

SND4-05

In Sickness and in Health

A One-Round D&D LIVING GREYHAWK[®]
Sunndi Regional Adventure
Version 0.2

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A lady in need of brave PCs, an army in need of supplies, a village in distress, an enemy in trouble. And all that in a days' work. Such is the life of an adventurer. An adventure for APLs 2-12

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Website, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

dice (at least one d4, d6, d8, d10, d12, and d20), some scrap

paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each

character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a DC 10 Handle Animal or Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard One-round Regional adventure, set in Sunndi. Characters native to Sunndi pay one Time Unit per round, all others pay two 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.

Adventure Background

Rajivah ibn Fadel was born in Sefmur, capital of Tusmit some twenty years ago. His parents, both of them herbalists and healers of renown, traveled mostly through the Baklunish West (Tusmit, Ekbir, Zeif & Ket) until the end of the Greyhawk Wars. At that time, both his parents decided they would travel eastward and ply their trade

everywhere they would be needed. With many people now needing help, they were welcomed in most cities, in most villages. Rajivah learned much from his father and soon was helping his parents tend to the sick. Before he was ten, he was already quite knowledgeable about herbs, diseases and healing. He was content with his life. However, the reality of the world would catch up with Rajivah.

One day, while in the northern parts of Ahlissa, his father and mother contracted a wasting illness. Day and night, his father tried everything he knew. He used rare herbs, brewed strange teas, nothing worked. Rajivah himself was touched by the sickness. For days he lay delirious, having odd visions. One of them was of a man in a pool of brownish water. The man spoke to Rajivah. "I can get you back on your feet, but you must use your disease to reap havoc on the enemies of the world." In his delirium, Rajivah agreed.

Rajivah woke up, a noble paladin wearing the outfits of Pelor kneeling next to him. The brave warrior had cured the boy, but was too late for his parents, both of whom had died. Before they burned the bodies according to Tusman custom, Rajivah carefully picked some of the pus from the bodies of his parents and kept it in a jar. Rajivah parted company with the paladin soon after. When he learned that enemies of men were located in the Vast Swamp, Rajivah knew he had been sent on a divine quest and headed south, to Sunndi. There he thought he would fulfill the request of the man of his dreams. Though in reality there is little reason for him to believe he is on the right track. All he has is a feeling of doing the right thing.

Once he arrived in Sunndi Rajivah began to work feverishly, trying to make his disease lethal to amphibians using the sickness that had killed his parents as the starting point. A number of frogs died before he finally had made the perfect disease, or so he thought. He had made a disease lethal to amphibians and with hardly any effect on mammals (see Appendix 7 for details on the disease). A man of his word, Rajivah would complete the task the Man in the Muddy Waters had given him. So, he began to travel around the Vast Swamp and making forays trying to make peaceful contact with the bullywugs.

Luck smiled once more to Rajivah. As he was picking some mushrooms in the swamps, he was captured by a band of bullywugs. Rajivah managed to convince them that he was a cleric of the man-in-the-muddy-water. While the bullywugs didn't quite understand who it was, they supposed he meant some foreign avatar of Wastri. After a brilliant speech, Rajivah explained to them that he made a potion that would make them strong and almost invulnerable. The speech worked and the bullywugs went for the bait hook, line and sinker.

During the night, they escorted Rajivah to his wagon and there he gave them a large quantity of potions, all of them labeled "Potion of invulnerability". The text was in ancient Baklunish, a language that none of the bullywugs could read or else they would have been able to read they were being duped. As they left, Rajivah

laughed at their stupidity. They would take the poison themselves, foolish things. Rajivah then went to the nearby village of Garon and set up his shop there, waiting for the death of the bullywugs.

For the next few days, the bullywug tribe who took the poisoned potions became increasingly aggressive due to an unexpected side effect of the illness, they began to attack humans and other bullywugs alike. The disease making them even more aggressive and felt very little pain. They infected a number of other nearby bands with the disease.

When the priests of Wastri arrived on the scene, they found a number of bullywugs fighting amongst themselves and the other half dying from wounds or covered in nasty sores. The Wastrians used their curing spells to save themselves and tried to find a way to contain the sickness. However, because the original phase of the disease makes the bullywugs stronger, they tried to use those already sick as suicide squads.

The sickness Rajivah released upon the world also effect humans, but it is not as virulent or deadly. The bullywug attack squads killed a number of soldiers and infected the local population. While not nearly as lethal on humans as on the bullywugs, the disease did have an impact on the region.

Adventure Summary

Introduction: The PCs are hired by a noblewoman to get some supplies from her husband. She has not heard from him in a few days and she is worried. Simple guard duty, good pay and just a few days work.

Encounter 1 [Please help]: Before reaching the village, the PCs are approached by a group of people who have fallen ill and want help. Here, the characters risk contracting the disease. They may also learn the basics of what has happened.

Encounter 2 [Torn out Bridge]: Due to the excessive rains, the river has washed away the bridge. Crossing it poses a small problem on lower APLs, but it is relatively easy at higher APLs. While pondering on the problem of crossing the river, they are assaulted by a group of infected Bullywugs.

Encounter 3 [Investigating in Garon]: While in the village of Garon, the PCs can investigate what is going on. There are various places to visit: castle Garon just outside the village, the village itself and a meadow outside the hamlet where not too long ago soldiers had fought a skirmish with a group of bullywugs.

Encounter 4 [Looking in the Swamps]: All traces of the origin of the disease point in the direction of the bullywugs and most likely the PCs will soon decide to enter the swamp. Travel through the Vast Swamp is never easy and these encounters deal with this trip.

Encounter 4 – A [The Warriors]: The first part of the trip is boring and nothing interesting happens, but early in the second day a few infected Bullywugs looking for blood beset the PCs.

Encounter 4 – B [The Dying Ones]: Here the PCs come across a watery zone where a number of Bullywugs are dying of the disease. This should be a

tough sight, even for the stronger of heart. One or two of the bullywugs are still alive, and with a bit of prodding are willing to talk.

Encounter 4 – C [The Wastrian Priest]: A Wastrian and his bodyguards are looking for those who did this. The Wastrians will believe the PCs are behind it. However, he is willing to talk in the hope of finding a cure. If convinced the PCs are not responsible, he will try to enlist the aid of the PCs in finding a medicine.

Encounter 4 – D [The Pond]: If the PCs press on after the meeting with the Wastrian priest they arrive at the remains of a bullywug camp. This small outpost of bullywugs is dead. The PCs can see the damage done by the disease first hand. Here they get another clue to link Rajivah clearly with the disease.

Encounter 5 [The Apothecary]: After having retrieved evidence from the bullywugs, the PCs should be able to link the disease with Rajivah. Returning to the village, they learn that as of yet Rajivah has not arrived. Following the only road, they find that he was on his way to back to help the locals fight the disease when his axle broke.

If told of the immense damage the disease is causing, he is filled with remorse and the PCs can steer him away from the dangerous path he has taken. Otherwise, he becomes a follower of Incabulos.

Encounter 6 [Man in the Muddy Water]: Incabulos is not about to let Rajivah slip through his fingers. Several of his servants jump from muddy pools of water to carry Rajivah away out of the hands of the PCs. It is in up to the PCs to either save him if redeemed or to prevent his escape otherwise.

Conclusion: With the truth out in the open, and the direct danger defeated, it is up to the PCs what to do next. Will they provide the medicine to the bullywugs? Or will they let them die with all the attendant risks to both humans and lizardfolk?

Introduction

Read the following to the players:

Having just finished your last adventure, you headed for the village of Calgen in southern Sunndi where adventures were supposed to be plentiful. Rumors told that Count Kestor was looking for adventurers to enlist in the defense of Corul. However when you arrived, you found the rumors to be false. Most adventurers have left the area. Along with a few others, you decided to stay and make the best out of this situation.

Allow the character to introduce each other at this time.

*Sitting at an inn, you are approached by a beautiful Suel lady with piercing blue eyes and silver-white hair showing some elven heritage.
"Greetings, my name is Lady Arnila Kilvale, wife of Sir Bardagon Kilvale. My husband was supposed to send supplies to the troops here, but he has not done so. I worry that our enemies may use this to spread rumors about us. Will you help me?"*

Lady Arnila wishes the PCs to travel to Garon and escort the supplies back to Calgen. While the supplies are not critical, she wants the provisions here quickly. If the PCs have questions for her, she answers them politely. While she pretends she wants the supplies, she is more worried about what may have happened to her husband and to his brother. She does not say anything about the plague that is supposed to ravage the land unless directly asked about it. Though she does not know more than the rumors that can be heard in town (see below).

☛ **Lady Arnila Kilvale:** Female Suel Ari3.

Appearance: Lady Arnila is a beautiful Suel woman with piercing blue eyes and long, straight silver-white hair. She has a proud bearing, wearing rather expensive clothes and appears somewhat out of place in this area.

Personality: Lady Arnila is a proud woman, hailing from Pitchfield and with little love for this provincial region. However, her love for her husband is greater than her hatred for the Vast Swamp. Years of near constant worry have left their marks, and though she hides it well, she looks weary and careworn.

How much are you willing to pay?

"My husband and I are not very rich. We can only give you a small amount of gold (50 gp per person), but Count Kestor is a personal friend of mine, and I am willing to speak on your behalf if you ever need his aid. Of course, should raiders be the cause of this delay, do help yourselves to anything you find."

Did you send anyone before us?

"Yes, four days ago I sent my brother-in-law, Sir Orwin Kilvale, to investigate. He is a Holy Warrior of Pelor. He is very trustworthy and if he hasn't returned, something important must've happened to him. If you can find him, please bring him back as well."

Are there any enemies near Garon?

"Garon is located near the Vast Swamp and as such occasionally the target to raids from some of the horrors living there. But my husbands' soldiers have always managed to keep the things at bay. A bullywug raid took place about 12 days ago, but no horrors have been seen since that time, including bullywugs."

How long will the trip to Garon take?

"If you hurry, it will take you slightly more than 1 day on horseback, assuming you do not get into trouble. Considering the weather, it would be better to take your time, meaning it should take you slightly less than 2 days. By foot it will take you about twice that time."

"About halfway between here and Garon there is one Border Post, which is a good place to rest. At least there is a roof, and the presence of soldiers offers some protections against the horrors of the swamp."

If/when the PCs finally agree to the mission, they can all notice that Lady Arnila's smile warms.

Before leaving town, the PCs can ask around about the village of Garon. On a DC 10 Gather Information check, the PCs hear rumors of plague in and around Garon. No one has heard anything from there since a couple of days ago.

Development

It is always possible the PCs refuse to help a lady in distress, especially since at higher APLs, the pay is meager. Later during the day an agent of Count Kestor will approach the PCs. He is looking for some adventurers willing to take look into the news of a plague spreading from the hamlet of Garon. Diseases are not all that uncommon, but there are rumors this disease has a magical origin and that it is some new kind of weapon used by the bullywugs to destroy the defenses of Sunndi. The agent doubts the rumors are true, and more than likely the PCs will be back within a day or two. So he offers the same amount of gold as Lady Arnila, though he notes that if the Wastrians are behind the disease, there will be plenty of opportunity for loot, which the PCs are free to keep. If they still refuse, the adventure will be over for them.

Note: There are no horses for sale or rent in Calgen. They are either in use by the army or they are used in the many building projects used to bolster the defenses of the border with the Vast Swamp.

Calgen is a village and as such there is GP limit of 200 gp. Due the presence of many soldiers, weapons, armor and low-level magical supplies are 10% more expensive than normal.

Encounter 1: Please Help

The trip from Calgen to the hamlet of Garon follows the newly build Swamp Road in the direction of Nondrinn. It is a good wide road used for quick access by the military in the border region in case of a raid. The area is not very densely populated, and once more than a bowshot away from Calgen and the keep of Count Kestor, the surrounding lands soon become wilderness.

The road itself mainly follows the ridges of the low hills. The terrain 100 feet left and right of the road is kept relatively free of bushes and tall grass to provide a good overview and make it more difficult to ambush those using the road. A large ditch on one side of the road provides an outlet for water and even in the current downpours the road is not very muddy.

Read aloud:

You have been traveling for a couple of hours, ever getting closer to the Vast Swamp. All the while you have kept a close eye out for ambushes or signs of a previous attack on a convoy. The weather has been bad. Rain has been falling since this morning. Luckily, it's warm outside so the discomfort is easily bearable. The road you

are traveling on has been paved and reinforced using stones and so it remains quite stable and drv.

Ahead, about two dozen refugees emerge out of the sheets of rain coming in your direction. They carry bags and boxes. Seeing you, they huddle together in fear and distrust. Most are covered in oozing boils and look to have been on the road for hours.

A young woman, not much past puberty calls out to you: "Be you foe or friend, sirs?"

It should not be too difficult for the PCs to convince these people that they are friends. The de facto leader of the band is a young woman named Pariana. Pariana has been through the worse of the disease and should be fine in a week or so. Pariana agrees to talk to the PCs as long as they show kindness and a willingness to help out. Once convinced of their good intent, Pariana beseeches the PCs for aid. Several of the members of the group are sick and require medical aid, preferably of the magical kind. They are too poor to pay for it themselves, and they are hoping to find solace in Calgen or beyond.

It is unrealistic to think the PCs have sufficient healing power to cure all of the refugees. A DC 15 Heal check reveals that most of the refugees will reach Calgen alive. A few of the elderly are on the brink of a collapse, and two toddlers will not survive another night. Pariana comes from Garon, and she and the rest of the group have been on the road for nearly three days now. Their progress is severely hampered by the presence of children, elderly and the sick. It will take them at least another day before they finally reach Calgen.

If questioned about the disease, she confesses that as a young girl she neglected her duties to the gods. Now she feels sorry, and has vowed to spend her life helping the poor in the name of Pelor. She can tell them the curse (Pariana keeps referring to the disease as a curse) has befallen the poor people because some of them looted the site of a skirmish between bullywugs and some of Sir Bardagon's men. All members of their families are now sick. They left their communities (not all of them are from Garon) in search of healing. If asked when this battle took place, she tells them it was 12 days ago. Since then no new bullywugs have been seen (basically confirming what Lady Arnila told the PCs in the Introduction).

If the PCs ask about Sir Bardagon Kilvale, or his brother Sir Orwin Kilvale, or the supply convoy that was expected to arrive in Calgen several days ago. Pariana tells them that when the first people became sick, Sir Bardagon locked himself up in his keep and he has not allowed anybody to enter. They never saw Sir Orwin, but that does not surprise her too much. They had to take a detour to cross a flooded river. Sick as they are, there was little chance for them to cross it with the bridge destroyed. A healthy strong man like Sir Orwin probably crossed the river without problems.

The reference to the bridge might worry the PCs, but Pariana is quite positive the PCs do not need to make the detour to the ford. It is unlikely the soldiers have not repaired the bridge yet, and even if it is still

destroyed, the PCs should be able to cross it with a little bit of difficulty. It is certainly not worth a detour of at least a day.

☠ **Sick Refugees (20):** Male/female humans (mostly Oeridian) Com1; hp 3.

Since the refugees are in close contact, if not downright touching, with the PCs, the PCs have a chance of being infected by the disease. At the END of the encounter, have them roll a DC 13 Fort save but do not tell them who made it and who failed. More information on the disease can be found in Appendix 7.

Development

Only a short time after having encountered the refugees, the PCs arrive at one of the Border Posts.

About every 12 mile along the border with the Vast Swamp there is one such post. These posts consist of one small wooden tower and a small barn. Five soldiers, many of whom are Royal Warders, are stationed at each of these towers. A platform next to the tower can be lit to alert the other watchtowers in case of an attack or a raid, giving the soldiers in Eyedrinn, Nondrinn or Calgen the time to prepare and to be ready when a messenger arrives with the information on where the raid takes place. Since these posts have been built, the army has been able to mount a much quicker response to attacks, bolstering the defenses of the region. Of course, these posts also provide a convenient place for travelers to rest.

If the PCs traveled by foot, they arrive at the border post by the end of the day. If they traveled by horse, they still have an hour or three of daylight left. Whether they stay or not is of no consequence. The soldiers do not care either way. If they keep on riding, they reach the bridge (Encounter 2) just before nightfall, and they should be able to cross the river before dark. In this case the bullywugs are at the bridge as well.

The soldiers stationed at the tower are always on for a chat and can confirm that the bridge has not yet been repaired. Word has been sent to Calgen. They expect a crew of workers any day now, but the weather and the many other building projects along the border probably caused the delay. They are aware of the plague in Garon, but have not seen any travelers from that direction in days. Sir Orwin did pass this post, but he did not remain for the night.

One of the warders has just returned from a long-range patrol into the swamp and while they found tracks of a very small band of bullywugs, the group was not big enough to suggest a raid. Bullywugs are cowards, who never attack unless they travel in big groups. More than likely it was a group of hunters or scouts. Still, it pays to be alert.

Nothing happens during the night, whether the PCs sleep outside in the wilderness or in the stables of the Border Post.

Encounter 2: Torn Out Bridge

The trip from the Border Post to the bridge takes about 2 hours by horse and 4 by foot. The weather and terrain will be the same as in the previous part of the trip.

Walking west along the verges of the Vast Swamp, you cannot help but keep looking in its direction. The creatures and monsters living in its murky waters are not just fairytales.

Ahead of you, the small wooden bridge over a 20 feet wide river has been destroyed and washed away. Due to the rain that has been falling these last few days, the current is strong and crossing may be dangerous.

The river is 10 feet deep pretty much everywhere. Its banks are quite steep (making it 15 feet from the level where the PCs arrive from and the bottom of the river).

The characters have a few choices to cross the river, though at higher APLs magic will make crossing the river a lot easier:

Using a tree trunk: This is perhaps the easiest way to cross the river without using magic. It takes them 5 minutes to find a suitable tree. Walking over the tree trunk requires a Balance check DC10.

Using a rope: the problem with this technique is not getting the rope across. Because of the rain, both sides of the river are muddy. The character must throw the rope 40 feet on the other side. That this takes a DC 13 Rope Use check. Crossing the rope requires either a Balance DC25. Simply hanging from them requires a DC 5 Climb check.

Swimming or wading through the water: This is a very dangerous method of crossing. It requires a DC 20 Swim check. Failure means that the character has been washed down the river 5 feet for every point the check was missed by. This means that a character can end up very far away. Anyone who fails and falls into the water MUST take that Swim check or be swept away. Failing it by more than 5 also means the PC goes underwater and takes 1d6 nonlethal damage from the battering of the water and the many floating branches.

Getting out of the river requires a DC 15 Climb check due to slipperiness of the banks.

Jumping across: There is ample room to make a running jump. The Jump check has a +3 DC modifier due to mud.

Halfling Throw: Yes, this almost forgotten art can sometimes be used! Throwing a gnome or a halfling requires making a ranged attack roll against AC 5 (do not forget to apply the negative modifiers for the range and the fact that it is a makeshift weapon). The thrown small character must make a DC 15 Balance check or he will land prone and takes 2D6 falling damage.

Walking over the water: At higher APLs it is not unlikely for the PCs to be able to walk over the water with the aid of a *water walk* spell. This is no easy feat due to the strong current and it requires a DC 15 Balance check to remain standing.

Creatures: Before the last party member can cross the river, a group of bullywugs attacks. They have lain in waiting about 40 feet upstream ready to attack anything that moves. They had just enough left of their thinking faculties to realize that the best tactic is to wait until their opponents, in this case the PCs, are split up. They will attack the eastern bank (the one the PCs came from). More information on the area can be found on Map 1.

Allow each PC a DC 15 + APL Spot check to not be surprised.

APL 2 (EL 4)

➤ **Bullywug raiders (4):** hp 9 each; see Appendix 1.

APL 4 (EL 6)

➤ **Bullywug raiders, male bullywug Rng2 (4):** hp 23 each; see Appendix 2.

APL 6 (EL 8)

➤ **Bullywug raiders, male bullywug Rng2/Bbn2 (4):** hp 51 each; see Appendix 3.

APL 8 (EL 10)

➤ **Bullywug raiders, male bullywug Rng2/Bbn4 (4):** hp 77 each; see Appendix 4.

APL 10 (EL 12)

➤ **Bullywug raiders, male bullywug Rng2/Bbn6 (4):** hp 103 each; see Appendix 5.

APL 12 (EL 14)

➤ **Bullywug raiders, male bullywug Rng2/Bbn8 (4):** hp 119 each; see Appendix 6.

Tactics: CHARGE!!! The Bullywugs' current state does not allow for very elaborate tactics. They still realize that opening themselves up for a full round attack by the dangerous looking fighter-types is a bad idea. So they will start with a volley of arrows in the hope that the opponents have to charge them, before closing in with the PCs. They try to make sure that at least some of the opponents have to move more than 5 feet to reach them. They are also well aware of the dangers of area of effect spells, trying to position themselves so that it is difficult to hit them without hitting their opponents as well.

Except for the road, the terrain is wet and slippery. While the bullywugs are not hindered by this, all others that run or charge when off the road need to make a DC 12 Balance check, when unsuccessful no movement can be made that round and the PC loses one move action. If the check failed by 5 or more, that character will fall prone as well. Tumbling or jumping in this area incurs a +3 DC modifier due to the slipperiness. The ditch is on the south side of the road and is 5 feet wide and 5 feet deep. A 1 feet deep layer of water streams through it. Exiting a square inside the ditch counts as a 10 feet move unless one crossed it by jumping over it.

Stepping into it requires a DC 12 Balance check to prevent slipping.

Treasure

Looting the bodies of the bullywugs:

APL 2: L (15 gp); C (0 gp); M (0 gp)

APL 4: L (116 gp); C (0 gp); M (0 gp)

APL 6: L (287 gp); C (0 gp); M 4x *potion of barkskin +2* (25 gp)

APL 8: L (381 gp); C (0 gp); M 4x *oil of greater magic weapon +1* (62 gp each), 4x *potion of barkskin +2* (25 gp each), 4x *potion of shield of faith +2* (4 gp each).

APL 10: L (414 gp); C (0 gp); M 4x *oil of greater magic weapon +2* (100 gp each), 4x *potion of barkskin +3* (50 gp each), 8x *potion of shield of faith +3* (25 gp each), 4x *oil of magic vestment +1* (62 gp each).

APL 12: L (414 gp); C (0 gp); M Magic: 4x *oil of greater magic weapon +2* (150 gp each), 4x *potion of barkskin +5* (100 gp each), 8x *potion of shield of faith +5* (75 gp each), 4x *oil of magic vestment +1* (100 gp each).

Detect magic results: *oil of greater magic weapon +1* (Faint Transmutation), *oil of greater magic weapon +2/+3* (Moderate Transmutation), *oil of magic vestment +1* (Faint Transmutation), *oil of magic vestment +2* (Moderate Transmutation), *potion of barkskin +2* (Faint Transmutation), *potion of barkskin +3* (Moderate Transmutation), *potion of barkskin +5* (Strong Transmutation), *potion of shield of faith +2* (Faint Abjuration), *potion of shield of faith +3* (Moderate Abjuration), *potion of shield of faith +5* (Strong Abjuration).

Development: After the battle, let characters with a DC 12 Knowledge (Splintered Suns) check know that the way the Bullywugs attacked to be a little odd. Usually groups of this size do not attack and the lack of a divine spellcasters is weird as well. Anyone making a DC 15 Heal check on the bodies immediately after death reveals they are oddly warm (for Bullywugs) as if they were sick.

The PCs can proceed onwards in the direction of Garon.

Encounter 3: Investigating in Garon

When they first arrive in the village, read the following out loud.

The hamlet you are looking at can only be the hamlet of Garon. It appears it is still standing and that people are still living here. About fifty simple buildings set around a central marketplace form the village. A small stone shrine with the symbol of a smiling sun overlooks the marketplace, its doors closed. Next to it stands one of the bigger wooden buildings, doors and shutters closed as well. In the middle of the market is a large roughly circular pile of ash, as if a large fire had been made a few days ago. A few peasants are selling their vegetables in the market square, none of them seems infected with the disease that appears to be plaguing the land. Some

distance away from town, the tower of a motte and bailey keep rises through the trees, the flag of Sunndi floating proudly atop it.

This encounter relates the investigations of the PCs around the village. Feel free to add a few sub-scenes of your own making.

Encounter 3-A: Castle Garon

Read aloud:

Castle Garon is a rather small motte and bailey keep, consisting of one big stone tower on top of a low manmade hill surrounded by a wooden palisade and a now water filled ditch. A wooden gatehouse provides access to a smaller enclosed area from where a second gate leads onto the ramp going up to the tower. Obviously the man living here is not rich. The keep is of recent construction and hasn't seen any heavy action. Guards line the walls, wearing the gold and green.

A DC 15 Knowledge (Nobility and Royalty) informs the PCs that green and gold are the colors of the Kilvale family.

A loud shrieking noise seems to rise and fall. Your eyes focus on an arrow that falls a good twenty paces ahead of you. "ADVANCE NO FURTHER! STATE YOUR BUSINESS!" calls out one of the guards.

Under no circumstances are the PCs allowed to approach the castle. If asked, the guards will get Sir Bardagon. Sir Bardagon will not let them approach. While he does not want to attack the PCs, he will order his men to fire upon them if they try to approach.

If the PCs ask Sir Bardagon about the supplies, he replies that he has most of the supplies in the keep, but that it will take about a day to prepare the cart. They can come and get it tomorrow.

Telling him about his wife, Sir Bardagon will add a letter to the supplies for his wife. As there are a number of people in his close family who have recently been cured, he wishes for his priest to oversee their recovery.

He tells them that his brother, Orwin is in town, treating the sick. He also tells them to go see Amder, the village priest who might help them.

If asked about the camp of the Bullywugs, Sir Bardagon has one of his men give directions to the PCs. The guard tells the PCs that it would take them about 24 hours to reach the place.

No amount of talking can get him to open the gates and allow the PCs (or anybody else) to enter the keep. He is very afraid the disease might affect his children, who for now are unaffected.

Encounter 3-B: Sir Orwin Kilvale

Asking in the village for a healer or a person in charge or if they know of him through his brother, they can easily find Sir Orwin. At the time the PCs arrive, he is out on a

farm just outside the village, examining some cattle. Sir Orwin hopes to discover a cure for the disease.

A man wearing a leather jerkin, a simple tunic and an obvious symbol of a smiling sun around his neck emerges from the farmhouse, a mace at his belt. He doesn't seem to be affected by the disease. A farmer shadows him and looks at you with suspicious eyes.

"Hail! Greetings strangers! What brings you to these parts?" the armed man asks. "Do you have access to some curative blessings? There is a young girl here in need of such gifts, if you have them to give."

Sir Orwin will not think of introducing himself unless the PCs do so. He is a Paladin devoted to Pelor. He is more interested in poor Bazel who is dying from the disease (her Con is down to 1). Sir Orwin is Sir Bardagon's brother.

If told about his brother's reaction to their request, Sir Orwin looks sad.

☠ **Sir Orwin Kilvale:** Male Oeridian Pal10; hp 84.

Asked about Sir Bardagon:

"My brother does not have the same faith I have. When both his sons fell ill, he closed up the castle. Do not judge him, many would do the same. How would you react if your own children fell ill?"

Asked about Lady Arnilla:

"She is a woman with a good heart. I am very fond of her. She sent you here... for military supplies... I did not know her to be worried about military matters. Politics, yes, military, no. I think she may be worried about Bardagon and her children."

About the disease:

"The disease appeared about 12 days ago, when some soldiers captured a Bullywug and brought it to Garon to interrogate him. He was placed in a cage in the middle of town. The Bullywug died merely a day after being caught, its body covered in boils and oozing warts.

"Many of the town folks who contract the disease seem to recover within a few days. The old and the children have much tougher time.

"When I arrived in town last week, most of the town folk were infected. I took it upon myself to burn the body and the wooden cage.

"There is little doubt in my mind that the Bullywugs are behind this. They brought the disease to us."

Anyone making a DC 12 Knowledge (Splintered Sun) check can know that it would be an odd tactic coming from the Bullywugs. Note that Sir Orwin got to see the Bullywug just after its death, by then he only saw its rotting carcass.

About his health (why he is healthy):

"Pelor watches over me."

Sir Orwin never says out loud that he is a Paladin.

About the Apothecary/anyone who left town:

"Helpful man indeed, an apothecary and herbalist of talent. Left town a few days before I arrived. He helped cure a number of people. He ran out of herbs to help the people and headed west to fetch more. You should ask Amder about him."

Sir Orwin will not leave Garon nor its people as long as the source of the disease is not found. He remains here to assist them and Amder (the local priest) in any way he can.

Encounter 3-C: The healthy folks

The PCs can go around asking questions. Allow them a DC 10 Gather Information check to find someone who is willing to talk to them. That person, a stout farmer selling his cabbage, named Panol. Panol is willing to answer questions.

About his health:

"Yes, I felt sick for a few days, but I'm now fine. My wife and my kids were ill for a number of days, but they are all getting better now."

About the Bullywug:

"Yep, we caught him sleeping. After a little clubbing, Camille, one of Sir Bardagon's sergeants, told us to bring him back to town so it could be interrogated. Those things are disgusting, its warts oozed all the way back.

"It was a shame the damn thing didn't talk, only croaked until it finally stopped moving."

Where to find Bullywugs:

"They have a village, perhaps 24 hours walk through the swamp."

Panol cannot give a specific location for the village. Nor is he interested in going. He directs anybody looking for more information on this camp to the castle.

About Camille:

"Camille has left us now. He was buried shortly after his death. That's too bad; for once a local kid got an important position. Now he shines down upon us, or so Amder says."

About the Apothecary/anyone else in town:

"I've never seen a Baklunish man before. Heard they were evil folk, eating humans and all that, but he was very friendly. Rajivah his name was. Sold us a number of remedies. But he left town, when he ran out of medicinal herbs. Left shortly before Sir Orwin arrived. He sells what he calls Tusman Forest Cream, made with the dark soil of the forests. It cured me of the disease."

If prompted Panol can tell that Rajivah left by the Swamp Road to the west. A DC 15 Knowledge (geography) or Knowledge (the Splintered Sun) check confirms that

with this kind of weather the Swamp Road would be the only road traversable with a big wagon.

Encounter 3-D: Amder of Pelor

Though the temple doors are closed, they are unlocked, and anyone wishing to enter need only push the doors. Note that Amder does not live in the shrine. He is merely there to contemplate his fate. Next to the shrine stands his house and that is the place where he treats his patients.

The inside of the temple is well lit and many mirrors reflect the glory of Pelor. Even on such overcast day, the place is bright. Sitting on a bench is a frail, coughing man.

"If you have come to be cured from the disease, you are too late, come again in the morning." The man says without turning towards to you.

Amber is dying of the plague himself. He had always been frail. Now the disease has caught up with him. Amder refuses to cure himself, instead making sure as many of his people are saved.

☛ **Amder:** Male Suel Clr6 (Pelor); NG; hp 27.

Like the refugee Pariana, Amder believes that he is responsible for the disease. These last few years, he has grown slowly and slowly more depressed and less interested in his ministry.

Rousing Amder from his depression requires a 15 + APL Diplomacy check. Give a role-playing bonus for nice speech and a +5 bonus if the PCs can prove him he is not the cause of the disease (bringing back Rajivah or showing him the vials of potion). Then Amder rouses from his depression and once again becomes the shining beacon to his flock.

Until he is roused from his depression, Amder will decline any magical assistance for himself, instead asking the PCs to offer their assistance to some of the local children.

Amder does not know much about Rajivah, except that he was a young Baklunish man who has seen quite a lot of the world. Rajivah was definitely not a snake oil salesman. Amder knows enough about herbs to confirm that Rajivah is an expert herbalist. Rajivah was a great help while battling the plague. After a day or two he discovered a medicine that was a great boon in the healing process, but he ran out of herbs and went to the west about 7 days ago. He should return any moment now...

A DC 10 Knowledge (religion) check confirms that it is highly unlikely Rajivah is a follower of Incubulos. Followers of the Dark Rider never cure their victims.

Encounter 3-E: Battlefield

If the PCs wish to see the place where Sir Bardagon's troops fought the bullywugs.

Leaving the road, you enter a small meadow. A dreadful stench emanates from it. The muddy ground serves as an open-air resting place for the putrid bodies of a dozen Bullywugs. A few of their pets rest with their masters.

It is quickly obvious that something is wrong with the Bullywugs' cadavers. They are a disgusting pile of ooze with their bones clearly exposed. The bodies of the crocodiles look very different: they are more intact.

A number of arrows still stand as testaments of the battle. Bodies of Bullywugs rot away in a pile, and a foul stench emanates from the rotting carcasses of the Bullywugs. The bodies of the Sir Bardagon's soldiers have been removed and properly buried and are nowhere to be found. The place was looted by a number of peasants who spread the disease to neighboring villages and hamlets. So there is nothing of value left.

Encounter 4:

Looking in the swamps

At this point, the characters are more than likely interested in tracking down the group of bullywugs that apparently spread the disease in Garon. Locating the bullywug camp is not too difficult if they follow the directions given by Sir Bardagon's men (who are willing to provide a map if necessary). Of course, knowing where to go and getting there are two different things. The Vast Swamp is a dangerous place to be, and now that there is a band of out-of-control bullywugs wandering around, things haven't exactly become safer.

The way the PCs play these encounters is very important to the rest of the adventure. Simply attacking everyone seriously cripples the PCs' chance at understanding what is happening. They also miss out on a chance to vanquish the disease for good. Allow the PCs to go back to Garon and ask a few more questions if they wish.

For more generic information on the Vast Swamp and fighting in it, read Appendix 10. The information provided in this appendix will also help describe the environment the PCs are traveling through as well as some of the more common problems they will face. Traversing the swamp requires the PCs to walk in single file: one behind the other. Make sure you know the party order beforehand, as well as any spells particular PCs might have running at specific times. Feel free to add some minor encounters to highlight the dangers of the swamp (such as a patch of quicksand the PC ranger sees in time, or a large constrictor snake fighting with an alligator). Make sure these encounters never threaten the PCs for real or that it costs too much time.

A note on traveling time

Assuming the PCs have a movement rate of 20 feet, the trip to the bullywug camp takes 2 days. If all the PCs have a movement rate of 30 it takes slightly less than 1.5 days. Before they can reach the camp though they will come across various bands of bullywugs and the clerical masters. The first day of the trip will be relatively

uneventful, but early in the morning of the second day will the PCs encounter 4 – A, 4 – B and 4 – C.

Troubleshooting

At higher APLs the PCs might decide to fly over the swamp, or even teleport to the bullywug camp. Considering the fact that the PCs are looking for clues on the origin of the disease this is not very wise. Who knows what they might miss if they select the quick mode of travel. If they persist, pass over Encounter 4-A and 4-B, and with it the XP and gold. Instead of meeting Valen (Encounter 4-C) before the camp, the PCs will meet him at the camp.

Encounter 4-A: The warriors

Read this to the PCs.

The swamp is teeming with life and difficult to move through. If the large expanses of muddy reed-lands, murky channels and densely overgrown hills weren't enough, the myriad of dangerous creatures, the quicksand, the mosses and the rain trickling down the leaves makes this trip particularly difficult. Your progress is difficult, but you manage to evade most of the dangers.

Call out for a Listen check. The PC with the highest roll hears the noise of a loud argument or battle in the distance. The result of the roll determines the distance between the PCs and the disturbance: (10x value of the check) – 20 in feet.

Continue when they approach.

In a shallow pool of water, you can see a few bullywugs pushing and shoving each other in a very aggressive fashion. They shout at each other, oblivious to your presence.

The party has a choice here, they can fight the Bullywugs or go around them. As soon as the Bullywugs are aware of the PCs' presence, they focus solely on the PCs. Unless the PCs are sneaking, this will be at 40 feet distance.

Note that the ELs of this encounter have been reduced significantly due to the fact the PCs most likely have surprise and because the bullywugs will use no tactics what so ever.

APL 2 (EL 2)

➤Bullywug raiders (4): hp 9 each; Appendix 1.

APL 4 (EL 4)

➤Bullywug raiders, male bullywug Rng2 (4): hp 23 each; Appendix 2.

APL 6 (EL 6)

➤Bullywug raiders, male bullywug Rng2/Bbn2 (4): hp 51 each; Appendix 3.

APL 8 (EL 8)

➤Bullywug raiders, male bullywug Rng2/Bbn4 (4): hp 77 each; Appendix 4.

APL 10 (EL 10)

➤Bullywug raiders, male bullywug Rgr2/Bbn6 (4): hp 103 each; Appendix 5.

APL 12 (EL 12)

➤Bullywug raiders, male bullywug Rng2/Bbn8 (4): hp 119 each; Appendix 6.

Tactics: CHARGE!!! These creatures even have less self-control than the raiders at the riverside in Encounter 2. Their current state does not allow for any tactics. They attack the nearest sentient creature that moves and is not a bullywug. In their rage they simply charge their opponents, caring nothing about things such as reach and attacks of opportunity or that working together might be a good idea.

Treasure

Looting the bodies of the bullywugs:

APL 2: L (15 gp); C (0 gp); M (0 gp)

APL 4: L (116 gp); C (0 gp); M (0 gp)

APL 6: L (287 gp); C (0 gp); M 4x *potion of barkskin* (25 gp each).

APL 8: L (381 gp); C (0 gp); M 4x *oil of greater magic weapon* +1 (62 gp each), 4x *potion of barkskin* +2 (25 gp each), 4x *potion of shield of faith* +2 (4 gp each).

APL 10: L (414 gp); C (0 gp); M 4x *oil of greater magic weapon* +2 (100 gp each), 4x *potion of barkskin* +3 (50 gp each), 8x *potion of shield of faith* +3 (25 gp each), 4x *oil of magic vestment* +1 (62 gp each).

APL 12: L (414 gp); C (0 gp); M Magic: 4x *oil of greater magic weapon* +2 (150 gp each), 4x *potion of barkskin* +5 (100 gp each), 8x *potion of shield of faith* +5 (75 gp each), 4x *oil of magic vestment* +1 (100 gp each).

Detect magic results: *oil of greater magic weapon* +1 (Faint Transmutation), *oil of greater magic weapon* +2/+3 (Moderate Transmutation), *oil of magic vestment* +1 (Faint Transmutation), *oil of magic vestment* +2 (Moderate Transmutation), *potion of barkskin* +2 (Faint Transmutation), *potion of barkskin* +3 (Moderate Transmutation), *potion of barkskin* +5 (Strong Transmutation), *potion of shield of faith* +2 (Faint Abjuration), *potion of shield of faith* +3 (Moderate Abjuration), *potion of shield of faith* +5 (Strong Abjuration).

Development

If the PCs manage to capture a bullywug alive, they find the creep to be completely uncooperative. Overcome by the disease, all it can think of is to kill, maim and destroy. It even goes so far as to attack with its mouth, which, considering its lack of teeth is not very painful.

Encounter 4-B: The Dying Ones

You have been following a raised patch of land, trying to keep your feet dry. Dry is a very broad term for the ever-present mud that covers the ground. The rain hasn't ceased but the plants here are so thick that you manage to avoid most of the downpour.

You are suddenly assaulted by a stench fouler than that of the sewers in Greyhawk City.

A long croak can suddenly be heard from just ahead of you.

Any PC from Sunndi with Knowledge (the Splintered Sun) automatically knows this is the sound of a Bullywug. For everyone else, the DC is 12.

Just ahead of you is a small pond, wherein lie a dozen Bullywugs, their bodies covered in disgusting oozing warts. The water around them is an unwholesome color. Most lie still, some still struggle to breathe. One of the Bullywugs near you lifts a hand in your direction croaking loudly as if to call your attention to it. It extends its hand as if asking for your help.

None of the Bullywugs are in a condition to fight. Should the PCs decide to simply kill them all, let them. The Bullywug croaking for help is dying. A DC 15 Sense Motive reveals he pleads for healing. The PCs have a moral decision before them.

The croaking Bullywug may be convinced to talk with a DC 15 Diplomacy check. If cured, it will definitely talk. It is willing to share the following information with the PCs.

- The sickness began after the leaders of his pond drank potions of invulnerability.
- That Bullywug didn't get any potion.
- They can give directions to their pond.
- They obtained the potions from a strange man who traded them for his freedom.
- He and most of the other Bullywugs in this pond fought against each other less than a day ago.

Encounter 4-C: The Wastrian Priests

A priest of Wastri, Valen, and his bodyguards have been tracking the various bands of infected bullywugs in the region to make sure they do not infect other bullywugs and to find the person they hold responsible for the disease: a foreign merchant and his servants. If he manages to find a cure against the disease, during these investigations that would be perfect.

You have just crossed a watery expanse and gotten onto dry ground when you spot a well-armed Suel human dressed in the gray and forest green and surrounded by Bullywugs. They appear through the foliage. Seeing you, they immediately take cover.

"We wish to parlay! We have sufficient power to kill you. There is no point in you dying here and now."

Valen, the Wastrian priest realizes the PCs are superior in number, but he is bluffing. Here the PCs have a chance of talking to the enemy and learning valuable information. Before talking, he asks that both sides agree to let each other go in peace after the talks are over. Again, Valen is trying to save himself.

During this encounter, Valen and his bodyguards stay away from the PCs. This means that any social rolls (as well as Sense Motive checks) made have a -4 circumstance penalty due to the distance. During the discussion, Valen keeps an accusatory tone against the PCs until he is pretty much convinced they are not responsible. He will not approach to talk to near close-up, staying at a distance, in cover is perfect for him.

- Through many accusations and references from Valen, the PCs can guess he takes them for worshippers of the Dark Rider (Incubulos as indicated by a DC 5 Knowledge (religion) check). Why else would they be in the swamp if not to see the result of their plague?
- He is willing to share that once cured with a *remove disease* spell, the victim seems to be immune to the disease. Most bullywugs die from the disease within 2 days. Humans however seem to be more resistant to the disease.
- He knows a foreigner managed to con the bullywugs into buying some tainted potions.
- Valen can give the PCs one of the bottles this foreigner gave to the bullywugs. The bottle is a small clay vial without a cork. The label on the flask is in ancient Baklunish, stating "For the Men in the Swamp" Note that only PCs than can read Ancient Baklunish will be able to read the message, although a successful DC15 Knowledge (history) or Knowledge (geography) check will allow the PCs to at least identify the script as Baklunish in origin.
- He will NOT say where the nearest pond is. He will send the PCs in the wrong direction.
- Once he is convinced the PCs are good guys, he tries to maneuver the PCs into proposing to help find a cure. If the PCs agree, he says he can visit Garon every other day and take the cure from them. Because after all, they both oppose the Dark Rider and his minions. In return, he promises them not to be disturbed by any bullywugs while they are in the swamp. What he won't share is that most of the bullywugs in the area are dead or dying already. So his promise is true, but hollow.

It is also very possible the PCs go ahead and attack Valen and his bodyguard. Valen then takes them head on and doesn't retreat until all his bullywugs are dead, at which point Valen retreats as best he can.

APL 2 (EL 1)

🗡️ Bullywug templars (2): hp 7 each; see Appendix 1.

👤 Valen, male Suel Clr3 - Wastri: hp 21; see Appendix 1.

APL 4 (EL 1)

➤ **Bullywug templars, male bullywug Bbn1/Ftr 1 (2):** hp 26 each; see Appendix 2.

☞ **Valen, male Suel Clr4 - Wastri:** hp 27; see Appendix 2.

APL 6 (EL 1)

➤ **Bullywug templars, male bullywug Bbn2/Ftr2 (2):** hp 47 each; see Appendix 3.

☞ **Valen, male Suel Clr6 - Wastri:** hp 39; see Appendix 3.

APL 8 (EL 1)

➤ **Bullywug templars, male bullywug Bbn3/Ftr2/Tmp1 (2):** hp 68 each; see Appendix 4.

☞ **Valen, male Suel Clr8 - Wastri:** hp 51; see Appendix 4.

APL 10 (EL 1)

➤ **Bullywug templars, male bullywug Bbn3/Ftr2/Tmp3 (2):** hp 88 each; see Appendix 5.

☞ **Valen, male Suel Clr10 - Wastri:** hp 63; see Appendix 5.

APL 12 (EL 1)

➤ **Bullywug templars, male bullywug Bbn4/Ftr2/Tmp4 (2):** hp 110 each; see Appendix 6.

☞ **Valen, male Suel Clr12 - Wastri:** hp 86; see Appendix 6.

Tactics: If matters come to blows, Valen will immediately flee, leaping into a pool and vanishing. His templars will cover his retreat in the first round of combat and then flee themselves in a similar fashion. They will not stand and engage under any circumstances. If Valen is somehow prevented from fleeing in the first round, his cohorts will flee in panic in the second round anyway.

Note that the EL figures quoted above are reduced due to the bullywugs' cowardly/prudent tactics. Furthermore, only give out what treasure the PCs can recover from slain or captured enemies.

Treasure

Looting the bodies of the bullywugs and Valen:

APL 2: L (197 gp); C (25 gp); M (0 gp)

APL 4: L (246 gp); C (25 gp); M 2x *chain shirt* +1 (104 gp each), 2x *potion of cure light wounds* (4 gp each), *wand of cure light wounds* (62 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (12 gp).

APL 6: L (83 gp); C (25 gp); M 2x *breastplate shirt* +1 (112 gp each), 2x *potion of cure light wounds* (4 gp each), *wand of cure light wounds* (62 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (12 gp), 3x *cloak/vestment of resistance* (83 gp each), *glaive* +1 (192 gp).

APL 8: L (83 gp); C (25 gp); M 2x *amulet of natural armor* +1 (167 gp each), *full plate* +1 (221 gp), 2x *breastplate* +1 (112 gp each), 2x *potion of cure light wounds* (4 gp each), *wand of cure light wounds* (62 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (12 gp), 3x *cloak/vestment of resistance* (83 gp each), *glaive* +1 (192 gp), *periapt of wisdom* +2 (333 gp).

APL 10: L (83 gp); C (25 gp); M 2x *amulet of natural armor* +1 (167 gp each), *full plate* +1 (221 gp), 2x *breastplate* +2 (362 gp each), 2x *potion of cure light wounds* (4 gp each), *wand of cure light wounds* (62 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (12 gp), 2x *cloak* +1 (83 gp each), *vest of resistance* +2 (333 gp), *glaive* +1 *bane humanoid - elf* (692 gp), *periapt of wisdom* +2 (333 gp), 2x *gauntlets of ogre power* (333 gp each), 4x *potion of shield of faith* +3 (25 gp).

APL 12: L (32 gp); C (25 gp); M 2x *amulet of natural armor* +1 (167 gp each), *full plate* +2 (471 gp), 2x *breastplate* +2 (362 gp each), 2x *potion of cure light wounds* (4 gp each), *wand of cure light wounds* (62 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (12 gp), 2x *cloak* +1 (83 gp each), *vest of resistance* +2 (333 gp), *glaive* +1 *bane humanoid - elf* (692 gp), 2x *glaive of frost* +1 (692 gp each), *periapt of wisdom* +2 (333 gp), 2x *gauntlets of ogre power* (333 gp each), 4x *potion of shield of faith* +3 (25 gp).

Detect magic results: *amulet of natural armor* +1 (Faint Transmutation), *breastplate* +1 (Faint Transmutation), *chain shirt* +1 (Faint Transmutation), *cloak/vestment of resistance* (Faint Abjuration), *full plate* +1/+2 (Faint Transmutation), *gauntlet of ogre power* (Moderate Transmutation), *glaive* +1 (Faint Transmutation), *glaive* +1 - *bane humanoid (elf)* (Moderate Conjunction), *glaive* +1 - *frost* (Moderate Evocation), *periapt of wisdom* +2 (Moderate Transmutation), *potion of cure light wounds* (Faint Conjunction), *potion of shield of faith* (Moderate Abjuration), *scroll of remove fear* (Faint Abjuration), *scroll of remove paralysis* (Faint Conjunction), *wand of cure light wounds* (Faint Conjunction).

Development

If the PCs agree to find a cure for the disease and share it with Valen, he provides them with a gray mummified toad leg. He truthfully states that those are a token they are working for him. When facing bullywugs, or followers of Wastri's teachings, showing the token smoothes things over and prevents any hostilities from taking place. Wastri always pays a debt owed and if the PCs do find a cure and share it with them, they can look forward to a reward. There is no duplicity in his words or intents. For once the Wastrians mean no harm, not even towards the impure.

Encounter 4-D: The Pond

The PCs can get here by talking to the dying bullywug, or by following the indications of Sir Bardagon's men. Unless the PCs succeed in a DC 15 + APL Survival check, the time needed to find it is 4 days as opposed to the two days described above.

You come up to what must be the bullywug equivalent of a village. A dozen mud and wood huts are raised on stilts to keep them from the water. One of the huts stands out because it is twice the size of the others. Its door slight ajar with a dark stain clearly visible upon it.

The same disgusting odor can be smelled here. There are no fires and the smell of decay here is particularly strong. Everything is perfectly still.

The village is a gathering of a few mud huts, which contains only few things of value. Pottery and other Bullywug commodities have been smashed as though a huge fight took place here. Some houses hold (normally) rotting Bullywugs who were slain before contracting the disease. Many crocodiles and Bullywugs (both infected and normal) float belly-up in the water between and under the houses. Obviously some kind of battle took place here. The cause though should not be obvious.

In the chief's hut (yes, it is the large one), there are a number of dead carcasses. The fighting here seemed to have been particularly violent. Making a Search of the hut yields a small pile of potions all of them neatly labeled in a foreign language (Ancient Baklunish if they succeed with a DC15 Knowledge (history) or Knowledge (geography) check). Upon the broken potion vials, is the inscription "For the Men in the Swamp". Not that, aside from magical means, only PCs that speak Ancient Baklunish can understand the script. Allow the PCs to make any rolls they want (Knowledge, Spellcraft, etc) the result don't matter as it doesn't refer to anything real, only to Rajivah' delirious vision (see Adventure Background). Answer any question with 'inconclusive'. Whoever did these potions was obviously someone who knew about making potions and writing Baklunish.

This clue is important because it links Rajivah with the disease. Actually anyone who can write Ancient Baklunish may be a suspect, but having a Baklunish man in this region is too much coincidence to ignore.

Encounter 5: The Apothecary

When Rajivah told Amder he would return within the week, he was speaking the truth. Still, when the PCs return from their trip into the swamp, he has not yet arrived in Garon. The PCs can either wait in Garon, or follow the Swamp Road west. With his wagon, they know that he could not have left the main road in the current weather. If they wait, Rajivah will arrive in three days with a couple of soldiers who found him on the road. Otherwise they will find him about 1 day's travel down the road.

Finding Rajivah should prove an easy. He stands out like a sore thumb around here. Having traveled to the county of Stalward, he was returning to Garon to see how his creation was doing, offer help to the local humans and hope for a sign from the Man-in-the-swamp. His wagon has a broken axle and he has spent a two days trying to repair it, not wanting to abandon his cargo, he decided to wait for help. However, he is not very good at repairing wains.

As you crest a small rise, a wagon stands on the side of the road ahead. A large horse is grazing in the rain nearby.

Painted on the side in large letters is: "Rajivah' Miraculous Cures from Tusmit".

Approaching the wagon, you can see a man sitting near the wagon, staring towards the swamp but apparently he is not seeing anything he wants to see.

Noticing you approach, the man stands up and eyes you for a moment. Not particularly tall, you can see his odd features, his golden-colored skin, his brown-red hair and his piercing green eyes. The ample clothing and the turban he is wearing, clearly marks him as one of the Baklunish from the West, rarely found in this part of the world. After a moment, he picks up a quarterstaff and taking a defensive position, he calls out in an accented Common:

"Be you friend or foe? I can defend myself."

At this point, Rajivah has no intention of harming the PCs. In fact, he knows he might be in trouble if it comes to a fight.

Rajivah admits that he left Garon a week ago. He went searching for a number of medicinal herbs, which he found. He was returning to Garon but because of the rain, he got stuck here when his wagon broke an axle. Despite the swamp beasts, he didn't want to leave his cargo of exotic herbs alone.

The PCs have proof

If shown proof that he is the one responsible for the disease, he will at first deny it. The only tangible proof the PCs can have are the empty potion vials, either gained from the Wastrian cleric or found in the abandoned bullywug camp. Even then it requires a DC 15 + APL Diplomacy check to get him admit to it.

For the roll, do allow for a number of circumstance bonuses.

- Role-playing: +/- 4.
- Fixing his wagon: +2.
- Telling him that the children are dying from the disease: +2.
- Showing him a broken vial: +2.
- Telling him that Amder, the priest of Pelor is dying: +2.
- Hinting that the disease is severely hurting the Bullywugs: -4.
- Making threats (veiled or not) automatically fail. See below.
- Hinting that the bullywugs actually have become more dangerous due to the disease: +4.

He also gives a basic overview of his history (see Adventure Background). It's up to the DM to determine what Rajivah does next. However if asked to atone, Rajivah wants to burn his wagon on the spot and returns to Garon with the PCs. Before he can do so, Incabulos sends his servants to kidnap the man, go to Encounter 6.

If coerced or threatened directly or indirectly, follow up with "Coercing or Threatening Rajivah"

The PCs have no proof

It is possible the PCs come meet Rajivah before they have gone to the Bullywug Pond. In that case, Rajivah will not admit to anything. Sense Motive may indicate he knows more than he lets on.

Rajivah plays innocent and wants to know what the PCs will do to the culprit if caught. He is willing to come to Garon with the PCs, but he leaves as soon as he has a chance if he suspects the PCs are trying to uncover his involvement abandoning all save his most prized possessions. Rajivah does not want to face justice for what he has done, because he feels justified. Plus his quest was given to him but a higher power.

The PCs might try to keep their intentions hidden from Rajivah, because they lack the evidence to confront Rajivah with. If they are successful, Rajivah will travel to Garon with the PCs and start curing the locals. He is unwilling to provide the recipe of medicine, stating that that is the secret of the trade. He cares about people, but he still needs to earn a living.

At some point the PCs can search the wagon for proof. Rajivah objects to any search, reacting to it as if coerced or threatened (see below). It is possible though to lure Rajivah away from the wagon, assuming he has no reason to be suspicious of the PCs, giving ample opportunity to search the wagon in private. A DC 25 Search check reveals a hidden compartment within the wagon. In the compartment the PCs find alchemical equipment of a different nature, including several bottles similar to the ones at the bullywug camp as well as a leather-bound book in Ancient Baklunish describing Rajivah's research into the disease. Spells such as *detect poison* offer little help in finding this compartment because as in any medicine cabinet, the place is filled with poisonous herbs and minerals. Confronting Rajivah with these, works the same as described above in "The PCs Have Proof".

If coerced or threatened directly or indirectly, follow up with "Coercing or Threatening Rajivah".

Note: The wagon contains two *potions of remove disease* and these are labeled as such in Ancient Baklunish (for more information see Encounter 6 below).

Coercing or Threatening Rajivah

This section covers a wide range of PC activity. Coercing include "muscle interrogation" using Enchantment-type spells to get an answer from Rajivah. Threats, direct or indirect ("when we catch that culprit, he's toast...") will also make Rajivah turn to evil.

In Rajivah' mind, because the PCs become a threat to his holy and divine quest. To this end he plans to flat out kill them and by association any of their allies. At this point Rajivah' alignment shifts to Neutral Evil and radiates as such to any and all detection spells or abilities.

If the PCs have not presented him with one of the potion vials, he offers each of them a potion of his creation that prevents fatigue for 24h. He drinks one with the PCs. Of course, because he has already suffered from the disease, he is now immune, but the PCs are drinking down a liquid suspension of the germs that cause the

disease. Unless immune to it, they have now caught it, by drinking the potion, they forego their Saving Throw. Unless they are immune to disease, they are now infected.

For role-playing purposes, Rajivah withdraws and becomes a lot less friendly. He talks very little and keeps looking at the PCs. Rajivah is not a fighting man. If brought back to town, he takes the first opportunity he has to skip town and leave.

When the PCs use force of any kind, Incabulos will send his servants to aid his new recruit, go to Encounter 6.

Encounter 6: Servants of the Dark Rider

At some point during the encounter with Rajivah, the PCs want to put an end to the affair. Either they manage to convince Rajivah he was wrong, and turn him away from the dark path he had taken just before it would be too late, or they confront him in a violent fashion. Either way, Incabulos sees a new servant torn away from his grasp. So he sends over a couple of his servants to take away Rajivah and destroy those pesky PCs that are ruining his plot in Sunndi.

Suddenly the air is filled with a strange gurgling noise. Yellow vapors rise from several now bubbling muddy rain puddles around you. Within seconds the stench of rotten eggs is nigh overwhelming. Then, with a loud splashing noise several <or one at APL 2> creatures rise from these muddy puddles: gnoll-like creatures with black feathered wings and large yellow talons instead of feet, armed with large massive looking bows and dripping with water. Their lips pull away, showing their yellow canine teeth, growling deep down from their throat. Then, before you recover, with one stroke of their wings they rise from the ground and they start to laugh with the cackling noise of a hyena.

One look at Rajivah shows that he is just as surprised as you are. Horror and shock can be seen on his face, when he screams: "Marrashi! Harbingers of disease! Heed their arrows, they spread death and disease!" With that Rajivah crumbles to floor, cowering in fear.

The creatures springing from the puddles are indeed marrashi, plague demons that spread disease with their arrows. The creatures sprang forward in the surprise round, rising about 10 feet in the air. They are all about 30 feet away from the PCs, scattered around them. Roll initiative normally.

Note: At APL2 and 4 the marrashi do NOT have the *protection from arrows* spell-like ability.

Terrain: Note that in most areas there should be enough terrain features to provide the PCs with at least some protection against the marrashi arrows: trees, bushes (offer concealment) and houses. More then likely at least the wagon of Rajivah is present. If the players seem to have a hard time, and they are forgetting this, offer some

hints in this direction. In fact, if the confrontation is within the village or next to the wagon, the PCs could enter a house or the wagon to force the marrashi on the ground.

APL 2 (EL 5)

➤ **Marrash (1):** hp 38; See Appendix 1 and Appendix 10.

APL 4 (EL 7)

➤ **Marrashi (2):** hp 38 each; See Appendix 2 and Appendix 10.

APL 6 (EL 9)

➤ **Marrashi (4):** hp 38 each; see Appendix 3 and Appendix 10.

APL 8 (EL 11)

➤ **Marrashi warriors (3):** Ftr2; hp 58; See Appendix 4.
➤ **Marrash cleric (1):** Clr2; hp 56; See Appendix 4.

APL 10 (EL 13)

➤ **Marrashi warriors (3):** Ftr4; hp 73; See Appendix 5.
➤ **Marrash cleric (1):** Clr4; hp 69; See Appendix 5.

APL 12 (EL 15)

➤ **Marrashi warriors (3):** Ftr6; hp 101; See Appendix 6.
➤ **Marrash cleric (1):** Clr6; hp 82; See Appendix 5.

Tactics: The goal of the marrash is primarily to kidnap Rajivah. At APL 4 and higher one of them tries to get close to Rajivah, grab him and drag him into one of the rain puddles. The whole process takes four rounds. In the first, it grabs Rajivah. In the 2nd it drags him to a puddle of suitable size. In the 3rd it activates the portal, and in the 4th it pulls Rajivah through. If capturing Rajivah opens them too much to the attacks of the PCs, they cut off the kidnap attempt and try to lessen the opposition first. At APL 2 the one marrash first tries to chase away the PCs before attempting to grab Rajivah.

In the meantime the others try to shoot the PCs with their disease arrows. The first arrow they shoot is their *taklif* arrow (see the monster description in Appendix 10). **Note that irretrievable death only results after a failed save against the disease given by the arrow on the next day or days afterward and not just for any Fortitude save.** They are excellent flyers, and they avoid the ground. They are also aware of the threat of area of effect spells and they keep their distance from each other. They focus their arrows on those opponents with good ranged attacks such as archers and wizards. However, they do not cooperate very well, and spread out their attacks somewhat.

If Rajivah is on hand of the PCs, he just huddles to the ground. If urged by a PC he might seek cover under his own wagon or another good spot to hide. If Rajivah is against the PCs, he huddles to the ground as well for one round. Then he jumps up and tries to run for it, right into the talons of the marrash. Rajivah still tries

to resist the kidnapping, since he does not think these things are here to aid him.

Treasure

None. The marrashi's bodies and equipment, while not exactly summoned, dissolve into puddles of muddy water once killed.

Looting Rajivah and his wagon – note that if Rajivah or his body was kidnapped, the things he carried on his person will also be gone. These are marked with an *. On low APLs the authorities will confiscate Rajivah's equipment to help the region recover from the plague, though they are willing to sell it to the PCs for their services (IC explanation for the creaming of the treasure down to the treasure cap).

All APLs: L (87 gp); C (25 gp); M *cloak of resistance* +2 (333 gp)*, *periapt of health* (616 gp)*, *lesser strand of prayer beads* (800 gp)*, 2 *potions of remove disease* (62 gp each).

Detect magic results: *cloak of resistance* +2 (Faint Abjuration), *periapt of health* (Faint Conjunction), *lesser strand of prayer beads* (Faint Conjunction and Faint Enchantment), *potion of remove disease* (Faint Conjunction).

Troubleshooting

There is a chance this battle takes place in Garon in which case the presence of Sir Orwin Kilvale might change this encounter into a cakewalk. If the PCs explicitly demand his presence when they confront Rajivah, Sir Orwin Kilvale is in town. If this is not the case, he is helping farmers in the surrounding area. If present, one additional marrash appears. This marrash will focus solely upon Orwin. How well the combat goes, depends on how easy a time the PCs have. If the PCs are victorious, Orwin will be as well. If the PCs are forced to flee, then Orwin will be killed shortly after, giving the PCs just enough time to flee.

Development

The marrashi are not particularly dangerous to adventurers, were it not for their use of the *taklif* arrow. Rajivah, Amder and Sir Orwin Kilvale recognize the creatures for what they are. None of them can give anything conclusive on their weaknesses or strengths, except that they know that sometimes when the disease goes untreated the person becomes a marrash themselves. They advise any PC hit by an arrow to seek magical curing before 24 hours have past. Such healing can be provided by these NPCs, a cleric among the PCs or the two *potions of remove disease* among the possessions of Rajivah.

A PC with Knowledge (the planes) recognizes the creature as well with a result of 17 or higher. If the roll was 22 or higher, they remember the *taklif* arrow as well (next to the fact that all their arrows spread a lethal disease). At 27 or higher the *protection from arrows* spell-like ability becomes known as well. Finally with a result of 32 or higher, the double-shot ability is known to that PC as well.

If a PC infected by a *taklif* arrow is foolish enough to ignore this advice, they get what is coming to them. Death is permanent and irrevocable if they fail that second fortitude saving throw the next day when fighting of the disease.

Conclusion

There are basically two possible endings to this adventure. Either they manage to make Rajivah atone for his deeds and defeated the marrashi, or Rajivah remained firm within the grasp of Incabulos (either because he was kidnapped or because the PCs could not make him regret his actions).

Rajivah atones

Read the following out loud:

Since you defeated the marrashi and Rajivah returned to Garon, he has kept extremely busy. Using some local plants and swamp mushrooms. He has managed to halt if not cure the disease. Sir Orwin declares that the disease in Garon has been vanquished. He and Rajivah will be traveling the countryside healing the poor.

Sir Bardagon and his men escort you and the supplies back to Calgen. Upon seeing her husband, Lady Arnila weeps with joy. They share a long embrace.

"Don't worry Arnila, the boys are fine," Bardagon says, "thanks to these brave adventurers."

"I knew I made a good choice when I first saw you," says the lady. "Know that my family and I owe you a big favour. I will not forget those who have saved my children."

Lady Arnila and Count Kestor do not forget the aid the PCs have provided to Corul. Arnila gladly pays the promised amount of gold, and the PCs gain the favor with Kestor as described on the AR.

What is more, if they provided the medicine to the bullywugs, they also earn the favor of Wastri. Even non-humans are begrudgingly granted their thanks and reward. Wastrians are true to their word. Obviously, if the PCs do not provide the medicine to the bullywugs, they do not earn their favor.

Valen is also willing to sell some of his possessions for their full market price. Providing the PCs access to his equipment, even if they did not fight him.

In addition the PCs have earned Rajivah's friendship and gratitude. The friendship might have an effect in future scenarios, but it also provides regional access to some of the more powerful magical items within the possession of Rajivah. In addition he gives the PCs some of his gold as a way to thank and compensate them for the damages he has done. The effect of this is that the PCs earn the gold as if they looted him and/or his wagon (see Encounter 6 above) up until the treasure cap of the APL at which the scenario was played.

Rajivah fled and turned to evil or was kidnapped

Read out loud if the PCs made him turn to evil and when he managed to escape or when he was kidnapped before being able to provide the cure:

Sir Bardagon delivers the supplies to you. He also gives you a letter for his wife. The morning you leave town, the villagers all weep the death of their priest Amder of Pelor. Sir Orwin, being the only ordained presides the somber ceremony.

Reaching Lady Arnila, she eagerly grabs the letter from her husband. As she reads, tears are flowing down her face. "My son... he died from that horrible plague..."

Meanwhile you wonder what has happened to Rajivah. You doubt it can be something good..."

Arnila is true to her word, and she pays the PCs the agreed upon amount of gold. Their failure to put an end to the disease though means that the PCs do not earn their favor.

Rajivah killed by the PCs

Read out loud if the PCs killed Rajivah.

Sir Bardagon delivers the supplies to you. He also gives you a letter for his wife. The morning you leave town, the villagers all weep the death of their priest Amder of Pelor. Sir Orwin, being the only ordained presides the somber ceremony.

The plague vanishes a few days later, and everyone gets better.

Reaching Lady Arnilla, she eagerly grabs the letter from her husband. As she reads, tears are flowing down her face. "My son... he died from that horrible plague..."

One thing keeps nagging at the back of your mind. Did Rajivah really had to die? Did his death serve a purpose or might he have been saved? A man's soul something rests not on his own choices, but on those of others. Because of your actions, Rajivah's soul is lost.

Arnila is true to her word, and she pays the PCs the agreed upon amount of gold. Their failure to put an end to the disease though means that the PCs do not earn their favor.

Treasure

Reward by Lady Arnila for delivering the supplies

APL 4: L (0 gp); C (50 gp); M (0 gp).

APL 6: L (0 gp); C (50 gp); M (0 gp).

APL 8: L (0 gp); C (50 gp); M (0 gp).

APL 10: L (0 gp); C (50 gp); M (0 gp).

APL 12: L (0 gp); C (50 gp); M (0 gp).

Campaign Consequences

This module has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the backstory and campaign all information requested is vital.

Please send your answers to the Sunndi regional Team at poc@sunndi.nl as soon as possible. General comments about the module are also welcomed at this address.

1. Did the PCs offer any aid to the refugees?
2. Did the PCs promise the Wastrians to find a cure or did they fight with them?
3. Was a cure given to the Wastrians?
4. Was Rajivah turned away from his path towards Incabulos or did the PCs give him the final push over the edge?
5. Was Rajivah taken away by the marrashi or did the PCs prevent this?

The End

Experience Point Summary

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

Encounter 2: Torn out bridge

Defeating the bullywugs

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	420 XP

Encounter 4A: The Warriors

Defeating the bullywugs

APL2	60 XP
APL4	120 XP
APL6	180 XP
APL8	240 XP
APL10	300 XP
APL12	360 XP

Encounter 4C: The Wastrian Priests

Defeating the priests –OR– talking to them

APL2	40 XP
APL4	55 XP
APL6	70 XP
APL8	85 XP
APL10	100 XP
APL12	115 XP

Encounter 5: The Apothecary

Preventing Rajivah from becoming evil

APL2	40 XP
APL4	55 XP
APL6	70 XP
APL8	85 XP
APL10	100 XP
APL12	115 XP

Encounter 6: Servants of the Dark Rider

Defeating the marrashi

APL2	150 XP
APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP

Discretionary Role-playing Award

APL2	40 XP
APL4	55 XP
APL6	70 XP
APL8	85 XP
APL10	100 XP
APL12	115 XP

Total Possible Experience:

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1125 XP
APL10	1350 XP
APL12	1575 XP

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

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

Encounter 2: Torn Out Bridge

Looting the bullywugs

APL 2: Loot: 15 gp; Coin: 0 gp; Magic: 0 gp

APL 4: Loot: 116 gp; Coin: 0 gp; Magic: 0 gp

APL 6: Loot: 287 gp; Coin: 0 gp; Magic: 4x *potion of barkskin* (25 gp each)

APL 8: Loot: 381 gp; Coin: 0 gp; Magic: 4x *oil of greater magic weapon* +1 (62 gp each), 4x *potion of barkskin* +2 (25 gp each), 4x *potion of shield of faith* +2 (4 gp each).

APL 10: Loot: 414 gp; Coin: 0 gp; Magic: 4x *oil of greater magic weapon* +2 (100 gp each), 4x *potion of barkskin* +3 (50 gp each), 8x *potion of shield of faith* +3 (25 gp each), 4x *oil of magic vestment* +1 (62 gp each).

APL 12: Loot: 414 gp; Coin: 0 gp; Magic: 4x *oil of greater magic weapon* +2 (150 gp each), 4x *potion of barkskin* +5 (100 gp each), 8x *potion of shield of faith* +5 (75 gp each), 4x *oil of magic vestment* +1 (100 gp each).

Encounter 4A: The Warriors

Looting the bullywugs

APL 2: Loot: 15 gp; Coin: 0 gp; Magic: 0 gp

APL 4: Loot: 116 gp; Coin: 0 gp; Magic: 0 gp

APL 6: Loot: 287 gp; Coin: 0 gp; Magic: 4x *potion of barkskin* (25 gp each)

APL 8: Loot: 381 gp; Coin: 0 gp; Magic: 4x *oil of greater magic weapon* +1 (62 gp each), 4x *potion of barkskin* +2 (25 gp each), 4x *potion of shield of faith* +2 (4 gp each).

APL 10: Loot: 414 gp; Coin: 0 gp; Magic: 4x *oil of greater magic weapon* +2 (100 gp each), 4x *potion of barkskin* +3 (50 gp each), 8x *potion of shield of faith* +3 (25 gp each), 4x *oil of magic vestment* +1 (62 gp each).

APL 12: Loot: 414 gp; Coin: 0 gp; Magic: 4x *oil of greater magic weapon* +2 (150 gp each), 4x *potion of barkskin* +5 (100 gp each), 8x *potion of shield of faith* +5 (75 gp each), 4x *oil of magic vestment* +1 (100 gp each).

Encounter 4C: The Wastrian Priest

Looting the Wastrian Cleric and his bodyguards

APL 2: Loot: 197 gp; Coin: 25 gp; Magic: 0 gp

APL 4: Loot: 246 gp; Coin: 25 gp; Magic: 2x *chain shirt* +1 (104 gp each), 2x *potion of cure light wounds* (4 gp each), *wand of cure light wounds* (62 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (12 gp).

APL 6: Loot: 83 gp; Coin: 25 gp; Magic: 2x *breastplate shirt* +1 (112 gp each), 2x *potion of cure light wounds* (4 gp each), *wand of cure light wounds* (62 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (12 gp), 3x *cloak/vestment of resistance* (83 gp each), *glaive* +1 (192 gp).

APL 8: Loot: 83 gp; Coin: 25 gp; Magic: 2x *amulet of natural armor* +1 (167 gp each), *full plate* +1 (221 gp), 2x *breastplate* +1 (112 gp each), 2x *potion of cure light wounds* (4 gp each), *wand of cure light wounds* (62 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (12 gp), 3x *cloak/vestment of resistance* +1 (83 gp each), *glaive* +1 (192 gp), *periapt of wisdom* +2 (333 gp).

APL 10: Loot: 83 gp; Coin: 25 gp; Magic: 2x *amulet of natural armor* +1 (167 gp each), *full plate* +1 (221 gp), 2x *breastplate* +2 (362 gp each), 2x *potion of cure light wounds* (4 gp each), *wand of cure light wounds* (62 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (12 gp), 2x *cloak* +1 (83 gp each), *vest of resistance* +2 (333 gp), *glaive* +1 *bane humanoid - elf* (692 gp), *periapt of wisdom* +2 (333 gp), 2x *gauntlets of ogre power* (333 gp each), 4x *potion of shield of faith* +3 (25 gp).

APL 12: Loot: 32 gp; Coin: 25 gp; Magic: 2x *amulet of natural armor* +1 (167 gp each), *full plate* +2 (471 gp), 2x *breastplate* +2 (362 gp each), 2x *potion of cure light wounds* (4 gp each), *wand of cure light wounds* (62 gp), *scroll of remove fear* (2 gp), *scroll of remove paralysis* (12 gp), 2x *cloak* +1 (83 gp each), *vest of resistance* +2 (333 gp), *glaive* +1 *bane humanoid - elf* (692 gp), 2x *glaive of frost* +1 (692 gp each), *periapt of wisdom* +2 (333 gp), 2x *gauntlets of ogre power* (333 gp each), 4x *potion of shield of faith* +3 (25 gp).

Encounter 6: Servants of the Dark Rider

Looting Rajivah's wagon and body

All APLs: L 87 gp; C 25 gp; M *cloak of resistance* +2 (333 gp)*, *periapt of health* (616 gp)*, *lesser strand of prayer beads* (800 gp)*, 2 *potions of remove disease* (62 gp each).

Conclusion

Reward by Lady Arnila

APL 2: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

APL 4: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

APL 8: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

APL 10: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

APL 12: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

Total Allowed Treasure

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1300 gp
APL 10: 2300 gp
APL 12: 3300 gp

Items for the Adventure Record

☛ **Favor with Count Kestor:** You have earned the gratitude of Count Kestor for finding a cure to the plague of Garon. This favor counts as a standard favor with Count Kestor.

Besides standard use, it can be spend to gain one time access to one of the following items: *boots of levitation*, *brooch of shielding*, *folding boat*, *necklace of fire balls* (up to type V), *slippers of spider climbing*, or a *stone of alarm*.

☛ **Favor with the Wastrian Clergy:** By providing the cure to the bullywugs, you begrudgingly earned a favor. A gray dried toad leg was given to you as a token for this favor. Once used, the token will turn to dust.

The favor can be used to prevent a killing stroke to your unconscious PC. It can also be used to gain a minor boon during an adventure, as detailed in future scenarios.

☛ **Friendship of Rajivah:** By turning Rajivah from the path of evil you have earned his respect and friendship. This might have an impact in later scenarios.

He is also willing to sell you some of his items he collected during his travels, providing regional access to these items. These are marked below with a *.

Item Access

APL 2

- ❖ *Cloak of resistance +2* (Adventure, DMG)*
- ❖ *Periapt of health* (Adventure, DMG)*
- ❖ *Lesser strand of prayer beads* (Adventure, DMG)*

APL 4 (All of APL 2 plus the following)

- ❖ *Wand of cure light wounds* (Adventure, DMG)

APL 6 (All of APLs 2-4 plus the following)

- ❖ *Vest of resistance +1* (Adventure, as *cloak of resistance* except vest slot, DMG)

APL 8 (All of APLs 2-6 plus the following)

APL 10 (All of APLs 2-8 plus the following)

- ❖ *Breastplate +2* (Adventure, DMG)
- ❖ *Glaive +1*, *bane humanoid – elf* (Adventure, DMG)
- ❖ *Oil of greater magic weapon +2* (Adventure, DMG)
- ❖ *Vest of resistance +2* (Adventure, as *cloak of resistance* except vest slot, DMG)

APL 12 (All of APLs 2-10 plus the following)

- ❖ *Full plate +2* (Adventure, DMG)

- ❖ *Glaive +1, frost* (Adventure, DMG)
- ❖ *Oil of greater magic weapon +3* (Adventure, DMG)
- ❖ *Oil of magic vestment +2* (Adventure, DMG)
- ❖ *Potion of barkskin +5* (Adventure, DMG)
- ❖ *Potion of shield of faith +5* (Adventure, DMG)

Appendix 1: APL 2

☛ **Rajivah, male Baklunish Rng1/Rog4:** CR 5; Medium Humanoid (human); HD 4d6+1d8+5; hp 28; Init +0; Spd 30 ft.; AC 10; Base Atk +4; Grp +4; Atk +5 melee (1d6, masterwork quarterstaff); Full Atk +5 melee (1d6, masterwork quarterstaff); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; SV Fort +8, Ref +8, Will +2; AL N; Str 10, Dex 10, Con 12, Int 16, Wis 8, Cha 18.

Skills & Feats: Appraise +8, Bluff +12, Craft (Brewing) +11, Decipher Script +7, Diplomacy +17, Gather Information +7, Handle Animal +5, Heal +3, Knowledge (arcana) +5, Knowledge (architecture & engineering) +4, Knowledge (dungeoneering) +6, Knowledge (geography) +5, Knowledge (history) +4, Knowledge (local) +5, Knowledge (nature) +8, Listen +4, Profession (Herbalist) +10, Search +10, Sense Motive +9; Great Fortitude, Negotiator, Skill Focus (herbalist).

Possessions: Masterwork quarterstaff, herbalist's lab, 6 healer's kits, *cloak of resistance* +2, *lesser strand of prayer beads*, *periapt of health*, 2 *potions of remove disease*.

Encounter 2 and 4-A

☛ **Bullywug raider, male bullywug War1:** CR 1; Medium-Size Humanoid (aquatic); HD 1d8+4; hp 9; Init +1; Spd 20 ft., swim 30 ft.; AC 15 (touch 12, flat-footed 15); Base Atk +1; Grp +2; Atk +2 melee (1d8+1/x3, battleaxe); Full Atk +2 melee (1d8+1/x3, battleaxe); SQ Marsh move; AL CE; SV Fort +5, Ref +0, Will +1; Str 12, Dex 10, Con 18, Int 7, Wis 7, Cha 7.

Skills and Feats: Hide +2 (+8 in marshes), Listen -2, Spot -2; Endurance. **Marsh Move (Ex):** Bullywugs suffer no movement penalties for moving in marshes or mud.

Diseased: The effects of Raging Rot (See Appendix 7) are taken into account in the stats above. It provides a +2 morale bonus on strength and constitution, a +1 morale bonus on Will saves and a -2 penalty on AC.

Possessions: Battleaxe, dagger, studded leather, heavy wooden shield.

Encounter 4-C: The Wastrian Priests

☛ **Bullywug templar, male bullywug War1:** CR 1; Medium-Size Humanoid (aquatic); HD 1d8+3; hp 7; Init +1; Spd 20 ft., swim 30 ft.; AC 17 (touch 10, flat-footed 17); Base Atk +1; Grp +1; Atk +1 melee (1d8/x3, battleaxe) or +1 ranged (1d10/19-20/x2, heavy crossbow); Full Atk +1 melee (1d8/x3, battleaxe) or +1 ranged (1d10/19-20/x2, heavy crossbow); SQ Marsh move; AL CE; SV Fort +5, Ref +0, Will -2; Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7.

Skills and Feats: Hide +2 (+8 in marshes), Listen -2, Spot -2; Endurance.

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

Possessions: Chain shirt, battleaxe, dagger, heavy crossbow, quiver, 20 bolts.

☛ **Valen, male Suel Clr3:** CR 3; Medium Humanoid; 3d8+3; hp 21; Init +5; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Base Atk +2; Grp +4; Atk +6 melee (1d10+3/x3, glaive) or +6 melee (1d8+2, morningstar) or +3 ranged (1d8/19-20/x2, light crossbow); Full Atk +6 melee (1d10+3/x3, glaive) or +6 melee (1d8+2, morningstar) or +3 ranged (1d8/19-20/x2, light crossbow); SA Spontaneous inflict wounds; SQ Rebuke undead 2/day; AL LN; SV Fort +4, Ref +2, Will +5; Str 14, Dex 12, Con 13, Int 10, Wis 15, Cha 8.

Skills and Feats: Concentration +10, Diplomacy +5, Knowledge (religion) +6; Improved Initiative, Power Attack, Skill Focus (concentration).

Spells Prepared: (4/4/3; base DC = 12 + spell level): 0 -- *cure minor wounds* (2), *guidance* (2); 1st -- *bles*, *cure light wounds*, *divine favor*, *protection from chaos**; 2nd -- *bull's strength*, *spiritual weapon**, *zone of truth*.

* Domain Spell; Deity: Wastri; *Domains:* Law (law spells at +1 caster level); War (martial weapon proficiency [glaive] and weapon focus [glaive]).

Possessions: Masterwork glaive, morningstar, dagger, light crossbow, quiver, 20 bolts, masterwork full plate, spell component pouch, wooden holy symbol of Wastri.

Encounter 6: Servants of the Dark Rider

☛ **Marrash raider:** CR 5; Medium-size Outsider [evil, lawful]; HD 7d8+7; hp 38; Init +7; Spd 30 ft., fly 70 ft. (good); AC 19 (touch 13, flat-footed 16); Base Atk +7; Grp +8; Atk +8 melee (1d4+1, claw) or +10 ranged (1d8+1/x3, might composite longbow); Full Atk +8/+8 melee (1d4+1, claw) or +10/+10 ranged (1d8+1/x3, might composite longbow); SA Disease, double bowfire, taklif arrow; SQ Darkvision 60 ft., scent; SV Fort +6, Ref +8, Will +6; Str 13, Dex 16, Con 13, Int 9, Wis 12, Cha 8; AL LE.

Skills and Feats: Balance +13, Jump +11, Listen +11, Search +9, Spot +11, Survival +11, Tumble +13; Dodge, Improved Initiative, Point Blank Shot.

Disease (Ex): Any creature hit by a marrash's disease arrow must succeed at a DC 14 Fortitude save or contract a more virulent outer-planar version of filth fever. The incubation period is id3 days, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage. Each day thereafter that the disease lasts, the infected creature must also succeed at a second DC 14 Fortitude save, or 1 point of each of that day's Dexterity and Constitution damage becomes a drain instead. The DCs are Constitution based.

Double Bowfire (Ex): In battle, a flying marrash grips its longbow with its taloned feet and draws the string with both hands. This unusual technique allows it to fire two arrows nearly

simultaneously at its highest attack bonus as a full attack action.

Taklif Arrow: Any creature hit by a taklif arrow must succeed at a DC 14 Fortitude save or contract a disease similar to the marrash variant of filth fever (see Disease above). The incubation period is 1 day, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage. However a creature that fails any Fortitude saving throw after its initial infection dies instantly, and neither *raise dead* or *resurrection* can restore it to life. The corpse rises as a new marrash 1d6 days later. The DCs are Constitution based.

Possessions: Mighty composite longbow, 10 disease arrows, 20 arrows, 1 taklif arrow.

Appendix 2: APL 4

☛ **Rajivah, male Baklunish Rng1/Rog4:** CR 5; Medium Humanoid (human); HD 4d6+1d8+5; hp 28; Init +0; Spd 30 ft.; AC 10; Base Atk +4; Grp +4; Atk +5 melee (1d6, masterwork quarterstaff); Full Atk +5 melee (1d6, masterwork quarterstaff); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; SV Fort +8, Ref +8, Will +2; AL N; Str 10, Dex 10, Con 12, Int 16, Wis 8, Cha 18.

Skills & Feats: Appraise +8, Bluff +12, Craft (Brewing) +11, Decipher Script +7, Diplomacy +17, Gather Information +7, Handle Animal +5, Heal +3, Knowledge (arcana) +5, Knowledge (architecture & engineering) +4, Knowledge (dungeoneering) +6, Knowledge (geography) +5, Knowledge (history) +4, Knowledge (local) +5, Knowledge (nature) +8, Listen +4, Profession (Herbalist) +10, Search +10, Sense Motive +9; Great Fortitude, Negotiator, Skill Focus (herbalist).

Possessions: Masterwork quarterstaff, herbalist's lab, 6 healer's kits, *cloak of resistance* +2, *lesser strand of prayer beads*, *periapt of health*, 2 *potions of remove disease*.

Encounter 2 and 4-A

☛ **Bullywug raiders, male bullywug Rng2:** CR 2; Medium-size Humanoid (aquatic); HD 2d8+10; hp 23; Init +5; Spd 20 ft., swim 30 ft.; AC 17 (touch 9, flat-footed 16); Base Atk +2; Grp +5; Atk +5 melee (1d12+4/x3, masterwork great axe) or +3 ranged (1d8+2/x3, mighty composite longbow); Full Atk +5 melee (1d12+4/x3, masterwork great axe) or +3 ranged (1d8+2/x3, mighty composite longbow) or +1/+1 ranged (1d8+2/x3, mighty composite longbow); SA Favored enemy (humanoid - elves +2); SQ Marsh move, wild empathy; AL NE; SV Fort +8, Ref +1, Will +1; Str 16, Dex 12, Con 20, Int 7, Wis 11, Cha 5.

Skills and Feats: Hide +5 (+11 in marshes), Listen +5, Spot +5, Survival +5; Improved Initiative, Rapid Shot, Track.

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

Diseased: The effects of Raging Rot (See Appendix 7) are taken into account in the stats above. It provides a +2 morale bonus on strength and constitution, a +1 morale bonus on Will saves and a -2 penalty on AC.

Possessions: Chain shirt, great axe, dagger, mighty composite longbow (Str +2), quiver, 20 arrows.

Encounter 4-C: The Wastrian Priests

☛ **Bullywug templars, male Bbn1/Ftr1:** CR 2; Medium-Size Humanoid (Aquatic); HD 1d12 + 1d10 + 8; hp 26; Init +5; Spd 30 ft., swim 40 ft.; AC 19 (touch 11, flat-footed 18); Base Atk +2; Grp +4; Atk +5 melee (1d10+3/x3, glaive); Full Atk +5 melee (1d10+3/x3, glaive); SA Rage 1/day; SQ Marsh move; AL LN; SV

Fort +8, Ref +0, Will +0; Str 14, Dex 12, Con 18, Int 7, Wis 11, Cha 5.

Skills and Feats: Listen +4, Knowledge (religion) +0; Improved Initiative, Power Attack.

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

Possessions: Masterwork glaive, dagger, heavy crossbow, quiver, 20 bolts, *chain shirt +1*, 2 tanglefoot bags, *potion of cure light wounds*.

☛ **Valen, male Suel Clr4:** CR 4; Medium Humanoid; 4d8+4; hp 27; Init +5; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Base Atk +2; Grp +4; Atk +6 melee (1d10+3/x3, glaive) or +4 melee (1d8+2, morningstar) or +3 ranged (1d8/19-20/x2, light crossbow); Full Atk +6 melee (1d10+3/x3, glaive) or +4 melee (1d8+2, morningstar) or +3 ranged (1d8/19-20/x2, light crossbow); AL LN; SV Fort +5, Ref +2, Will +6; Str 14, Dex 12, Con 13, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +11, Diplomacy +6, Knowledge (religion) +7; Improved Initiative, Power Attack, Skill Focus (concentration).

Spells Prepared: (5/5/4; save DC 13 + spell level) 0 – *cure minor wounds* (2), *guidance* (3); 1st – *bles*, *cure light wounds*, *divine favor*, *protection from chaos**, *shield of faith*, 2nd – *bull's strength*, *resist energy*, *spiritual weapon**, *zone of truth*.

* Domain Spell; Deity: Wastri; *Domains:* Law (law spells at +1 caster level); War (martial weapon proficiency [glaive] and weapon focus [glaive]);

Possessions: Masterwork glaive, morningstar, dagger, light crossbow, quiver, 20 bolts, masterwork full plate, spell component pouch, wooden holy symbol of Wastri, *wand of cure light wounds*, *scroll of remove fear*, *scroll of remove paralysis*.

Encounter 6: Servants of the Dark Rider

☛ **Marrash raider:** CR 5; Medium-size Outsider [evil, lawful]; HD 7d8+7; hp 38; Init +7; Spd 30 ft., fly 70 ft. (good); AC 19 (touch 13, flat-footed 16); Base Atk +7; Grp +8; Atk +8 melee (1d4+1, claw) or +10 ranged (1d8+1/x3, might composite longbow); Full Atk +8/+8 melee (1d4+1, claw) or +10/+10 ranged (1d8+1/x3, might composite longbow); SA Disease, double bowfire, taklif arrow; SQ Darkvision 60 ft., scent; SV Fort +6, Ref +8, Will +6; Str 13, Dex 16, Con 13, Int 9, Wis 12, Cha 8; AL LE.

Skills and Feats: Balance +13, Jump +11, Listen +11, Search +9, Spot +11, Survival +11, Tumble +13; Dodge, Improved Initiative, Point Blank Shot.

Disease (Ex): Any creature hit by a marrash's disease arrow must succeed at a DC 14 Fortitude save or contract a more virulent outer-planar version of filth fever. The incubation period is 1d3 days, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage. Each day thereafter that the

disease lasts, the infected creature must also succeed at a second DC 14 Fortitude save, or 1 point of each of that day's Dexterity and Constitution damage becomes a drain instead. The DCs are Constitution based.

Double Bowfire (Ex): In battle, a flying marrash grips its longbow with its taloned feet and draws the string with both hands. This unusual technique allows it to fire two arrows nearly simultaneously at its highest attack bonus as a full attack action.

Taklif Arrow: Any creature hit by a taklif arrow must succeed at a DC 14 Fortitude save or contract a disease similar to the marrash variant of filth fever (see Disease above). The incubation period is 1 day, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage. However a creature that fails any Fortitude saving throw after its initial infection dies instantly, and neither *raise dead* or *resurrection* can restore it to life. The corpse rises as a new marrash 1d6 days later. The DCs are Constitution based.

Possessions: Mighty composite longbow, 10 disease arrows, 20 arrows, 1 taklif arrow.

Appendix 3: APL 6

☛ **Rajivah, male Baklunish Rng1/Rog4:** CR 5; Medium Humanoid (human); HD 4d6+1d8+5; hp 28; Init +0; Spd 30 ft.; AC 10; Base Atk +4; Grp +4; Atk +5 melee (1d6, masterwork quarterstaff); Full Atk +5 melee (1d6, masterwork quarterstaff); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; SV Fort +8, Ref +8, Will +2; AL N; Str 10, Dex 10, Con 12, Int 16, Wis 8, Cha 18.

Skills & Feats: Appraise +8, Bluff +12, Craft (Brewing) +11, Decipher Script +7, Diplomacy +17, Gather Information +7, Handle Animal +5, Heal +3, Knowledge (arcana) +5, Knowledge (architecture & engineering) +4, Knowledge (dungeoneering) +6, Knowledge (geography) +5, Knowledge (history) +4, Knowledge (local) +5, Knowledge (nature) +8, Listen +4, Profession (Herbalist) +10, Search +10, Sense Motive +9; Great Fortitude, Negotiator, Skill Focus (herbalist).

Possessions: Masterwork quarterstaff, herbalist's lab, 6 healer's kits, *cloak of resistance* +2, *lesser strand of prayer beads*, *periapt of health*, 2 *potions of remove disease*.

Encounter 2 and 4 –A

☛ **Bullywug raider, male bullywug Rng2/Bbn2:** CR 4; Medium-Size Humanoid (Aquatic); HD 2d8 + 2d12 + 24; hp 51; Init +6; Spd 30 ft., swim 40 ft.; AC 17 (touch 10, flat-footed 16); Base Atk +4; Grp +8; Atk +9 melee (1d12+6/x3, masterwork great axe) or +6 ranged (1d8+3/x3, mighty composite longbow); Full Atk +9 melee (1d12+6/x3, masterwork great axe) or +6 ranged (1d8+3/x3, mighty composite longbow) or +4/+4 ranged (1d8+3/x3, mighty composite longbow); SA Favored enemy (humanoid - elves +2), rage 1/day; SQ Marsh move, uncanny dodge, wild empathy; AL NE; SV Fort +12, Ref +5, Will +1; Str 18, Dex 14, Con 22, Int 7, Wis 12, Cha 5.

Skills and Feats: Hide +6 (+12 in marshes), Listen +7, Spot +5, Survival +7; Improved Initiative, Power Attack, Rapid Shot, Track.

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

Diseased: The effects of Raging Rot (See Appendix 7) are taken into account in the stats above. It provides a +2 morale bonus on strength and constitution, a +1 morale bonus on Will saves and a -2 penalty on AC.

Possessions: Masterwork chain shirt, masterwork great axe, dagger, mighty composite longbow (Str +3), quiver, 20 arrows, 2 tanglefoot bags, *potion of barkskin* (CL 3).

Encounter 4-C: The Wastrian Priests

☛ **Bullywug templar, male bullywug Bbn2/Ftr2:** CR 4; Medium-Size Humanoid (Aquatic); HD 2d12+2d10+16; hp 47; Init +5; Spd 20 ft., swim 40 ft.; AC 19 (touch 11, flat-footed 18); Base Atk +4; Grp +6; Atk +8 melee

(1d10+3/x3, glaive); Full Atk +8 melee (1d10+3/x3, glaive); SA Rage 1/day; SQ Marsh move, uncanny dodge; AL N; SV Fort +11, Ref +2, Will +2; Str 14, Dex 12, Con 18, Int 7, Wis 12, Cha 5.

Skills and Feats: Listen +5, Knowledge (religion) +1; Improved Initiative, Power Attack, True Believer, Weapon Focus (glaive).

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

Possessions: *Breastplate* +1, masterwork glaive, dagger, heavy crossbow, quiver, 20 bolts, 2 tanglefoot bags, *cloak of resistance* +1, 2 *potions of cure light wounds*.

☛ **Valen, male Suel Clr6:** CR 6; Medium Humanoid (human); 6d8+6; hp 39; Init +5; Spd 20 ft.; AC 20 (touch 11, flat-footed 19); Base Atk +4; Grp +6; Atk +8 melee (1d10+4/x3, glaive +1) or +6 melee (1d8+2, morningstar) or +5 ranged (1d8/19-20/x2, light crossbow); Full Atk +8 melee (1d10+4/x3, glaive +1) or +6 melee (1d8+2, morningstar) or +5 ranged (1d8/19-20/x2, light crossbow); SA Spontaneous inflict wounds; SQ Rebuke undead 2/day; AL LN; SV Fort +7, Ref +4, Will +9; Str 14, Dex 12, Con 13, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +13, Diplomacy +8, Knowledge (religion) +9; Cleave, Improved Initiative, Martial Weapon Proficiency (glaive), Power Attack, Skill Focus (concentration), Weapon Focus (glaive).

Spells Prepared: (5/5/5/4; base DC = 13 + spell level): 0 – *cure minor wounds* (2), *guidance* (3); 1st – *bles*, *cure light wounds*, *divine favor*, *protection from chaos**, *shield of faith*, 2nd – *aid*, *bull's strength*, *resist energy*, *spiritual weapon**, *zone of truth*, 3rd – *cure serious wounds*, *magic circle against chaos**, *prayer*, *water walk*.

**Domain Spell*, Deity: Wastri; *Domains:* Law (law spells at +1 caster level); *War* (martial weapon proficiency (glaive) and weapon focus (glaive)).

Possessions: *Glaive* +1, morningstar, dagger, light crossbow, quiver, 20 bolts, dagger, *full plate* +1, *vest of resistance* +1, spell component pouch, wooden holy symbol of Wastri, *wand of cure light wounds*, *scroll of remove fear*, *scroll of remove paralysis*.

Encounter 6: Servants of the Dark Rider

☛ **Marrash raider:** CR 5; Medium-size Outsider [evil, lawful]; HD 7d8+7; hp 38; Init +7; Spd 30 ft., fly 70 ft. (good); AC 19 (touch 13, flat-footed 16); Base Atk +7; Grp +8; Atk +8 melee (1d4+1, claw) or +10 ranged (1d8+1/x3, might composite longbow); Full Atk +8/+8 melee (1d4+1, claw) or +10/+10 ranged (1d8+1/x3, might composite longbow); SA Disease, double bowfire, taklif arrow; SQ Darkvision 60 ft., protection from arrows, scent; SV Fort +6, Ref +8, Will +6; Str 13, Dex 16, Con 13, Int 9, Wis 12, Cha 8; AL LE.

Skills and Feats: Balance +13, Jump +11, Listen +11, Search +9, Spot +11, Survival +11, Tumble +13; Dodge, Improved Initiative, Point Blank Shot.

Disease (Ex): Any creature hit by a marrash's disease arrow must succeed at a DC 14 Fortitude save or contract a more virulent outer-planar version of filth fever. The incubation period is 3 days, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage. Each day thereafter that the disease lasts, the infected creature must also succeed at a second DC 14 Fortitude save, or 1 point of each of that day's Dexterity and Constitution damage becomes a drain instead. The DCs are Constitution based.

Double Bowfire (Ex): In battle, a flying marrash grips its longbow with its taloned feet and draws the string with both hands. This unusual technique allows it to fire two arrows nearly simultaneously at its highest attack bonus as a full attack action.

Taklif Arrow: Any creature hit by a taklif arrow must succeed at a DC 14 Fortitude save or contract a disease similar to the marrash variant of filth fever (see Disease above). The incubation period is 1 day, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage. However a creature that fails any Fortitude saving throw after its initial infection dies instantly, and neither *raise dead* or *resurrection* can restore it to life. The corpse rises as a new marrash 1d6 days later. The DCs are Constitution based.

Protection from Arrows (Sp): A marrash can use *protection from arrows*, as the spell, at will. Caster level 10th.

Possessions: Mighty composite longbow, 10 disease arrows, 20 arrows, 1 taklif arrow.

Appendix 4: APL 8

☞ **Rajivah, male Baklunish Rng1/Rog4:** CR 5; Medium Humanoid (human); HD 4d6+1d8+5; hp 28; Init +0; Spd 30 ft.; AC 10; Base Atk +4; Grp +4; Atk +5 melee (1d6, masterwork quarterstaff); Full Atk +5 melee (1d6, masterwork quarterstaff); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; SV Fort +8, Ref +8, Will +2; AL N; Str 10, Dex 10, Con 12, Int 16, Wis 8, Cha 18.

Skills & Feats: Appraise +8, Bluff +12, Craft (Brewing) +11, Decipher Script +7, Diplomacy +17, Gather Information +7, Handle Animal +5, Heal +3, Knowledge (arcana) +5, Knowledge (architecture & engineering) +4, Knowledge (dungeoneering) +6, Knowledge (geography) +5, Knowledge (history) +4, Knowledge (local) +5, Knowledge (nature) +8, Listen +4, Profession (Herbalist) +10, Search +10, Sense Motive +9; Great Fortitude, Negotiator, Skill Focus (herbalist).

Possessions: Masterwork quarterstaff, herbalist's lab, 6 healer's kits, *cloak of resistance* +2, *lesser strand of prayer beads*, *periapt of health*, 2 *potions of remove disease*.

Encounter 2 and 4-A

☞ **Bullywug raider, male bullywug Rng2/Bbn4:** CR 6; Medium-Size Humanoid (aquatic); HD 2d8+4d12+36; hp 77; Init +6; Spd 20 ft., swim 40 ft.; AC 20 (touch 10, flat-footed 18); Base Atk +6; Grp +10; Atk +12 melee (1d12+7/x3, masterwork great axe) or +9 ranged (1d8+3/x3, mighty composite longbow); Full Atk +12/+6 melee (1d12+7/x3, masterwork great axe) or +9/+4 ranged (1d8+3/x3, mighty composite longbow) or +7/+7/+2 ranged (1d8+3/x3, mighty composite longbow); SA Rage 2/day, Favored enemy (humanoid -elves +2); SQ Marsh move, trap sense +1, uncanny dodge, wild empathy; AL NE; SV Fort +13, Ref +6, Will +3; Str 18, Dex 14, Con 22, Int 7, Wis 12, Cha 5.

Skills and Feats: Hide +4 (+10 in marshes), Listen +10, Spot +5, Survival +10; Improved Initiative, Power Attack, Rapid Shot, Track, Weapon Focus (great axe).

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

Diseased: The effects of Raging Rot (See Appendix 7) are taken into account in the stats above. It provides a +2 morale bonus on strength and constitution, a +1 morale bonus on Will saves and a -2 penalty on AC.

Note: When the bullywugs heard the PCs approach, they applied an *oil of greater magic weapon* +1 and quaffed a *potion of barkskin* +2. These have already been scratched from the possessions and applied to the stats above.

Possessions: Breastplate, masterwork greataxe (+1 due to *oil of greater magic weapon* +1), dagger, mighty composite longbow (Str +3), quiver, 20 masterwork arrows, 2x tanglefoot bag, *potion of*

barkskin +2, *oil of greater magic weapon* +1, *potion of shield of faith* +2.

Encounter 4-C: The Wastrian Priests

☞ **Bullywug templar, male bullywug Bbn3/Ftr3/Tmp1:** CR 6; Medium-Size Humanoid (Aquatic); HD 3d12+3d10+24; hp 68; Init +5; Spd 20 ft., swim 40 ft.; AC 22 (touch 11, flat-footed 21); Base Atk +6; Grp +8; Atk +10 melee (1d10+3/x3, masterwork glaive) or +7 ranged (1d10/19-20/x2, heavy crossbow); Full Atk +10/+4 melee (1d10+3/x3, masterwork glaive) or +7 ranged (1d10/19-20/x2, heavy crossbow); SA Rage 1/day; SQ Marsh move, mettle, trap sense +1, uncanny dodge; AL N; SV Fort +13, Ref +3, Will +5; Str 14, Dex 12, Con 18, Int 7, Wis 12, Cha 5.

Skills and Feats: Listen +4, Knowledge (religion) +2; Cleave, Improved Initiative, Power Attack, True Believer, Weapon Focus (glaive).

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

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial", "Fortitude half" or similar entries can be negated through this ability.

Spells Prepared: (1; save DC 11 + spell level): 1st – *divine sacrifice*.

Possessions: Breastplate +1, amulet of natural armor +1, masterwork glaive, heavy crossbow, quiver, 20 bolts, dagger, 2x tanglefoot bags, *cloak of resistance* +1, 2x *potion of cure light wounds*.

☞ **Valen, male Suel Clr8:** CR 8; Medium Humanoid; 8d8+8; hp 51; Init +5; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Base Atk +6; Grp +8; Atk +11 melee (1d10+5/x3, glaive +2) or +8 melee (1d8+2, morningstar) or +7 ranged (1d8/19-20/x2, light crossbow); Full Atk +11/+5 melee (1d10+5/x3, glaive +2) or +8/+3 melee (1d8+2, morningstar) or +7 ranged (1d8/19-20/x2, light crossbow); SA Spontaneous inflict; SQ Rebuke undead 2/day; AL LN; SV Fort +9, Ref +5, Will +12; Str 14, Dex 12, Con 13, Int 10, Wis 18, Cha 8.

Skills and Feats: Concentration +15, Diplomacy +10, Knowledge (religion) +11; Cleave, Improved Initiative, Martial Weapon Proficiency (glaive), Power Attack, Skill Focus (concentration), Weapon Focus (glaive).

Spells Prepared: (5/6/5/5/4; base DC = 14 + spell level) 0 – *cure minor wounds* (2), *guidance* (3); 1st – *bless*, *cure light wounds*, *divine favor*, *protection from chaos**, *shield of faith*, 2nd – *aid*, *bull's strength*, *resist energy*, *spiritual weapon**, *zone of truth*, 3rd – *cure serious wounds*, *dispel magic*, *magic circle against*

chaos, magic vestment, water walk, 4th – divine power, divination, greater magic weapon, order's wrath*.*

**Domain Spell, Deity: Wastri; Domains: Law (law spells at +1 caster level); War (martial weapon proficiency [glaive] and weapon focus [glaive]);*

Possessions: Glaive +1 (+2 due to greater magic weapon), morningstar, dagger, light crossbow, quiver, 20 bolts, full plate +1 (+2 due to magic vestment), vest of resistance +1, spell component pouch, periapt of wisdom +2, wooden holy symbol of Wastri, scroll of remove fear, scroll of remove paralysis.

Encounter 6: Servants of the Dark Rider

➤ **Marrash raider, Ftr2:** CR 7; Medium-size Outsider [evil, lawful]; HD 7d8 + 2d10 + 18; hp 58; Init +9; Spd 30 ft., fly 70 ft. (good); AC 21 (touch 15, flat-footed 16); Base Atk +9; Grp +13; Atk +13 melee (1d4+4, claw) or +15 ranged (1d8+4/x3, mighty composite longbow); Full Atk +13/+13 melee (1d4+4, claw) or +15/+15 ranged (1d8+4/x3, mighty composite longbow) or +13/+13/+8 ranged (1d8+4/x3, mighty composite longbow); SA Disease, double bowfire, taklif arrow; SQ Darkvision 60 ft., protection from arrows, scent; SV Fort +10, Ref +10, Will +7; Str 18, Dex 20, Con 15, Int 9, Wis 14, Cha 6; AL LE.

Skills and Feats: Balance +15, Jump +15, Listen +12, Search +9, Spot +12, Survival +12, Tumble +15; Dodge, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

Disease (Ex): Any creature hit by a marrash's disease arrow must succeed at a DC 15 Fortitude save or contract a more virulent outer-planar version of filth fever. The incubation period is 1d3 days, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage. Each day thereafter that the disease lasts, the infected creature must also succeed at a second DC 15 Fortitude save, or 1 point of each of that day's Dexterity and Constitution damage becomes a drain instead. The DCs are Constitution based.

Double Bowfire (Ex): In battle, a flying marrash grips its longbow with its taloned feet and draws the string with both hands. This unusual technique allows it to fire two arrows nearly simultaneously at its highest attack bonus as a full attack action.

Taklif Arrow: Any creature hit by a taklif arrow must succeed at a DC 15 Fortitude save or contract a disease similar to the marrash variant of filth fever (see Disease above). The incubation period is 1 day, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage. However a creature that fails any Fortitude saving throw after its initial infection dies instantly, and neither *raise dead* or *resurrection* can restore it to life. The corpse rises as a new marrash 1d6 days later. The DCs are Constitution based.

Protection from Arrows (Sp): A marrash can use *protection from arrows*, as the spell, at will. Caster level 10th.

Possessions: Mighty composite longbow, 10 disease arrows, 20 arrows, 1 taklif arrow.

➤ **Marrash Cleric, Clr2:** CR 7; Medium-size Outsider [evil, lawful]; HD 7d8 + 2d8 + 18; hp 56; Init +9; Spd 30 ft., fly 70 ft. (good); AC 21 (touch 15, flat-footed 16); Base Atk +8; Grp +8; Atk +8 melee (1d4, claw) or +13 ranged (1d8/x3, composite longbow); Full Atk +8/+8 melee (1d4, claw) or +13/+13 ranged (1d8/x3, composite longbow); SA Disease, double bowfire, taklif arrow; SQ Darkvision 60 ft., protection from arrows, scent; SV Fort +10, Ref +10, Will +11; Str 11, Dex 20, Con 14, Int 11, Wis 16, Cha 10; AL LE.

Skills and Feats: Balance +15, Concentration +9, Jump +10, Listen +13, Search +10, Spot +13, Survival +13, Tumble +15; Dodge, Improved Initiative, Point Blank Shot, Skill Focus (concentration).

Disease (Ex): Any creature hit by a marrash's disease arrow must succeed at a DC 15 Fortitude save or contract a more virulent outer-planar version of filth fever. The incubation period is 1d3 days, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage. Each day thereafter that the disease lasts, the infected creature must also succeed at a second DC 15 Fortitude save, or 1 point of each of that day's Dexterity and Constitution damage becomes a drain instead. The DCs are Constitution based.

Double Bowfire (Ex): In battle, a flying marrash grips its longbow with its taloned feet and draws the string with both hands. This unusual technique allows it to fire two arrows nearly simultaneously at its highest attack bonus as a full attack action.

Taklif Arrow: Any creature hit by a taklif arrow must succeed at a DC 15 Fortitude save or contract a disease similar to the marrash variant of filth fever (see Disease above). The incubation period is 1 day, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage. However a creature that fails any Fortitude saving throw after its initial infection dies instantly, and neither *raise dead* or *resurrection* can restore it to life. The corpse rises as a new marrash 1d6 days later. The DCs are Constitution based.

Protection from Arrows (Sp): A marrash can use *protection from arrows*, as the spell, at will. Caster level 10th.

Spells prepared (4/4; Base DC = 13 + spell level): 0 – *detect magic, detect poison, guidance (2);* 1st – *cure light wounds, divine favor, entropic shield, protection from good*.*

** Domain spell. Domains:* Destruction (smite 1/day - +4 bonus on melee attack, +2 damage); Evil (cast evil spells at +1 caster level).

Possessions: Mighty composite longbow, 10 disease arrows, 20 arrows, 1 taklif arrow.

Appendix 5: APL 10

☛ **Rajivah, male Baklunish Rng1/Rog4:** CR 5; Medium Humanoid (human); HD 4d6+1d8+5; hp 28; Init +0; Spd 30 ft.; AC 10; Base Atk +4; Grp +4; Atk +5 melee (1d6, masterwork quarterstaff); Full Atk +5 melee (1d6, masterwork quarterstaff); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; SV Fort +8, Ref +8, Will +2; AL N; Str 10, Dex 10, Con 12, Int 16, Wis 8, Cha 18.

Skills & Feats: Appraise +8, Bluff +12, Craft (Brewing) +11, Decipher Script +7, Diplomacy +17, Gather Information +7, Handle Animal +5, Heal +3, Knowledge (arcana) +5, Knowledge (architecture & engineering) +4, Knowledge (dungeoneering) +6, Knowledge (geography) +5, Knowledge (history) +4, Knowledge (local) +5, Knowledge (nature) +8, Listen +4, Profession (Herbalist) +10, Search +10, Sense Motive +9; Great Fortitude, Negotiator, Skill Focus (herbalist).

Possessions: Masterwork quarterstaff, herbalist's lab, 6 healer's kits, *cloak of resistance* +2, *lesser strand of prayer beads*, *periapt of health*, 2 *potions of remove disease*.

Encounter 2 and 4-A

☛ **Bullywug raider, male bullywug Rng2/Bbn6:** CR 8; Medium-Size Humanoid (Aquatic); HD 2d8+6d12+48; hp 103; Init +6; Spd 20 ft., swim 40 ft.; AC 23 (touch 10, flat-footed 21); Base Atk +8; Grp +12; Atk +15 melee (1d12+8/x3, masterwork great axe) or +10 ranged (1d8+4/x3, mighty composite longbow); Full Atk +15/+9 melee (1d12+8/x3, masterwork great axe) or +10/+5 ranged (1d8+4/x3, mighty composite longbow) or +8/+8/+3 ranged (1d8+4/x3, mighty composite longbow); SA Rage 2/day, favored enemy (humanoids -elves +2); SQ Improved uncanny dodge, marsh move, trap sense +2, wild empathy; AL NE; SV Fort +14, Ref +7, Will +4; Str 18, Dex 14, Con 22, Int 7, Wis 12, Cha 5.

Skills and Feats: Hide +4 (+10 in marshes), Listen +12, Spot +5, Survival +12; Improved Initiative, Power Attack, Rapid Shot, Weapon Focus (great axe).

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

Diseased: The effects of Raging Rot (See Appendix 7) are taken into account in the stats above. It provides a +2 morale bonus on strength and constitution, a +1 morale bonus on Will saves and a -2 penalty on AC.

Note: When the bullywugs heard the PCs approach, they applied an *oil of greater magic weapon* +2 and an *oil of magic vestment* +1, and quaffed a *potion of barkskin* +3. These have already been scratched from the possessions and applied to the stats above.

Possessions: Breastplate (1 due to *oil of magic vestment* +1), masterwork great axe (+2 due to *oil of greater magic weapon* +2), dagger, mighty composite longbow (Str +4), quiver, 20 masterwork arrows, 2x tanglefoot bag, *potion of barkskin* +3, *oil of greater*

magic weapon +2, 2x *potion of shield of faith* +3, *oil of magic vestment* +1.

Encounter 4-C: The Wastrian Priests

☛ **Bullywug templar, male bullywug Bbn3/Ftr2/Tmp3:** CR 8; Medium-Size Humanoid (Aquatic); HD 3d12+5d10+24; hp 88; Init +5; Spd 20 ft., swim 40 ft.; AC 22 (touch 11, flat-footed 21); Base Atk +8; Grp +11; Atk +13 melee (1d10+6/x3, masterwork glaive) or +9 ranged (1d10/19-20/x2, heavy crossbow); Full Atk +13/+7 melee (1d10+6/x3, masterwork glaive) or +9 ranged (1d10/19-20/x2, heavy crossbow); SA Rage 1/day; SQ DR 1/-, marsh move, mettle, smite 1/day, trap sense +1; AL N; SV Fort +14, Ref +4, Will +6; Str 16, Dex 12, Con 18, Int 7, Wis 13, Cha 5.

Skills and Feats: Listen +5, Knowledge (religion) +4; Cleave, Improved Initiative, Power Attack, True Believer, Weapon Focus (glaive), Weapon Specialization (glaive).

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

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack.

Spell's Prepared: (2; base DC = 11 + spell level): 1st - *divine favor*, *divine sacrifice*.

Possessions: Breastplate +2, *amulet of natural armor* +1, masterwork glaive, heavy crossbow, quiver, 20 bolts, dagger, 2x tanglefoot bags, *cloak of resistance* +1, 2x *potion of cure light wounds*, 2x *potion of shield of faith* +3, *gauntlets of ogre power*.

☛ **Valen, male Suel Clr10:** CR 10; Medium Humanoid; 10d8+10; hp 63; Init +5; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Base Atk +7; Grp +9; Atk +12 melee (1d10+5/x3, glaive +2 bane (humanoid: elves)) or +9 melee (1d8+2, morningstar) or +8 ranged (1d8/19-20/x2, light crossbow); Full Atk +12/+6 melee (1d10+5/x3, glaive +2 bane (humanoid: elves)) or +9/+4 melee (1d8+2, morningstar) or +8 ranged (1d8/19-20/x2, light crossbow); AL LN; SV Fort +11, Ref +7, Will +14; Str 14, Dex 12, Con 13, Int 10, Wis 18, Cha 8.

Skills and Feats: Concentration +17, Diplomacy +12, Knowledge (religion) +13; Improved Initiative, Martial Weapon Proficiency (glaive), Power Attack, Quicken Spell, Skill Focus (Concentration), Weapon Focus (glaive).

Spells Prepared: (6/6/6/5/5/4; base DC = 14 + spell level) 0 – *cure minor wounds* (2), *guidance* (3); 1st – *bless*, *cure light wounds*, *divine favor* (2), *protection from chaos**, *shield of faith*; 2nd – *aid*, *bull's strength*, *resist energy*, *remove paralysis*, *spiritual weapon**, *zone of truth*; 3rd – *cure serious wounds*, *dispel magic*, ~~*magic vestment*~~*, *magic circle against chaos*, *water walk*; 4th – *cure critical wounds*, *divine power*, *divination*, ~~*greater magic weapon*~~, *order's wrath**, 5th – *flame strike**, *quicken divine favor*, *righteous might*.

*Domain Spell**: Deity: Wastri; *Domains:* *Law* (law spells at +1 caster level); *War* (martial weapon proficiency [glaiive] and weapon focus [glaiive]);

Possessions: *Glaiive +1 – bane humanoid (elves)* (+2 due to *greater magic weapon*), morningstar, dagger, light crossbow, quiver, 20 bolts, *full plate*+1 (+2 due to *magic vestment*), spell component pouch, *peript of wisdom +2*, *vest of resistance +2*, wooden holy symbol of Wastri, *wand of cure light wounds*, *scroll of remove fear*, *scroll of remove paralysis*.

Encounter 6: Servants of the Dark Rider

➤ **Marrash raider, Ftr4:** CR 9; Medium-size Outsider [evil, lawful]; HD 7d8 + 4d10 + 22; hp 73; Init +9; Spd 30 ft., fly 70 ft. (good); AC 25 (touch 15, flat-footed 20); Base Atk +11; Grp +15; Atk +15 melee (1d4+4, claw) or +17 ranged (1d8+4/x3, mighty composite longbow); Full Atk +15/+15 melee (1d4+4, claw) or +17/+17 ranged (1d8+4/x3, mighty composite longbow) or +15/+15/+10/+5 ranged (1d8+4/x3, mighty composite longbow); SA Disease, double bowfire, taklif arrow; SQ Darkvision 60 ft., protection from arrows, scent; SV Fort +11, Ref +11, Will +8; Str 18, Dex 20, Con 15, Int 9, Wis 14, Cha 6; AL LE.

Skills and Feats: Balance +15, Jump +14, Listen +12, Search +9, Spot +12, Survival +12, Tumble +13; Dodge, Improved Initiative, Improved Precise Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

Disease (Ex): Any creature hit by a marrash's disease arrow must succeed at a DC 15 Fortitude save or contract a more virulent outer-planar version of filth fever. The incubation period is id3 days, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage. Each day thereafter that the disease lasts, the infected creature must also succeed at a second DC 15 Fortitude save, or 1 point of each of that day's Dexterity and Constitution damage becomes a drain instead. The DCs are Constitution based.

Double Bowfire (Ex): In battle, a flying marrash grips its longbow with its taloned feet and draws the string with both hands. This unusual technique allows it to fire two arrows nearly simultaneously at its highest attack bonus as a full attack action.

Taklif Arrow: Any creature hit by a taklif arrow must succeed at a DC 15 Fortitude save or contract a disease similar to the marrash variant of filth fever (see Disease above). The incubation period is 1 day, and the disease deals 1d3 points of Dexterity

damage and 1d3 points of Constitution damage. However a creature that fails any Fortitude saving throw after its initial infection dies instantly, and neither *raise dead* or *resurrection* can restore it to life. The corpse rises as a new marrash 1d6 days later. The DCs are Constitution based.

Protection from Arrows (Sp): A marrash can use *protection from arrows*, as the spell, at will. Caster level 10th.

Possessions: Mighty composite longbow, 20 disease arrows, 40 arrows, 1 taklif arrow, chain shirt.

➤ **Marrash Cleric, Clr4:** CR 9; Medium-size Outsider [evil, lawful]; HD 7d8 + 4d8 + 22; hp 69; Init +9; Spd 30 ft., fly 70 ft. (good); AC 25 (touch 15, flat-footed 20); Base Atk +10; Grp +10; Atk +10 melee (1d4, claw) or +15 ranged (1d8/x3, composite longbow); Full Atk +10/+10 melee (1d4, claw) or +15/+15 ranged (1d8/x3, composite longbow); SA Disease, double bowfire, taklif arrow; SQ Darkvision 60 ft., protection from arrows, scent; SV Fort +11, Ref +11, Will +12; Str 11, Dex 20, Con 14, Int 11, Wis 16, Cha 10; AL LE.

Skills and Feats: Balance +15, Concentration +9, Jump +10, Knowledge (religion) +4, Listen +13, Search +10, Spot +13, Survival +13, Tumble +15; Dodge, Improved Initiative, Point Blank Shot, Skill Focus (concentration).

Disease (Ex): Any creature hit by a marrash's disease arrow must succeed at a DC 15 Fortitude save or contract a more virulent outer-planar version of filth fever. The incubation period is id3 days, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage. Each day thereafter that the disease lasts, the infected creature must also succeed at a second DC 15 Fortitude save, or 1 point of each of that day's Dexterity and Constitution damage becomes a drain instead. The DCs are Constitution based.

Double Bowfire (Ex): In battle, a flying marrash grips its longbow with its taloned feet and draws the string with both hands. This unusual technique allows it to fire two arrows nearly simultaneously at its highest attack bonus as a full attack action.

Taklif Arrow: Any creature hit by a taklif arrow must succeed at a DC 15 Fortitude save or contract a disease similar to the marrash variant of filth fever (see Disease above). The incubation period is 1 day, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage. However a creature that fails any Fortitude saving throw after its initial infection dies instantly, and neither *raise dead* or *resurrection* can restore it to life. The corpse rises as a new marrash 1d6 days later. The DCs are Constitution based.

Protection from Arrows (Sp): A marrash can use *protection from arrows*, as the spell, at will. Caster level 10th.

Spells prepared (5/5/4; Base DC = 13 + spell level): 0 – *cure minor wounds*, *detect magic*, *detect poison*, *guidance* (2); 1st – *cure light wounds*, *divine*

favor, entropic shield (2), protection from good, 2nd – align weapon, resist energy (2), shatter**

* Domain spell. *Domains*: Destruction (smite 1/day - +4 bonus on melee attack, +4 damage); Evil (cast evil spells at +1 caster level).

Possessions: Mighty composite longbow, 10 disease arrows, 20 arrows, 1 taklif arrow, chain shirt.

Appendix 6: APL 12

☞ **Rajivah, male Baklunish Rng1/Rog4:** CR 5; Medium Humanoid (human); HD 4d6+1d8+5; hp 28; Init +0; Spd 30 ft.; AC 10; Base Atk +4; Grp +4; Atk +5 melee (1d6, masterwork quarterstaff); Full Atk +5 melee (1d6, masterwork quarterstaff); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; SV Fort +8, Ref +8, Will +2; AL N; Str 10, Dex 10, Con 12, Int 16, Wis 8, Cha 18.

Skills & Feats: Appraise +8, Bluff +12, Craft (Brewing) +11, Decipher Script +7, Diplomacy +17, Gather Information +7, Handle Animal +5, Heal +3, Knowledge (arcana) +5, Knowledge (architecture & engineering) +4, Knowledge (dungeoneering) +6, Knowledge (geography) +5, Knowledge (history) +4, Knowledge (local) +5, Knowledge (nature) +8, Listen +4, Profession (Herbalist) +10, Search +10, Sense Motive +9; Great Fortitude, Negotiator, Skill Focus (herbalist).

Possessions: Masterwork quarterstaff, herbalist's lab, 6 healer's kits, *cloak of resistance* +2, *lesser strand of prayer beads*, *periapt of health*, 2 *potions of remove disease*.

Encounter 2 and 4-A

☞ **Bullywug raider, male bullywug Rng2/Bbn8:** CR 10; Medium-Size Humanoid (Aquatic); HD 2d8+8d12+60; hp 119; Init +6; Spd 30 ft., swim 40 ft.; AC 26 (touch 10, flat-footed 24); Base Atk +10; Grp +14; Atk +18 melee (1d12+9/19-20/x3, masterwork great axe) or +12 ranged (1d8+4/x3, mighty composite longbow); Full Atk +18/+12 melee (1d12+9/19-20/x3, masterwork great axe) or +13/+8 ranged (1d8+4/x3, mighty composite longbow) or +11/+11/+6 (1d8+4/x3, might composite longbow); SA Rage 3/day, Favored Enemy (humanoid -elves +2); SQ DR 1/-, improved uncanny dodge, marsh move, trap sense +2, wild empathy; AL NE; SV Fort +15, Ref +7, Will +4; Str 18, Dex 14, Con 22, Int 7, Wis 12, Cha 5.

Skills and Feats: Hide +4 (+10 in marshes), Listen +12, Spot +5, Survival +12; Improved Critical (great axe), Improved Initiative, Power Attack, Rapid Shot, Track, Weapon Focus (great axe).

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

Diseased: The effects of Raging Rot (See Appendix 7) are taken into account in the stats above. It provides a +2 morale bonus on strength and constitution, a +1 morale bonus on Will saves and a -2 penalty on AC.

Note: When the bullywugs heard the PCs approach, they applied an *oil of greater magic weapon* +3 and an *oil of magic vestment* +2, and quaffed a *potion of barkskin* +5. These have already been scratched from the possessions and applied to the stats above.

Possessions: Breastplate (+2 due to *oil of magic vestment* +2), masterwork great axe (+3 due to *oil of greater magic weapon* +3), dagger, mighty composite

longbow (Str +4), quiver, 20 masterwork arrows, 2x tanglefoot bag, *potion of barkskin* +5, *oil of greater magic weapon* +3, 2x *potion of shield of faith* +5, *oil of magic vestment* +2.

Encounter 4-C: The Wastrian Priests

☞ **Bullywug templar, male bullywug Bbn4/Ftr2/Tmp4:** CR 10; Medium-Size Humanoid (Aquatic); HD 4d12+6d10+40+1d8+6; hp 110 (+10 temporary); Init +5; Spd 30 ft., swim 40 ft.; AC 22 (touch 11, flat-footed 21); Base Atk +10; Grp +13; Atk +17 melee (1d10+7+1d6/19-20/x3, *glaive of frost* +1) or +11 ranged (1d10/19-20/x2, heavy crossbow); Full Atk +17/+11 melee (1d10+7+1d6/19-20/x3, *glaive of frost* +1) or +11 ranged (1d10/19-20/x2, heavy crossbow); SA Rage 1/day, smite 1/day; SQ DR 1/-, marsh move, mettle, trap sense +1; AL N; SV Fort +13, Ref +3, Will +7; Str 16, Dex 12, Con 18, Int 7, Wis 13, Cha 5.

Skills and Feats: Listen +5, Knowledge (religion) +4; Cleave, Improved Critical (*glaive*), Improved Initiative, Power Critical (*glaive*), Power Attack, True Believer, Weapon Focus (*glaive*), Weapon Specialization (*glaive*).

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

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack.

Note: The bullywug templar has feasted from a *PCs feast* this morning. Granting 10 temporary hit point, a +1 morale bonus on attack rolls and Will saves, as well as an immunity to poison and fear. These values have been calculated in the stats above.

Spell's Prepared: (2/1; base DC = 11 + spell level): 1st - *divine favor*; *divine sacrifice*, 2nd - *resist energy*.

Possessions: Breastplate +2, *amulet of natural armor* +1, *glaive +1 of frost*, heavy crossbow, quiver, 20 bolts, dagger, 2x tanglefoot bags, *cloak of resistance* +1, 2x *potion of cure light wounds*, 2x *potion of shield of faith* +3, *gauntlets of ogre power*.

☞ **Valen, male Suel Clr12:** CR 12; Medium Humanoid (human); 12d8+12+1d8+6; hp 86 (+10 temporary hit points); Init +5; Spd 20 ft.; AC 22 (touch 11, flat-footed 21); Base Atk +9; Grp +12; Atk +17 melee (1d10+6/x3, *glaive* +3 bane (humanoid: elves, humanoid: dwarves))

or +12 melee (1d8+2, morningstar) or +11 ranged (1d8/19-20/x2, light crossbow); Full Atk +16/+10 melee (1d10+6/x3, glaive +3 bane (humanoid: elves, humanoid: dwarves)) or +12/+7 (1d8+2, morningstar) or +11 ranged (1d8/19-20/x2 light crossbow); SA Spontaneous inflict; SQ Rebuke undead 2/day; AL LN; SV Fort +12, Ref +8, Will +16; Str 14, Dex 12, Con 13, Int 10, Wis 18, Cha 8.

Skills and Feats: Concentration +19, Diplomacy +14, Knowledge (religion) +15; Empower Spell, Improved Initiative, Martial Weapon Proficiency (glaive), Power Attack, Quicken Spell, Skill Focus (Concentration), Weapon Focus (glaive).

Note: Valen has feasted from a *PCs feast* this morning. Granting 10 temporary hit point, a +1 morale bonus on attack rolls and Will saves, as well as an immunity to poison and fear. These values have been calculated in the stats above.

Spells Prepared: (6/7/6/6/5/4/3; save DC 14 + spell level) 0 -- *cure minor wounds* (3), *guidance* (3); 1st -- *bleed*, *cure light wounds*, *divine favor* (2), *protection from chaos**, *shield of faith* (2); 2nd -- *aid*, *bull's strength*, *resist energy*, *remove paralysis*, *spiritual weapon**, *zone of truth*, 3rd -- *cure serious wounds*, *dispel magic* (2), *magic vestment**, *magic circle against chaos*, *prayer*; 4th -- *cure critical wounds*, *divine power*, *divination*, *greater magic weapon*, *order's wrath**; 5th -- *flame strike**, *quicken divine favor*, *quicken inflict light wounds*, *righteous might*, 6th -- *blade barrier**, *PCs feast*, *harm*.

*Domain Spell**; Deity: Wastri; *Domains:* Law (law spells at +1 caster level); *War* (martial weapon proficiency [glaive] and weapon focus [glaive]);

Possessions: *glaive +1 bane* (humanoid: elves) (+3 due to *greater magic weapon*), morningstar, dagger, light crossbow, quiver, 20 bolts, *full plate +2* (+3 due to *magic vestment*), spell component pouch, *peripart of wisdom +2*, *vest of resistance +2*, wooden holy symbol of Wastri, *wand of cure light wounds*, *scroll of remove fear*, *scroll of remove paralysis*.

Encounter 6: Servants of the Dark Rider

➤ **Marrash raider, Ftr6:** CR 11; Medium-size Outsider [evil, lawful]; HD 7d8 + 6d10 + 39; hp 101; Init +9; Spd 30 ft., fly 70 ft. (good); AC 26 (touch 15, flat-footed 21); Base Atk +13; Grp +17; Atk +17 melee (1d4+4, claw) or +20 ranged (1d8+7/19-20/x3, *mighty composite longbow* +1); Full Atk +17/+17 melee (1d4+4, claw) or +20/+20 ranged (1d8+7/19-20/x3, *mighty composite longbow* +1) or +18/+18/+13/+8 ranged (1d8+7/19-20/x3, *mighty composite longbow* +1); SA Disease, double bowfire, taklif arrow; SQ Darkvision 60 ft., protection from arrows, scent; SV Fort +13, Ref +12, Will +10; Str 18, Dex 20, Con 16, Int 9, Wis 14, Cha 6; AL LE.

Skills and Feats: Balance +15, Jump +16, Listen +12, Search +9, Spot +12, Survival +12, Tumble +13; Dodge, Improved Critical (longbow), Improved Initiative, Improved Precise Shot, Point Blank Shot,

Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Disease (Ex): Any creature hit by a marrash's disease arrow must succeed at a DC 16 Fortitude save or contract a more virulent outer-planar version of filth fever. The incubation period is 1d3 days, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage. Each day thereafter that the disease lasts, the infected creature must also succeed at a second DC 16 Fortitude save, or 1 point of each of that day's Dexterity and Constitution damage becomes a drain instead. The DCs are Constitution based.

Double Bowfire (Ex): In battle, a flying marrash grips its longbow with its taloned feet and draws the string with both hands. This unusual technique allows it to fire two arrows nearly simultaneously at its highest attack bonus as a full attack action.

Taklif Arrow: Any creature hit by a taklif arrow must succeed at a DC 16 Fortitude save or contract a disease similar to the marrash variant of filth fever (see Disease above). The incubation period is 1 day, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage. However a creature that fails any Fortitude saving throw after its initial infection dies instantly, and neither *raise dead* or *resurrection* can restore it to life. The corpse rises as a new marrash 1d6 days later. The DCs are Constitution based.

Protection from Arrows (Sp): A marrash can use *protection from arrows*, as the spell, at will. Caster level 10th.

Possessions: *Mighty composite longbow +1*, 20 disease arrows, 40 arrows, 1 taklif arrow, *chain shirt +1*.

➤ **Marrash Cleric, Clr6:** CR 11; Medium-size Outsider [evil, lawful]; HD 7d8 + 6d8 + 26; hp 82; Init +9; Spd 30 ft., fly 70 ft. (good); AC 26 (touch 15, flat-footed 21); Base Atk +11; Grp +11; Atk +11 melee (1d4, claw) or +16 ranged (1d8/x3, composite longbow); Full Atk +11/+11 melee (1d4, claw) or +16/+16 ranged (1d8/x3, composite longbow) or +14/+14/+9/+4 ranged (1d8/x3, composite longbow); SA Disease, double bowfire, taklif arrow; SQ Darkvision 60 ft., protection from arrows, scent; SV Fort +12, Ref +12, Will +13; Str 11, Dex 20, Con 14, Int 11, Wis 17, Cha 10; AL LE.

Skills and Feats: Balance +15, Concentration +13, Jump +10, Knowledge (religion) +4, Listen +13, Search +10, Spot +13, Survival +13, Tumble +15; Dodge, Improved Initiative, Point Blank Shot, Rapid Shot, Skill Focus (concentration).

Disease (Ex): Any creature hit by a marrash's disease arrow must succeed at a DC 15 Fortitude save or contract a more virulent outer-planar version of filth fever. The incubation period is 1d3 days, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage. Each day thereafter that the disease lasts, the infected creature must also succeed at a second DC 15 Fortitude save, or 1 point of each of

that day's Dexterity and Constitution damage becomes a drain instead. The DCs are Constitution based.

Double Bowfire (Ex): In battle, a flying marrash grips its longbow with its taloned feet and draws the string with both hands. This unusual technique allows it to fire two arrows nearly simultaneously at its highest attack bonus as a full attack action.

Taklif Arrow: Any creature hit by a taklif arrow must succeed at a DC 15 Fortitude save or contract a disease similar to the marrash variant of filth fever (see Disease above). The incubation period is 1 day, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage. However a creature that fails any Fortitude saving throw after its initial infection dies instantly, and neither *raise dead* or *resurrection* can restore it to life. The corpse rises as a new marrash 1d6 days later. The DCs are Constitution based.

Protection from Arrows (Sp): A marrash can use *protection from arrows*, as the spell, at will. Caster level 10th.

Spells prepared (5/5/5/4; Base DC = 13 + spell level): 0 – *cure minor wounds*, *detect magic*, *detect poison*, *guidance* (2); 1st – *cure light wounds*, *divine favor*, *entropic shield* (2), *protection from good**; 2nd – *align weapon*, *cure moderate wounds*, *resist energy* (2), *shatter**; 3rd – *blindness* (2), *dispel magic*, *magic circle against good**.

* Domain spell. *Domains*: Destruction (smite 1/day - +4 bonus on melee attack, +6 damage); Evil (cast evil spells at +1 caster level).

Possessions: Mighty composite longbow, 10 disease arrows, 20 arrows, 1 taklif arrow, *chain shirt* +1.

Appendix 7: Raging Rot and Wasting Rot

The disease developed by Rajivah was mainly intended to affect amphibians. Whether due to a flawed design, or the influence of the Dark Rider (or both) it also affects other humanoids. The effect on non-amphibian humanoids is different, and it is almost as if it are two different diseases.

There are some symptoms that connect the two together. Ugly sores appear over all of the body, causing an unending itching and an awful stench.

On amphibians the disease works in two phases, and is usually fatal.

Phase One: During this phase, the disease stimulates the body and makes one restless and aggressive. Plus there is a sense of euphoria that serves as a natural painkiller. This gives the feeling of being invulnerable.

System: For 36 + Con hours, the recipient is quite aggressive and feels no pain until it is dying. Effectively, the victim acts as if it is constantly affected by the *rage* spell: gaining a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will save, and a -2 penalty to AC. Just as with a barbarian's *rage*, *calm emotions* suppress the rage temporarily. The disease is very infectious during this phase.

Phase Two: once phase one is over, the sick feels exhausted and very weak. The victim usually dies within days.

System: This phase works more like a regular, but very lethal disease.

	Infection	DC	Incubation	Dmg
Raging Rot ¹ (2 nd phase)	Contact	20	1 day	1d6 Con

¹ Due to the magical nature of the disease, curing it with magic requires a DC 20 caster level check. The victim also must make three successful saves to recover from the disease.

On humanoids the disease is dangerous, but not usually fatal. With basic care, one should manage to survive.

	Infection	DC	Incubation	Dmg
Wasting Rot	Contact	12	1 day	1d3 Con

Appendix 8: New Rules Items

Pious Templar

(Source: *Complete Divine*, page 50)

Sworn to the defense of a temple site, the pious templar is a holy warrior blessed by her deity with combat prowess and great endurance. She bears her deity's favored weapon into battle and fights her deity's enemies without question or hesitation. In addition to defending the temple itself, a pious templar may be charged with additional duties, including a campaign to attack foes on their own home ground.

Faithful people of all professions can enter the ranks of the pious templars; clerics and paladins are especially likely to do so. Some temples (such as those of Boccob or Wee Jas) welcome wizards and sorcerers to become pious templars, valuing those characters' ability to use arcane magic combined with martial training of the pious templar. Likewise, Olidammara's temples are often guarded by rogue/pious templars, who combine combat training with sneak attack tactics. Ranger/pious templars serve in temples of Ehlonna and Obad-Hai, while barbarian/pious templars are not unknown in temples of Kord or Erythnul. Only monks, with their own specialized combat training are unlikely to adopt the pious templar class.

NPC pious templars usually live cloistered in temple buildings or attached quarters.

Adaptation: This prestige class functions best when tied to a specific deity. If you want to customize the pious templar further, you can modify the spell list to reflect the proclivities of specific gods or create an order within a religion that all pious templars are member of.

Hit Dice: d10.

Requirements

To qualify to become a pious templar, a character must fulfill all the following criteria:

Base Attack Bonus: +5.

Skill: Knowledge (religion) 4 ranks.

Feat: True believer, Weapon Focus (with her deity's favored weapon).

Class Skills

The pious templar's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Profession (Wis), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the pious templar prestige class.

Weapon and Armor Proficiency: Pious templars gain no additional proficiency in any weapon or armor.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect she suffers no effect from the spell at all. Only those with a Saving Throw entry of "Will partial", "Fortitude half", or similar entries can be negated through this ability.

Spells per Day: A pious templar has the ability to cast a small number of divine spells. To cast a spell, the pious templar must have a Wisdom score of at least 10 + the spell's level, so a pious templar with a Wisdom of 10 or lower cannot cast these spells. Pious templar bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the pious templar's modifier. When the pious templar gets 0 spells of a given level, such as 0 1st-level spells at 1st level, she gets only bonus spells. (A pious templar without a bonus spell for that level cannot yet cast a spell of that level.) A pious templar has access to any spell on the list and can freely choose which to prepare, just like a cleric. A pious templar prepares and casts spells just as a cleric does (though the pious templar cannot spontaneously cast *cure* or *inflict* spells).

A good pious templar (or a neutral pious templar of a good deity) uses the paladin spell list. An evil pious templar (or a neutral pious templar of an evil deity) uses the blackguard spell list. A pious templar who is neither good or evil and whose deity is neither good nor evil can choose to use the paladin or the blackguard spell list. Once the player makes this choice, it cannot be reversed.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th level, three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra times at 7th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar level plus cleric or paladin level).

Damage Reduction (Ex): Starting at 3rd level, pious templars have the ability to shrug off some amount of injury from each blow or attack. A pious templar gains damage reduction 1/-. At 7th level, this damage reduction rises to 2/-.

Weapon Specialization: At 3rd level, a pious templar gains the Weapon Specialization feat with her deity's favored weapon.

Bonus Feat: At 4th level and again at 8th level, a pious templar gets a bonus feat. These bonus feats must be drawn from the feats noted as fighter bonus feats in the *Player's Handbook* and other books.

If a pious templar selects a feat that requires her to apply its effects to a specific weapon (such as Improved Critical), she may only apply it to her deity's favored weapon.

True Believer [general]

(Source: *Complete Divine*, page 86)

Your deity rewards your unquestioning faith and dedication.

Prerequisite: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

Power Critical [general]

(Source: *Complete Warrior*, page 103)

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take the same weapon, the feats stack.

Divine Sacrifice

Evocation

Level: Blackguard 1, paladin 1

Components: V,S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You can sacrifice life force to increase the damage you deal. Once each round, as a free action, you can sacrifice up to 10 of your hit points (doing this does not trigger an attack of opportunity). For every 2 hit points you sacrifice, on your next successful attack you deal +1d6 damage, to a maximum of +5d6 on that attack. Your ability to deal this additional damage ends when you successfully attack or when the spell duration ends. You can make as many sacrifices as the spell duration allows. Sacrificed hit points count as normal damage. For example, an 8th level paladin can cast this spell with a duration of 4 rounds. If she sacrifices 10 hit points a round, and hits in every round, she can spend up to 40 hit points and deal up to +5d6 points of additional damage all 4 rounds.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1 st	2 nd	3 rd	4 th
1 st	+1	+2	+0	+2	Mettle	0	-	-	-
2 nd	+2	+3	+0	+3	Smite 1/day	1	-	-	-
3 rd	+3	+3	+1	+3	Damage reduction 1/-, Weapon Specialization	1	0	-	-
4 th	+4	+4	+1	+4	Bonus Feat	1	1	-	-
5 th	+5	+4	+1	+4	-	1	1	0	-
6 th	+6	+5	+2	+5	Smite 2/day	1	1	1	-
7 th	+7	+5	+2	+5	Damage reduction 2/-	2	1	1	0
8 th	+8	+6	+2	+6	Bonus Feat	2	1	1	1
9 th	+9	+6	+3	+6	-	2	2	1	1
10 th	+10	+7	+3	+7	Smite 3/day	2	2	2	1

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.

Appendix 9: The Bullywug

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

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

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

Bullywug Characters

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

Bullywug Society

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

In the Vast Swamp

The bullywugs in the Vast Swamp tend to be more intelligent and organized than their more wild cousins. They worship the lawful deity Wastri who promotes the destruction of dwarves, elves, gnomes and halflings, and who considers humans and amphibians far superior. Unlike regular bullywug clerics, clerics of Wastri are treated as normal clerics and they can choose from the domains Animal, Law and War. They can only rebuke undead and cast spontaneous inflict spells.

Appendix 10: Marrashi

(Source: Monster Manual II, page 145)

Medium-size Outsider [Evil, Lawful]

Hit Dice: 7d8+7 (38 hp)

Initiative: +7

Speed: 30 ft. (6 squares), fly 70 ft. (good)

Armor Class: 19 (+3 Dex, +6 natural), touch 13, flat-footed 16

Base Attack/Grapple: +7/+8

Attack: Claw +8 melee (1d4+1) or mighty composite longbow +10 ranged (1d8+1/x3)

Full Attack: 2 claws +8 melee (1d4+1) and bite +3 melee (1d6) or mighty composite longbow +10/+10 (1d8+1/x3).

Space/Reach: 5 ft./5 ft.

Special Attacks: Disease, double bowfire, taklif arrow

Special Qualities: Darkvision 60 ft., protection from arrows, scent

Saves: Fort +6, Ref +8, Will +6

Abilities: Str 13, Dex 16, Con 13, Int 9, Wis 12, Cha 8

Skills: Balance +13, Jump +11, Listen +11, Search +9, Spot +11, Survival +11, Tumble +13

Feats: Dodge, Improved Initiative, Point Blank Shot

Environment: Warm jungle and desert

Organization: Solitary, pair, or flight (3-6)

Challenge Rating: 5

Treasure: Standard + 1 taklif arrow

Alignment: Always lawful evil

Advancement: 8–12 HD (Medium-size)

A marrash (plural marrashi) is a plague bearer that spreads disease through combat.

Physically, a marrash resembles a winged gnoll. Except that has birdlike talons on its hands and feet and double jointed, bird-like legs. It stands about 5 feet tall and has a 10-foot wingspan. Occasionally wizards or sorcerers summon marrashi to the Material Plane to act as guards, assassins, or instruments of terror or revenge.

Every marrash carries a longbow and a quiver of arrows. About a third of its arrows are vectors for disease; the rest are normal except for one – a magical taklif arrow. Any creature hit by this arrow contracts a disease similar to the marrash variant of filth fever (see Disease, below), except that the spirit of a new marrash is generated within the victim's body. When the infected creature dies, the marrash spirit devours its soul over the next 1d6 days. Upon completing that

process, the newborn marrash rises in the victim's reconstituted corpse, which assumes the form of a marrash.

Like most outer-planar beings, marrashi are not willing servants for summoners. A marrash bound to serve a mortal tries to use its taklif arrow on its master without the latter's knowledge, in hope that the newborn marrash will release its parent from bondage.

Marrashi speak Common and Infernal.

Combat

Marrashi consider themselves weak and vulnerable on the ground, so they take to the air whenever possible.

Disease (Ex): Any creature hit by a marrash's disease arrow must succeed at a DC 14 Fortitude save or contract a more virulent outer-planar version of filth fever. The incubation period is 1d3 days, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage. Each day thereafter that the disease lasts, the infected creature must also succeed at a second DC 14 Fortitude save, or 1 point of each of that day's Dexterity and Constitution damage becomes a drain instead. The DCs are Constitution based.

Double Bowfire (Ex): In battle, a flying marrash grips its longbow with its taloned feet and draws the string with both hands. This unusual technique allows it to fire two arrows nearly simultaneously at its highest attack bonus as a full attack action.

Taklif Arrow: Any creature hit by a taklif arrow must succeed at a DC 14 Fortitude save or contract a disease similar to the marrash variant of filth fever (see Disease above). The incubation period is 1 day, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage. However, a creature that fails any Fortitude saving throw after its initial infection dies instantly, and neither *raise dead* nor *resurrection* can restore it to life. The corpse rises as a new marrash 1d6 days later. The DCs are Constitution based.

Protection from Arrows (Sp): A marrash can use *protection from arrows*, as the spell, at will. Caster level 10th.

Appendix 11: The Vast Swamp at a Glance

As the name suggests, the Vast Swamp is huge and as such a single page cannot contain enough information to describe it completely. It should contain enough information though to run this adventure, which takes place in the northern fringes of the Vast Swamp. If a scenario requires more specific information, then this will either be given at the proper scene or in another appendix.

Description

The Vast Swamp as a whole is hot, humid, wet and teeming with life. Large parts of the swamp are impassable for humans without a boat. Here humans and elves do not reign supreme, but lizardfolk and bullywugs are the most dominant sentient life.

The northern fringes in which this adventure takes place though contain bigger patches of dry ground either due to vegetation or low hills that rise above the mud and water. In open areas and waterways sight can extend several hundred yards before being blocked by reeds and bushes; within the reeds it is limited to a few feet at best. Mosquitoes and leeches are a constant pest, leaving bleeding wounds (no damage, but distressing) when removed. Large, hairy (harmless) spiders scuttle through the reeds, and small crocodiles swim about (and flee when the PCs pay them any attention). Other swamp life includes otters, muskrats, silver white PCs, king fishers, ducks, geese and countless other birds. Alders or other swamp trees cling on to life on the numerous dry spots, covered in Spanish moss and similar, long tendrilled lichen and surrounded by patches of tall reed and reed-like plants. A constant warm wind makes the temperature bearable, but causes the reeds to rustle, giving a -2 circumstance penalty to any listening checks.

There are many reasonably dry points within the northern fringes, though these are covered with dense plant growth and relatively difficult to traverse through. Even these dry grounds in general are muddy even outside the rain season. Though there are always exceptions to the rule on top of exceptional tall hills that arise out of the surrounding muck on several places. These dry areas are islands within huge patches of shallow water that become more rare the farther south one goes. These patches are overgrown with reed and trees especially adapted to growing in waterlogged soils. In these watery areas there is about 3 inches of mud covered by one foot of water, though occasionally this may change to 1' of mud under 2' water for a total depth of 3 foot. Also, if any traveler through this does not take steps to test the ground (prodding with sticks), they might be surprised by a sudden dip into a mud-filled hole. Deeper channels of slowly flowing water and small lakes overgrown with water lilies cut through these shallow areas like veins. These channels and lakes can be quite deep, forcing travelers to swim through murky water.

A traveller in this region in general will only get wet feet and if you know the way, a boat will not be needed. Though even an experienced wanderer will have to wade through the muddy water frequently, which may cause occasional trouble for halflings and dwarves, as well as spell books and miscellaneous equipment. It pays to have watertight bags with you, though the high humidity and many rains during the rain season prevents anything from ever becoming truly dry during this season. So everything will be slimy, smelly and filthy in no time whatsoever.

Sentient Life and Unlife

Even though the Vast Swamp is inhospitable to human or olven inhabitation, it is still considered the home by several different groups of sentient creatures. Three groups of creatures are the true masters of the region and they are either feared or respected by those who travel through the Swamp.

The Vast Swamp is most infamous for the bullywugs that have made this area their home and who continually raid Sunndi to the north. The bullywugs of the Vast Swamp are more intelligent and organized than their more wild cousins described in the *Forgotten Realms Monster Manual*. 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 chose from the domains Animal, Law and War. They can only rebuke undead and cast spontaneous inflict spells. Rumours tell of a monastery deep in the Vast Swamp where Wastri himself resides, ruling over his minions like a mad tyrant surrounded by both amphibious and human servants as well as more unnatural things.

Most feared by all are the undead, the origins of which are a mystery for most. They are particular common in a specific part of the Vast Swamp as if they are drawn to it like moths to a light. Still, they can be encountered everywhere. Most of common of all are corporeal undead: hungry ghouls and fearsome bog-mummies – all that remains of unwary travellers who drowned far from home and civilisation. With the undead comes those who study them and the energy that empowers these vile creatures: necromancers and clerics of deities of death, decay and magic. Sometime ago the undead in the form of a pack of adventurers had become a real threat to the safety of Sunndi, but adventurers on the pay-role of Sunndi had put an end to this threat. Now the undead and their masters tend to remain within the borders of the Swamp.

Least known, but most friendly to the average traveller are the lizardfolk of the Chtaan tribe. By human standards these savage hunters are cruel and unforgiving, willing to do anything for the survival of their tribe. Still, unlike the bullywugs and undead, they

can be reasoned with and once a traveller manage to gain their trust and becomes part of their tribe, they are staunch unwavering allies whose friendship can be a great boon to any traveller in their homeland. The Chtaan are divided in different clans who live in separate villages spread over the northern parts of the swamp forming a buffer of some sort between Sunndi to the north and the bullywugs and undead to the south. While relations between the different clans as well as the Sunndians to the north are cordial at best, they seldom come to violent clashes. The constant threat of dangerous natural predators, human outlaws, bullywugs and undead unite them into a single group.

Game Mechanics

When running a scenario within the Vast Swamp it is advisable to be familiar with the swimming rules as well as the effects of the environment on combat. Swimming rules can be found on page 84 of the PHB (all water in the Vast Swamp is considered calm unless specifically mentioned otherwise). Also remember that most the area is at the very least lightly obstructed and lightly slippery, giving a +4 modifier of the DC of any tumbling and balance checks (and that tumbling is impossible in water deeper then one knee). Hence, running or charging requires a balance check DC 14. More rules on running encounters in swamps and in deeper water can be found in the DMG at page 88 and 92. Drowning rules can be found at the end of the DMG at page 30.