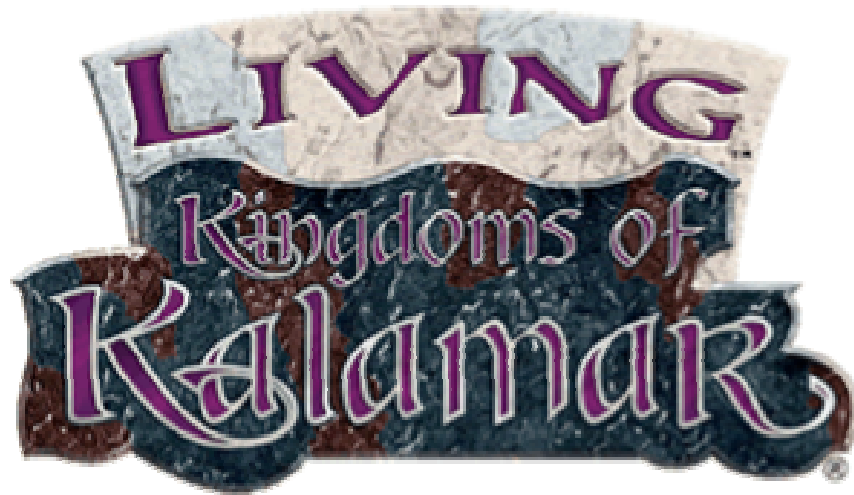


LKOK25



# Into Mist and Shadow

A 1-Round D&D Living Kingdoms of Kalamar® Adventure

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A mysterious figure calls upon a group of patriots to brave the perils of Tokis in order to track down a Tokite spy who holds information that could prove devastating to Pekalese interests in the event of a war. What lies in store for Pekal sympathizers in a hostile Tokis? This one-round Living Kingdoms of Kalamar scenario supports Average Table Levels (ATLs) 1-7 and is the second adventure in the Shades of Grey series. It is strongly recommended that Vanishing Concerns be played before this module.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. 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.

### **Calculating Average Table Level (ATL)**

Living Kingdoms of Kalamar uses ATL rather than Average Party Level (APL) in an effort to offer challenging adventures without massacring smaller or imbalanced tables. What this means is that, to calculate the ATL for a table, the levels of all the player-characters are added together. That number is divided by six regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the adventure, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players should play in 2 tables of 6 not 3 tables of 4.

Once you calculate the ATL write it down here as you will need it later for setting the DC of certain skill checks.

ATL \_\_\_\_\_

### **ADVENTURE NOTES**

This module is an official supplement to the Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from 1st to 7th level. It is advised that PCs go through this adventure with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the Judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3<sup>rd</sup> Edition revised Player's Handbook and Dungeon Master's Guide (v.3.5) for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the Judge should also have the Kingdoms of Kalamar® Core Sourcebook and the Kingdoms of Kalamar Player's Guide.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendix at the back of this adventure as well as throughout the adventure text itself. Certificates are also included. The Judge should read this adventure entirely no less than once before playing in order to ensure a precise flow of events, as there are many aspects relating to the flavor and culture that are important to the Living Kingdoms of Kalamar campaign and to this adventure.

### **CALENDAR AND CLIMATE**

The majority of this adventure takes place in Tokis, particularly the Legesep Lowlands, during the summer (the middle of the month of Siegehold). The climate in the Lowlands around this time is often wet and rainy, humid and quite warm. More about the environmental conditions are discussed in the text of the encounters.

### **MODULE NOTES**

It is strongly recommended that PCs play the Living Kingdoms of Kalamar module *Vanishing Concerns* before playing this module, as some of the secrets and plot of that module will be spoiled after the PCs play *Into Mist and Shadow*. This introduction assumes that at least one PC has played that module. Hooks are included for PCs who have not played *Vanishing Concerns*, but those hooks are weaker.

### **BACKGROUND**

A Kalamaran male named Birisel, a spy for Tokis, infiltrated the Lebolegido Tactical Academy posing as a gladiator student. From this position, he was able to spy on the military training and planning that took place there, hoping to learn some valuable information that could assist Tokis in their war against Pekal.

He escaped from the closing net of the Pekalese espionage organization known as the Gray Legion. He has no doubt already shared everything he has learned with the Tokite authorities, but the Gray Legion still wishes to apprehend Liberis to learn the extent of the damage his spying has wrought.

Birisel has changed his alias and is now known as Liberis. He is the same scheming individual that appeared in the earlier adventure, and continues to lead the characters on a chase to save Pekal from his efforts to spy for the Kalamaran war efforts.

## ADVENTURE SYNOPSIS

### **Introduction: Gray Skies**

Captain Balinor contacts the PCs and asks for assistance in tracking down a known Tokite spy who has been spotted recently in the city of Gaketa in Tokis.

### **Encounter 1: Arrival in Gaketa**

Arriving in Gaketa, the PCs can investigate the last known location of Liberis, an inn named the Tall Pony. The PCs set upon his trail from clues they gather and information they learn.

### **Encounter 2: Finding Liberis' Trail**

Liberis' residence is a safe house used for Tokite spies trying to hide from the authorities. It is currently vacant but holds clues to his current whereabouts. A shaman of the boar keeps an eye on the hut. Some of Liberis' associates may have been tipped off that people are inquiring into his whereabouts. If this happens, they come to his residence to ascertain who is looking for him and why.

### **Encounter 3: Best Way to Deal With Bullies**

Liberis' trail ends at a bullywug settlement at the very heart of the Legesep Lowlands. The PCs can see the bullywugs are evil, as they have numerous humanoid slaves. The PCs can fight the bullywugs, try to parlay with them, or sneak into their village to free the prisoners.

### **Encounter 4: The Lizard's Apprentice**

Whether they defeat the bullywugs in combat, free the slaves, or just infiltrate the settlement and talk to the slaves, the PCs need to talk to a Zek'Ira lizardfolk named Mek'Izi whom the bullywugs have enslaved. He can tell the PCs that a human matching Liberis' description came to meet with the bullywugs to talk about war. The bullywugs agreed to some sort of alliance if the human would assist them in finding an ancient temple in the Otekapu Fens that rests on the border of Tokis and Pekal.

### **Encounter 5: The Temple**

If the PCs can free Mek'Izi and gain his trust, he agrees to lead them to the area where the abandoned bullywug temple supposedly lies. The PCs can confront Liberis (who teleports away at the first opportunity) and his bullywug companions.

### **Encounter 6: Amongst the Zek'Ira**

After the battle at the temple, Mek'Izi invites the PCs back to his village. The Zek'Ira lizardfolk are relieved to see Mek'Izi, and they offer the PCs some rewards for their bravery. The PCs can learn the Zek'Ira of the Otekapu are angered that both Pekalese and Tokite forces are entering their homeland and destroying the habitat.

### **Conclusion: Debriefing**

The representative of the Gray Legion waits for the arrival of the PCs back in Bet Rogala. They can tell him what they have learned.

## INTRODUCTION

### **Gray Skies**

**Summary:** Captain Balinor contacts the PCs and asks for assistance in tracking down a known Tokite spy who has been spotted recently in the city of Gaketa in Tokis.

For any PC who has played *Vanishing Concerns* and holds the certified *Jade Brooch of the Legion*, read the following text:

***One night, while you are sleeping soundly, or meditating if you do not sleep, your solace is disturbed by a disembodied voice. The voice seems familiar, yet placing the voice's owner is impossible. The voice is male and Kalamaran-accented, and it speaks to you in whatever language you understand best. "You have proven your diligence and loyalty in the past, and Pekal again has need of your services. Meet me inside the Journeyman's Inn tomorrow after sundown. The building is located in the Scholars District."***

This happens to any PC who owns the *Jade Brooch of the Legion*. If at least one PC has the brooch, that PC can recruit the rest of the PCs to join her on the mission.

If none of the PCs own the brooch, here are a few suggested alternate methods of hooking the PCs into the adventure. The judge is free to create others as needed. Additionally, the timing of these isn't important, as Captain Balinor gives them a few days to meet him at the rendezvous. Tell the players that the characters had the required interaction with sufficient warning so everyone in the party can arrive by the appointed meeting time.

- If any of the PCs are gladiators or members of the Leboleghido Tactical Academy, Captain Balinor visits the character during training one day.
- If any of the PCs are the type that would perform caravan guard duty, Captain Balinor recruits them because they shared guard duty with Liberis on some occasion, and they know what he looks like.
- If any of the PCs are infiltrators or “sneaky” rogues, Captain Balinor recruits them because of their talents – or promises to “clean up their record” if the character has any outstanding legal problems.

In these situations, the judge is encouraged to have a short role-play session with the character asking them to help the Pekal government on a matter of some urgency. The pay isn’t great, but there is a promise of more adventure – and more coin – if they are successful now.

They are being recruited because: 1) they have skills that should enhance the team being recruited, and 2) they have first-hand knowledge of the situation.

It is suggested that Captain Balinor not be too forth-right with the PCs at this point, but once they agree, it is acceptable to tell them that the assignment entails finding someone.

- Captain Balinor approaches the PCs to hire them for the task. He’s been keeping an eye on them during their exploits in Bet Rogala and sees good potential in them. This is an effective hook for PCs who have not yet played Vanishing Concerns.

Assuming the PC or PCs show up for the meeting, read or paraphrase the following:

***The Journeyman’s Inn sits on the outskirts of the grounds of the College of Magic and across the street from the public bathhouses. Two gray elves, dressed in loose robes on this humid evening, exit the inn, discussing something in a strange tongue [High Elven].***

Anyone who can speak High Elven hears they are discussing excitedly a project they are working on: finding an easy way to magically scan a person for psionic abilities.

***The interior of the inn is finely decorated. A sitting chamber takes up a good portion of the bottom floor, and in it are several individuals, mostly well-to-do students at the College of Magic. In a stuffed chair at the far end of the sitting room lounges the Kalamaran man dressed in dark clothes. He waves you over in his direction and motions to the half dozen chairs in a semi-circle facing him.***

Role-play the conversation based on the following information:

- His name is Balinor and he is a Captain in the Gray Legion (he does not necessarily tell them he is in charge of the Gray Legion – he is a spy after all, and conscious of revealing too much information too quickly). The Gray Legion is responsible for the security of Pekal, and is affiliated with, though not a part of, the military.
- He is interested in the PCs because one (or more) of them may have had direct contact with a Tokite spy currently going by Liberis. Or, if that doesn’t fit any of the characters, he simply claims that they seem to be up for the job based on their skills. (See the notes earlier in this Introduction about PC contact with Liberis.)
- It is believed this individual is a spy for Tokis who gained a great deal of intelligence about the Pekalese military before narrowly escaping eight months ago.
- Less than two weeks ago, a Pekalese spy in the Tokite town of Gaketa spotted Liberis working as a tavern guard in a small bar known as the Tall Pony.
- Capturing and questioning him is imperative, as it would help Pekal leaders know what steps they must take to minimize the damage as a result of his escape.
- The PCs need to set up a cover story, cross the Tokite border, travel to Gaketa, and find Liberis. Once he has been captured, he is to be brought back to Bet Rogala for questioning. It is important he comes back alive, because raising or speaking to his corpse is possible but not easy. Dead, however, is better than not at all.
- The Grey Legion is willing to pay 50 gp up front, 25 gp more when the PCs return, with an additional 50 gp if Liberis is brought back alive, 10 if brought back dead. (Total max of

125 per PC). This is a firm offer, and non-negotiable.

- When the PCs have Liberis, they should take him to a secure location somewhere in Bet Rogala, and then send someone here to notify the Gray Legion. The PCs can come to the Journeyman's Inn, and ask the bartender a question that contains the words "gray" and "legion" in the same sentence, but not used together. If the bartender responds using the words "Pekal" and "security" then the message has been received and the Gray Legion is notified. The PC should thank the bartender, leave the inn, and walk directly to the location where Liberis is being held. Agents will be following the PC to take the spy into custody. If the bartender responds using the word "Kalamar," then the PC should wait in the inn until contacted.
- The man who comes for the prisoner will not be Captain Balinor. He may be known in two ways: 1) he will pay the gold owed the PCs without asking any questions about the amount, 2) he will have a small tattoo of a tree on the inside of his right forearm.
- The reason the Gray Legion is asking the PCs to do this rather than dealing with it themselves is multifold. The PCs know what Liberis looks like, even though they may not realize it; he is a spy and may have gone by different names in the past. The impending escalation of war between the two nations has stretched the resources of the Gray Legion to their limits. And although capturing Liberis would be a tremendous boon, there are other more pressing matters that have a better chance of succeeding.
- Attempts to use scrying or other divination spells to locate Liberis have gone for naught.
- If the PCs have never met Liberis, he gives them a description. He is Kalamaran, has wild red hair, and is known to fight in gladiator sports using a spiked chain.

Some PCs who played Vanishing Concerns may connect this individual to Liberis. Balinor can neither confirm nor deny that Liberis is Liberis as their profiles indicate different methods of operation. Additionally, Tokis has seeded the Pekal military with spies, so while having two red haired men who use spiked chains may be more than coincidence, without proof, Balinor is unwilling to make a decision either way just yet.

(Balinor knows that it likely Bisirel *is* Liberis, though he **does not** reveal this to the PCs).

Answer any other questions the best you can based on the information in the module.

If the PCs question him about a cover story, Balinor suggests posing as traders for wheat and grain. Though not commonly knowledge in Pekal, Tokis is desperate for food. The PCs may requisition three wagons (and light riding horses) from the Pekal military. The PCs are not responsible for the wagons and horses if destroyed or lost. Balinor recommends three wagons, though up to six may be taken (large caravans are not permitted due to the secret nature of the assignment). The only problem is the PCs must purchase their own merchandise. The Judge is encouraged to use the prices in the following table when deciding on costs:

Item (Unit of measure)	Cost
One bushel of wheat	1 gp
One sack of flour	3 gp
One crate of tobacco	6 gp
One bolt of linen	8 gp
One bolt of silk	11 gp
One barrel of exotic spices	15 gp
One keg of fine elven wine	25 gp

*\*One wagon can hold 20 "units" of above items*

Additionally, Captain Balinor is willing to exchange some of their coinage for that commonly used in Tokis. He warns them that using any Silver Dragons (a type of coin) is almost certain to get the PCs arrested and pressed into forced servitude. Possessing some Pekal coinage should not cause a problem, but paying for everything in local money is encouraged. (To ease the calculations, assume that one Pekal gp is equivalent to one Tokis gp; all prices in the adventure are stated in Pekal money value)

## **ENCOUNTER 1**

### **Arrival in Gaketa**

**Summary:** Arriving in Gaketa, the PCs can investigate the last known location of Liberis, an inn named the Tall Pony. Clues gathered and information learned set the PCs on the trail of Liberis.

For the border crossing, the judge is encouraged to role-play a Tokis Border Guard who is more

interested in bribery than anything else. He should be overt and do everything short of ask for gold. His conversation should be something like:

***“Well, you’ve got some nice wagons there. Sure would be a shame to TAX all that stuff, wouldn’t it? It’s just too bad, I’ve got this sick wife, and I’d love to go see her, but I’ve got to work right now. Oh, well. If I just had about 20 gp, I’m sure I could just abandon my post and run on home right now, and just trust you folks not to cheat me while my back was turned!”***

The judge can also make the players nervous if he wants. Have one young energetic guard start asking tough questions, but an older sergeant come out after a few minutes to tell the young one to go back inside and he’ll handle everything. After the young soldier goes inside, the older one asks for the bribe.

Characters may try any variety of skill checks to drive the price down (Bluff, Diplomacy, Forgery, etc.). Intimidate does not work. Simply beat the DC set by the Border Guard to reduce the fee to 10 gp

<b>6 Border Guards:</b> Male Kalamaran human Ftr5; Sense Motive +3, Diplomacy +7
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### **Gaketa:**

For more information on Gaketa, refer to pg. 62 of the *Kingdoms of Kalamar Campaign Setting Sourcebook*. Important information about Gaketa is summarized below. Allow an appropriate **Knowledge (local) check** at DC 14 to any PCs who ask for it to know some or all of this information.

Gaketa is a small city in south-central Tokis with a population of close to 8,000 residents, almost all Kalamaran. It was at one time the Tokite capital, until the Kalamaran Empire annexed it. A number of governmental powers still reside there, particularly the military institutions. Gaketa is called the City of Steeds, and the Gaketan horses are known throughout Tellene for their speed and endurance.

See “Visiting Gaketa” in **Appendix II: Additional Rules** for information on costs in the city.

See “Purchasing Horses” in **Appendix II: Additional Rules** if PCs wish to purchase any of the Gaketan horses.

As the PCs approach the city walls, read or paraphrase the following:

***The walls around Gaketa are constructed in a roughly triangular pattern, and a moat also encircles the city. Individuals and groups leave the city in a steady stream, getting only cursory attention from guards posted at three gates, located at the corners of the triangle. However, it appears that most of the people entering the city are talking briefly to a guard near a large wooden box. As they pass by, it looks like they are tossing a handful of coins in the box as the guard eyes them.***

A handful is defined as Tokis coins equivalent to 5-10 sp. No gold is being used. It also doesn’t appear there is a set rate or an exact figure; some toss a bit, some more than others, but the only thing is that EVERYONE is putting money in the large box. As long as each PC puts at least 5 sp in the box, everything is fine. If not, the guard growls “You would deny the Emperor his due?” but doesn’t do anything else.

Allow the PCs to try and sell their goods when they arrive in Gaketa if they wish. If PCs have Profession (merchant), Knowledge (trade), or similar skills, they may make three of those checks with a +2 circumstance bonus. If they do not have those skills, they must use Diplomacy. Characters may not take 10 or 20, and they may not aid one another. The culture of business in Gaketa lends itself to private haggling between two people, not groups. Good role-playing should be rewarded with an additional +2 bonus.

**Two** of the PC’s checks have to beat the DC below; the corresponding modifier indicates how much they receive for their goods.

DC	Income factor
10	Original cost + 10%
17	Original cost + 20%
25	Original cost + 25%
32	Original cost + 30 %
40	Original cost + 40%

Once they are ready, the PCs can get directions to the Tall Pony from any of the townsfolk.

***The Tall Pony is an average-looking inn. The sign swinging from a post outside the building shows a galloping horse with abnormally long legs. The name of the inn is carved into the sign in both Kalamaran and Merchant's Tongue.***

***The interior of the inn is by no means lavish, but neither is the place Spartan. Several tables in the place appear newly constructed, and it has obviously been thoroughly cleaned recently. Although not crowded, a few tables and spaces at the bar are occupied with tradesmen, shopkeepers, farmhands, and caravan guards. A half-elven woman carries trays back and forth to the tables, smiling politely at the customers. Behind the bar is a Kalamaran man tapping a keg of ale talking with a tall Fhokki woman wearing an apron. The Fhokki woman throws up her hands as the man chuckles, and she exits the common dining room toward what appears to be a kitchen.***

Most of the talk at the inn is currently focused on recounting the Horse Festival that ended the previous week. The talk is probably of no interest to the PCs, however, as it simply recounts who won certain contests, whose horses fetched the most at auction, who wooed which fair maiden during the parade, etc.

NPCs: The three people of note are listed below. Each of these three people, if handled in an appropriate manner, can point the PCs to where Liberis stays when he is in Gaketa:

All APLs:

**Innkeeper Darevin P'Tarut**, Exp6: hp 45.

**Cook Grykka:** Infiltrator6: hp 36.

**Barmaiden Elluwyn Roundtree**, Com6: hp 18

Darevin's Personality and Relevance to Plot:

Darevin, a Kalamaran male of 38 years, has spent his entire life in Gaketa, taking over the running of the inn from his father after the older man died 6 years ago. Darevin is cowardly, yet would do practically anything for gold. He raises his prices dramatically if he thinks he can get away with it, overcharges for the ale he serves, and otherwise exemplifies the maxim *caveat emptor*. Darevin hired Liberis to act as a bouncer during the Horse Festival, when the crowds can sometimes get rowdy. Once the festival ended, Darevin told the man his services were no longer needed.

Darevin does not know anything about Liberis. However, the innkeeper has connections in Gaketa who might. For a fee, he promises the PCs that he can find out more information about Liberis. This costs the PCs 50 gp (25 gp immediately and 25 gp after the information is delivered). A successful **Diplomacy check** (DC 20+ATL) can reduce that amount to 30 gp total. After 24 hours, Darevin reports back to the PCs that Liberis lives in a hut a few miles north of Gaketa, near the edge of the Legesep Lowlands. He has not been seen in town in at least a week.

Elluwyn's Personality and Relevance to Plot:

Elluwyn is a relatively young half-elf (half-Kalamaran) who has wandered the lands of Tellene a bit, looking to find her niche. She has been the barmaiden at the Tall Pony for two years, finding it easy enough work that allows her to spend times of slow activity working on her tapestries. She remembers Liberis well, as she was a bit smitten with him. In fact, he enticed her to go back to his hut north of Gaketa, but on the way he ran into some of his Tokite spy associates, and so he sent her back to the inn before he could get her to his residence. She did get close enough to the hut to note its location. However, she is embarrassed about being tempted to his place and then rejected, and she does not willingly discuss this with anyone.

If the PCs talk to Elluwyn about Liberis, she initially simply says that she only knew him from work and that they rarely spoke. A successful **Sense Motive check** (DC 12) reveals that she is hiding something. It takes a successful **Diplomacy check** (DC 15) or **Intimidate check** (DC 14) to get her to reveal her secret and give the location of Liberis' hut.

Grykka's Personality and Relevance to Plot:

Grykka is a 41-year-old mixed blood (mostly Fhokki) female. She is a highly regarded member of the Tokite spy network. She is a "handler:" Spies come to her to get their assignments. She spent many years working for the Kalamaran military as an infiltrator. She is stationed here both to act on behalf of Tokis in hunting down traitors and spies, but also to keep an eye on the happenings in the area for the Kalamaran military.

If asked about Liberis, Grykka acts very busy and perturbed, telling the PCs that she barely spoke to him. If the PCs continue their questions, she tells them to go away and leave her alone. A **Sense Motive check** (DC 25) reveals that her cook duties are not the only reason she wants the PCs to go away. If in public, she cannot be forced to reveal anything about Liberis or his hut without magical coercion. If captured and held in private, a successful **Intimidate check** (DC 25) forces her to give up her information.

#### Staying the Night

If the PCs choose to stay the night at the inn, a couple of workers come in for the evening meal and eat in the common dining room. They are actually spies who report to Grykka. During the evening, she speaks to them frequently, so any PCs who are eating get a Sense Motive (DC 15) to realize she is giving them much more attention than other customers. If any PCs wish to make Listen checks (DC 15) to eavesdrop, or Spot checks (DC 15) to read lips, they learn directions to the safe house. If the characters succeed at Listen check (DC 20) or Spot check (DC 20), they also learn the word “Skokpas” as it is repeated several times by the two men during the conversation.

If the PCs try to involve themselves in this manner, Grykka gets to make a **Spot check** (+10) to notice the PCs’ interest in her conversation. If her **Spot check** is higher than the PCs’ Listen or Spot, she succeeds in noticing their interest. If her result is lower, she fails.

**Important Judges Note:** Remember that in Tokis the PCs are the “bad guys,” and the authorities protect people like Grykka. If the PCs openly threaten or attack any NPCs, or are caught breaking the law, the Gaketan city watch shows up to arrest the PCs. Use DMG stats for Ftr6 for each guard. The number of guards who appear is ATL x3 (so 3 guards appear at ATL 1, 9 guards at ATL 3, etc). If this happens, use **Conclusion B**.

Developments: As long as the PCs present a relatively harmless reason for seeking Liberis, none of the NPCs (except Grykka) have any reason to be suspicious of the PCs.

If the PCs find out Liberis’ location without speaking to Grykka, none of the other spies are

alerted, and therefore do not appear in Encounter 2.

Grykka, however, immediately suspects the PCs of treachery, as they are asking about a spy in her stable.

If the PCs kill or otherwise neutralize Grykka before going to Liberis’ hut, none of the other spies are alerted as well. If they talk to Grykka and leave her alive, or if she notices the PCs’ listening or watching her conversation with the spies in the inn, then the Tokite spies appear in **Encounter 2**.

## **ENCOUNTER 2** **Finding Liberis’ Trail**

**Summary:** Liberis’ residence is a safe house used for Tokite spies trying to lie low. It is currently vacant but holds clues to his current whereabouts. A shaman of the boar keeps an eye on the hut. Some of Liberis’ associates may have been tipped off that people were inquiring into his whereabouts. If this happens, they come to his residence to ascertain who is looking for him and why.

When the PCs follow the directions to Liberis’ hut, they first note that the hut is located far from any road, homestead, or farmland. They can also easily notice the ground gets a bit softer north of Gaketa.

***The land turns a bit swampier as you move north. The long grasses and hardwood trees begin to give way to willows, cattails, and thistle. Sitting in a clearing is a small hut. It seems sturdy but not overly crafted – it is roughly 15’ square and 7’ tall with a wooden door facing south and a small window on each side.***

The hut is currently unoccupied, so checks to sneak up on the hut obviously succeed, although you should still permit the PCs to make the rolls, so they might believe someone is there.

#### **Trapped Door:**

The wooden door is closed and locked with an average lock which requires an **Open Lock check** (DC 25) to open. A wizard working with the Tokite spies has trapped the door for them. The trap is triggered when someone touches the



door without first saying the password, which is “Shokpas.” Attempting to open the door or pick the lock activates the trap.

ATL 1:

**Shock Trap:** CR 1; magic device; touch trigger; manual reset; spell effect (shocking grasp, 1<sup>st</sup> level wizard, 1d6 electric); no save; Search (DC 26); Disable Device (DC 26).

ATL 3:

**Shock Trap:** CR 2; magic device; touch trigger; manual reset; spell effect (shocking grasp, 2<sup>nd</sup> level wizard, 2d6 electric); no save; Search (DC 26); Disable Device (DC 26).

ATL 5:

**Shock Trap:** CR 4; magic device; touch trigger; manual reset; spell effect (*empowered* shocking grasp, 4<sup>rd</sup> level wizard, 4d6 electric + ½ damage from *empower*); no save; Search (DC 28); Disable Device (DC 28).

ATL 7:

**Shock Trap:** CR 6; magic device; touch trigger; manual reset; spell effect (*maximized* shocking grasp, 7<sup>th</sup> level wizard, 5d6 electric; always 30 points from *maximize*); no save; Search (DC 29); Disable Device (DC 29).

Within the hut, simple and sparse furnishings fill the single room (a bed, a dresser and a table). In a secret compartment in the floor found with a **Search check** (DC 20) rest several documents written in low Kalamaran. Two documents in particular should be of interest to the PCs. One is a set of instructions on how to get to a settlement of some sort in the Legesep Lowlands and commands to “approach the frogmen and secure an alliance in any way possible.” The second is a map showing a route starting in Gaketa and leading to the center of the Legesep Lowlands. There is also a single 10’ by 15’ skiff leaning up against the back of the hut outside, which can be used by the PCs to help pass through the navigable portions of the Legesep Lowlands. (These documents are not included as handouts as they do not serve any purpose other than to direct the PCs to the next Encounter).

NPCs: After the PCs have entered the hut and had a few minutes to search, a Dejy shaman of the boar named Borjyn who lives between the hut and the Legesep Lowlands arrives on the scene. He has no connection to the Tokite spies,

but he knows that men sometime reside here, and he often comes to the hut to trade with them, share a meal, or get news of the outside world. The men who stay in the hut are always alone and are always warriors of some sort, so seeing that pattern broken obviously arouses Borjyn’s suspicions. Borjyn approaches peacefully, and he inquires into the PCs’ reasons for being at the hut. **He doesn’t attack unless he is attacked first.** He simply inquires, and if the PCs can give him a believable story about why they are there, he stays around to talk and then leaves. The PCs, if they are sly enough, might even be able to get some information about the Legesep Lowlands from Borjyn. If the PCs can’t bluff him, Borjyn implies they shouldn’t be there and calls them thieves and threatens to tell the true residents of the hut who they are, but he does not attack unless attacked first.

ATL 1 (EL3)

**Borjyn:** Shm3

ATL 3 (EL6)

**Borjyn:** Shm6

**Advanced Boar**

ATL 5 (EL8)

**Borjyn:** Shm8

**Dire Boar**

ATL 7 (EL10)

**Borjyn:** Shm10

**Advanced Dire Boar**

Developments: If the PCs were able to escape the notice of Grykka back in Gaketa, or somehow neutralize her ability to mobilize some of her spies, then the following confrontation does not take place. If, however, the PCs tipped Grykka off to their interest in Liberis, the three spies show up at the hut as the PCs are leaving. The spies know it is their duty to slay the PCs to protect Liberis and his mission, and they fight to the death. They also accept the surrender of PCs without killing them. If the PCs surrender to the spies, go to **Conclusion C**.

ATL 1 (EL3)

**Tokite Spies (3):** Ftr1

ATL 3 (EL6)

**Tokite Spies (3):** Ftr3

ATL 5 (EL8)

**Tokite Spies (3):** Ftr5

ATL 7 (EL10)

**Tokite Spies (3):** Ftr7

**Judge's Note:** If the PCs are careless or foolish, this encounter could prove to be fatal to one or more PCs. Fighting both the shaman and the spies, plus dealing with the trap, is a difficult test to even the most sturdy and prepared party. Do not force the PCs into these combats unless the PCs' actions warrant it. Even if they do end up facing both Borjyn and the spies, place the combats as far apart as you can.

### **ENCOUNTER 3**

#### **The Best Way to Deal With Bullys**

**Summary:** Liberis' trail ends at a bullywug settlement at the very heart of the Legesep Lowlands. The PCs can see the bullywugs are evil, and they have numerous humanoid slaves. The PCs can fight the bullywugs, try to parley with them, or sneak into their village to free the prisoners.

The journey to the Bullywug encampment is long, humid, and hot. If the PCs remembered to bring the skiff, they are spared most of the tedious struggling through the mud and muck. If not, feel free to describe how dirty and disgusting they become as they wade through 18" of stagnant smelly bog water.

Give the PCs a chance to make **Survival checks** (DC 18). If at least two characters in the party are successful, they avoid the situation below.

If one or none of the PCs makes the **Survival check**, all the characters need to make a Fort save DC 13. Those who fail are at -1 for all d20 rolls (attacks, saves, skills, etc) until the end of the adventure. The reason can vary from painful insect bites on their hands to stepping in a hole and twisting their ankle, to whatever else the judge wishes to provide.

This is only intended to add some flavor to trudging through the swamp, and no other game mechanics (i.e. overland movement speed or diseases) should be used.

Eventually, the PCs notice the trees begin to thin and come within view (100') of the bullywug settlement. The PCs, unless they choose to

make a great deal of noise or march brazenly into the clearing of the bullywug settlement, can see the settlement from the safety and concealment of some willow trees. A map of the settlement can be found in **Appendix II: Additional Rules**.

Assuming the PCs take the time to view the settlement from the concealment of the willow branches, read or paraphrase the following:

***The monotony of the Legesep Lowlands is finally broken by a settlement. Mud and sod abodes have been constructed in the midst of a bog. Approximately two-dozen gruesome humanoids, half walking and half hopping through the standing water, go about their tasks. They have the appearance of frogs that walk upright. At the east end of the settlement is a wooden pen covered with a makeshift canopy. In the pen are other humanoids, including at least three humans, two halflings, a dwarf, and a lizard-type humanoid. Some of them are manacled. Occasionally one or two of the humanoids in the pen are led out at spear point to perform some task, and then they are returned to the pen.***

This is the settlement marked on the map. Liberis has come here in an attempt to recruit the bullywugs to the cause of Tokis in the impending war with Pekal. The Tokite military hopes that the bullywugs can take and occupy the Otekapu Fens—allowing the Tokite forces sanctuary and safe passage directly into Pekalese territory along the southern coast. The bullywugs also gain quite a bit in this transaction: Liberis offers Tokite assistance in bringing other warring bullywug factions under the banner of the leader of this particular tribe. Also, a legendary bullywug holy site is rumored to exist in the Otekapu Fens, but the Zek'Ira lizardfolk have held that area and resisted any bullywugs incursions.

The PCs have a variety of options. The key to finding out what has happened here, and what is happening in general, is speaking to the captive lizardfolk named Mek'Izi (see **Encounter 5**). The PCs can simply rush in and try to defeat the entire bullywug settlement, which is unwise and difficult but possible. They can enter the settlement peacefully and try to free the slaves through bribery and diplomacy. They can use stealth to free the slaves and escape without

ever encountering the bullywugs. Other options are possible as well, such as charming the bullywug commander or setting up some other ruse.

Watching the settlement for even a short amount of time reveals that there are approximately 50 bullywugs in the settlement currently, although the abodes could hold many more than that, even as many as 100. Many of the bullywugs in the settlement carry shortspears.

Creatures: The current acting leader of the bullywug settlement is Krohkk, a barbarian. The true leader is a cleric who is currently away from the settlement, trying to entice or bully other bullywug tribes into joining him in their new war to take the Otekapu Fens from the Zek'Ira lizardfolk. The settlement is at its weakest right now, as several warriors have accompanied Liberis to search for the holy site in the Otekapu Fens, while others have accompanied the adept on his diplomatic mission. Krohkk has only a small contingent of trained warriors to assist him. Although some of the other bullywugs carry shortspears, they retreat to their abodes if an attack occurs, as they are not warriors.

ATL 1 (EL4)

**Krohkk:** Bullywug Bbn1

**Thugs (2):** War1

ATL 3 (EL6)

**Krohkk:** Bullywug Bbn3

**Thugs (4):** War2

ATL 5 (EL8)

**Krohkk:** Bullywug Bbn5

**Thugs (4):** War3

ATL 7 (EL10)

**Krohkk:** Bullywug Bbn7

**Thugs (4):** War4

Developments: As was previously mentioned, the PCs do not have to charge in and kill every last bullywug in order to succeed in this encounter. Below are some alternate methods:

*Sneak* – During the daylight hours, the village is extremely busy, with noncombatant bullywugs going about daily chores. At night the settlement is quiet, except for one bullywug thug keeping an eye on the slave pen and occasionally patrolling the outskirts of the settlement. It would not be difficult for a PC to **Hide** and **Move**

**Silently** into the pen, cut the rope bindings from the slaves (or **Open Locks** [DC 15] on the manacles holding the dwarf and the lizardfolk) and then dash for freedom. The bullywugs do not give chase once the PCs and/or the slaves are clear of the settlement, as they can't afford to leave the settlement unprotected.

*Negotiate* – PCs do not get attacked immediately if they enter the settlement in an obviously peaceful manner. The bullywugs know that their leaders are negotiating with humans, so the appearance of more humanoids, while certainly drawing the attention of Krohkk, does not lead to immediate battle. If the PCs ask about Liberis, Krohkk (who speaks only Draconic) tells the PCs that he has gone with some bullywugs to search for a holy place far to the west. He is uncomfortable with their presence here, and after a brief dialogue, he demands that the PCs leave the settlement. He can be persuaded to sell the slaves to the PCs for 10gp worth of goods or coin per slave.

*Bluff/Intimidate/Diplomacy* – Krohkk is almost too stupid to be tricked, intimidated, or reasoned with. He is single-minded in his ambition: protect the village until the leader returns. He doesn't particularly like the human who is conspiring with the leaders, but he likes the PCs even less.

*Charm* - The bullywugs know what spellcasting looks like, and any attempt by the PCs to overtly cast spells on the bullywugs leads to confrontation. If the PCs can somehow charm Krohkk and communicate with him, they can convince him to free the slaves, but he refuses to go any further.

All of the slaves, except for Mek'Izi, are in rough shape. They've been forced to work hard in swampy and hazardous conditions, and all of them are sick and diseased with various forms of fungal infections and rot. They can be saved if removed from this place and sent back to civilization for healing, but they are in no way in any condition to join a battle. Being a lizardfolk, Mek'Izi is in much better shape. See Encounter 5 for further details on Mek'Izi.

## **ENCOUNTER 4** **The Lizard's Apprentice**

**Summary:** Whether they defeat the bullywugs in combat, or free the slaves some other way, or

just infiltrate the settlement and talk to the slaves, the PCs need to talk to a Zek'Ira lizardfolk named Mek'Izi whom the bullywugs have enslaved. He can tell the PCs that a human matching Liberis' description came to meet with the bullywugs to talk about war. The bullywugs agreed to some sort of alliance if the human would assist them in finding an ancient temple in the Otekapu Fens that rest on the border of Tokis and Pekal.

The only one of the slaves who can give the PCs the information they need to follow Liberis is the lizardfolk named Mek'Izi. As he is able to speak Draconic, Mek'Izi overheard the discussions between Liberis and the bullywugs. As he can speak Merchant's Tongue, he can reveal this plan to the PCs.

Below are the points that Mek'Izi can give the PCs:

- His name is Mek'Izi, and he belongs to the Zek'Ira tribe, located in the Otekapu Fens.
- He and his master, a lizardfolk wizard, were exploring the western portion of the Fens, when they were ambushed by these bullywug. His master was killed, and he was captured and enslaved, and has been for several months now.
- A human arrived at the settlement just a few days ago. The human offered the leader of this particular tribe of bullywugs help in bringing all the other bullywug tribes under his power.
- He also offered to assist the bullywug leader in locating a legendary temple dedicated to the deity of the bullywugs.
- In return, the human only asked that his tribe of humans be allowed sanctuary within and safe passage through the Otekapu Fens (where this legendary temple is supposedly located).
- The human led a group of bullywugs east toward the Otekapu Fens in search of this legendary temple.

### **ENCOUNTER 5** **The Temple**

**Summary:** If the PCs can free Mek'Izi and gain his trust, he agrees to lead them to the area where the ruined bullywug temple supposedly lies. The PCs confront some crocodiles (or Liberis and his bullywug companion).

Assuming the PCs have freed Mek'Izi, he offers to lead the PCs to the area where the lost bullywug temple is rumored to exist. This is on his way back to his tribal territory as well. The trek between the bullywug settlement and the rumored site of the legendary temple is about 50 miles, half of that being through swampland and the other half being over plains. There are human settlements between the Legesep Lowlands and the Otekapu Fens where the PCs can leave the diseased slaves, replenish supplies, etc.

A map of the ruined temple can be found in **Appendix II: Additional Rules.**

#### Creatures

When the characters arrive, they notice one of two things:

At ATLs 1, 3, and 5, the crocodiles are just finishing off the bullywugs and dragging them into the water surrounding the ruined temple. A human with fiery red hair is lying still on the ground as more crocodiles emerge from the water.

At ATL 7, the sounds of spellcasting can be heard from ahead. The characters arrive just in time to see Liberis finishing off a giant crocodile. There are other crocodile bodies lying around the ground along with some bullywugs. The cleric is near the temple ruins.

ATL 1 (EL3)  
**Crocodile (2)**

ATL 3 (EL5)  
**Giant Crocodile (1)**  
**Crocodile (1)**

ATL 5 (EL7)  
**Giant Crocodile (2)**  
**Crocodile (2)**

ATL 7 (EL9)  
**Liberis/Bisirel:** Gld8  
**Slubobib:** Clr5

### **ENCOUNTER 6** **Amongst the Zek'Ira**

**Summary:** After the battle at the temple, Mek'Izi invites the PCs back to his village if they refrain

from entering the bullywug temple. The Zek'Ira lizardfolk are relieved to see Mek'Izi, and they offer the PCs some rewards for their bravery. The PCs can learn the Zek'Ira of the Otekapu are angered that both Pekalese and Tokite forces are entering their homeland and destroying the habitat.

Read or paraphrase the following:

***The trip from the bullywug temple is less than half a day. Apparently, the temple area borders directly on the land of Mek'Izi's people. Your approach into the center of the lizardfolk tribal area causes much consternation on the part of the creatures there, but there is much happy shouting in Draconic when they see Mek'Izi has returned. He relays to them how he was captured by the bullywugs and rescued by you. There is a great deal of sadness and worry at the news the bullywugs may be preparing for an attack.***

The leader of the tribe eventually comes forward and speaks to the PCs in Draconic, Merchant's Tongue, or Kalamaran. His name is Zel'Uto, and he has the following things to discuss with the PCs:

- Mek'Izi is a valued member of the Zek'Ira tribe of the Otekapu Fens, and they are in the debt of the PCs for bringing him back safely.
- For rescuing Mek'Izi, Zel'Uto would like to present the PCs with some clothing made by the tribe (see certs).
- The two warring human tribes (Tokis and Pekal) are destroying the habitat of the Zek'Ira lizardfolk. They are not going to stand for it anymore. They already have captured several offending humans. (The PCs are shown 3 Tokite and 4 Pekalese soldiers captured by the lizardfolk.) They were captured killing some local fauna and setting fire to some of the fauna.

The lizardfolk here are neutrally aligned, and they are far from evil. They had treated these prisoners humanely.

The PCs now have the option to try to free the prisoners from the lizardfolk. They are in a good position to do so if they have treated the lizardfolk respectfully. A **Diplomacy check** (DC 10) convinces the lizardfolk to release the PCs

into the custody of the PCs. They can take the prisoners by force if they want, but they lose any possible help from the lizardfolk.

Taking this one step further, the PCs can attempt to set up an alliance with the Zek'Ira lizardfolk of the Otekapu Fens on behalf of Pekal. Of course they have no real authority to do this, but they can take the offer back to the Gray Legion. A **Diplomacy check** (DC 18) can go as far as getting the Zek'Ira to agree to help drive out and keep the Tokite troops out of the Otekapu Fens in return for assurance that the Pekalese army stops destroying the habitat and they join the lizardfolk in resisting a bullywug incursion.

### **CONCLUSION A: Back to Bet Rogala**

The return trip to Bet Rogala from the Otekapu Fens is uneventful and takes 8 DUs if the PCs have prisoners to transport, 6 DUs if they do not.

The Tokite soldiers, if taken from the lizardfolk, can be turned over at any town with a military or law-enforcement presence, as can the Pekalese soldiers who were being held by the lizardfolk.

The PCs garner some strange reactions as they lead Liberis back to Bet Rogala, but no one stops them. Allow the PCs to choose a spot where they wish to hold Liberis, and when one (or more) arrives at the Journeyman Inn and mention the words "gray" and "legion," the barkeep responds with "Pekal" and "security." The PCs should return to their safehouse. A few minutes later, a knock on the door precedes a half-elf (not Captain Balinor) dressed in leather armor and a gray cloak.

***The man enters the room and closes the door. Turning back to all of you, he slowly reaches down to his sleeve and rolls it back. The dark ink of a tattoo contrasts with his tanned skin on the inside of his right forearm. Meeting each of your eyes, he takes his time as he shows the tattoo to each of you.***

***Looking over toward the prisoner, he silently assesses the spy. (Heal check to see if he is alive or dead). Slowly, he reaches into his cloak and removes a small leather pouch. As he opens it, the familiar clinking of coin can***

**be heard. He reaches in and begins counting out pieces of gold.** (Paying them the amount Balinor promised: 25 gp more for returning, 50 gp extra if Liberis is alive, 15 gp extra if he is dead).

**Closing the pouch, he looks at you. "I believe I have fulfilled my duty to demonstrate who I am?"**

Assuming the PCs agree, continue:

**"You have done a remarkable job for Pekal and the Gray Legion." As he moves to take hold of Liberis, he smiles in a feral manner, betraying a hint of his true abilities. "So scum, shall we leave?" he says in a harsh tone. Taking a secure hold of the spy, the man I gray turns to leave. "The Captain said you have impressed him. Be thankful, not many in these times have what it takes to gain his sight. The Legion will be in touch should your services be needed again."**

**CONCLUSION B:**  
**Arrested in Gaketa**

Use this conclusion if the PCs are arrested in Gaketa for any reason.

**You are arrested and taken to a jail in Gaketa, where you are held for a couple of days. Then, in manacles, you begin a long march toward Bet Kalamar, where you will be sold into slavery. On the third day of your march, however, a band of brigands waylays the caravan and kills the slavers. After a day or so, one of the brigands reveals himself to be a member of the Gray Legion. Though the trip back to Bet Rogala is long and tense, finally you arrive home, narrowly avoiding a terrible fate.**

Figure out the rewards based on the objectives the PCs did complete. Add 14 DUs to the time of the adventure from the point where the PCs were captured.

**CONCLUSION C:**  
**Captured by the Tokite Spies**

**A prisoner of the Tokite spies, you are held in a dark room for what must be several days. Just as you begin to despair ever**

**seeing daylight again, the door to the room opens, revealing an unfamiliar face. A Kalamaran man addresses you, "Your lives were spared for those of some Tokite spies we had captured. Your lives cost us much this time. Such failure is remembered."**

Figure out the rewards based on the objectives the PCs did complete. Add 14 DUs to the time of the adventure from the point where the PCs were captured.

## Awards

### TREASURE:

- Introduction:** 50 gp each for accepting the mission to find and return Liberis
- Encounter 1:** Rapier (sell for 10gp), light crossbow (sell for 17gp)
- Encounter 2:** Shortspear (4gp), hide armor (7gp), heavy wooden shield (3gp), healer's kit (25gp), 3 longswords (21gp), 3 leather armor (15gp)
- Encounter 4:** Greatsword (50gp), leather armor (5gp), 4 shortspears (16gp), 4 leather armor (20gp)
- Encounter 5:** MW spiked chain - certed (165gp), MW chain shirt – certed (125gp), banded mail (125gp), heavy steel shield (10gp), 2 shortspears (8gp)
- Encounter 6:** Zek'Ira clothing (80 gp)
- Conclusion A:** 25 gp each for returning successfully from the mission  
50 gp each if Liberis is alive OR 10 gp if Liberis is dead  
Gray Legion Contact

**Total Possible Gold:** 1,856 gp

### OTHER AWARDS

#### **Masterwork Chain Shirt**

This masterwork chain shirt is in very good repair. It has obviously been through many scrapes, but the owner maintained the armor in excellent condition. This particular shirt should be oiled no less than once per day, and should be taken off for at least three hours every day to accomplish this task.

#### **Masterwork Spiked Chain**

Apparently the owner of this weapon used a fighting style that emphasized distance attacks at the expense of versatility; while the weapon is very worn toward the edges of the chain, the center section is hardly even scratched. Other than that, the weapon is in very good condition. In direct sunlight, the quality of craftsmanship is apparent as the weapon's links take on an orange hue.

**Zek'Ira Clothing** – This set of sturdy shirt and breeches is crafted by the Zek'Ira lizardfolk. It can be worn under armor. It is extremely comfortable and exotic looking, equally durable and fashionable. Additionally, it grants the wearer fire resistance 2.

**Gray Legion Contact** – For successfully completing the mission, this character may ask the bartender at the Journeyman's Inn for information that might otherwise be difficult to discover. The character can use this favor to gain a +5 circumstance bonus on a Gather Information check while in Bet Rogala. The bartender has been instructed to help the character three times.

## Experience Points and Day Units

<b>EXPERIENCE</b>	<b>ATL 1-3</b>	<b>ATL 5-7</b>
Encounter 1: Learn the location of Liberis' hut without violence	50 xp	100 xp
Encounter 2: Deal with the shaman without violence	50 xp	100 xp
Encounter 3: Free the slaves in any manner	50 xp	100 xp
Encounter 5: Defeat the enemy at the temple	50 xp	100 xp
Encounter 6: Make peace with the Zek'Ira lizardfolk	20 xp	40 xp
Convince the lizardfolk to ally with Pekal	30 xp	60 xp
Conclusion: Return Liberis to Bet Rogala alive	50 xp	100 xp
Or		
Conclusion: Return Liberis to Bet Rogala dead	20 xp	40 xp
Discretionary Experience for Role Playing	<u>100 xp</u>	<u>200 xp</u>
<b>Total</b>	<b>400 xp</b>	<b>800 xp</b>

### DAY UNITS

These rewards come at the expense of 18 Day Units.



## Appendix I: NPCs and Monsters

### Encounter 1: Arrival in Gaketa

#### All ATLS

**Innkeeper Darevin P'Tarut**, Exp6: CR 5; medium human; HD 6d8+12; hp 45; Init +0; Spd 30ft.; AC 10 (touch 10, flat-footed 10); Atk +4 melee (1d8+3, MW heavy mace); AL NE; SV Fort +4, Ref +2, Will +7; Str 14, Dex 10, Con 14, Int 14, Wis 10, Cha 12.

*Skills and Feats:* Bluff +10, Diplomacy +19, Gather Information +14, Hide +9, Listen +9, Profession (Innkeep) +11, Sense Motive +11, Spot +9; Circle of Friends (Gaketa), Iron Will, Negotiator, Skill Focus: Diplomacy.

*Equipment:* MW heavy mace (behind the bar).

*Languages:* Merchant's Tongue, Kalamaran, Fhokki, Brandobian

**Barmaiden Elluwyn Roundtree**, Com6: CR 5; medium half-elf; HD 6d4; hp 18; Init +4; Spd 30ft.; AC 14 (touch 14, flat-footed 10 [+4 Dex]); Atk +7 ranged (1d4, dagger); SQ Immune to sleep, +2 resistance to enchantment and charm; low-light vision, elven blood; AL NG; SV Fort +2 (+6 vs. disease), Ref +8, Will +3; Str 10, Dex 18, Con 10, Int 12, Wis 12, Cha 14.

*Skills and Feats:* Craft (Tapestry) +10, Profession (Barmaiden) +10, Spot +12; Dodge, Lightning Reflexes, Resist Disease.

*Equipment:* 2 daggers (worn).

**Cook Grykka**: Infiltrator6: CR 6; Medium human; HD 6d6+12; hp 36; Init +3; Spd 40ft.; AC 13 (touch 13, flat-footed 10); BA/Grapple +4/+4; Atk +7 melee (1d6, rapier 18-20/x2) or +7 ranged (1d8, light crossbow 19-20/x2); SA Sneak attack +2d6; SQ Fast Movement (10 ft.), uncanny dodge, woodland stride, trackless step, woodcraft, internal compass; AL NE; SV Fort +2, Ref +5, Will +2; Str 10, Dex 16, Con 14, Int 14, Wis 12, Cha 10.

*Skills and Feats:* Disable Device +12, Hide +12, Listen +10, Move Silently +12, Open Locks +12, Profession (Cook) +11, Spot +10; Dodge, Mobility, Spring Attack, Weapon Finesse.

*Equipment:* Light crossbow, rapier (kept hidden in the kitchen or in her bedroom).

*Languages:* Merchant's Tongue, Kalamaran, Fhokki

### Encounter 1: Finding Liberis' Trail

#### ATL 1

**Borjyn**: Shaman3: CR 3; Medium human (Dejy); HD 3d8+9+3; hp 30; Init -1; Spd 20ft.; AC 15 (touch 9, flat-footed 15); BA/Grapple +2/+4; Atk +4 melee (1d6+2, shortspear) or +1 ranged (1d6+2, shortspear); SQ Animal companion, create fetish, woodland stride; AL NE; SV Fort +4, Ref +0, Will +8; Str 14, Dex 8, Con 16, Int 10, Wis 16, Cha 8.

*Skills and Feats:* Handle Animal +6 (+5), Heal +6 (+9), Knowledge (Nature) +6 (+8), Survival +6 (+11); Augment Summoning, Immovability (bonus), Iron Will, Spell Focus: Conjuraton.

*Equipment:* Shortspear, heavy wooden shield, hide armor, spell component pouch, healer's kit

*Languages:* Dejy, Kalamaran

*Spells Prepared* (4/3/2); base DC = 13 + spell level): 0—[cure minor wounds, flare, know direction, light]; 1st—[\*charm person, entangle, endure elements, produce flame]; 2nd—[heat metal, flaming sphere]

**3 Tokite Spies**: Ftr1; CR 1; Medium human; HD 1d10+2; hp 9; Init +1; Spd 30ft.; AC 13 (touch 12, flat-footed 11); BA/Grapple +1/+4; Atk +5 melee (1d8+4, longsword 19-20/x2) or +2 ranged (1d6+3, javelin); AL LN; SV Fort +4, Ref +1, Will -1; Str 16, Dex 12, Con 14, Int 8, Wis 8, Cha 10.

*Skills and Feats:* Climb +4 (+7), Jump +4 (+7); Cleave, Power Attack, Weapon Focus: Longsword.

*Equipment:* Javelin, longsword, leather armor, 20 gp

*Languages:* Low Kalamaran, Merchant's Tongue

### **ATL 3**

**Borjyn:** Shaman6: CR 6; Medium human (Dejy); HD 6d8+18+3; hp 52; Init -1; Spd 20ft.; AC 15 (touch 9, flat-footed 15); BA/Grapple +4/+6; Atk +6 melee (1d6+2, shortspear) or +3 ranged (1d6+2, shortspear); SQ Animal companion, create fetish, totem shape (2x/day), trackless step, woodland stride; AL NE; SV Fort +5, Ref +1, Will +10; Str 14, Dex 8, Con 17, Int 10, Wis 16, Cha 8.

*Skills and Feats:* Handle Animal +9 (+8), Heal +9 (+12), Knowledge (Nature) +9 (+11), Survival +9 (+14); Augment Summoning, Endurance, Immovability (bonus), Iron Will, Spell Focus: Conjunction.

*Equipment:* Shortspear, heavy wooden shield, hide armor, spell component pouch, healer's kit

*Languages:* Dejy, Kalamaran

*Spells Prepared* (5/4/4/3); base DC = 13 + spell level): 0—[*cure minor wounds* (2), *flare*, *know direction*, *light*]; 1st—[*\*charm person*, *entangle*, *endure elements*, *magic fang*, *produce flame*]; 2nd—[*barkskin*, *\*beastmask*, *bear's endurance*, *heat metal*, *flaming sphere*]; 3rd—[*\*dominate animal*, *poison*, *spike growth*, *wind wall*]

**Animal Companion (Boar):** Medium animal; HD 5d8+18; hp 32; Init +0; Spd 40ft.; AC 18 (touch 10, flat-footed 18); BA/Grapple +2/+5; Atk +5 melee (1d8+4, gore); SA Ferocity; SQ Evasion, link, low-light vision, scent, share spells; AL N; SV Fort +6, Ref +3, Will +2; Str 16, Dex 11, Con 17, Int 2, Wis 13, Cha 4.

*Skills and Feats:* Listen +7, Spot +5; Alertness, Toughness.

**3 Tokite Spies:** Ftr3; CR 3; Medium human; HD 3d10+6; hp 27; Init +1; Spd 30ft.; AC 13 (touch 12, flat-footed 11); BA/Grapple +3/+6; Atk +7 melee (1d8+4, longsword 19-20/x2) or +4 ranged (1d6+3, javelin); AL LN; SV Fort +5, Ref +2, Will +0; Str 16, Dex 12, Con 14, Int 8, Wis 8, Cha 10.

*Skills and Feats:* Climb +6 (+9), Jump +6 (+9); Cleave, Endurance, Great Cleave, Power Attack, Weapon Focus: Longsword.

*Equipment:* Javelin, longsword, leather armor, 20 gp

### **ATL 5**

**Borjyn:** Shaman8: CR 8; Medium human (Dejy); HD 8d8+32+3; hp 68; Init -1; Spd 20ft.; AC 15 (touch 9, flat-footed 15); BA/Grapple +6/+8; Atk +8/+3 melee (1d6+2, shortspear) or +5 ranged (1d6+2, shortspear); SQ Animal companion, create fetish, favor of the spirits, totem shape (3x/day), trackless step, woodland stride; AL NE; SV Fort +6, Ref +2, Will +11; Str 14, Dex 8, Con 18, Int 10, Wis 16, Cha 8.

*Skills and Feats:* Handle Animal +11 (+10), Heal +11 (+14), Knowledge (Nature) +11 (+13), Survival +11 (+16); Augment Summoning, Endurance, Immovability (bonus), Iron Will, Spell Focus: Conjunction.

*Equipment:* Shortspear, heavy wooden shield, hide armor, spell component pouch, healer's kit

*Languages:* Dejy, Kalamaran

*Spells Prepared* (6/5/4/4/2); base DC = 13 + spell level): 0—[*cure minor wounds* (3), *flare*, *know direction*, *light*]; 1st—[*\*charm person*, *entangle*, *endure elements*, *magic fang*, *produce flame*, *shillelagh*]; 2nd—[*barkskin*, *bear's endurance*, *\*beastmask*, *heat metal*, *flaming sphere*]; 3rd—[*call lightning*, *\*dominate animal*, *poison*, *spike growth*, *wind wall*]; 4th—[*flame strike*, *ice storm*, *\*reincarnate*]

**Animal Companion (Dire Boar):** Large animal; HD 7d8+21; hp 52; Init +0; Spd 40ft.; AC 15 (touch 9, flat-footed 15); BA/Grapple +5/+17; Atk +12 melee (1d8+12, gore); SA Ferocity; SQ Link, low-light vision, scent, share spells; AL N; SV Fort +8, Ref +5, Will +8; Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8.

*Skills and Feats:* Listen +8, Spot +8; Alertness, Endurance, Iron Will.

**3 Tokite Spies:** Ftr5; CR 5; Medium human; HD 5d10+10; hp 46; Init +1; Spd 30ft.; AC 13 (touch 12, flat-footed 11); BA/Grapple +5/+8; Atk +9 melee (1d8+6, longsword 19-20/x2) or +6 ranged (1d6+3, javelin); AL LN; SV Fort +6, Ref +2, Will +0; Str 17, Dex 12, Con 14, Int 8, Wis 8, Cha 10.

*Skills and Feats:* Climb +8 (+11), Jump +8 (+11); Cleave, Endurance, Great Cleave, Power Attack, Weapon Focus: Longsword, Weapon Specialization: Longsword.

*Equipment:* Javelin, longsword, leather armor, 20 gp

### **ATL 7**

**Borjyn:** Shaman10; CR 10; Medium human (Dejy); HD 10d8+40+3; hp 90; Init -1; Spd 20ft.; AC 15 (touch 9, flat-footed 15); BA/Grapple +7/+9; Atk +9/+4 melee (1d6+2, shortspear) or +6 ranged (1d6+2, shortspear); SQ Animal companion, create fetish, favor of the spirits, totem shape (4x/day), trackless step, venom immunity, woodland stride; AL NE; SV Fort +7, Ref +3, Will +12; Str 14, Dex 8, Con 18, Int 10, Wis 16, Cha 8.

*Skills and Feats:* Handle Animal +13 (+12), Heal +13 (+16), Knowledge (Nature) +13 (+15), Survival +13 (+18); Augment Summoning, Diehard, Endurance, Immovability (bonus), Iron Will, Spell Focus: Conjuraton.

*Equipment:* Shortspear, heavy wooden shield, hide armor, spell component pouch, healer's kit

*Languages:* Dejy, Kalamaran

*Spells Prepared* (6/5/5/4/3/2); base DC = 13 + spell level): 0—[*cure minor wounds* (3), *flare*, *know direction*, *light*]; 1st—[*\*charm person*, *entangle*, *endure elements*, *magic fang*, *produce flame*, *shillelagh*]; 2nd—[*barkskin*, *bear's endurance*, *\*beastmask*, *heat metal*, *flaming sphere*, *fog cloud*]; 3rd—[*call lightning*, *\*dominate animal*, *poison*, *spike growth*, *wind wall*]; 4th—[*control water*, *flame strike*, *ice storm*, *\*reincarnate*]; 5th—[*animal growth*, *stoneskin*, *\*wall of thorns*]

**Animal Companion (Dire Boar):** Large animal; HD 9d8+27; hp 70; Init +0; Spd 40ft.; AC 17 (touch 9, flat-footed 17); BA/Grapple +7/+19; Atk +15 melee (1d8+13, gore); SA Ferocity; SQ Evasion, link, low-light vision, scent, share spells; AL N; SV Fort +9, Ref +6, Will +9; Str 28, Dex 10, Con 17, Int 2, Wis 13, Cha 8.

*Skills and Feats:* Listen +9, Spot +9; Alertness, Endurance, Iron Will.

**3 Tokite Spies:** Ftr7; CR 7; Medium human; HD 7d10+14; hp 63; Init +1; Spd 30ft.; AC 13 (touch 12, flat-footed 11); BA/Grapple +7/+10; Atk +11/+6 melee (1d8+6, longsword 19-20/x2) or +6 ranged (1d6+3, javelin); AL LN; SV Fort +7, Ref +3, Will +1; Str 17, Dex 12, Con 14, Int 8, Wis 8, Cha 10.

*Skills and Feats:* Climb +10 (+13), Jump +10 (+13); Cleave, Endurance, Fearless, Great Cleave, Hammer and Anvil, Power Attack, Weapon Focus: Longsword, Weapon Specialization: Longsword.

*Equipment:* Javelin, longsword, leather armor, 20 gp

## **Encounter 4: The Best Way to Deal with Bullys**

### **ATL 1**

**Krohkk:** Bullywug Brb1; CR 2; Medium humanoid (aquatic); HD 1d12+4; hp 12 [*rage*: 14]; Init +1; Spd 30ft., swim 30ft.; AC 16 (touch 11, flat-footed 15) [*rage*: 14]; BA/Grapple +1/+4 [*rage*: +3/+6]; Atk greatsword +4 melee (2d6+5), [*rage*: greatsword +6 melee (2d6+7)] SQ Fast movement, *rage*; AL CE; SV Fort +6, Ref +1, Will -1; Str 17, Dex 12, Con 18, Int 8, Wis 6, Cha 10.

*Skills and Feats:* Hide\* +0 (+1), Intimidate +4, Jump +4 (+7), Listen +4 (+2), Swim +10; Endurance

*Equipment:* greatsword, leather armor

**2 Bullywug Thugs:** War1; CR 1; Medium humanoid (aquatic); HD 1d10+3; hp 9; Init +1; Spd 20ft., swim 30ft.; AC 16 (touch 11, flat-footed 15); BA/Grapple +1/+4; Atk +4 melee (1d6+4, shortspear) or +2 ranged (1d6+3, shortspear); AL CE; SV Fort +5, Ref +1, Will -3; Str 16, Dex 12, Con 16, Int 8, Wis 4, Cha 10.

*Skills and Feats:* Hide\* +0 (+1), Jump +4 (+7), Swim +10; Endurance.

*Equipment:* 2 shortspears, leather armor

### **ATL 3**

**Krohkk:** Bullywug Brb3; CR 4; Medium humanoid (aquatic); HD 3d12+12; hp 36 [*rage*: 42]; Init +1; Spd 30ft., swim 30ft.; AC 16 (touch 11, flat-footed 15) [*rage*: 14]; BA/Grapple +3/+6 [*rage*: +5/+8]; Atk greatsword +6 melee (2d6+5) [*rage*: greatsword +8 melee (2d6+50)]; SQ Fast movement, rage, trap sense +1, uncanny dodge; AL CE; SV Fort +7, Ref +2, Will +0; Str 17, Dex 12, Con 18, Int 8, Wis 6, Cha 10.

*Skills and Feats:* Hide\* +0 (+1), Intimidate +6, Jump +6 (+9), Listen +6 (+4), Swim +10; Endurance, Power Attack

*Equipment:* greatsword, leather armor

**4 Bullywug Thugs:** War2; CR 2; Medium humanoid (aquatic); HD 2d10+6; hp 19; Init +1; Spd 20ft., swim 30ft.; AC 16 (touch 11, flat-footed 15); BA/Grapple +2/+5; Atk +5 melee (1d6+4, shortspear) or +3 ranged (1d6+3, shortspear); AL CE; SV Fort +6, Ref +1, Will -3; Str 16, Dex 12, Con 16, Int 8, Wis 4, Cha 10.

*Skills and Feats:* Hide\* +0 (+1), Jump +5 (+8), Swim +10; Endurance.

*Equipment:* 2 shortspears, leather armor

### **ATL 5**

**Krohkk:** Bullywug Brb5; CR 6; Medium humanoid (aquatic); HD 5d12+15; hp 60 [*rage*: 70]; Init +1; Spd 30ft., swim 30ft.; AC 16 (touch 11, flat-footed 15) [*rage*: 14]; BA/Grapple +5/+9 [*rage*: +7/+11]; Atk greatsword +9 melee (2d6+6) [*rage*: greatsword +11 melee (2d6+9)]; SQ Fast movement, improved, uncanny dodge, rage (2/day), trap sense +1, uncanny dodge; AL CE; SV Fort +8, Ref +2, Will +0; Str 18, Dex 12, Con 18, Int 8, Wis 6, Cha 10.

*Skills and Feats:* Hide\* +0 (+1), Intimidate +8, Jump +8 (+12), Listen +8 (+6), Swim +11; Endurance, Power Attack

*Equipment:* greatsword, leather armor

**4 Bullywug Thugs:** War3; CR 3; Medium humanoid (aquatic); HD 3d10+9; hp 30; Init +1; Spd 20ft., swim 30ft.; AC 16 (touch 11, flat-footed 15); BA/Grapple +3/+6; Atk +6 melee (1d6+4, shortspear) or +4 ranged (1d6+3, shortspear); AL CE; SV Fort +6, Ref +2, Will +0; Str 16, Dex 12, Con 16, Int 8, Wis 4, Cha 10.

*Skills and Feats:* Hide\* +0 (+1), Jump +6 (+9), Swim +10; Endurance, Iron Will.

*Equipment:* 2 shortspears, leather armor

### **ATL 7**

**Krohkk:** Bullywug Brb7; CR 8; Medium humanoid (aquatic); HD 7d12+21; hp 84 [*rage*: 98]; Init +1; Spd 30ft., swim 30ft.; AC 16 (touch 11, flat-footed 15) [*rage*: 14]; BA/Grapple +7/+11 [*rage*: +9/+13]; Atk greatsword +11/+6 melee (2d6+7) [*rage*: greatsword +13/+8 melee (2d6+9)]; SQ DR 1/-, fast movement, improved, uncanny dodge, rage (2/day), trap sense +2, uncanny dodge; AL CE; SV Fort +9, Ref +3, Will +1; Str 18, Dex 12, Con 18, Int 8, Wis 6, Cha 10.

*Skills and Feats:* Hide\* +0 (+1), Intimidate +10, Jump +10 (+14), Listen +10 (+8), Swim +11; Cleave, Endurance, Power Attack

*Equipment:* +1 greatsword, leather armor

**4 Bullywug Thugs:** War4; CR 4; Medium humanoid (aquatic); HD 4d10+12; hp 39; Init +1; Spd 20ft., swim 30ft.; AC 16 (touch 11, flat-footed 15); BA/Grapple +4/+7; Atk +7 melee (1d6+4, shortspear) or +5 ranged (1d6+3, shortspear); AL CE; SV Fort +7, Ref +2, Will +0; Str 16, Dex 12, Con 16, Int 8, Wis 5, Cha 10.

*Skills and Feats:* Hide\* +0 (+1), Jump +7 (+10), Swim +10; Endurance, Iron Will.

*Equipment:* 2 shortspears, leather armor

## Encounter 6: The Temple

### ATL 1, 3, or 5

#### **ATL 1 (EL 3)**

Crocodiles (2) hp 16 each

#### **ATL 3 (EL5)**

Giant Crocodile (1)

Crocodile (1)

#### **ATL 5 (EL7)**

Giant Crocodiles (3):

**Crocodile:** CR 2; Medium Animal; HD 3d8+9 (22 hp); Init +1; Spd 20 ft. (4 squares), swim 30 ft.; AC 15 (touch 11, flat-footed 14); BA/Grp +2/+6; Atk bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6); Sp/Rch: 5 ft./5 ft.; SA Improved grab; SQ Hold breath, low-light vision; AL N; SV Fort +6, Ref +4, Will +2; Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2

*Skills and Feats:* Hide +7\*, Listen +4, Spot +4, Swim +12; Alertness, Skill Focus (Hide)

**Giant Crocodile:** CR 4; Huge Animal; HD 7d8+28 (59 hp); Init +1; Spd 20 ft. (4 squares), swim 30 ft.; AC 16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15; BA/Grp +5/+21; Atk bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12); Spc/Rch 15 ft./10 ft.; SA improved grab; SQ hold breath, low-light vision; SV: Fort +9, Ref +6, Will +3; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2

*Skills and Feats:* Hide +1\*, Listen +5, Spot +5, Swim +16; Alertness, Endurance, Skill Focus (Hide)

**Improved Grab (Ex):** To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

**Hold Breath (Ex):** A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

### ATL 7

**Liberis:** Gladiator8; CR 8; Medium humanoid; HD 8d10+24; hp 78; Init +2; Spd 30ft.; AC 16 (touch 12, flat-footed 14); BA/Grapple +8/+10; Atk +12/+7 melee (2d4+4, MW spiked chain) or +9 ranged (1d6, javelin); SQ Arena veteran +2, center of attention, improved feint, improved weapon diversification; AL NE; SV Fort +9, Ref +7, Will +2; Str 16, Dex 14, Con 16, Int 13, Wis 10, Cha 12.

*Skills and Feats:* Bluff +11 (+12), Knowledge (Fighting Styles) +11 (+12), Spot +11, Tumble +11 (+12); Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency: Spiked Chain, Expert Tactician, Improved Trip.

*Equipment:* MW spiked chain, MW chain shirt, 2 javelins

**Slubobib:** Clr5; CR 6; Medium humanoid (aquatic); HD 5d8+15; hp 41; Init +1; Spd 15ft., swim 30ft.; AC 22 (touch 11, flat-footed 21); BA/Grapple +3/+4; Atk +4 melee (1d6+1, shortspear) or +4 ranged (1d6+1, shortspear); AL CE; SV Fort +7, Ref +2, Will +7; Str 12, Dex 12, Con 16, Int 8, Wis 16, Cha 10.

*Skills and Feats:* Concentration +8 (+11); Combat Casting, Eschew Materials.

*Equipment:* Banded mail, heavy steel shield, 2 shortspears

*Spells Prepared* (5/4/3/2); base DC = 13 + spell level): 0—[*inflict minor wounds* (5)]; 1st—[\**protection from good, summon monster I* (4)]; 2nd—[\**shatter, summon monster II* (3)]; 3rd—[\**magic circle against good, summon monster III* (2)]

## Appendix II: Additional Rules

**Bullywug** (from *Monsters of Faerun* and updated for v3.5 rules)  
Medium Humanoid (Aquatic)  
Hit Dice: 1d8+4 (8 hp)  
Initiative: +0  
Speed: 20 ft., swim 30 ft.  
AC: 15 (+2 leather, +3 natural)  
Base Attack/Grapple: +0/+1  
Attacks: Shortspear +1 melee (1d6+1); or shortspear +1 ranged (1d6+1)  
Face/Reach: 5 ft./5 ft.  
Special Qualities: Marsh move, summoning (clerics only)  
Saves: Fort +6, Ref +0, Will -3  
Abilities: Str 13, Dex 11, Con 18, Int 6, Wis 5, Cha 4  
Skills: Hide +4\*, Swim +9  
Feats: Endurance  
Climate/Terrain: Temperate and Warm Aquatic and Marsh  
Organization: Solitary (1), pad (4), float (8), or pond (16-48)  
Challenge Rating: 1  
Treasure: Standard  
Alignment: Usually chaotic evil  
Advancement: By character class

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

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

Most bullywugs encountered outside their homes are warriors; the information in the statistics block is for one of 1<sup>st</sup> level (see Chapter 2 of the DMG for more information about the warrior class).

### Combat

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

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

**Summoning (Sp):** Bullywug clerics are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a *summon monster* spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. In such cases, there is then a 25% chance that the summoned monsters will not be in the bullywugs' 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.

## Appendix II: Additional Rules

### Visiting Gaketa

Due to the occupation of the Kalamar forces, prices in Tokis are higher than other parts of Tellene. The charts below indicate some of the prices PCs can expect to pay being visitors to the city. Weapons and armor cost double the price listed in various sourcebooks.

The Tall Pony is considered a “Common” inn.

Item	Price
Ale	
Gallon	5 sp
Mug	1 sp
Banquet (per person)	30 gp
Bread, per loaf	8 cp
Cheese, hunk of	3 sp
Inn stay (per day)	
Good	14 gp
Common	2 gp
Poor	3 sp
Meals (per day)	
Good	2 gp
Common	7 sp
Poor	2 sp
Meat, chunk of	1 gp
Wine	
Common (pitcher)	1 gp
Fine (bottle)	75 gp

### Purchasing Horses

Gaketan horses are available to anyone with coin, but only certain individuals are allowed to buy more than one per year (such licenses are beyond the scope of this adventure). This restriction is to ensure breeding stock outside Gaketa stays as small as possible. Each PC at the table may purchase one horse and one saddle according to the following chart:

Type	Price
Gaketan Heavy Warhorse	650 gp
Gaketan Light Warhorse	275 gp
Gaketan Warpony	200 gp
Gaketan military saddle	40 gp
Gaketan riding saddle	20 gp

Gaketan equines have the following adjustments to their base stat blocks (as presented in the *Monster Manual*):

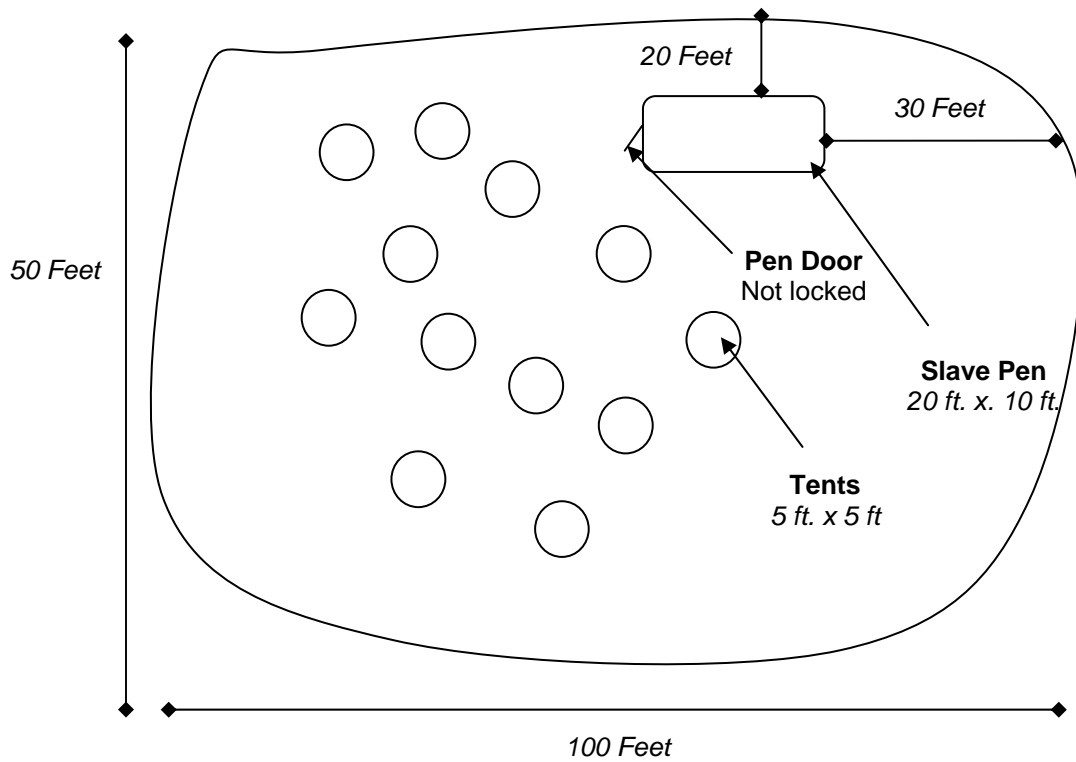
+2 Constitution  
+5 ft. base movement

When using a Gaketan saddle on a Gaketan horse, the rider gains an additional +1 to his/her Ride skill beyond that of a normal saddle: a Gaketan military saddle on a Gaketan warhorse provides a +3 bonus to Ride, while a riding saddle provides a +1 bonus to Ride. Additionally, the military saddle provides the rider an 80% chance to stay in the saddle if unconscious (normal military saddle is only 75%). When used on a non-Gaketan horse, the saddles function as normal. These saddles are of the finest craftsmanship, and typically contain ornate stitched patterns of important religious significance (all major religions are available).

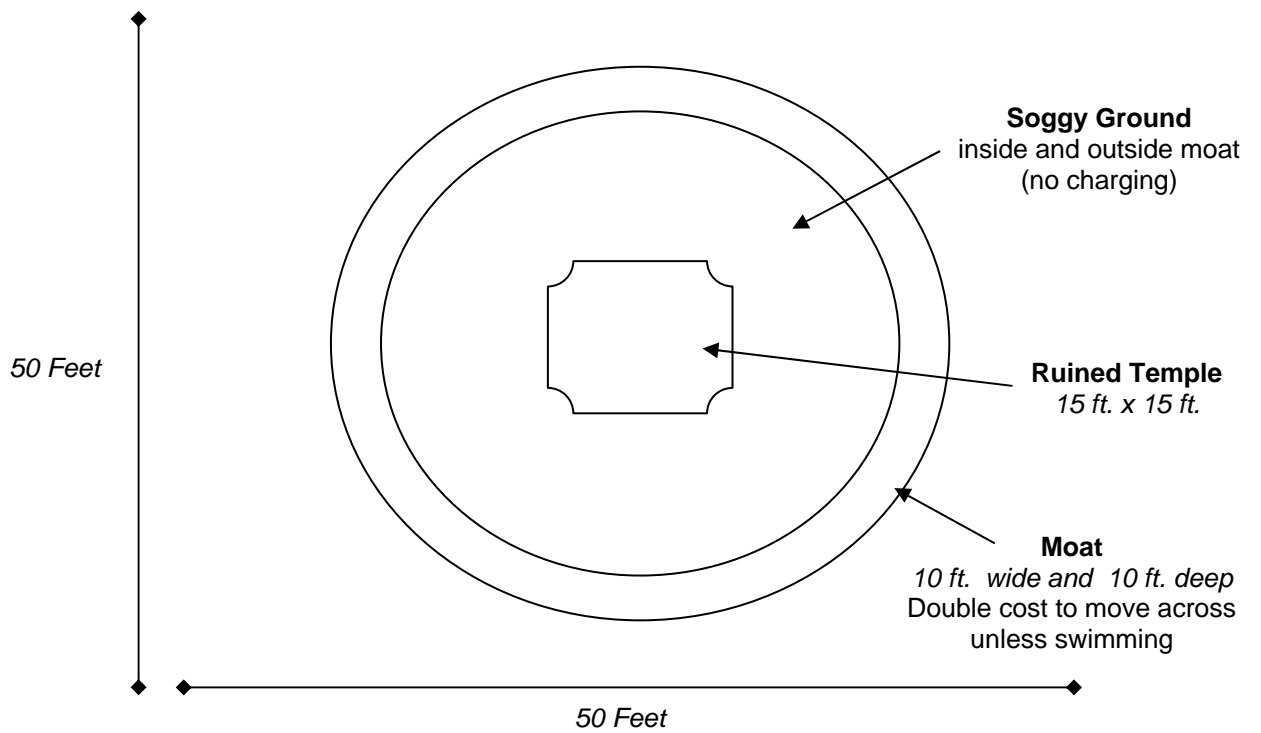
PCs who purchase these items should make a note on their adventure log. There are no certs for the horses or saddles.

## Appendix II: Additional Rules

### Bullywug Settlement



### Ruined Bullywug Temple





### **APPENDIX III: Player Handout**

There are no Player Handouts for this adventure.