proficiency (glaive), Skill Focus (Handle Animal).

*Possessions:* masterwork glaive, traveler's outfit, silver holy symbol of Wastri.

*Spells Prepared* (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0 – cure minor wounds (4), purify food and drink (2); 1<sup>st</sup> – cure light wounds (2), entropic shield, protection from chaos\*, random action, sanctuary; 2<sup>nd</sup> – augury, calm emotions\*, hold person (2), silence; 3<sup>rd</sup> – bestow curse, dispel magic, magic circle against chaos\*, water walk; 4<sup>th</sup> – control water, order's wrath\*.

\*Domain spell. *Domains:* Animal (You cast animal friendship once per day. Knowledge (nature) is a class skill); Law (You cast law spells at +1 caster level).

Izagon dresses in nauseous gray robes that do little to hide his pale green skin. His head is bald and his neck glistens with slime.

➤ **Dire Toad, Advanced\*:** CR 5; Medium-size animal; HD 10d8+30; hp 70; Init +1; Spd 20 ft.; AC 13 (touch 11, flat-footed 12); Atk +8/+3 ranged (tongue poison, tongue); SA Poison; SV Fort +10, Ref +8, Will +5; Str 10, Dex 12, Con 16, Int 2, Wis 14, Cha 7.

*Skills:* Hide +11, Jump +11, Listen +7, Spot +11.

\*See Appendix 2: New Rules for additional information.

➤ **Bullywugs (6):** Male bullywug Bbn1; CR 1; Medium-size humanoid (aquatic); HD 1d12+3; hp 15; Init +0; Spd 30 ft., swim 40 ft.; AC 15 (touch 10, flat-footed 15);

Atk +3 melee (1d6+2/x3, halfspear) or +1 ranged (net); SA Rage (1/day); SQ Marsh move, fast movement; AL CE; SV Fort +5, Ref +0, Will -2; Str 14, Dex 10, Con 17, Int 7, Wis 7, Cha 7.

*Skills and Feats:* Hide +0 (+6 in marshes), Listen +2, Spot -2, Wilderness Lore +2; Endurance.

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

*Possessions:* leather armor, half spear, net.

➤ **Bullywugs (4):** Male bullywug Bbn3; CR 3; Medium-size humanoid (aquatic); HD 3d12+9; hp 35; Init +0; Spd 30 ft., swim 40 ft.; AC 15 (touch 10, flat-footed 15); Atk +6 melee (1d6+2/x3, halfspear) or +3 ranged (net); SA Rage (1/day); SQ Marsh move, fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +6, Ref +1, Will -1; Str 14, Dex 10, Con 17, Int 7, Wis 7, Cha 7.

*Skills and Feats:* Hide +0 (+6 in marshes), Listen +4, Spot -2, Wilderness Lore +4; Endurance, Weapon Focus (halfspear).

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

*Possessions:* leather armor, half spear, net.

#### APL 10 (EL 12)

➤ **Izagon:** Male human Clr9 (Wastri); CR 9; Medium-size humanoid (human); HD 9d8+18; hp 66; Init -1; Spd 30 ft.; AC 9 (touch 9, flat-footed 9); Atk +10/+5 melee (1d10+3/x3, glaive); SA Spells, rebuke undead; AL LE; SV Fort +10, Ref +2, Will +11; Str 14, Dex 8, Con 14, Int 13, Wis 16, Cha 13.

*Skills and Feats:* Concentration +10, Handle Animal +12, Knowledge (nature) +7, Knowledge (religion) +10, Spellcraft +6, Swim +8; Great Fortitude, Iron Will, Martial Weapon Proficiency (glaive), Skill Focus (Handle Animal), Weapon Focus (glaive).

*Possessions:* masterwork glaive, traveler's outfit, silver holy symbol of Wastri.

*Spells Prepared* (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0 – cure minor wounds (4), light, purify food and drink (2); 1<sup>st</sup> – cure light wounds (3), entropic shield, protection from chaos\*, random action, sanctuary; 2<sup>nd</sup> – augury, calm emotions\*, hold person (3), silence; 3<sup>rd</sup> – bestow curse (2), dispel magic, magic circle against chaos\*, water walk; 4<sup>th</sup> – control water, divine power, order's wrath\*; 5<sup>th</sup> – dispel chaos\*, flame strike.

\*Domain spell. *Domains:* Animal (You cast animal friendship once per day. Knowledge (nature) is a class skill); Law (You cast law spells at +1 caster level).

Izagon dresses in nauseous gray robes that do little to hide his pale green skin. His head is bald and his neck glistens with slime.

➤ **Dire Toad, Advanced\*:** CR 5; Medium-size animal; HD 10d8+30; hp 70; Init +1; Spd 20 ft.; AC 13 (touch 11, flat-footed 12); Atk +8/+3 ranged (tongue poison, tongue); SA Poison; SV Fort +10, Ref +8, Will +5; Str 10, Dex 12, Con 16, Int 2, Wis 14, Cha 7.

*Skills:* Hide +11, Jump +11, Listen +7, Spot +11.

\*See Appendix 2: New Rules for additional information.

➤ **Bullywugs (8):** Male bullywug Bbn5; CR 5; Medium-size humanoid (aquatic); HD 5d12+20; hp 60; Init +0; Spd 30 ft., swim 40 ft.; AC 15 (touch 10, flat-footed 15); Atk +8 melee (1d6+2/x3, halfspear) or +5 ranged (net); SA Rage (2/day); SQ Marsh move, fast movement, uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +7, Ref +1, Will -1; Str 14, Dex 10, Con 18, Int 7, Wis 7, Cha 7.

*Skills and Feats:* Hide +0 (+6 in marshes), Listen +6, Spot -2, Wilderness Lore +6; Endurance, Weapon Focus (halfspear).

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

*Possessions:* leather armor, half spear, net.

## **ENCOUNTER 10: IN THE LAIR OF SABILARAXAMATILLION**

### **APL 4 (EL 5)**

➤ **Lacedon Ghast, Advanced:** Lacedon ghast Bbn1; CR 5; Medium-size undead; HD 7d12; hp 60; Init +2; Spd 40 ft., swim 40 ft.; AC 16 (touch 12, flat-footed 14); Atk +6 melee (1d8+1 and paralysis, bite) and +3 melee (1d4 and paralysis, 2 claws); SA Stench, paralysis, create spawn, rage; SQ Undead, +2 turn resistance, fast movement; AL CE; SV Fort +4, Ref +4, Will +7; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

*Skills and Feats:* Climb +8, Escape Artist +8, Hide +9, Intuit Direction +4, Jump +6, Listen +10, Move Silently +8, Search +6, Spot +8; Multiattack, Weapon Finesse (bite).

### **APL 8 (EL 9)**

➤ **Chuul, Advanced:** CR 9; Large aberration; HD 15d8+60; hp 120; Init +7; Spd 30 ft., swim 20 ft.; AC 22 (touch 12, flat-footed 19); Atk +15 melee (2d6+5, 2 claws); Face/Reach 5 ft. by 5 ft./10 ft.; SA Improved grab, squeeze, paralysis; SQ Paralysis and poison immunity; AL CE; SV Fort +9, Ref +8, Will +11; Str 20, Dex 16, Con 18, Int 10, Wis 14, Cha 5.

*Skills and Feats:* Hide +15, Jump +13, Listen +15, Spot +15; Alertness, Combat Reflexes, Improved Initiative.

### **APL 10 (EL 11)**

➤ **Chuul, Advanced:** CR 11; Huge aberration; HD 19d8+114; hp 190; Init +6; Spd 30 ft., swim 20 ft.; AC 23 (touch 10, flat-footed 21); Atk +21 melee (2d8+9, 2 claws); Face/Reach 10 ft. by 10 ft./15 ft.; SA Improved grab, squeeze, paralysis; SQ Paralysis and poison immunity; AL CE; SV Fort +12, Ref +8, Will +14; Str 28, Dex 14, Con 22, Int 10, Wis 14, Cha 5.

*Skills and Feats:* Hide +13, Jump +17, Listen +17, Spot +17; Alertness, Combat Reflexes, Improved Initiative, Power Attack.

## APPENDIX 2: NEW RULES

### BULLYWUG AS PRESENTED IN *MONSTERS OF FAERUN*

**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 half spear 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

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**Climate/Terrain:** Temperate and warm aquatic and marsh

**Organization:** Solitary (1), pad (4), float (8), or pond (16 - 48)

**Challenge Rating:** 1

**Treasure:** Standard

**Alignment:** Usually chaotic evil

**Advancement:** By character class

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

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

Most bullywugs encountered outside their homes are warriors; the information in the statistics block is for one of 1st level (see Chapter 2 of the *DUNGEON MASTER's Guide* for more information about the warrior class).

#### COMBAT

Bullywugs prefer to fight in or near water. Whenever possible, they use summoned monsters as the first wave of attack. In any given fight, there is therefore a 50% chance that bullywugs will fight to the death, no matter how stupid that seems, and a 50% chance that they will flee for their lives when some of their number have fallen, even if they could otherwise win the fight.

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

**Summoning (Sp):** Bullywug clerics are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a summon monster spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. In such cases, there is then a 25% chance that the summoned monsters will not be in the bullywug's control, rampaging and attacking at random. It is not uncommon for bullywugs that have summoned monsters and failed to control them to spend all their efforts fighting their own summoned creatures instead of attacking their original foe.

**Skills:** \*Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

#### BULLYWUG CHARACTERS

Bullywugs sometimes gain levels as barbarians. The biggest bullywug in the pond frequently is at least a 2nd-level barbarian.

#### BULLYWUG SOCIETY

Bullywugs hunt things, eat things, bully things, and worship their noxious deities. There are many bullywug clerics; as many as 10% of bullywugs in some ponds have one or more levels as a cleric. Bullywug clerics can choose from the domains of Chaos, Evil, and Water. Bullywug clerics are more limited than those of other races, and can only choose three types of spells: *summon monster* spells (their culturally preferred choice), inflict spells, and their domain spells.

### DIRE TOAD AS PRESENTED IN *MASTERS OF THE WILD*

**Small Animal**

**Hit Dice:** 4d8+8 (26 hp)  
**Initiative:** +2 (Dex)  
**Speed:** 20 ft.  
**AC:** 15 (+1 size, +2 Dex, +2 natural)  
**Attacks:** Tongue +6 ranged  
**Damage:** Tongue poison  
**Face/Reach:** 5 ft. by 5 ft./5 ft.  
**Special Attacks:** Poison  
**Saves:** Fort +6 Ref +6, Will +3  
**Abilities:** Str 6, Dex 14, Con 14, Int 2, Wis 14, Cha 7  
**Skills:** Hide +16, Jump +9, Listen +7, Spot +11

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**Climate/Terrain:** Temperate and warm land

**Organization:** Solitary or swarm (10 – 100)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 5 – 6 HD (Small);  
7 – 10 HD (Medium-size)

These small amphibians are generally nonaggressive insect hunters. In large groups, however, they can make good use of their poison attacks.

#### COMBAT

**Poison (Ex):** Bite, Fort save (DC 14); initial and secondary damage 1d6 temporary Con.

**Improved Grab (Ex):** To use this ability, the dire toad must hit with a tongue attack. If it gets a hold, it can attempt to swallow the foe.

**Swallow Whole (Ex):** A dire toad can try to swallow a grabbed opponent of Small or smaller size by making a successful grapple check. Once inside the dire toad, the opponent takes 1d8 points of crushing damage +1d6 points of acid damage per round from the creature's stomach. A swallowed creature can climb out of the stomach with a successful grapple check. This returns it to the dire toad's mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by dealing 10 or more points of damage to the stomach (AC 13) with claws or a Tiny slashing weapon. Once that swallowed creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The dire toad's interior holds up to two Small, four Tiny, eight Diminutive, or sixteen Fine opponents.

**Skills:** A dire toad receives a +4 racial bonus on Hide, Listen, and Spot checks, and a +8 racial bonus on Jump checks.

## LEGENDS OF THE FENNELMORE

### **Papa Juju and the Marsh Monster**

The children know Danbele as Papa Juju, as he is their great-grandfather. Rumor has it he vanished whilst seeking arcane lore in the swamp. He supposedly was consumed whole by a plant beast the size of an elephant. None of the halflings have ever seen an elephant. The children tell you that they are larger than the inn. *This rumor is false. Juju has been living in the swamp for decades, consumed not by a monster but by his lust for magical lore.*

### **The Snake Witch Yanvalou**

It is said that she has power over venomous snakes, if she is not one herself. Her demesnes are not far from the inn. Fortunately she minds her own affairs. *This tale is mostly true. Yanvalou is a druid with exceptional power over snakes, though she resides deep in the swamp, much further than supposed by the halflings.*

### **The Enchanted Glade**

Somewhere they say there is a place where the stagnant black waters gradually turn to a beautiful pristine blue as the swamp grows lush and verdant. A glade unfolds through the mists; alligator and duck, spider and butterfly rest here in tranquility. Above all an angelic voice pierces the bog. Rumor has it that the few who come upon this place return to tell of it. The last to do so wandered blind in the swamp for years before finding his way out. *This legend is true, though the party does not meet the nymph Cedalhia in this adventure.*

## PLAYER'S HANDOUT 1 - EXCERPTS FROM IZAGON'S JOURNAL

### Starday, the 1<sup>st</sup> of Flocktime

That scribe will hang from his ears for this, but such a small price to pay for revelation. What joy I find in my heart; by the blessings of Wastri it must be me.

IN THE YEAR OF THE HORNED TOAD  
ONE CENTURY AND THIRTEEN  
SINCE THE BIRTH OF THE OLD ONE

THERE SHALL ARISE  
THE CHOSEN OF URNST  
A PILGRIM FROM THE SOUTH

WITHIN THE FESTERING HALLS OF THE GREAT BLACK WYRM  
LIES THE AMULET WORN  
BY THAT WHICH SLEW HER

NONE SHALL OPPOSE HIS WILL  
LEST THE GOD THING STIRS  
FROM HIS THRONE OF BONES

A CENTURY PAST  
HIS BREATH ROTS THE DEATH  
OF THE WYRM IN HER TOMB

### Moonday, the 3<sup>rd</sup> of Patchwall

What is this that I become? My skin fades to a pale green, my limbs ache, and thoughts once confined to the depths of my mind see light of day. And those succulent flies! How I have acquired a taste for flies simmered in rancid butter. But I digress. I've been in this civilized land for less than a month and already have more tasks at hand. There is an isolated inn not far from the edge of the marsh, infested by halflings and their kin. Despicable creatures, they must be sacrificed to the toad; when Barabas hears of it he will be pleased. Perhaps he will grant me divine grace in my quest for the amulet. Yet the bullywugs continue to try my patience. While I do not question their obedience, or their devotion, their stupidity never ceases to astonish. I have given them nets and tried to convey that the vile halflings are to be captured alive.

### Freeday, the 7<sup>th</sup> of Patchwall

The amulet is here, I'm sure of it now, for I have found the Lair as the prophecies have foretold. The bullywugs must be sent in at once.

### Moonday, the 8<sup>th</sup> of Patchwall

Thloog has come out. If the imbecile could but learn to speak! How am I supposed understand his guttural croakings? It sounds as if they have found the skeletal remains of the great black. They must continue the search.

### Godsday, the 9<sup>th</sup> of Patchwall

Ah, now I remember the legends, yes; they are the bones of Sabilaraxamatillion, terror of the Fennelmore.

It is but a matter of days now. I have foreseen it! I shall ascend as the chosen and purge these lands.

Earthday, the 11<sup>th</sup> of Patchwall

It has been three days and Thlooog has not resurfaced. I may have to go into the lair myself. Fortunately it was a small toll for the snake witch. Her brews should lessen that stench enough and after another day it should be bearable.

Idiots! I told them to raid the inn. Instead they come back with a single whelp found at the docks. Do I have to do everything myself? I will send them again come twilight.

*Izagon*

Servant of Wastri

## DM's Map 1 – The Gray Owl Inn



## DM's Map 2 – The Fennelmore Swamp

## DM's Map 3 – Izagon's Hut and Surroundings

## DM's Map 4 – The Lair of Sabilaraxamatillion

## Players' Map 1 – Izagon's Sketch of the Lair of Sabilaraxamatillion

## ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

*Skills and Feats:* Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

*Possessions:* Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

*Skills and Feats:* Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

*Spells Prepared* (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1<sup>st</sup>—*mage armor, sleep*.

*Spellbook:* 0—all of them; 1<sup>st</sup>—*charm person, mage armor, magic missile, sleep, summon monster I*.

*Possessions:* Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

*Skills and Feats:* Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

*Possessions:* Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

*Skills and Feats:* Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

*Spells Prepared* (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1<sup>st</sup>—*bles, protection from evil\**, *shield of faith*.

\* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

*Possessions:* Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.