

SND7-05

A Few Less Men

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

Version 0.85

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Betrayed betrayers, fugitive fugitives, conflicts about fear, fears of conflict. Its a crazy world and as always truth is a scarce commodity. Can it be found? Can you handle the truth? Time for a few more headaches and all because of a few less men. An investigative adventure for player level 1 to 10, especially suited for members of the Darkwater Skirmishers, Characters with the High Risk disfavor from the Iron League or Jade Mask cannot play this scenario.

Resources for this adventure [and the authors of those works] include [title \[author\]](#), [title \[author\]](#), [title \[author\]](#), and [title \[author\]](#). List in alphabetical order. Include all rules- and setting-based sources.

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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).
- 3-2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- 4-3. 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

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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 1-round Regional adventure set in Sunndi. All characters pay 1 or 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 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 avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had 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). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

SND7-05 A Few Less Men is a loose follow-up to the adventure *A Few Bad Men*. The main protagonist is a Mindbender which PC's might have ran across in *SND6-03 Behind Enemy Lines*

Membership of a Sunndian military organization can also play an important role. PCs with the High Risk disfavor from the Iron League or Jade Mask cannot play this scenario.

NEW RULE ITEMS

Regional adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

Despite some setbacks the war is progressing pretty well, for the Wastrians. Their main force is making steady progress towards Pitchfield and soon the deciding battle will be enjoined. However the Wastrians are not stupid and they realize their supply brute force, in the form of enraged Bullywugs, is finite. To this effect they have started other efforts. Effort to not only gain control of the lands of Sunndi, but to influence the hearts and minds of its population.

One such effort was made at Darkwater Academy, the Sunndian Army's elite training camp. Infiltrating the organization and thus influencing its trainees was meant to put in place a cadre of humans within the Sunndian Army that was, if not helpful, at the very least sympathetic towards the Wastrian ideals. Also, Darkwater Academy provided the Wastrians with an excellent opportunity to create and further widen a rift between the Human and non-human members of the various Sunndian defense forces.

This plot might still have been working had not the Wastrians attracted the attention of the Veil of the Sun through some errors in judgment. The Veil arranged for a group of adventurers to be sent to Darkwater Academy as recruits, and through this group managed to get the Wastrian treachery exposed and their agents expunged. Unfortunately is has not yet become entirely clear just how much influence the Wastrians managed to gain with the alumni of Darkwater Academy.

Of late the Wastrians have decided to leverage the influence gained with their ploy. Through an

agent of theirs, the mindbender Torak, they have started spreading rumors that the Elves will not be supporting the human villages that are close to their forest homes. Even that the Elves see the war as an excellent opportunity to reclaim the lands lost to farming. Careful selection has lead Torak to Sinnacar, a village on the edge of the Rieuwood, next to the Elven settlement of Tuallin.

Like any village in Sunndi, Sinnacar, contributed a fair share of men to the war. The Sunndian army, eager to make use of established relationships, selected two of them, Haran the local smith and Tarvin, a master hunter, for training at Darkwater Academy, making them leaders of a small Sinnacar Battalion. Unfortunately, while not turned to traitors, the tainted training those two leaders had received made them susceptible to the rumors spread by Torak.

Having established himself as a teacher for the local lord, Torak set to work with his rumors. Mentioning them in conversation with the wives of the Sinnacarian soldiers. Messages and missives soon started to filter through and concluding the safety of their village was at stake, Haran and Tarvan moved to organize their men and deserted to move back home where they could help.

The disappearance of an entire unit, all from one village, has naturally alerted the army and suspecting foul play they are looking for people to investigate.

All this against the backdrop of a very imminent siege of Pitchfield adding a definite urgency to the proceedings..

ADVENTURE SUMMARY

SND7-05 A Few Less Men is a 1-round regional adventure set on the edge of the Rieuwood.

Introduction

The PC's are approached by a representative of the Sunndian military for a mission. If they choose to accept they will be sent to investigate the desertion of the Sinnacarian unit

Encounter 1 [Deceived]

As the PC come close to Sinnacar they are attacked by elves. These elves are in fact trying to defend their forest from a perceived but unreal threat.

Encounter 2 [Sinnacar]

The village of Sinnacar holds many people, but few willing to answer direct questions. People may

know where to find the deserters, but are unlikely to share this information.

Encounter 3 [Tuallin]

The Elven settlement of Tuallin is not exactly very friendly towards humans at the moment. An influx of refugees in Sinnacar has lead to an increase in foresting activity and managed to anger the elves.

Encounter 4 [Red Herring]

Assorted rumors and remarks in both Sinnacar and Tualin might lead the PCs into a wild goose chase..

Encounter 5 [Deserters]

Camped out in the woods the deserters keep watch over their village. Warned by others of the PC's presence they are weary and prone to violence.

Encounter 6 [Wastrians]

Feeling the need to reinforce his theories Torak has arranged a Wastrian attack on Sinnacar

Encounter 7 [Torak]

Should the PC's see through the entire facade they may have to face him directly

Conclusion

The adventure can end in many ways and at many points. Deserters might be executed or pardoned, Torak may or may not be found out, Tensions between Elves and Humans might escalate..

INTRODUCTION

Pitchfield is a city preparing for a siege and this should be clear to the PC's. The military is everywhere, everyone is on edge and most things become scarce as stockpiles are being built. Talk of the Wastrians and their imminent assault tints every conversation. As coincidence will often have it in an adventure, the PC's have all arrived in Pitchfield at the same time. This is a good time for introductions as soon they will be approached for a mission.

As you look around you find the streets of Pitchfield truly overflowing with soldiers. Preparing to make your way through the throng of uniformed men towards the inn and a mug of Vella's finest you take a step but get no further as you are stopped by a tall man. The markings on his shoulder make him a

lutenant and without hesitation he gets to business. "Adventurers?". Without really waiting for your answer he continues. "General Garn wants you to report to his office, asap!". The officer assumes a rigid stance as he awaits your reaction.

As said, Pitchfield is a city preparing for war, of course the PC's can choose to refuse or otherwise act up, but leniency is in short supply. Should the PC's make enough of an issue out of it the officer has no qualms about having them arrested in which case the players lose a day and get to enjoy the fine Sunndian water and bread. They will be released though as the army cannot spare soldiers to do this job and they do need it done. The general's disposition however will be a lot less friendly towards the PCs. Of course any member of a Sunndian military organization simply does not have the choice of refusing a general's orders.

Following the burly man you are lead towards a small stone building. The guards at the door snap to attention as they note your guide, saluting him sharply. "Fresh adventurers for old soggy." the lutenant speaks, one of the guard nods and opens the door, without speaking. Stepping aside the officer motions you inside with nothing but a curt nod. Stepping into the sparsely furnished main room you are greeted by a short stocky man dressed in a rumpled old uniform, a hint of gray in his hair matching the lines on his face. "Ah! My volunteers"

Yvant Garn is a formerly retired general of the Sunndian Army. The current situation has forced him to return to his old profession. A serious man, Yvant is not given to sugarcoating any issue and prefers his, and others, speech to be simple and to the point. A knowledge local Splitterd Sun (DC 15) will allow PCs to recognize him from the many stories of the great war. Members of the Sunndian army or other Sunndian military organisation gain a +5 bonus on this check, as such is his notariety amongst the armed forces. The PCs are greeted by nothing but a smile save for members of the armed forces who are accorded a nod and, should they fail to salute, a promising sneer.

"My name, for as far as it matters, is Yvant Garn or General Garn and you are here to aid me with a little problem." Pausing but a breath he continues "Yes, yes, I am sure you are about

to object so I will just explain it real quick like and then you can ask questions and all that. Right? Right! So here is the deal. A whole unit of men has deserted and I need people to find out what is going on. But! There is more. The whole unit was made up of men from the same village and their leaders are Darkwater Skirmishers. All in all too much coincidence by far."

Some of the PCs may realize the importance of the Darkwater angle, if any of the PCs react to the mention of the skirmishers Yvant will acknowledge them with a raised eyebrow. Likewise for any PCs identifiable as members of the Skirmishers

"As some of you (may) know we have had some problems at the Darkwater Academy, and while I am not going to explain it all to you, the bottom line is, those Skirmishers may be traitors, as well as deserters. Obviously we don't really have the manpower to go on a wild goose chase over just one unit, but on the other hand, we are not exactly happy with the possibility of army-trained traitors running amok in Sunndi. So that's where you come in. I need you lot to look into this group desertion, assess its reasons and consequences and if at all possible solve it. Then report back to me. Just because there are wolves at our door does not mean we don't need to make sure of possible rats in our kitchen.

Returning the deserters for a court martial would be appreciated, but you'd better hurry, cause right now it is not exactly guaranteed there will still be a Sunndian Army or a Sunndi in a couple of weeks. Right!. You can ask your questions now"

Why us?

"Because you lot, unlike my soldiers, are not needed here right now. Don't get me wrong, I hope and even expect you lot to be here for the big toad showdown when they get here cause I am sure you lot can fight if need be."

Where is this village? What of this village and other questions in this direction:

"Sinnacar is a fair sized village bordering on the Rieuwood, some 2 days travel southwest from here. All the AWOL men and women are from there. We have been making so called rural-units for a while now, they already know

each other so that saves us a lot of breaking in."

Darkwater Academy?

"Its one of our specialist trainign camps. It got infiltrated by wastrians, some adventurers helped us kick them out. And now we dont know for sure if we can trust its alumni. Simple story really"

Do you know anything about the unit that deserted?

"I have had my aides prepare a document that will give you what information they were able to find, as you no doubt can understand things are a little confused right now"

See player handout 1

What of the war?

"Well we're not winning if thats what ya mean? But by Kord we're not losing yet either. Any day now those damn toads will be outside the gate though so if ya plan to dispatch some of them, I suggest you hurry back"

And what if we don't want to volunteer?

"Well that is an option of course. (For Some of you)"

Show us the money?

"Ah, there we go, Spoken like true adventurers. Supplies, weapons, alchemical stuff and soldiers, that we need badly, money however, money we have. If you manage to solve this little problem, or provide us with the information we need to solve it we can offer you [100xap] in gold."

What of transportation.

"You got here didn't ya? I am sure you can make your way to Sinnacar under your own steam. But you may be able to find a horse somewhere in town. Before its salted...."

Other questions can and will of course be asked. Garn is mostly interested in being reassured that there is no big conspiracy behind the disappearance of the Sinnacar battalion. He does not particularly want them hung, preferably he wants them back to fight. Either way he makes sure the PC's know they have to HURRY. War will be at Pitchfield's gates soon.

1: DECEIVED

The distance between the city of Pitchfield and the village of Sinnacar is roughly 60 miles as the crow flies. A group would need to make a small detour though due to the war which lengthens the route to about 70 miles. The trip is mostly through gentle rolling hills and rural terrain over various trails and small roads. On foot it would take a dwarf 4.5 days, a man almost 3 days and a unencumbered light warhorse 1.5 days.

Before proceeding determine the marching order of the PCs as well as any long duration buff spells they might have running. Under normal circumstances it would be an uneventful trip, but the Wastrian agents are expecting outside interference and they have made the necessary preparations. Through subtle manipulations they convinced a local elf druid named Gaelin that the refugees in Sinnacar are going to hire adventurers to help them clear the forest and the wished of the elves be damned. Always expecting the worst from humans, he decided to strike first before whatever unscrupulous sellswords would arrive at Sinnacar and the safety of said village. So he and his friends are patrolling the area near Sinnacar, ready to get rid of the sellswords coming across his path.

The warm sunny weather, the singing birds, buzzing insects and rustling of the plants in a soft breeze are in sharp contrast with the war that you know is raging on a couple of miles to the east. Even though no battle is fought in the region, the scars of war can be seen by those who know where to look. Many fields, orchards and farms do not get the required care because men and women have been called away for the war and those people you do meet are suspicious, well-armed and never in small groups. The trip to Sinnacar is largely uneventful except for the occasional patrol and group of farmers which grow increasingly rarer the further away you get from Pitchfield. The amount of farms has decreased equally, and when you enter the light forest that surrounds Sinnacar you know you are almost at your destination.

Since Gaelin cannot predict the exact route the PCs use, he cannot setup the perfect ambush. Instead he and his friends patrol the area likely to be traversed by the PCs. They do try to remain silent and out of sight, moving at half speed, taking 10 on their Hide and Move Silently. Also assume that they take 10 on their Listen and Spot

checks. Remember that unless the PCs take special precautions it is probably a DC 0 Listen check modified by distance to hear them coming. If neither side manages to spot the other before 100 feet they automatically spot each other with neither side gaining surprise. This is also the distance at which Gaelin and his companions initiate violence if they had the time to set up an ambush.

Terrain: Regardless of the circumstances, the fight is taking place in a sparsely forested area. The PCs are likely to be on a 10 ft. wide wagon trail with a shallow dry ditch on one side. Most of the area is overgrown with tall (about 2 foot) grass, ferns and other weeds. This area incurs no movement or combat penalties. A prone character does gain concealment against ranged attacks.

Roughly 50% of the area is overgrown with light undergrowth (bushes, low hanging branches, vines and the like). A space covered with light undergrowth costs 2 squares of movement to move into, and it provides concealment. Undergrowth increases the DC of Tumble and Move Silently checks by 2 because the leaves and branches get in the way.

As can be expected in a forest there are a lot of trees. A creature standing in the same square as a tree gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a tree doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can. A DC 15 Climb check is sufficient to climb a tree.

Creatures: Gaelin is a tall slender male gray elf with long black hair and purple colored eyes. He has a pale unblemished skin and the angular features typical of elves. He wears good quality forester clothes. Daene is shorter and stockier than Gaelin and has an ugly scar across his face – courtesy of a soldier from the Great Kingdom. Tieghan is a female gray elf with short black hair and a coldness in her blue colored eyes that is rarely seen in elves. All three are rather arrogant, treating non-elves as children. They especially dislike humans, who they think are spoiled brats that need elves to even survive. Still, they are not murderers and their goal is to teach the PCs (who they think are unscrupulous sellswords) a lesson. Still, if a character dies that is unfortunate and they certainly do not risk their own skin to keep an opponent alive.

Note that they are convinced the PCs are sellswords hired to aid the humans in their conflict with the local elves. If the PCs do not immediately attack them with lethal force, they are surprised, allowing the PCs an opportunity to talk. Any lethal reaction though only confirms their opinion setting them firmer on their set-course to chase away the PCs with force. See Development below for more information.

APL 2 (EL 4)

Gaelin: Male elf (gray) druid 2; hp xx; Hide +2, Listen +9, Move Silently +2, Spot +9; see Appendix 1.

Silver: Female wolf animal companion; hp 13; Hide +2, Listen +3, Move Silently +3, Spot +3; see *Monster Manual* ??.

Daene and Tieghan: Male and female elf (gray) ranger 1; hp 9 each; Hide +6, Listen +7, Move Silently +7, Spot +7; see Appendix 1.

APL 4 (EL 7)

Gaelin: Male elf (gray) druid 5; hp xx; Hide +5, Listen +13, Move Silently +5, Spot +13; see Appendix 1.

Silver: Female leopard animal companion; hp 19; Hide +8, Listen +6, Move Silently +8, Spot +6; see *Monster Manual* ??.

Daene and Tieghan: Male and female elf (gray) ranger 3; hp 21 each; Hide +8, Listen +9, Move Silently +9, Spot +9; see Appendix 1.

APL 6 (EL 9)

Gaelin: Male elf (gray) druid 7; hp xx; Hide +8, Listen +15, Move Silently +8, Spot +15; see Appendix 1.

Silver: Female brown bear animal companion; hp 51; Hide -3, Listen +4, Move Silently +1, Spot +7; see *Monster Manual* ??.

Daene and Tieghan: Male and female elf (gray) ranger 5; hp 33 each; Hide +10, Listen +11, Move Silently +11, Spot +11; see Appendix 1.

APL 8 (EL 11)

Gaelin: Male elf (gray) druid 9; hp xx; Hide +2, Listen +18, Move Silently +6, Spot +18; see Appendix 1.

Silver: Female brown bear animal companion; hp xx; Hide -2, Listen +6, Move Silently +2, Spot +7; see Appendix 1.

Daene and Tieghan: Male and female elf (gray) ranger 7; hp 45 each; Hide +12, Listen +13, Move Silently +13, Spot +13; see Appendix 1.

Tactics: Gaelin starts the fight by casting an *entangle* and various other spells that hinder the PCs movement. Once the PCs are stuck, he switches to ranged weapons or at higher APLs spells (such as *produce flame* and *summon natures ally*). All the while he seeks cover behind trees and bushes. If some PCs manage to get out of the area he and Silver try to position himself between that character and the archers while engaging the escaped characters in melee – using his Combat Expertise extensively. At APL 6 and 8 he fights in animal form, but at APL 4 he keeps his wildshape available to flee in case the fight goes badly. Meanwhile Daene and Tieghan keep their distance, seeking cover and concealment while peppering the PCs with arrows. At APL 6 and 8 they immediately cast *arrow mind* if any character appears to be coming within melee range.

The three elves are not going to fight to the death. They flee if at 1/3rd of their hit points, or when two of their friends are gone/disabled. If they cannot flee, they take their chances and surrender. Since the goal of the elves is not necessarily to kill the PCs, they accept their surrender and they do not go out of their way to dispose of any unconscious character.

Treasure:

Looting the elves:

If the PCs manage to diffuse the situation through Diplomacy without using lethal force or forcing the elves to surrender they also gain the AR item “Cool Headed Reputation”. If a PC used lethal force, but was calmed down by another PC, the character calming down the other gains the reputation unless he used lethal force before as well.

Cool Headed Reputation: You have proven to think before you act, and the story has spread among the elves of Sunndi. You gain a +2 circumstance bonus on social interaction with Sunndian elves. You gain regional access to the items marked with an * in the items section below. It might have additional benefits in future scenarios.

Development: The elves are expecting unscrupulous mercenaries, so when the PCs don't immediately react with lethal force to their ambush, they are taken aback. This gives the PCs the needed opportunity to pacify the situation through Diplomacy by convincing Gaelin they have nothing to do with the refugee issue in

Sinnacar – in fact, they likely never heard there was any such problem. If the PCs are using lethal force, calming down the elves requires a DC 35 Diplomacy check which includes the penalty for being rushed. If the PCs have not used lethal force for at least 1 round they gain a +5 circumstance bonus on the check. If the PCs do not use force for 5 rounds by conscious choice (as far as the elves can actually determine this) they automatically stop their attack, switching to talking. Once the PCs and the elves are on talking terms, they quickly learn that this is a case of mistaken identity. Gaelin also tells about the issues with the refugees and that there are several elves ready to use violence if the refugees press the matter by ignoring the elven wishes as they have been threatening to do. Gaelin needs to be made Friendly (requiring a check 10 points higher) to tell that it was the elven lady Jethro who told them about the mercenaries hired by refugees. Gaelin is certain she spoke the truth, the PCs are just not the ones she spoke off and he is planning to remain behind to deal with those sell swords when they arrive. Convincing him otherwise required him to be made Helpful with the first check – a DC 60 Diplomacy check.

If the Diplomacy check fails, either due to a bad roll or continued violence, the elves try to chase away the PCs. If PCs surrender or are disabled, they knock them unconscious. The elves are not willing to talk. A couple of hours later the PCs wake up with a note tied to their chest warning them to leave the area or next time they are going to be killed. They still have all their gear – the elves are not thieves and they do not want to anger potential dangerous targets even more than they already have done. The PCs are free to do what they want, and if they continue their investigation this might lead to potential tense situation later on in the elven hamlet (see Encounter 3).

If on the other hand the PCs manage to capture the elves a regular Intimidate check or magic is required to get the elves to talk (see above for what they know). Otherwise they remain silent and defiant, demanding to be released or else risk the wrath of their friends. When the PCs take them to the authorities in Sinnacar, they are met with surprise, but the elves are placed in prison. A message is sent to the leaders of the elven hamlet, who come and get the three culprits to be punished by their own people. Of course the PCs are asked to testify, and since the elves initiated the violence they are convicted for serious assault and manslaughter if any PC died. PCs are not punished for any dead elf (unless the

elf was helpless at the time of the killing) and they get to keep any equipment they took. If they allow the elves to keep their equipment though, they earn their grudging respect, and they are willing to sell the items to the PCs for normal price (effectively giving them access as if they took the items).

Regardless, the PCs eventually should continue with the adventure. Proceed to Encounter 2 if they go to Sinnacar, Encounter 3 if they go to the elven hamlet Tualin and Encounter 5 if they immediately set out to find the deserters in the surrounding area without going to Sinnacar or Tualin (in which case they are unlikely to find anything within the available time as discussed in said encounter).

Troubleshooting: While Gaelin knows the terrain like the back of his hand, he is not omniscient. If the PCs use magic or a weird route to travel to Sinnacar the PCs miss him for the time being. They also miss him if they split up and disguise themselves to look like commoners or soldiers. In that case Gaelin and his friends ambush the PCs later during the adventure when they are traveling to the elven hamlet.

2: SINNACAR

What is really going ?

The encounters the PCs can have in Sinnacar and Tualin are roleplay oriented and while there will be examples as to how NPCs can and will react there will no doubt be a lot of room for improvising. In order to make this possible this section will describe the actual situation, the boundaries of NPC reactions etc.

The situation in Sinnacar

Master Torak, a wastrian mindbender, has through skillful manipulation managed to get a position in the household of the Lord and lady as a teacher for their children. His association with Sinnacar is old and over the years he has built a firm powerbase. Having returned from a prolonged absence about a year ago, he has since managed to get the Lord and Lady separated from daily life in the village. Creating a situation where most dealings with the Lord and Lady run through him. Having worked hard at being trusted by most everyone in the village allows him many an opportunity to subtly influence the people.

Through his insinuations the villagers have gotten to feel more and more unsafe, a sentiment Torak was more than happy to let sound clearly in the letters he wrote for the less literate villagers to their friends and loved ones in the Sinnacar Battalion. Those letters, combined with rumors Torak spread through his many channels, amongst which some alumni of Darkwater Academy, are what eventually led the Sinnacar Battalion to desert. The battalion, aware of the penalties for desertion, are hiding out in the woods to the west, a fact known to most, but not all townsfolk.

When the refugees started flowing in to Sinnacar it was soon apparent that they would need more permanent lodgings than the tents they came with.

Wood was needed. Being very aware of their neighbors, the elves, people of course looked to the lord to negotiate in this. This request was intercepted by Torak, who then proceeded with his trademark song and dance. First speaking with ole John, a known friend to the elves to acquire his help in talking to the elves since the lord was "indisposed". Using John as his entry into the elven village allowed Torak to meet up with the lady Jethro, a fugitive from the law hiding out in Tualin. Recognizing Jethro's rabid hatred of humans as something he could use Torak set out to influence her, first through mundane means. later enhanced by magical aid.

Ole John and Torak's negotiations with the elves lead to an agreement as to which trees could be cut, but through his influence with Jethro Torak communicated with the elves that Lord Farindhar needed a little time before a final decision was reached. Jethro was made to think she spoke to the lord himself. Using a nearby team of wastrian helpers Torak then set out to have a set of young and healthy trees marked for removal, so that when Ole John reported the deal, the refugees set out to cut down trees the elves had not agreed to.

Understandably this angered the elves. Again using Jethro for leverage Torak has spun this anger out into the current tension where everyone suspects foul play but no-one can really prove anything. Torak is using his skills to full effect in playing holy innocence and shifting the blame to either Jethro, or the stubborn Lord Farindhar .

The PCs and Torak

Its not a complicated plot, but then the villagers of Sinnacar are not evenly matched with Torak's skills in manipulation. Everyone knows there is

something wrong but can't put their finger on it. Once the PCs start talking to people the name Torak will pop up many times. It's fine to lay it on thick, Torak is a natural suspect in the entire situation, but he is skillful enough to have left no real evidence. Be sure to remind players of the lack of such evidence should they want to accuse or even fight Torak. Killing or assaulting Torak without evidence is of course a crime by any standards. More on this in the encounter with Torak further down. Use this encounter whenever the PCs go to visit with Torak who will be back in town the day after they arrive.

The PCs and the Villagers.

Most of the villagers are aware that the Sinnacar Battalion is hiding out in the woods, but since most everyone is in some way tied to a member of the battalion, either through blood or friendship, they are not likely to confide in the PCs. Unless the PCs establish themselves as helpful and not out to get the "deserters" hung, diplomacy will be very difficult at best. Getting any villager to admit they know where the battalion is hiding requires a DC 40 diplomacy check. If any PC displays a strong adherence to the law, which would see the deserters hung, it is plain impossible. Of course a DC 15 sense motive will tell the PCs that people may be lying, but short of intimidation and/or violence nothing will persuade them to give up their fellows to die.

Should the PCs wish to resort to intimidation two independent intimidate checks (i.e. two PCs) will eventually make a villager break and spill the beans. This will NOT work with any of the battalion's relatives. Resorting to violence will also cause the villagers to confess, but could easily be considered an evil act.

All the villagers are worried about the state of the war and all but convinced the wastrians will be at their door soon.

The PCs and the refugees.

The refugees are more or less a small community onto themselves. Not yet integrated into village life they know little of what goes on. They are convinced that they are in the right concerning the wood for their cabins, after all Ole John and the lord, through Torak, said there was a deal with the Elves. Torak, not being one to leave opportunities unused has spent some time talking to several refugees. Thanks to a few well placed suggestions, a lot of them feel that the elves are using the deal with the trees as an excuse to distance themselves from the village so they can honorably ignore it once the Wastrians come. All

the refugees are pretty much convinced that this is inevitable.

The PCs and the Elves

The Elves are angry at the loss of their beloved trees. They feel betrayed at the villagers' actions, but are also aware that things don't add up. The presence of Jethro is not helping things, as her anti-human sentiments are finding some willing ears amongst the elves. Accusations that the humans, in their racial haste, just could not wait to create yet another inroad for more farmland are rife. In general though, the Elves are willing to settle the entire situation in a debate with the Lord. They have requested his presence a few times but unfortunately the Lord seems to be in poor health lately.

The Red Herring

The woods to the south are currently home to a reclusive gnome warlock Caitlannagh. Shunned by society Caitlannagh has been wandering the countryside to settle in these woods, living off the forests bounty. Her actions in the woods have not gone entirely unnoticed, because on occasion she has had to defend herself against wildlife or kill for food. This has led some of the village hunters to weird discoveries. Animals dead without a mark on them nor a trace of magical damage. This has only added to the general feeling of unrest. References to these dead animals will pop up often as an example of the dangerous times. For more information see encounter 4. In a time sensitive setting this encounter can easily be glossed over, although Caitlannagh does in fact know the location of the deserters.

Arriving in Sinnacar

Having dealt with the elven ambush by either force or diplomacy the PC's move on to the town of Sinnacar. A short ways travel leads them to the outskirts of the village.

Stepping out of the woods you spot in the distance the buildings of what must be Sinnacar. Mainly a cozy collection of outlying farmhouses and small wooden homes, you note a ramshackle shanty town on the very outskirts of the village proper. Dominating the shanty town are 5 log cabins that seem to be made out of fairly freshly chopped down trees. As you make your way into town people are studying you with what seems to be a weary cautiousness

Sinnacar contains few buildings of note. In the center of town there is a small temple, the ever present inn, and a rather big stone mansion which is occupied by the lord and lady. The innkeeper will gladly provide the PC's with lodging at a fair price.

To be able to track down the missing men, and/or resolve the situation with the elves, the PC's will have to try and gather information in one way or the other. Master Torak, the mindbender at the root of most problems, is currently out of town to meet with his elven "friend" Jethro.

See appendix X for additional information on Sinnacar and its inhabitants.

Example encounters in Sinnacar

Gather information results and/or comments all villagers might make:

- *The woods to the south are dangerous these days. Just last week a dead boar was found, with not a mark on it. And it's not the first time either. It's probably some elven magic to scare us away from their beloved trees.*
- *We're losing the war, it won't be long before the wastrians come here to rape and pillage our poor village. And we're without defenders since they are all in Pitchfield.(sense motive dc 15)*
- *The elves are very upset about the refugees taking so much wood from the forest. Don't they understand those poor people need homes too.*
- *The elves are harboring some sort of criminal. From what I have heard its a crazy woman, but I don't know. Ole John said she shot at him when he was trying to get a good look at her. Serves him right for spending so much time with the elves though.*
- *Elves, who can understand em. No offence if ya are of the elven persuasion but I generally can't figure out what they is thinking. But if ya really be wanting to learn about elves, ya could always visit Ole John. He used to be the villages main huntsmen, people say he is very friendly with the leaf walkers.*

- *Wish the lord would call a meeting or something, seems these days he and his missus are just resting all the time. The people could do with his reassurance.*
- *Them elves are lying, I clearly saw the marks on the tree the refugees cut.*
- *Did ya hear about that monster in the south woods? Well not that I saw it mind you, but my sisters neighbor's friend almost ran into it. He said it was horrible, 10 foot tall, and it had killed a rabbit at 30 paces just with a pointing of its fangs.*

The Manor House.

If the PC's decide to check on the manor house read or paraphrase the following:

The door flies open and in the doorway are two small girls looking up at you with wide-eyed curiosity. The way the girls look like copies of each other gives you a distinct clue they may be twins.

The two girls Inandra and Doniala will giggle a lot and avoid answering any questions, but rather fire and endless barrage of questions at the PC's. "Isn't that very very heavy" to anyone in full plate. "Don't you keep cutting your own tongue on those?" to the tusked half-orc, etc.

When asked about their parents they will explain that mommy and daddy are resting, and that they really should come back another time. If the players insist or keep trading questions with the two eventually their elder brother Hantadi will show up. He knows nothing of the missing men nor the volatile situation with the elves. He will indicate his parents are resting and do not wish to be disturbed (They are in fact recuperating from a 'session' with master Torak). Being more than a little interesting in tales of heroism, Hantadi does eventually invite the PC's to spend the evenings dinner at the manor. Assuring them their parents will be present.

Dinner at the Manor

Dinner at the manor house is a fairly informal affair. Conversation is wide ranging with the children constantly trying to get the PC's to tell stories of blood and valor while of course acting suitably scared and intimidated at the right parts. Lord Farindhar and Lady Shendala, while present

seem to not be all there. Through careful manipulation and suggestions Torak has convinced the lord and lady that they are sick and need a lot of rest. See below for possible comments.

The lord and lady have been under Torak's magical influence on and off for a long time, and while not currently under any magical effect, a sense motive DC 20 will tell the PC's their minds seem to not be entirely their own. roleplay wise they are in their current state pretty much airheads with very little focus.

Torak has kept the lord and lady out of public for the past months, as he prefers to be present whenever they speak to people or, even better, prefers people to speak through him. They are mostly unaware of the situation with the missing soldiers although they do remember sending the men off to the army with a small ceremony.

Lord Farindhar is a tall man, Brown haired and of muscled build. His eyes have a haunted and faraway look. Lady Shendala is a pale skinned red haired woman of middle age, who was clearly a beauty in her younger years but her looks are now marred by a drawn out tired glaze.

The replies and comments below are meant as examples, feel free to paraphrase and/or improvise.

General comments the lord and lady might make:

- ***I say, dont you agree that those great oaks would make a marvelous pallisade? I mean with war coming we really need to be better protected.***
- ***Is my old pal Hazendel still running the show in Pitcfield? Good show, can handly tell the man is an elf sometimes.***
- ***All this talk is really wearing me out, I just cant seem to concentrate with my darn illness.***
- ***Oh, so you say you are adventurers? How exiting. Did you fight any of those god-awful toap people?***

Regarding the missing soldiers:

- ***Hmm well I am sure they are nowhere near here. I would have had them arrested forthwith.***
- ***I guess they could be hiding in the woods somewhere. Hantadi, remind me to ask Torak about this.***

Regarding the refugees

- ***Ah yes, well we can accommodate a few lost souls of course.*** When told there are quite a lot of them: ***"What? More than a dozen? Surely not!"***

Regarding the foresting.

- ***Yes yes, of course, I heard of that, that was all done as agreed upon. Or so I heard***

When told of the growing tension with the elves.

- ***The elves? Angry? Weird, I have no idea how that could happen. If only I felt better I would ask the elves for a meeting and we would sort this out.***

Any questions they have no ready answer for, or any hostile response from the PC's is met with a reference to master Torak like for instance

- ***Well I am afraid we are feeling a bit under the weather lately. Torak would no doubt be able to explain it all.***

All in all the manor house will not provide the PC's with information they can use to find the missing men, but should give them a clear idea something is very wrong with the lord and lady, and that master Torak is definitely at the center of things somewhere.

The Shrine

A small but well tended shrine can be found in the middle of town, it consists of a small prayer area and the private lodgings of its priest: Trakbalath Dabanal Revian the fourth, gnomish chosen of pelor. Trakbalath is a portly gnome, dressed in a robe adorned with symbols proclaiming his station as a priest. His personality is that of a mediator, always seeing or seeking the best in people.

Trakbalath is aware of the situation with the elves as well as the situation with the deserters. While he will not outright lie to the PCs he will also not break the trust of the villagers that confide in him. He does not know where they are, but knows they are close.

Being one of the few truly literate men in the village Trakbalath has aided in the writing of many a letter to the battalion soldiers. As such he is aware that the tone of the letters has gotten more

and more worried. If the PCs are friendly and respectful he will go as far as to indicate that the missing soldiers might have felt a good reason to return.

Example responses:

- ***Ah, how heavy the hearts of the family members left behind, And I have seen their hearts grow heavier in the words I have helped them write over the past months***
- ***I am sure it is all an honest misunderstanding. The elves are out brethren after all.***
- ***I am sure that with Pelor's aid all will be well in the end.***

The Sherriff's office

Herin Stoe, Sinnacar's sheriff is a friendly man, dressed in normal farming attire. He generally has little trouble keeping things quiet and that's how he likes them. Rooted firmly in the community he is well aware of the situation with the deserters, but since Haran, one of the Darkwater trained leaders of the battalion is married to his sister, he feels caught between the law and his family. He will try not to lie to the PCs unless given no choice.

Concerning the situation with the refugees and the elves, for as far as the sheriff knows Ole John brokered a deal with the elves. Detailed questions are referred to either John or the Lord.

The Sheriff is prone to lament the lords current absence in the day to day village affairs.

Example responses:

- ***Sure hope them wastrians stay away, don't wanna be having any militia issues on top of all this ruckus.***
- ***Yeah well, what can I say, I mean. One of em's my brother in law, he's an idiot of course, but he's still family..ya know what I mean?***
- ***Everyone is on edge enough with them toads rumored to be heading this way. Lord Farindhar really needs to step up and do something***
- ***This situation is just wrong. Its made a wreck of my sister***

The Miller

The millers house is located on the very outskirts of town. If she PC's should decide to visit they are greeted by the millers wife Aileen,

Aileen was against the forming of the Sinnacar battalion from the beginning and she feels the whole going off to war thing is nonsense. Her husband having to hide out in the woods irks her to no end. Unwilling to divulge any Information, she is likely to respond in a very hostile manner. She is uninterested in the whole affair with the elves as she feels she has more than enough going on right now.

Example responses:

- ***What are you lot wasting my time for, I know nothing and if I knew anything I wouldn't tell ya. I got a mill to run!***
- ***War, pretty stories of heroism making men stupid. I done told him to just saty home. I told him it would bring naught but trouble.***

The Smithy

Prolla, the Sheriff's sister and Haran's wife is a frail woman, short and very pretty. The entire situation has unnerved her to no end. She will refuse to open the door to strangers only speaking through the closed door.

Ole John

On the southern edge of town, almost within the tree line of the Rieuwood stand the small wooden shack Ole John calls home. Players arriving at this shack who make a spot check DC 15 will note some strange markings on the door. Anyone speaking elven can identify the marking as being short for "friend" (Ruathar). Several decades ago Ole John did the the elves a service which has earned him this singular honor. He refuses to speak of it though and refers to it as ancient history.

Ole john fromm the looks of his has earned his title. Looking near wizened he is remarkably spry when out and about in the woods. Plainspoken is his preference in debate.

Ole John is aware of the situation with the deserters, many are his friends and he will not reveal their location. He will however try to judge the PCs stance on the issue, asking many questions to determine what kind of action the PCs propose to undertake regarding the deserters. Regarding the situation with the Elves Ole John is more than a little baffled. He and Torak had everything worked out with the elves but then somehow everything went wrong. It has put somewhat of a strain on his relationship with the

elves and while he is still loved and trusted he has not yet dared face them, Provided the PCs treat him with respect and do not comment badly on the elves, the deserters, the village or are otherwise disruptive or insulting Ole John is willing to accompany them to the Elven settlement of Tualin.

- *I don't understand, the Elves and us have always cooperated. I don't know what went wrong*
- *So you are looking for our men then? And what if ya find em? Hang em high?*
- *Torak n me had it all worked out, We had a talk to Harandath and Salith (Elven captain and loremistress) and we'd had the trees all picked out too. Dunno who got things mixed up*
- *Wish the elves would get rid of that damn crazy woman. She is nothing but trouble. Her and her damn human hating talk. Ya know, she took a shot at me??*

Refugee Camp

The refugee camp is dominated by the brand new log cabins, If the PC's examine the wood they will find each tree marked with an elven sign. A spot check DC 20 however will show anyone that speaks elven that there are some weird inconsistencies in the symbols use. The camp itself is filled with scared and worried people. Huddled around campfires there is little cheer to go along. The general consensus amongst the refugees is that war will be here soon. Now with the trouble with the elves they are sure there wont be any help from that area either. All is lost.

A different voice. Or rather set of voices, sounds from the refugees leader Jack Werbst and his wife Joann "lady" Orvin. Joann is called "lady" by the other refugees because of her tendency to speak in a rather haughty manner. Jack, while in name the leader is dominated and overshadowed by his wife. Where Jack may start to answer a question it will be Joann that finishes his sentences. The refugees did not ask for the current trouble and as a result are very defensive about the whole thing. The refugees are isolated within their own community and as such know nothing of the situation with the deserters.

- *Lies, simple lies. We only cut marked trees. Are those elves saying we marked them ourselves?*
- *We done it all proper. We asked the lord to talk to the elves. He sent his men, they got back with an agreement. We did nothing wrong!*
- *This is a good place. I dunno if I'll wanting to go back. This could be a home.*
- *We cant keep looking over our shoulders. We gotta get to building. We couldn't keep living in tents.*

Torak

Refer to encounter X for more informative on Torak.

Development

The time the PC's spend in the village is mainly meant to give them some idea of what is going on. While it will only serve to give them partial glimpses of the entire situation, it should not be too difficult for people to fill in a lot of the blanks. These should lead them to the Elven village or even directly to Torak. Torak upon returning from his visit with Jethro has already heard of the PC's arrival. Trusting in his abilities he prepares to face them head on and just lie his way out of things as usual. Not being stupid he also arranges a backup plan. Using a messenger drop he arranges for a nearby Wastrian assault team to attack the village early the next morning should Torak ever fail to report in.

3: TUALIN

It is likely that eventually the PCs will want to speak with the elves themselves. While the elven village is easily located their reception depends on a lot of issues. If the PCs manage to enlist the company of Ole John they will be treated with respect. Distrust, while present, will not be openly shown. Of course if the PCs killed one or more of the Elves in encounter 1, the elves will not be so courteous. They will have one chance to explain themselves, requiring a Diplomacy check of DC 30, or simply be refused access to the village. The presence of Ole John will provide them with a +5 bonus on this check, provided they have not turned him against them.

If the party contains one or more humans those will be targeted by one of Jethro's "Tasha's hideous laughter" at least once (will save DC 20). See the entry for Jethro further down.

Some of the elves are aware of the "deserters" camp but are loathe to further aggravate the situation with the villagers. Besides they consider it to be nor their place nor their problem to deal with. They will not volunteer information. When asked directly they will say they have seen men in the forest to the west, but can't be sure exactly where.

The elves in the settlement are mostly bewildered at the current situation. They have coexisted with the people of sinnacar for many decades and have always had peaceful relations. Jethro's continuous insistence that there is an evil human plot at work against the elves beloved forest is however finding a few listening ears and Human PC's can expect the occasional harsh response besides the continuous mocking they undergo at Jethro's hands.

The most important leaders in the elven community are Captain Harandath and Loremistress Salith. These are the people that brokered the deal with ole John and Torak. For as far as they know all was arranged, then Lord Farindhar requested time for contemplation which the elves gladly granted. Out of nowhere the refugees started cutting down trees, trees that were not to be touched.

Harandath, a lithe well armored elf wearing his longsword as if it were an extension of his self. Calm and collected he recalls things exactly and without doubt. In his mind it is clear the refugees got impatient. As humans always do.

Salith is more moderate, she suspects foul play is at work, few are willing to head her words. She is convinced Jethro's is somehow being manipulated.

Jethro herself of course finds the whole idea preposterous. She could never be manipulated by a "human". She is just using Torak for information. Non of the elves feel up to making the first step towards reconciliation but most would welcome the attempt. Jethro of course is urging for more definite if not violent steps.

All the comments below are meant to be examples of elven responses. Feel free to improvise or paraphrase.

General Elven comments to use where appropriate.

- *I have known these people all their lives, maybe it's the refugees, but I just can't believe they would do it on purpose.*
- *Well I don't want to accuse anyone, but I think the humans just want more farmland.*
- *What's done is done, but oh those gorgeous trees cut down in their prime.*
- *Their short lives just do not give them the time to truly appreciate the splendor of the forest. Its no surprise really*

Harandath

- *Its clear some in Sinnacar no longer respect us or our wishes.*
- *The new humans don't know us nor do we know them, their characteristic haste has gotten them into this bind.*
- *It is not our place to resolve this. When Farindhar wants to talk, we will be here. As we have always been.*

Salith

- *Its not like the people I know. Our friends from Sinnacar would not do this on purpose. I fear there are strings being pulled.*
- *We must mourn the trees, but we must also take care there wont be more to mourn. A long friendship is a painful thing to lose.*

Jethro

Aimed at human PCs

- *So weakminded. So easy to lead*
- *Laugh for me some more, monkey boy/girl (accompanied by either a tasha's or the mimicking of one)*
- *That would almost make sense, almost.*

Regarding Tokar

- *He is so sedate, so carefull with his short life, he amuses me.*
- *An endless source of information this man, he never realizes what secrets I get him to share.*

Regarding the lords request for time

- *I spoke to the tired old fool myself, Wanted time to think things over. Wasn't sure he wanted the refugees to have cabins.. probably scared they'd hang around.*

Development

If the PCs share their suspicions the elves will hear them and provided the arguments make logical sense an agreement can be reached for a talk between the elves and lord Farindhar. Should any of the suspicious point towards Torak, Jethro will ridicule the suggestion. As if such an inept schoolteacher could even spare the passion needed for such a plot.

Should a meeting be arranged, Torak will decide not to report in and trigger the assault of the wastrians the very next morning.

4:RED HERRING

The woods to the south are currently home to a reclusive gnome warlock Caitlannagh. She has been wandering the woods for several weeks, hanging close to the village out of a desire to feel connected to the world. Having had her share of bad experiences with people who think her a devil worshipper or worse she is careful not to be spotted and often hided. Still, she is attracted to the sounds of the village and the life it represents.

If the references to strange goings on in the southern woods lead the PCs to investigate read or paraphrase the following.

Dense forest surrounds you, little light manages to filter through the canopy of green. Clearings are few and far between, and you cannot help but feel the brush of dread wandering up your spine for just a moment.

Wandering the forest can easily take a day, but if they keep looking eventually they will find Caitlannagh by accident. A track check DC 15 or Survival check DC 20 will allow the PC's to take a more direct route taking no more than about 2 hours. If the encounter is triggered by accident the PCs will run across Caitlannagh in a small clearing where she is resting. If the PCs are tracking her, allow them to make a listen check DC 15 for a chance to surprise her. Change the following text to suit the circumstances.

Gazing into the light of a small clearing you spot a small humanoid, resting in its center A

thin weasely face atop a plump body of what you think may be a gnome. As you seek out, its, or as you now notice, her eyes they stare back at you and with a startled curse the woman jumps up and raises a hand at you threateningly.

Creatures

APL 2 (EL 3)

Caitlannagh: Female gnome warlock 3; hp xx see Appendix 1.

APL 4 (EL 5)

Caitlannagh: Female gnome warlock 6; hp xx see Appendix 1.

APL 6 (EL 7)

Caitlannagh: Female gnome warlock 7; hp xx see Appendix 1.

APL 8 (EL 9)

Caitlannagh: Female gnome warlock 9; hp xx see Appendix 1.

Terrain

The PC's run across Caitlannagh in a small, 30 feet across, clearing. The surrounding forest is dense, providing a +2 cover bonus to AC, and is hard to move through (double movement)

Tactics

Caitlannagh, is not interested in fighting the PC's but life has taught her little good is likely to come from interacting with people. She will focus on getting away as soon and as far as possible and will use some amount of force to that end. A rushed diplomacy check (DC 30) will allow the PC's to actually talk to her. Blocking her flight without engaging in actual violence will do the same as when kept from fleeing without being harmed will cause Caitlannagh to break down in tears.

Development

Caitlannagh's flight could create a long wooded chase which could end either in the PC's death, Caitlannagh's death or, hopefully a peaceful solution. If the PC's get to talk to Caitlannagh, she will explain how she has ended up here and how her vocation as a warlock has caused her to be an outcast. Her Eldritch blast forms the explanation for the strange animal deaths encountered by the villagers.

If the PCs treat Caitlannagh well and without distrust she will repay them in kind, She knows

little of what is going on in the village, but she does know two important things. During her wanderings in the forest she has come across a camping site with some 12 men. The Deserters. While it is deep into the forest to the west of town (about 4 hours) she is willing to show the PC's the location.

What Caitlannagh can also tell the PC's is that the Wastrians are a lot closer than anyone might suspect. When coming to this area she almost ran into a small camp of Bullywugs and Humans, about 8 hours to the south, she can't be entirely sure, but she thinks she may have seen or heard wastrian scouts range close to the village.

This camp is actually Torak's support unit which he had brought in should he need to cover a getaway.

5:DESERTERS

The PCs have several ways of finding the Deserters camp. It is located about 4 hours to the west of Sinnacar, in the deep woods. Tarvin, formerly the village Hunter and now one of the Battalion's leaders, grew up in these woods and picked a secluded spot that is hard to reach or find. Should the PC's try to locate the camp without outside help there is little chance they will find them. To pull this off they would need 3 consecutive DC 25 track checks to find a trace of the men and 3 consecutive DC 25 survival checks to not get lost in the confusing woods. If the PC's somehow managed to get directions from the elves in Tualin, they gain a +5 bonus on these checks.

With the help of a local like Ole John, or Caitlannagh finding the camp becomes a sure thing.

The Deserters have been in the woods for a few weeks now, and are starting to regret their hasty decision. While they want to help their village they can't currently come out of hiding. Both the men and their leaders are realizing that their emotion lead desertion will end up bringing them more trouble than it is worth.

Under no circumstances will the Deserters fight the PC's. Things are bad enough as is and they do not want to further aggravate things. Everything depends on the stance the PCs take. Lawful PCs might be inclined to follow the Law to the letter and push for a court martial. The deserters will submit to this, though it will lead to much wailing and gnashing of teeth amongs the villagers and make the PC's ineligible for the towns gratitude.

On the other hand if the PCs realize the deserters are as much victims as they were stupid, the outcome may be entirely different.

Regardless of the how, the deserters are tired of running and are willing to rejoin the fight. This as it happens is also the most welcome outcome to the Sunndian military.

6:WASTRIANS

As soon as Torak fails to report in the nearby wastrians dispatch several squads of Bullywugs. The aim of these assaults is to both strengthen the rumors of imminent war Torak as spread, as well as create a suitable diversion that will allow him to cover his flight. The Bullywugs will start their assault on the town in the early morning.

The movements of Bullywugs towards their assault did not go unnoticed by the elves. Should the PCs be spending the night out of town, they will be warned in the middle of the night by an elven scout allowing the PC's to arrive just in time to lend a hand (be it possibly fatigued and missing a few spell slots).

There are many Bullywugs charging around the village, assaulting different targets and trying to cause as much mayhem as possible. The PC's will need to face one of these squads as the rest are being dealt with by the villagers and the elves. Regardless of whether the situation between Sinnacar and Tualin has been resolved, the Elves will still come to aid their neighbours. Should the PCs have not Resolved the situation yet, this will give them an excellent opportunity to fix things after all.

If the PCs have already spoken to the deserters those will gladly aid in the fight, if allowed to do so.

Creatures

APL 2 (EL4)

bullywug diversion (4) barbarian 1, hp xx, see Appendix 1.

APL 4 (EL 7)

bullywug diversion (4) barbarian 2 Fighter 1, hp xx, see Appendix 1.

APL 6 (EL 9)

bullywug diversion (4) barbarian 2 Fighter 3, hp xx, see Appendix 1.

APL 8 (EL 11)

bullywug diversion (4) barbarian 2 Fighter 5, hp xx, see Appendix 1.

Tactics

Mostly Chaaaarge, the Bullywugs have been trained to work in pairs, one wielding a glaive and not raging, while the other fights up close with his scimitar. If their rage runs out or they get below half their hitpoints, they try and switch places.

Developments

The Wastrian Assault is meant to create chaos. Describe many little battles being fought, log cabins burning etc. The Bullywugs will fight to the death, unaware they are being used as mere pawns. As soon as the PCs kill their allotment of Bullywugs, the rest will flee, having lost their morale to fight. During the wastrians assault Torak will try to make his way out of town. Allow the PCs a spot check DC 20 to notice him sneaking away into the forest.

If the PCs are smart enough to capture one or more of the Bullywugs alive, eventually they will finger Torak. Although this can only be accomplished through intimidation, or letting the elves have a 'little chat' with the Bullywugs.

7:TORAK

Master Torak, or as he has also been known Tokar is a master of deception and manipulation. He is extremely confident in his ability to talk himself out of trouble, and his confidence is well earned. His arrogance clearly shows in the merely cosmetic change of his name.

PC's that have ran across Torak in the adventure behind enemy lines may recognize him. Torak is never without a disguise, so recognition would take a spot check of DC 25.

The PC's will most likely meet Torak at the manor house where he is working as a teacher. While this role is but a guise, Torak does in fact teach the kids.

Creatures

APL 2 (EL3)

Torak: Male human bard 1, sorcerer 4; hp xx see Appendix 1.

APL 4 (EL 5)

Torak: Male human bard 1, sorcerer 4, mind bender 2; hp xx see Appendix 1.

APL 6 (EL 7)

Torak: Male human bard 1, sorcerer 4, mind bender 4; hp xx see Appendix 1.

APL 8 (EL 9)

Torak: Male human bard 1, sorcerer 4, mind bender 6; hp xx see Appendix 1.

Tactics

Torak will do what he does best. Talk. Providing perfectly believable explanations for most anything, casually shifting blame to others, subtly incriminating others, all the time making sure the PCs have no direct evidence to catch him on. When pressured Torak will act victimized and weak and if confrontation seems inevitable will look for any excuse that will either let him flee or let him gain th drop on the PC's where he can use one of his spells to confuse them and then get away. Confusion combined with a swift expeditious retreat is preferred if available.

If torak is found out while trying to flee the village he will act as cowardly as possible and claim to just have been fleeing the fight.

Torak is not interested in killing the PC's, he just wants to get away, he is not trying to be lethal, just gone. Taking this into concideration the EL of this encounter has been adjusted downwards.

Developments

Things are fairly obvious on purpose, but the PC's will have no proof whatsoever. Sure, Torak will detect as evil, but so will others, while it makes him even more suspect it still makes him a suspect at best. Torak of course os more than willing to submit to the lord's justice, considering he has him in his back pocket.

The PC's are as always free to disregard the law, but make sure they do realize they are in fact doing so.

CONCLUSION

There are several possible outcomes, ranging from likely to unlikely and each has their own consequences.

Deserters are caught and made to face 'justice':

Upon arriving in Pitchfield, things are a little stressed and a siege is imminent, There is no time for a long court martial. The deserters are thrown in the brig for a trial at a later date, if there is to be such a date.

The village is left in dismay.

Deserters are found and given a chance at redemption:

Upon arriving in Pitchfield, things are a little stressed and a siege is imminent, Strangely enough nobody asks any questions, somehow the threat of imminent death focuses the mind, and the deserters are welcomed back. The village is sad to see their menfolk leave again, but sees this is the best solution.

Either way the Army pays the PCs promptly, hinting at there being more money and swords needed for a coming siege...

Deserters are not found and the PC's returned without them so as not to miss the battle.

Having failed the primary objective of their mission, the PC's miss out on their rather hefty reward.

Removing Tokar from the village one way or the other.

This will allow loremistress Salith to, begin to, repair the damage Torak has caused the minds of both lord and lady. For this the lord is immensely grateful having access to a fair amount of money he makes each PC a gift of 50xAPL gp.

Resolving the situation between tualin and the elves

Results in gifts from the elves, priceless tribal wood carvings, painting and other elven artwork. Worth 50x apl in gold.

CAMPAIGN CONSEQUENCES

To determine possible ripple effect from this adventure we would like to know:

- 1) Did the PC's find the deserters?
- 2) If so what did they do with them?
- 3) Did they repair relations between Sinnacar and Tualin?
- 4) Was Tokar captured, killed did he escape, or completely unnoticed?

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.

1: Deceived

Defeated or peacefully defused the elves

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

4: Red Herring(optional)

Defeating the warlock

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

6: Wastrians

Defeating the bullywugs

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

7: Tokar(optional)

Defeating the bullywugs

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Story Award

Deserters found

APL 2	35 XP
APL 4	50 XP
APL 6	65 XP
APL 8	90 XP

Situation with the Elves resolved

APL 2	35 XP
APL 4	50 XP
APL 6	65 XP
APL 8	90 XP

Discretionary roleplaying award

APL 2	35 XP
APL 4	50 XP
APL 6	65 XP

APL 8

90 XP

APL 4:

APL 6:

APL 8:

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.

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

Total Possible Treasure

APL 2:

APL 4:

APL 6:

APL 8:

ADVENTURE RECORD ITEMS

Treasure Cap

APL 2:

APPENDIX 1: APL 2

1: DECEIVED

GAELIN

CR 2

Male gray elf druid 2

CN Medium Humanoid (elf)

Init +2; **Senses** Low-light vision; Listen +9, Spot +9

Languages Common, Draconic, Druidic, Elven, Sylvan

AC 16, touch 12, flat-footed 14

(+2 Dex, +2 armor, +2 shield); Combat Expertise

hp 15 (2 HD)

Immune magic *sleep* effects

Resist +2 vs. enchantments and effects

Fort +4, **Ref** +2, **Will** +5

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

Melee scimitar +0 (1d6-1/18-20) or

Melee sickle +0 (1d6-1)

Ranged sling +3 (1d4-1)

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

Base Atk +1; **Grp** +0

Atk Options Combat Expertise

Special Actions

Combat Gear 2x *scroll of aspect of the wolf*, 2x *scroll of cure light wounds*, *scroll of obscuring mist*

Druid Spells Prepared (CL 2nd):

1st—*camouflage*, *entangle* (DC 13), *produce flame*

0—*cure minor wounds*, *detect magic*, *guidance* x2,

‡ Already cast

Abilities Str 8, Dex 15, Con 12, Int 14, Wis 15, Cha 8

SQ woodland stride

Feats Combat Expertise

Skills Concentration +6, Hide +2, Knowledge (nature) +11, Listen +9, Move Silently +2, Search +4, Spellcraft +7, Spot +9, Survival +11

Possessions combat gear plus scimitar, sickle, sling, 10x sling bullets, leather armor, heavy wooden shield, spell component pouch, divine focus

Woodland Stride (Ex) A druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

DAENE AND TIEGHAN

CR 1

Male/Female gray elf ranger 1

CN Medium Humanoid (elf)

Init +3; **Senses** Low-light vision; Listen +7, Spot +7

Languages Common, Elven, Sylvan

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 armor,);

hp 9 (1 HD)

Immune magic *sleep* effects

Resist +2 vs. enchantments and effects

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

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

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

Ranged longbow+5 (1d8 / x3)

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

Base Atk +1; **Grp** +2

Atk Options Point Blank Shot; Favored Enemy Human (+2)

Special Actions

Combat Gear 1x potion of cure light wounds

Abilities Str 13, Dex 17, Con 12, Int 8, Wis 12, Cha 10

Feats Point Blank Shot

Skills Hide +6, Listen +7, Move Silently +7, Spot +7, Survival +5

Possessions combat gear plus longsword, masterwork longbow, masterwork chain shirt, quiver, 50 arrows

4:RED HERRING

CAITLANNAGH

CR 3

Female gnome warlock 3

CN Medium Humanoid (gnome)

Init +2; **Senses** Listen +1, Spot -1

Languages Common,Gnomish, Goblin

AC 19, touch 13, flat-footed 17

(+2 Dex, +4 armor +2 shield +1 size)

hp 20 (3 HD)

DR 1/cold iron

Fort +3, **Ref** +3 **Will** +2

Speed 20 ft. (4 squares), climb 20 ft

Melee dagger +2 (1d3-1/18-20)

Ranged eldritch blast +5 ranged touch 2d6

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

Base Atk +2; **Grp** -3

Atk Options

Special Actions

Combat Gear

Abilities Str 8, Dex 14, Con 14, Int 13, Wis 8, Cha 15

SQ

Feats point blank shot, precise shot

Skills Bluff +8, Concentration +2, Diplomacy +4, Intimidate +4 ,jump -10, sense motive +5, Use magic device +8

Possessions combat gear plus dagger, chain shirt and heavy wooden shield

Warlock invocations:

Frightfull blast: People hit by an eldritch blast must make a will save DC 13 or become shaken
Spiderwalk: Continuous spider climb
Eldritch blast (Sp): Ray deals 2d6
Detect Magic (Sp): at will as the spell
Damage reduction(Su): dr 1/cold iron

6:WASTRIANS

BULLYWUG DIVERSION

CR 1

Male bullywug barbarian1
 CE Medium Humanoid (aquatic)
Init +2; **Senses** Listen -1, Spot -1
Languages Common,Toad

AC 19, touch 12, flat-footed 17
 (+2 Dex, +4 armor +3 natural)
hp 16 (1 HD)
Fort +6, **Ref** +2 **Will** -1

Speed 30 ft. (4 squares), swim 30ft

Melee scimitar +3 (1d6+2/18-20)

Melee glaive +3 (1d10+3/x3)

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

Base Atk +1; **Grp** +3

Atk Options Power Attack

Combat Gear potion of cure light wounds

Abilities Str 15, Dex 14, Con 19, Int 7, Wis 9 , Cha 5

Feats power attack

Skills Intimidate +1 survival +3

Possessions combat gear plus scimitar, glaive, chain shirt and trail rations

Power up suite (raging):

hp: 18 **AC:** 17

Fort +8, **Will** +1

Melee scimitar +5 (1d6+4/18-20)

Melee glaive +3 (1d10+6/x3)

7:TOKAR

TOKAR

CR 5

Male humanbard 1 sorcerer 4

LE Medium Humanoid (human)

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

Languages Common, Draconic, Abyssal, Elven, Sylvan , Dwarve, Gnome, Halfling

AC 14, touch 10, flat-footed 14

(+0 Dex, +4 mage armor)

hp 26 (5 HD)

Fort +2, **Ref** +3 **Will** +7

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

Melee dagger +4 (1d4-1/18-20) or

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

Base Atk +2; **Grp** +1

Atk Options

Special Actions

Combat Gear potion of cure blindness, potion of cure moderate wounds

Sorcerer Spells Known (CL 4th) 6/7/4

save DC 14+spell level:

2nd -- invisibility

1st— *charm person**, *colour spray*, *mage armor*

0— *daze**, *detect magic*, *mage hand*, *mending*, *message*, *prestidigitation*

‡ Already cast

* DC (16 + spell level due to greater spell focus enchantment)

Abilities Str 8, Dex 10, Con 13, Int 14, Wis 12 , Cha 18

SQ

Feats Skill Focus Bluff, Spell Focus Enchantment, Greater Spell Focus Enchantment

Skills Bluff +15, Concentration +5, Diplomacy +14, Intimidate +10 , knowledge Arcana +6, Knowledge Nobility +6, Sense Motive +7, Spellcraft +10

Possessions combat gear plus dagger, cloak of charisma +2, spell component pouch, divine focus

1: DECEIVED**GAELIN****CR 5**

Male gray elf druid 5

CN Medium Humanoid (elf)

Init +2; **Senses** Low-light vision; Listen +13, Spot +13**Languages** Common, Draconic, Druidic, Elven, Sylvan**AC** 17, touch 12, flat-footed 15

(+2 Dex, +3 armor, +2 shield); Combat Expertise

hp 33 (5 HD)**Immune** magic *sleep* effects**Resist** +2 vs. enchantments and effects, +4 vs. spell-like abilities of fey**Fort** +5, **Ref** +3, **Will** +7**Speed** 30 ft. in leather (6 squares), base movement 30 ft.**Melee** scimitar +3 (1d6-1/18-20) or**Melee** sickle +2 (1d6-1)**Ranged** sling +5 (1d4-1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +2**Atk Options** Combat Expertise**Special Actions** wild shape 1/day**Combat Gear** *2x scroll of aspect of the wolf*, *2x scroll of cure light wounds*, *scroll of obscuring mist*, *wand of lesser vigor***Druid Spells Prepared** (CL 5th):3rd—*call lighting* (DC 16), *spike growth* (DC 16)2nd—*barkskin*, *briar web*, *nature's favor*1st—*camouflage*, *entangle* (DC 14), *produce**flame* x20—*cure minor wounds* x2, *detect magic*, *guidance* x2,

‡ Already cast

Abilities Str 8, Dex 15, Con 12, Int 14, Wis 16, Cha 8**SQ** trackless step, woodland stride**Feats** Combat Expertise, Track**Skills** Concentration +9, Hide +5, Knowledge

(nature) +11, Listen +13, Move Silently +5, Search

+4, Spellcraft +7, Spot +13, Survival +15

Possessions combat gear plus mwk scimitar, sickle, sling, 10x sling bullets, +1 *leather armor*, heavy wooden shield, spell component pouch, divine focus, *pearl of power* (1st level)**Wild Shape (Su)** A druid gains the ability to turn herself into any Small or Medium animal and back again. His options for new forms include all creatures with the animal type. This ability functions like the alternate form special ability, except as noted here. The effect lasts for 1 hour per druid level, or until he changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. Each time he uses wild shape, he

regains lost hit points as if he had rested for a night.

Woodland Stride (Ex) A druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Amendments when in Eagle wild-shape:

AC 14, touch 13, flat-footed 12**Speed** 10 ft., fly 80 ft. (average)**Melee** talons +3/+3 (1d4) and bite -2 melee (1d4)**Grp** -1**Str** 10**Hide** +9**DAENE AND TIEGHAN****CR 3**

Male/Female gray elf ranger 3

CN Medium Humanoid (elf)

Init +3; **Senses** Low-light vision; Listen +9, Spot +9**Languages** Common, Elven, Sylvan**AC** 17, touch 13, flat-footed 14

(+3 Dex, +4 armor,);

hp 21 (3 HD)**Immune** magic *sleep* effects**Resist** +2 vs. enchantments and effects**Fort** +4, **Ref** +6, **Will** +1**Speed** 30 ft. in leather (6 squares), base movement 30 ft.**Melee** longsword +5 (1d8+1 / 19-20)**Ranged** longbow+7 (1d8 +1 / x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +4**Atk Options** Point Blank Shot; Favored Enemy

Human (+2); Rapid Shot; Precise Shot

Special Actions**Combat Gear** 1x potion of cure light wounds, 1x potion of cure blindness**Abilities** Str 13, Dex 17, Con 12, Int 8, Wis 12, Cha 10**Feats** Point Blank Shot; Precise Shot**Skills** Hide +8, Listen +9, Move Silently +9, Spot +9, Survival +7**Possessions** combat gear plus masterwork longsword, +1 longbow, masterwork chain shirt, quiver, 50 arrows

4:RED HERRING

CAITLANNAGH

CR 5

Female gnome warlock 5

CN Medium Humanoid (gnome)

Init +2; **Senses** Listen +1, Spot -1

Languages Common,Gnomish, Goblin

AC 19, touch 13, flat-footed 17

(+2 Dex, +4 armor +2 shield +1 size)

hp 32 (5 HD)

DR 1/cold iron

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

Speed 20 ft. (4 squares), climb 20 ft

Melee dagger +3 (1d3-1/18-20)

Ranged eldritch blast +6 ranged touch 3d6

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

Base Atk +3; **Grp** -1

Atk Options Wand of Glitterdust, 10 charges (dc 12)

Special Actions

Combat Gear

Abilities Str 8, Dex 14, Con 14, Int 13, Wis 8 , Cha 18

SQ

Feats point blank shot, precise shot

Skills Bluff +12, Concentration +2, Diplomacy +8, Intimidate +6 ,jump -11,Sense Motive +7, Use magic device +12

Possessions combat gear plus dagger, chain shirt and heavy wooden shield, cloak of charisma +2

Warlock invocations:

Frightfull blast: People hit by an eldritch blast must make a will save DC 15 or become shaken

Spiderwalk: As spider climb, 24h duration

See the Unseen: As See Invis, 24h duration

Eldritch blast (Sp): Ray deals 2d6

Detect Magic (Sp): at will as the spell

Damage reduction(Su): dr 1/cold iron

Deceive item: You can always take 10 on a use magic device check

6:WASTRIANS

BULLYWUG DIVERSION

CR 3

Male bullywug barbarian 2 fighter 1

CE Medium Humanoid (aquatic)

Init +2; **Senses** Listen -1, Spot -1

Languages Common,Toad

AC 19, touch 12, flat-footed 19

(+2 Dex, +4 armor +3 natural)

hp 35 (3 HD)

Fort +9, **Ref** +2 **Will** -1

Speed 30 ft. (4 squares), swim 30ft

Melee scimitar +7 (1d6+2/18-20)

Melee glaive +7 (1d10+3/x3)

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

Base Atk +3; **Grp** +5

Atk Options Power Attack

Combat Gear potion of cure moderate wounds, potion of cure blindness

Abilities Str 15, Dex 14, Con 19, Int 7, Wis 9 , Cha 5

Feats power attack, weapon focus scimitar, weapon focus glaive

Skills Intimidate +3 survival +4

Possessions combat gear plus MW scimitar, MW glaive, MW chain shirt and trail rations

Power up suite (raging):

hp: 41 **AC:** 17

Fort +11, **Will** +1

Melee scimitar +9 (1d6+4/18-20)

Melee glaive +9 (1d10+6/x3)

7:TOKAR

TOKAR

CR 7

Male humanbard 1 sorceror 4, mindbender 2

CN Medium Humanoid (elf)

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

Languages Common, Draconic, Abyssal

AC 14, touch 10, flat-footed 14

(+0 Dex, +4 mage armor)

hp 35 (7 HD)

Fort +2, **Ref** +3 **Will** +7

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

Melee dagger +4 (1d4-1/18-20) or

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

Base Atk +2; **Grp** +1

Atk Options

Special Actions

Combat Gear potion of cure blindness, potion of cure moderate wounds

Sorcerer Spells Known (CL 6th) 6/7/6/4

save DC 15+spell level:

3rd — *hold person**

2nd -- *invisibility* , *Tasha's Hideous Laughter**

1st— *charm person**, *colour spray*, *mage armor*, *shield*

0— *daze**, *detect magic*, *mage hand*, *mending*, *message*, *prestidigitation*

‡ Already cast

* DC (17 + *spell level* due to *greater spell focus* *enchantment*)

Abilities Str 8, Dex 10, Con 13, Int 14, Wis 12 , Cha 20

SQ

Feats Skill Focus Bluff, Spell Focus Enchantment, Greater Spell Focus Enchantment, Persuasive

Skills Bluff ++20, Concentration +1, Diplomacy +15, Intimidate +15 , Sense Motive +8, Spellcraft +12

Possessions combat gear plus dagger, cloak of charisma +4, spell component pouch

Telepathy(Su): You can comunicate telepathically with any creature within 100 ft that has a language.

Push the Weak Mind(sp): You can influence the actions of a living creature of size large or smaller, 1/day, will save(DC 18)

1: DECEIVED**GAELIN (LEOPARD SHAPE) CR 7**

Male gray elf druid 7

CN Medium Humanoid (elf)

Init +4; **Senses** Low-light vision; Listen +15, Spot +15**Languages** Common, Draconic, Druidic, Elven, Sylvan**AC** 15, touch 14, flat-footed 11 (+4 Dex, +1 natural); Combat Expertise**hp** 45 (7 HD)**Immune** magic *sleep* effects**Resist** +2 vs. enchantments and effects, +4 vs. spell-like abilities of fey**Fort** +7, **Ref** +6, **Will** +8**Speed** 40 ft. in no armor (8 squares), base movement 40 ft., climb 20 ft.**Melee** Bite +8 melee (1d6+3) and claws +3/+3 melee (1d3+1)**Ranged** spell +9 touch**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +8**Atk Options** Combat Expertise, improved grab, pounce, rake (+8 atk, 1d3+1 dmg)**Special Actions** wild shape 3/day**Combat Gear** 2x *potion of mage armor*, 2x *scroll of aspect of the wolf*, 2x *scroll of cure light wounds*, *scroll of obscuring mist*, *wand of lesser vigor***Druid Spells Prepared** (CL 7th):4th—*cure serious wounds**, *flame strike* (DC 17)3rd—*call lighting* (DC 16), *greater magic fang*, *spike growth* (DC 16)2nd—*barkskin* x2, *briar web*, *nature's favor*1st—*camouflage*, *entangle* (DC 14), *cure light wounds*, *produce flame* x20—*cure minor wounds* x2, *detect magic*, *guidance* x2,

‡ Already cast

* Cannot be cast while in leopard form

Abilities Str 16, Dex 19, Con 15, Int 14, Wis 16, Cha 8**SQ** trackless step, woodland stride**Feats** Combat Expertise, Natural Spell, Track**Skills** Concentration +11, Hide +8, Knowledge (nature) +11, Listen +15, Move Silently +8, Search +4, Spellcraft +7, Spot +15, Survival +17**Possessions** combat gear plus mwk scimitar, sickle, sling, 10x sling bullets, +1 *leather armor*, heavy wooden shield, spell component pouch, divine focus, *pearl of power* (1st level), *periapt of wisdom* +2**Improved Grab (Ex)** To use this ability, a leopard must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.**Pounce (Ex)** If a leopard charges a foe, it can make a full attack, including two rake attacks.**Wild Shape (Su)** A druid gains the ability to turn herself into any Small or Medium animal and back again. His options for new forms include all creatures with the animal type. This ability functions like the alternate form special ability, except as noted here. The effect lasts for 1 hour per druid level, or until he changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. Each time he uses wild shape, he regains lost hit points as if he had rested for a night.**Woodland Stride (Ex)** A druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Amendments when in elf form:

AC 17, touch 12, flat-footed 15**Fort** +6, **Ref** +4, **Will** +9**Speed** 30 ft.**Melee** scimitar +5 (1d6-1/18-20)**Ranged** sling +8 (1d4-1)**Grp** +4

Str 8, Dex 15, Con 12, Wis 18

Hide +6, Listen +16, Move Silently +6, Spot +16, Survival +18

DAENE AND TIEGHAN**CR 5**

Male/Female gray elf ranger 5

CN Medium Humanoid (elf)

Init +3; **Senses** Low-light vision; Listen +11, Spot +11**Languages** Common, Elven, Sylvan**AC** 19, touch 14, flat-footed 15 (+4 Dex, +5 armor.);**hp** 33 (5 HD)**Immune** magic *sleep* effects**Resist** +2 vs. enchantments and effects**Fort** +5, **Ref** +8, **Will** +1**Speed** 30 ft. in leather (6 squares), base movement 30 ft.**Melee** longsword +7 (1d8+1 / 19-20)**Ranged** longbow+10 (1d8 +1 / x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +6**Atk Options** Point Blank Shot; Favored Enemy Human (+4), Aquatic humanoid (+2); Rapid Shot; Precise Shot; Ranged Disarm**Special Actions**

Combat Gear 1x potion of cure moderate wounds,
1x potion of cure blindness

Abilities Str 13, Dex 18, Con 12, Int 8, Wis 12 , Cha 10

Feats Point Blank Shot; Precise Shot, Ranged Disarm,

Skills Hide +10, Listen +11, Move Silently +11, Spot +11, Survival +9

Possessions combat gear plus +1 longsword, +1 longbow, +1 mithril chain shirt, quiver, 50 arrows

4:RED HERRING

CAITLANNAGH

CR 7

Female gnome warlock 7

CN Medium Humanoid (gnome)

Init +2; **Senses** Listen +1, Spot -1

Languages Common,Gnomish, Goblin

AC 20, touch 13, flat-footed 18

(+2 Dex, +5 armor +2 shield +1 size)

hp 51 (7 HD)

DR 2/cold iron

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

Speed 20 ft. (4 squares), climb 20 ft

Melee dagger +5 (1d3-1/18-20)

Ranged eldritch blast +8 ranged touch 4d6

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

Base Atk +5; **Grp** 0

Atk Options Wand of Glitterdust, 10 charges (dc 12), scroll of invisibility, scroll of expeditious retreat

Special Actions

Combat Gear

Abilities Str 8, Dex 14, Con 16, Int 13, Wis 8 , Cha 18

SQ

Feats point blank shot, precise shot, skill focus(use magic device)

Skills Bluff +14, Concentration +3, Diplomacy +8, Intimidate +6 ,jump -11,Sense Motive +9, Use magic device +17

Possessions combat gear plus dagger, chain shirt and heavy wooden shield, cloak of charisma +2, amulet of health +2

Warlock invocations:

Frightfull blast: People hit by an eldritch blast must make a will save DC 15 or become shaken

Spiderwalk: As spider climb, 24h duration

See the Unseen: As See Invis, 24h duration

Fel Flight: As overland flight, 24h duration

Eldritch blast (Sp): Ray deals 2d6

Detect Magic (Sp): at will as the spell

Damage reduction(Su): 2/cold iron

Deceive item: You can always take 10 on a use magic device check

6:WASTRIANS

BULLYWUG DIVERSION

CR 5

Male bullywug barbarian 2 fighter 3

CE Medium Humanoid (aquatic)

Init +2; **Senses** Listen -1, Spot -1

Languages Common,Toad

AC 20, touch 12, flat-footed 20

(+2 Dex, +5 armor +3 natural)

hp 53 (5 HD)

Fort +10, **Ref** +3 **Will** -0

Speed 30 ft. (4 squares), swim 30ft

Melee scimitar +10 (1d6+3/18-20)

Melee glaive +10 (1d10+5/x3)

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

Base Atk +5; **Grp** +8

Atk Options Power Attack, cleave

Combat Gear potion of cure moderate wounds, potion of cure blindness, potion of bears endurance

Abilities Str 16, Dex 14, Con 19, Int 7, Wis 9 , Cha 5

Feats power attack, weapon focus scimitar, weapon focus glaive

Skills Intimidate +5 survival +4

Possessions combat gear plus MW scimitar, +1 glaive, +1 chain shirt and trail rations

Power up suite (raging, bears endurance):

hp: 73 AC: 18

Fort +14, **Will** +2

Melee scimitar +12 (1d6+5/18-20)

Melee glaive +12 (1d10+8/x3)

7:TOKAR

TOKAR

CR 9

Male humanbard 1 sorceror 4, mindbender 4

CN Medium Humanoid (elf)

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

Languages Common, Draconic, Abyssal

AC 14, touch 10, flat-footed 14

(+0 Dex, +4 mage armor)

hp 40 (7 HD)

Fort +6, **Ref** +3 **Will** +9

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

Melee dagger +4 (1d4-1/18-20) or

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

Base Atk +2; **Grp** +1

Atk Options

Special Actions

Combat Gear potion of cure blindness, potion of cure moderate wounds, dust of disappearance

Sorcerer Spells Known (CL 7th) 6/8/7/5

save DC 16+spell level:

3rd — *hold person**, *fly*

2nd -- *invisibility* , *Tasha's Hideous Laughte**,
glitterdust

1st— *charm person**, *colour spray*, *mage armor*,
shield, *swift expeditious retreat*

0— daze*, *detect magic*, *mage hand*, *mending*,
message, *prestidigitation*

‡ Already cast

* DC (18 + *spell level due to greater spell focus*
enchantment)

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

SQ

Feats Skill Focus Bluff, Spell Focus Enchantment,
Greater Spell Focus Enchantment, Persuasive,
negotiator

Skills Bluff +24, Concentration +1, Diplomacy +21,
Intimidate +19, Sense Motive +13, Spellcraft +14

Possessions combat gear plus dagger, cloak of
charisma +6, spell component pouch

Telepathy(Su): You can communicate telepathically
with any creature within 100 ft that has a
language.

Push the Weak Mind(sp): You can influence the
actions of a living creature of size large or smaller,
1/day, will save(DC 18)

Mindread(Sp): You can read the surface thoughts of
a living creature 2/day. Will save (DC 17) to resist.

Eternal Charm(Sp): You can charm, as charm
monster, a living creature 1/day. Will save
(DC(19) to negate.

APL 8

1: DECEIVED

GAELIN (BROWN BEAR SHAPE) CR 9

Male gray elf druid 9

CN Medium Humanoid (elf)

Init +1; **Senses** Low-light vision; Listen +18, Spot +18

Languages Common, Draconic, Druidic, Elven, Sylvan

AC 15, touch 10, flat-footed 14

(-1 size, +1 Dex, +5 natural); Combat Expertise

hp 66 (9 HD)

Immune magic *sleep* effects, poison

Resist +2 vs. enchantments and effects, +4 vs. spell-like abilities of fey

Fort +13, **Ref** +7, **Will** +13

Speed 40 ft. in no armor (8 squares), base movement 30 ft.

Melee claws +13/+13 melee (1d8+8) and bite +8 melee (2d6+4)

Ranged spell +7 touch

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

Base Atk +6; **Grp** +22

Atk Options Combat Expertise, improved grab

Special Actions wild shape (large) 3/day

Combat Gear 2x *potion of mage armor*, 2x *scroll of aspect of the wolf*, 2x *scroll of cure light wounds*, *scroll of cure serious wounds*, *scroll of obscuring mist*, *wand of lesser vigor*

Druid Spells Prepared (CL 9th):

5th—*baleful polymorph* (DC 19)

4th—*cure serious wounds**, *greater resistance* ‡, *flame strike* (DC 18)

3rd—*call lighting* (DC 17), *greater magic fang*, *sleet storm*, *spike growth* (DC 17)

2nd—*barkskin* x2, *briar web*, *nature's favor*, *resist energy*

1st—*camouflage*, *entangle* (DC 15), *cure light wounds*, *produce flame* x2

0—*cure minor wounds* x2, *detect magic*, *guidance* x2,

‡ Already cast

Abilities Str 27, Dex 13, Con 19, Int 14, Wis 18, Cha 8

SQ trackless step, woodland stride

Feats Combat Expertise, Improved Toughness, Natural Spell, Track

Skills Concentration +16, Hide +2, Knowledge (nature) +11, Listen +18, Move Silently +6, Search +4, Spellcraft +7, Spot +18, Survival +20

Possessions combat gear plus mwk scimitar, sickle, sling, 10x sling bullets, +1 *leather armor*, heavy wooden shield, spell component pouch, divine

focus, *pearl of power* (1st level), *periapt of wisdom* +2, *wildling clasp*

Improved Grab (Ex) To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Wild Shape (Su) A druid gains the ability to turn herself into any Small or Medium animal and back again. His options for new forms include all creatures with the animal type. This ability functions like the alternate form special ability, except as noted here. The effect lasts for 1 hour per druid level, or until he changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. Each time he uses wild shape, he regains lost hit points as if he had rested for a night.

Woodland Stride (Ex) A druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Amendments when in elf form:

AC 17, touch 12, flat-footed 15

Fort +10, **Ref** +8

Speed 30 ft.

Melee scimitar +6/+1 (1d6-1/18-20)

Ranged sling +9 (1d4-1)

Grp +5

Str 8, Dex 15, Con 12

Hide +6, Move Silently +6

SILVER

CR –

Female brown bear

N Large Animal (augmented)

Init +2; **Senses** Low-light vision, scent; Listen +6, Spot +7

AC 18, touch 11, flat-footed 16

(-1 size, +2 Dex, +7 natural)

hp 69 (8 HD)

Resistance evasion

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

Speed 40 ft. (8 squares)

Melee claws +14/+14 (1d8+9) and bite +9 melee (2d6+4)

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

Base Atk +6; **Grp** +19

Atk Options improved grab

Special Actions

Combat Gear

Abilities Str 28, Dex 14, Con 19, Int 2, Wis 12, Cha 6

SQ link, share spell

Feats Endurance, Run, Track

Skills Hide -2, Listen +6, Move Silently +2, Spot +7, Swim +13

Possessions combat gear plus

Improved Grab (Ex) To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

DAENE AND TIEGHAN

CR 7

Male/Female gray elf ranger 7

CN Medium Humanoid (elf)

Init +3; **Senses** Low-light vision; Listen +13 Spot +13

Languages Common, Elven, Sylvan

AC 19, touch 14, flat-footed 15

(+4 Dex, +5 armor,);

hp 44 (7 HD)

Immune magic *sleep* effects

Resist +2 vs. enchantments and effects

Fort +5, **Ref** +9, **Will** +3

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

Melee longsword +9 (1d8+1 / 19-20)

Ranged longbow+12 (1d8 +1 / x3)

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

Base Atk +7; **Grp** +6

Atk Options Point Blank Shot; Favored Enemy Human (+4), Aquatic humanoid (+2); Rapid Shot; Precise Shot; Ranged Disarm, Manyshot

Special Actions

Combat Gear 1x potion of cure moderate wounds, 1x potion of cure blindness

Abilities Str 13, Dex 18, Con 12, Int 8, Wis 12, Cha 10

Feats Point Blank Shot; Precise Shot, Ranged Disarm, Manyshot, Rapid Shot

Skills Hide +12, Listen +13, Move Silently +13, Spot +13, Survival +12

Possessions combat gear plus +1 longsword, +1 longbow, +1 mithril chain shirt, quiver, 50 arrows

4:RED HERRING

CAITLANNAGH

CR 9

Female gnome warlock 9

CN Medium Humanoid (gnome)

Init +2; **Senses** Listen +1, Spot -1

Languages Common,Gnomish, Goblin

AC 20, touch 13, flat-footed 18

(+2 Dex, +5 armor +2 shield +1 size)

hp 65 (9 HD)

DR 2/cold iron

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

Speed 20 ft. (4 squares), climb 20 ft

Melee dagger +5 (1d3-1/18-20)

Ranged eldritch blast +8 ranged touch 4d6

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

Base Atk +5; **Grp** 0

Atk Options Wand of Glitterdust, 10 charges (dc 12), scroll of invisibility, scroll of expeditious retreat, wand of fireball (5 charges)

Special Actions

Combat Gear

Abilities Str 8, Dex 14, Con 16, Int 14, Wis 8, Cha 18

SQ

Feats point blank shot, precise shot, skill focus(use magic device), wandstrike

Skills Bluff +16, Concentration +5, Diplomacy +8, Intimidate +6 ,jump -11,Sense Motive +11, Use magic device +19

Possessions combat gear plus dagger, +1 chain shirt and +1 heavy wooden shield, cloak of charisma +2, amulet of health +2

Warlock invocations:

Frightfull blast: People hit by an eldritch blast must make a will save DC 15 or become shaken

Spiderwalk: As spider climb, 24h duration

See the Unseen: As See Invis, 24h duration

Fel Flight: As overland flight, 24h duration

Voracious dispelling: As dispel magic, does 1 point of damage per spell level dispelled.

Eldrich blast (Sp): Ray deals 2d6

Detect Magic (Sp): at will as the spell

Damage reduction(Su): 2/cold iron

Deceive item: You can always take 10 on a use magic device check

Fiendish Resilience: Once per day for 2 minutes you have fast healing 1

6:WASTRIANS

BULLYWUG DIVERSION

CR 7

Male bullywug barbarian 2 fighter 5

CE Medium Humanoid (aquatic)

Init +2; **Senses** Listen -1, Spot -1

Languages Common,Toad

AC 20, touch 12, flat-footed 20

(+2 Dex, +5 armor +3 natural)

hp 71 (7 HD)

Fort +11, **Ref** +3 **Will** -0

Speed 30 ft. (4 squares), swim 30ft

Melee scimitar +13/+8 (1d6+7/18-20)

Melee glaive +13/+8 (1d10+9/x3)

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

APPENDIX 2: NEW RULES ITEMS

FEATS

Improved Toughness

Wandstrike: Make a touch attack with a wand to deal 1d6 damage and target creature with spell

MAGIC ITEMS

Wildling clasp

SPELLS

Aspect of the Wolf

Briar web

Nature's Favor

Resistance, greater.

CREATURES

Bullywug

(Source: *Monster Companion: Monsters of Fearun*, page 25)

Medium-Size Humanoid (Aquatic)

Hit Dice: 1d8 + 3 (7 hp)

Initiative: +0

Speed: 20 ft. (4 squares), swim 30 ft. (3 squares)

Armor Class: 15 (+2 leather, +3 natural), touch 10, flatfooted 15

Base Attack / Grapple: +1/+1

Attack: Halfspear +1 melee (1d6); or halfspear +1 ranged (1d6)

Full Attack: Halfspear +1 melee (1d6); or halfspear +1 ranged (1d6)

Space/Reach: 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

Environment: 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

Level Adjustment: +1

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 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 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.

DM MAPS

Insert DM maps. At the minimum, each combat encounter should have a map. If the adventure includes significant amounts of travel also include an area map.

PLAYER HANDOUT X

Player handouts go in this section. Use page breaks between each. If you don't have any handouts, remove this section.