

4 PCs



Levels 5-7

WILD THING



OGL
3.5 SYSTEM COMPATIBLE

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

POWERED BY
HERO LAB

A11

CREDITS

AUTHOR • Jonathan G. Nelson

CREATIVE DIRECTOR • Jonathan G. Nelson

CONTRIBUTORS • Will Myers, Stephen Yeardley

ART DIRECTOR • Jonathan G. Nelson

EDITOR • Stephen Yeardley

EDITORIAL ASSISTANCE • Will Myers

GRAPHIC DESIGNER • Todd Gamble

PUBLISHER • Jonathan G. Nelson

COVER ARTIST • Justin Andrew Mason

CARTOGRAPHER • Todd Gamble

INTERIOR ARTISTS • Bruno Balixa, Simon Buckroyd,
Forest Imel, Tim Tyler, Jeff Ward

LAYOUT • Jensen Toperzer

AAW GAMES LLC

Jonathan G. Nelson

“**Wild Thing**” is a 3.5 OGL & Pathfinder Compatible Adventure designed for 4 PCs of levels 5–7.

This product makes use of the 3.5 OGL, Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game, and Pathfinder Roleplaying Game Bestiary. These rules can be found online as part of the 3.5 SRD and Pathfinder Roleplaying Game Reference Document at <http://www.d20srd.org/> and <http://paizo.com/pathfinderRPG/prd/> respectively.

This adventure is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world’s oldest fantasy roleplaying game. The OGL can be found on [page 41](#) of this product.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Adventureaweek.com, LLP game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other



than the material designated as Open Game Content may be reproduced in any form without written permission.

AAW GAMES LLC

PO Box #92

Snoqualmie, WA 98065

AAW Games LLC All Rights Reserved.

AAW Games, the AAW Games logo, and Adventureaweek.com, are registered trademarks of AAW GAMES LLC

TABLE OF CONTENTS

Adventure Background	1	Chapter Three	11
Adventure Synopsis	1	Journey through the Fire Fields	11
Important Characters	2	Dangers of the Fire Fields	12
The Bog Troll Brothers	2	Random Encounters	12
Nimbit	2	Climbing Big Rock	13
Sandalia	2	Approaching Nimbit's Cave	13
Cherrian's Rest	2	Enter the Bog Troll Brothers	13
Cherrian's Rest Inn and Tavern	3	Map of Nimbit's Cavern	14
Black Gold Consortium Warehouse	3	Nimbit's Cave: Final Confrontation	15
Kambel's Mercenary For Hire	3	1. Tripwire Trap	15
The Vast Swamp	3	2. Cauldron Trap	15
Map of the Vast Swamp	4	3. Razor Snare	15
Common Illnesses and Disease	3	4. Simple Pit Traps	15
Trench Foot	3	5. Javelin Traps	16
Infestation	3	Nimbit's Bathing Cavern	16
Bug Bites	5	Map of Nimbit's Bathing Cavern	17
Travel in the Swamp	5	6. Death by Gravity Trap	16
Black Gold Island	5	7. Quickmud	16
Lonely Isle	5	Quickmud	16
Swamp Hazard Table	6	Effects of Quickmud	16
Fire Fields	6	Rescue	18
Big Rock	6	How Things Unfold	18
Nimbit's Cave	6	Conclusion	18
Adventure Hook	7	New Magic Items	19
Chapter One	7	Encounter Index	19
Gathering Information	7	The Trolls and Sandalia	19
Chartering a Vessel	8	Fire Fields Encounters	22
Swamp Points and How they Work	8	Vast Swamp Encounters	26
Enter the Swamp	8	Blank Maps for Player Use	38
Arrival at Black Gold Island	8	Open Game License	41
Finding the Shipwreck	9		
Chapter Two	10		
Arrival at Lonely Island	10		
Visit to Traveler's Rest	10		
The Old Cabin	10		

ADVENTURE BACKGROUND

Just over a year ago, an adventurer disappeared in the swamp while returning from ancient ruins far to the west. He'd reached the Lonely Isle, where he collapsed from heat exhaustion, thirst, and starvation. This is where he died. The important treasures he had recovered from the ancient ruins included Sthorin's Dagger, Sthorin's Circlet, and a Potion of True Love's Kiss (Philter of Love).

Sandalia is an honest woman from the city of Cherrian's Rest. Sandalia's charisma, wit, and charm recently garnered the attention of the Black Gold Consortium. They offered her a position as a negotiating agent for new territories and locations that it seeks to acquire. Her first job was to familiarize herself with the operations of the Black Gold Island extraction facility, in order to paint it in a good light using her way with words. Unfortunately, the boat which took Sandalia and some others to the facility never returned; it was attacked by a gang of bog trolls which has been preying on travelers in the region. The bog trolls sank the ship and killed everyone on board, save for Sandalia, who managed to escape through guile, cleverness, and stealth.

Sandalia hid in the murky water and found a way to sneak off whilst the bog trolls dug through the wreckage. Then she attempted to make her way through the marsh, trying to find her way back to the city. Lost, hungry and dehydrated after a day of wandering, she eventually found the Lonely Isle, where she collapsed and rested for a time. After regaining her composure, she looked around the islet and found the skeleton of a man who had died here over a year previously. Starving and parched, she dug through his belongings and upon finding the Potion of True Love's Kiss, drank it straight down. Soon after this, a bog troll named Nimbit passed by the islet whilst searching for swamp eels and mud crabs to put in his nightly stew. When Sandalia gazed upon Nimbit, the effects of the philter took hold. She was immediately drawn to him, completely head-over-heels in love. He wanted nothing to do with the woman, finding her utterly repulsive and completely without any attractive qualities.

Despite his rejection, Sandalia followed Nimbit through the swamp all the way back to his home at Big Rock. Nimbit meant her no harm and thus allowed her to stay in his cave. She now cooks, cleans, and performs chores for Nimbit, in hopes of winning his love. Nimbit remains almost exclusively indifferent, although he does recognize that she works hard, has a way with swamp eels and seems to have her heart in the right place, if not her head.

Nimbit's brothers (the infamous Bog Troll Brothers) spent a good deal of their adolescence torturing Nimbit, seeing as he was the youngest, smallest, and most docile of the family. The Bog Troll Brothers recently stopped by Nimbit's Cave for a "friendly family visit" soon after Sandalia's arrival. They had caught her and prepared to cook her when Nimbit called out for them to stop. Nimbit realized that he had grown accustomed to Sandalia's presence. For the first time in his life he stood up to his older brothers. The brothers, amused at his interest in the woman and impressed with his standoffish attitude, backed down. Goron, Nimbit's eldest brother and leader of the group, dropped her, but warned that other humanoids are not to be trusted, and that humans and trolls cannot be friends. He will return in 3 days with his brothers, at which point, if Nimbit has not killed Sandalia, the brothers will.



ADVENTURE SYNOPSIS

The PCs are hired to locate the *Wasp*, a missing boat, and its passengers. It went missing on the way back from the Black Gold Island oil extraction facility in the Vast Swamp. Special interest: Passenger Sandalia

The PCs charter one of three available vessels to ferry them to Black Gold Island where they begin their search.

If diligent, the PCs will obtain information on the possible course the captain of the missing ship plotted which they will follow.

The PCs find a trail of wreckage, barrels of oil, and half eaten corpses.

Evidence is found that a sole survivor escaped and fled to the south, toward Lonely Isle. Lonely Isle is explored, with the PCs finding an adventurer's skeleton and an empty potion bottle. Attempts can be made to discern the original contents of the bottle.

Two sets of prints are discovered, one human and the other obviously troll. The prints lead the PCs across Lonely Isle and off to the south, where they disappear into the murky water of the swamp.

Various creatures and monsters attack the PCs as they head deeper into the swamp. Travel becomes increasingly dangerous and the status of the weather is quite uncertain.

The true dangers of the swamp manifest themselves, being meteorological and environmental.

The PCs may discover the island known as Traveler's Rest, where they discover a horde of ghouls in an old cabin, but there is no sign of Sandalia or her abductor.

Finally the PCs spot Big Rock, where smoke billows out from Nimbit's Cave. Before proceeding, the PCs must deal with the Fire Fields and the monsters that live there. The PCs locate a precarious path which winds its way up Big Rock. After reaching the top, they spot a group of bog trolls making their way up the same path, heading in their direction.

As the PCs decide what to do they are spotted by Nimbit and Sandalia, who move deeper into the cave, arming traps as they go.

What happens next depends entirely on the actions of the PCs. The PCs may:

- Kill all of the bog trolls including Nimbit and take Sandalia back to the city.
- Kill the Bog Troll Brothers and convince Nimbit that Sandalia is better off returning with the PCs to the city.
- Kill the Bog Troll Brothers and let Nimbit and Sandalia live "happily ever after."
- Hide and let the Bog Troll Brothers and Nimbit battle it out, thereby causing the death of Nimbit yet weakening the brothers slightly making them easier to deal with.
- Some hitherto unknown fifth option devised by the PCs.

IMPORTANT CHARACTERS

The Bog Troll Brothers

Goron, Dolp, Larg, Ju, and Blopp are the five bog troll siblings which comprise this ragtag band of raiders and murderers. Brothers of the bog troll Nimbit, these five have adopted an evil lifestyle which has served them well. They consistently find their bellies full and their hidden treasure horde well stocked. The brothers roam the swamp in search of travelers and boats to attack. They kill, cook, and eat humanoids after stripping them of all valuables. The brothers hide their treasure somewhere deep in the swamp. The Bog Troll Brothers stop by Big Rock from time to time, both to pick on their youngest brother Nimbit and steal his finds to add to their own hoard.



Nimbit

The youngest of seven brothers and sisters, Nimbit is a bog troll. Generally bog trolls lure travelers to their doom by using mimicry and other tricks and treachery. Nimbit is more docile than the average bog troll, due to the fact that he was the youngest sibling and came from a life of constant ridicule and torture by his older brothers.

Goron, Nimbit's eldest brother, has alluded to Nimbit joining the Bog Troll Brothers, but only if he can prove that he has toughened up and is willing to kill a humanoid without a second thought. Since Nimbit has reservations about harming humanoids, he has thus far shown no interest in joining his brothers, and instead chooses to hunt eels and mud crabs and gather food from the swamp for his swamp stew.

Sandalia

Sandalia is an honest woman from the city of Cherrian's Rest. Sandalia's charisma, wit, and charm recently garnered the attention of the Black Gold Consortium. They offered her a position as a negotiating agent for new territories and locations that it seeks to acquire. Her first job was to familiarize herself with the operations of the Black Gold Island extraction facility, in order to paint it in a good light using her way with words. Unfortunately, the boat which took Sandalia and some others to the facility never returned; it was attacked by a gang of bog trolls which has been preying on travelers in the region. The bog trolls sank the ship and killed everyone on board, save for Sandalia.

CHERRIAN'S REST

LOCATION DETAILS

Loyalty: Black Gold Consortium

Alignment: LG

Export: Oil, Black Stone

Import: Tools, Clothing, Specialty Goods, Specialty Foods, Prisoners

Assets: 100,000 gp

Population: 17,000

Authority figure: Grand Consul Osardo Tanel, CG Human Aristocrat 6 Expert 3

Authority: Kambel's Mercenary-for-hire

Important Characters: Grand Consul Osrado Tanel (BGC), Consulette Merlin Celfal (BGC), Consul Eleian Aslody, Magistrate Alexander Gelmar (BGC), Sandalia Tanel

Population: 17,000

A medium sized city which originally started as an inn and stop for travelers on their way elsewhere. When black gold (oil) was discovered here, the Black Gold Consortium (BGC) moved in and helped build up the population and support to the area. Over time, a small city sprang up and was subsequently walled off to protect against wandering monsters and foul beasts from the swamp. A pair of long docks host local fishing vessels and visiting ships alike. While black gold is the primary source of income in Cherrian's Rest, a steady supply of mud crabs and swamp eels has provided a rare and interesting export to food connoisseurs in distant cities. However, some of the major families of the BGC have been trying to expand their interests by secretly embezzling the BGC's funds and using the wealth to build and house the "worst of the worst" prisoners from all over the world. By housing prisoners for a fee in the prison known as Moaning Fort the Aslody family has become quite rich.



Cherrian's Rest Inn and Tavern

Once a quaint establishment, it is still an inn that tolerates no roughhousing of any kind. A slow-paced, relaxing venue with good ale and splenty of tales from the swamp. These days, the place feels more like a large, Venetian, Renaissance style mansion than an inn and tavern but its inner charm has been maintained. 1 main room, 1 bar, 10 rooms, stables, cellar, tool shed.

Black Gold Consortium Warehouse (BGC)

This warehouse holds oil scheduled to be shipped out to neighboring towns and cities. The largest building in town, it employs a massive workforce of local residents. Magistrate Alexander Gelmar is responsible for all BGC operations in Cherrian's Rest.

The Black Gold Consortium is an extremely wealthy, powerful, and influential company which manages oil extraction facilities at numerous locations throughout the region. The oil is then sold to be used in lamps and other household items as well as being used by military organizations in the field of battle and in defense of keeps and castles. The Consortium owns and operates both the extraction facility on Black Gold Island and the massive warehouse in Cherrian's Rest.

The Black Gold Consortium employees over 80% of the population in Cherrian's Rest. Obviously, this company holds great sway over public opinion in this city. It frequently has more money coming into it than it knows what to do with, and has left itself open to unscrupulous types.

Kambel's Mercenary-for-Hire

A local guild of mercenaries started by Consul Kambel Celfal soon after the Black Gold Consortium moved into town. Kambel died fighting trolls in the swamp a couple years ago, but the business continues to operate under his sister Merlin's watchful eye. Since Cherrian's Rest is such a small town, the mayor has contracted with Kambel's Mercenary-for-Hire to provide protection and law enforcement when needed. At any given time there are between 20-40 mercenaries on duty within the city and at least 12 keeping watch swamp-side at the docks.



THE VAST SWAMP

The Vast Swamp spans hundreds of miles and dominates this region with foul smelling, stagnant water. The swamp is a breeding ground for vermin, disease, monsters and other even less healthy elements. However, the rare-but-seemingly endless supply of oil brings humans to the region, humans who must deal with the constant stream of vile creatures and putrid filth spawned from the depths of the swamp.

Common Illness and Disease

Trench Foot

Any PCs that spend more than one hour at a time with their feet immersed in the water of the swamp have the potential of contracting trench foot, unless for every hour spent in the swamp they dry out their feet by a fire or other heat source for an equal period of time.

Initially caused by prolonged exposure to damp unsanitary conditions, affected feet become numb and then turn red or blue. As the condition worsens, they may swell. Advanced stages include blisters and open sores, which lead to fungal infections (jungle rot). If left untreated, the condition usually results in gangrene which can require amputation. If treated properly and kept dry, complete recovery is normal, though marked by severe short term pain when feeling returns. Once you have trench foot you are more susceptible to getting it again.

Statistically trench foot may cause the following: Movement cut in 1/2, then in 1/4; all physical checks and saves at -2, then -4 as condition worsens; eventual loss of feeling in foot or feet makes walking impossible and PC is unable to partake in any physical activity which requires use of their feet or lower legs until healed.

If left for too many days, trench foot will result in the loss of the affected foot or feet and the PC will be bed-ridden the rest of their lives.

Infestation

There are so many vermin and bugs within the confines of the swamp that infestation of a PCs belongings, rations, or even their flesh are possible.

For every day of travel in the swamp roll d100

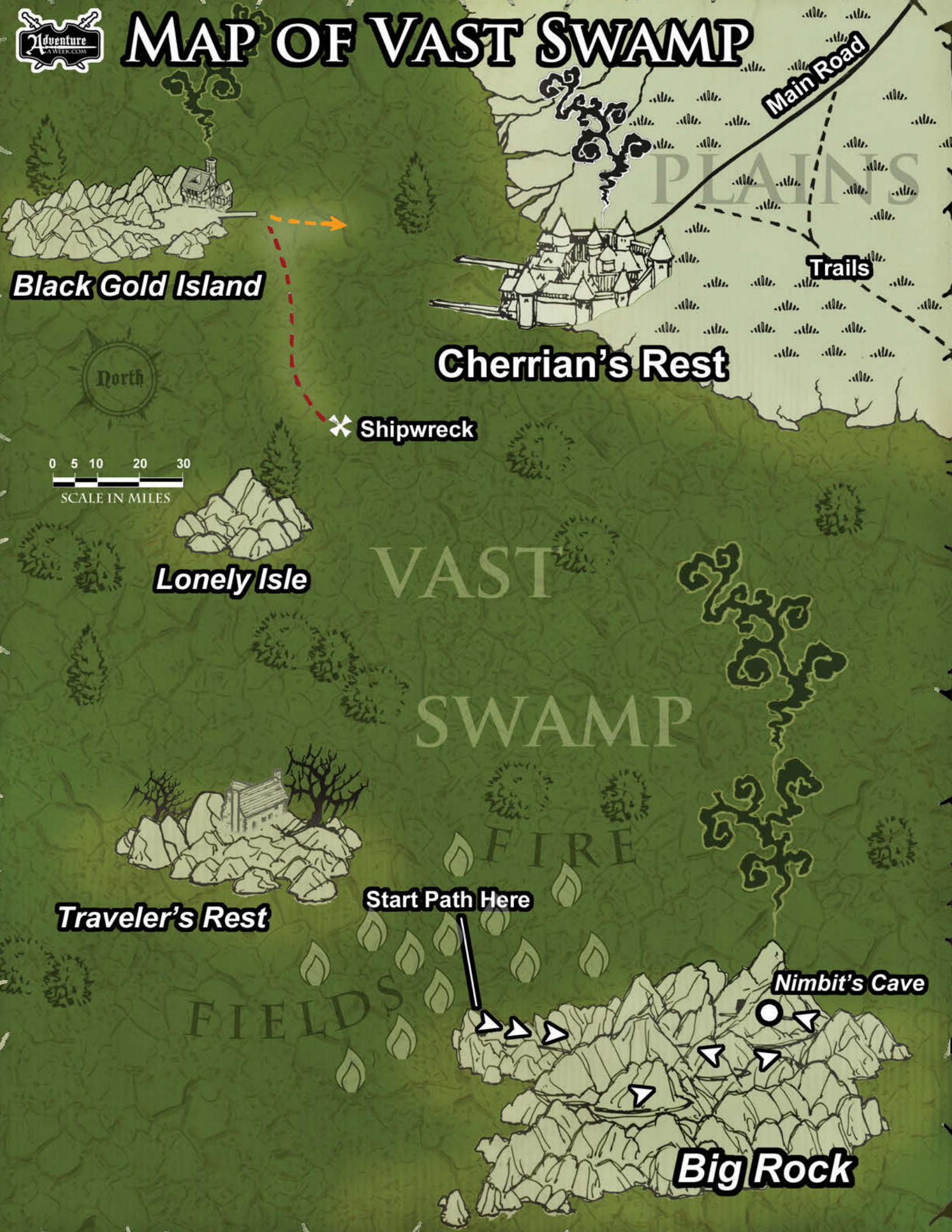
01-80: Normal problems with bugs and vermin

81-90: Vermin or bugs infest PCs food

91-96: Vermin or bugs infest PCs food, water, and belongings

97-100: Vermin or bugs infest PC as they sleep. When they awake there are bulges and red marks across their skin, most with tiny pin-prick entry points. These parasites will slowly spread, causing PC to receive a -1 penalty on all checks, attack rolls, and saves after 3 days, until removed. If left untreated for more than 7 days the penalties increase to -2, then -3 after 9 days. Finally, after 20 days, the PCs will die if this condition has continued left untreated for this long.

MAP OF VAST SWAMP



Main Road

PLAINS

Trails

Black Gold Island

Cherrian's Rest

✕ Shipwreck



0 5 10 20 30
SCALE IN MILES

Lonely Isle

VAST SWAMP

Traveler's Rest

Start Path Here

Nimbit's Cave

FIELDS

Big Rock

Bug Bites

Many bugs and spiders throughout the swamp carry disease and poison with their bites. For every evening hour spent away from a roaring and smoky campfire roll a d100

01–20: Bug bites are a minor annoyance and itch, causing all attacks and reflex saves the following day to receive a -1 penalty.

21–40: Bug bites are slightly more severe, causing itching, rashes, irritation and a distracted PC. All checks across the board are rolled with a -1 penalty.

41–60: Mosquitoes carrying disease bite the PC. After 1d4 days the PCs will grow violently ill, vomiting with a high fever. All checks will be undertaken with a -2 penalty with an additional cumulative -1 for every day which passes untreated. After 2 weeks the PC will die.

61–80: One party member becomes infested with fleas or lice. In 1–2 days the entire party is affected. All affected party members roll all checks with a -1 penalty and begin to scratch their itchy skin which causes small abrasions. Time spent in the swamp exposing these open sores to swamp water will cause infection which causes 1d4 damage per day which cannot be healed until the disease is cured.

81–90: A tick or ticks sneak into a PC's underarms, groin, or ears and begin sucking their blood. The tick stays attached until carefully removed using fine tweezers or through magical means. After 1d4+3 days the tick will become engorged with blood and will drop off on its own. There is a cumulative 10% chance per tick that the individual will contract Lyme disease which causes the following:

Symptoms of early localized Lyme disease (Stage 1) begin days or weeks after infection. They are similar to the flu and may include:

- Body-wide itching
- Chills
- Fever
- General ill-feeling
- Headache
- Light-headedness or fainting
- Muscle pain
- Stiff neck

There may be a bull's eye rash, a flat or slightly raised red spot at the site of the tick bite. Often there is a clear area in the center. It can be quite large and expanding in size.

Symptoms may come and go. Untreated, Lyme disease can spread to the brain, heart, and joints.

Symptoms of early disseminated Lyme disease (Stage 2) may occur weeks to months after the initial tick bite. They may include:

- Paralysis or weakness in the muscles of the face
- Muscle pain and pain or swelling in the knees and other large joints
- Heart problems, such as skipped heartbeats (palpitations)
- Symptoms of late disseminated Lyme disease (Stage 3) can occur months or years after the initial infection. The most common symptoms are muscle and joint pain.

Other symptoms may include:

- Abnormal muscle movement
- Muscle weakness
- Numbness and tingling
- Speech problems

91–95: The individual is bitten by a rare poisonous bug. Roll a Fortitude DC 15 check, failure means the PC has fallen into a coma which can only be cured by neutralizing the poison within the PC's veins. If this poison is not cured within 24 hours the PC will die.

96–99: The PC is bitten by a rare insect which causes the loss of 1 point from a random ability score. Roll 1d6: 1 Str, 2 Dex, 3 Con, 4 Int, 5 Wis, 6 Cha. The only way to get the ability score back is to locate and carefully capture the bug, keep it alive and take it to an expert in etymology, alchemy, or a renowned wizard specializing in the crafting of complex and rare potions and cures. The poison can be extracted and an antidote concocted. This process may take between 10–30 days and cost well over 1,000 gp. As long as the PC is cured within 3 months their ability score will return to normal.

100: The PC is the victim of Rot Grubs, which begin to burrow to their heart.

ROT GRUBS (5-20)

hp —, [Pathfinder p 35](#)

hp 1, [3.5 p 36](#)

Potential risk of infestation



Travel in the Swamp

While traveling within the swamp, the PCs will encounter many dangers. Depending upon which boat they chose to charter and their captain's skill level, the number and difficulty of the encounters within the swamp will vary.

Use the chart on the next page to randomly determine an environmental encounter, change in weather, or random bestial encounter.

Black Gold Island

Black Gold Island gets its name from the rare black oil which oozes to the surface. A work crew slaves day and night, pumping the oil and storing it in large barrels for transport. The barrels are routinely picked up by ship and transported to the city. Kambel's Mercenaries guard the operation, fighting off beasts and monsters from the swamp on a regular basis. It is rare, but at times the facility is attacked by trolls. The use of flaming oil to drive them back seems to infuriate both the trolls and the owners of the company. Many a supervisor has hesitated to use the oil, knowing the tongue-lashing they will receive for wasting the precious material, only to lose a worker and have to ignite an barrel of two to see off the bog trolls.

Lovely Isle

A small island with some barely-noticeable remnants of a fire. An adventurer died here over a year ago and his bones and belongings still remain. There is also evidence of a recent shipwreck survivor resting here before proceeding to the south.



SWAMP HAZARDS

Roll on this table to determine the weather, environmental hazards, and encounters the party faces as they travel. You can roll on only one column of your choice, once for two columns, or once for all three, or you can simply pick and choose from the options.

d100 Roll	Environmental	Meteorological	Bestial
01-05	Sink Holes	Sunny	Alligator, p 26
06-10	Quicksand	Sunny, Hot	Bog Strider, p 27
11-15	Flooding	Sunny, Humid	Crocodile, p 26
16-12	Thick Mud	Partial Clouds, Humid	Giant Dragonfly, p 28
21-25	Sticky Plants	Cloudy, Humid	Giant Fly, p 28-29
26-30	Wrapping Plants	Partial Clouds	Giant Frog, p 29
31-35	Piercing Plants	Cloudy	Giant Poison Frog, p 29
36-40	Dragging Plants	Light Fog	Grippli, p 30
41-45	Animate Plants	Fog	Giant Leech, p 30
46-50	Viper Vine	Thick Fog	Leech Swarm, p 30
51-55	Trees: Falling Limbs	Foggy, Humid	Large Viper, p 33
56-60	Collapsing Trees	Fog and Rain	Giant Mosquito, p 31
61-65	Thornbushes	Light Rain	Mosquito Swarm, p 31
66-70	Sticky Bushes	Rain	Bloodhaze Mosquito, p 31
71-75	Poison Bushes	Heavy Rain	Constrictor Snake, p 32
76-80	Gas Mushrooms	Storm, Heavy Rain	Emperor Cobra, p 33
81-85	Poison Mushrooms	Storm, Heavy Rain, Wind	Stirge, p 33-34
86-90	Swamp Gas	Storm, Heavy Rain, Wind, Lightning	Tentamort, p 35
91-95	Acidic Mud	Severe Storm	Troll, p 63
95-100	Haunt: Lost Expedition	Dangerous Storm	Scrag Troll, p 22

Random Encounters are all statistically grouped at the end of this adventure module.

Fire Fields

Sources of natural gas and oil build up below the surface here. Some of the sources have been sparked by fire bugs, lightning strikes, or other natural phenomena and now constantly burn. Creatures drawn to fire tend to congregate in this area, making a volatile situation even worse. This area is dangerous to travel through and some pockets of gas can erupt in flame without warning or through provocation by one of the many fire creatures which live here.

Big Rock

The Bog Troll Nimbit calls this large gray mound of rock his home. The crag reaches up and out of the muck and is covered in moss and pathetic looking trees. A precarious path winds up the rock to a huge cave, which can be seen from below. A large amount of smoke can be seen billowing from this entrance at all hours of the day.

Nimbit's Cave

This cave has a large entrance through which smoke constantly billows out. Nimbit keeps an enormous fire burning at all times to keep his brothers at bay and provide heat with which to cook. The fire is created using a mixture of oil and dried mud and dung, which explains the thick smoke created through its consumption. Although possessed of a terrible smell, the strange fuel keeps his fire burning hot and allows him to boil stew in his giant cauldron (found in this cave when he arrived).

Fearing retaliation from his brothers for his strange lifestyle, Nimbit has constructed many crude traps throughout his cave for protection. The back section of the cave drops steeply down and into a hollowed out area which contains cool, soft muddy water. Nimbit frequently rests in his mud pit on especially hot or muggy days.

ADVENTURE CHAPTER ONE

HOOK

The adventurers are approached by Magistrate Alexander Gelmar of the Black Gold Consortium. Alexander needs the PCs' help. Alexander is concerned about a BGC boat which should have returned a couple days ago. The boat carried five of his best employees and his secret love Sandalia Tanel. He believes it may have been attacked by a gang of bog trolls which has been plaguing travelers for many months.

Alexander is particularly worried about a young woman named Sandalia, who was recently hired as the new negotiating agent for potential territorial acquisitions. The boat the Black Gold Consortium employees were on was called the *Wasp* and was captained by Gealen Longshanks. It left the city about 4-5 days ago to visit Black Gold Island and the oil extraction facility located there. The boat has yet to return despite the fact that a delivery of oil recently arrived from Black Gold Island, where the workers claim the *Wasp* left days ago to return to the city.

Sandalia, the consortium's newest hire, is the most charming and clever woman in the city. People are already gossiping about her absence. Alexander describes Sandalia's shapely figure, blonde hair, blue eyes, and outgoing personality, begging the PCs to find the ship and bring the passengers home.

The amount Alexander offers for this job varies depending on how many employees the PCs rescue and the PCs skill at negotiating for better pay.

SKILL CHECK: DIPLOMACY

DC 30: 150 gp per employee, 500 for Sandalia*

DC 25: 50 gp per employee, 350 for Sandalia*

DC 20: 30 gp per employee, 200 for Sandalia*

DC 15: 15 gp per employee, 150 for Sandalia

None/Failed: 10 gp per employee, 100 for Sandalia

*Alexander also pays to charter a boat for the PCs.

Missing BLACK GOLD CONSORTIUM Employees:

- Captain Gealan Longshanks
- Sandalia
- Dolan
- Micaran
- Sven
- Tholan



Gathering Information

Before the PCs attempt to charter a boat and captain, they may wish to gather some information around the city. You may role-play this in various scenarios or skip right to the meat of the matter and have the players roll a Gather Information check.

GATHER INFORMATION:

DIPLOMACY DC 15

Note: a separate skill check will be required for each member of the passenger manifest they seek information regarding.

1. **Captain Gealan Longshanks**
Skilled captain whom makes routine cargo runs back and forth from Black Gold Island.
2. **Sandalia**
The most charming, clever, and beautiful woman in the city. Blonde hair, blue eyes, shapely yet athletic. Acts ditzy at times, but only to get her way, as she is actually quite sharp. She knows what she wants and goes for it.
3. **Dolan**
A simple man who enjoys working for the Black Gold Consortium and training to be an Oil Merchant for BGC.
4. **Micaran**
A jolly fellow who enjoys his drink a bit too much and tends to get into trouble because of it. He is visiting this facility as a potential new worker. Residents of Cherrian's Rest know little else about Micaran.
5. **Sven**
Transferred from a slower facility to Black Gold Island due to increased demand for additional skilled employees in the area. Residents know little else about Sven.
6. **Tholan**
Very knowledgeable in oil extraction practices and equipment. Scheduled to take over mechanical duties for the night shift at the Black Gold Island extraction facility.



Chartering a Vessel

The following vessels are available for charter to transport the PCs to Black Gold Island. The regular BGC ship, the "Wasp", recently disappeared in the marsh, thus these are the PCs' only options.

Choice #1: *The Mud Crab*

Fishing boat

This is a medium sized fishing boat with room for 3-5 passengers. Equipped with nets and crab pots.

Owner: Belladore Toovan

Cost: 10 gp/day

Speed: 3 Knots

Battle Worthiness: 5

Swamp Points: 4

Captain's Skill: 8/10

Choice #2: *The Phoenix*

Exploration Ship

A large ship suited to exploration is docked here temporarily, as her crew relaxes before the next big adventure.

Owner: Timoth Stormsail

Cost: 50 gp/day

Speed: 2 Knots (15-20 in open water)

Battle Worthiness: 8

Swamp Points: 2

Captain's Skill: 4/10 (8/10 in non-marsh conditions)

Choice #3: *Swamp Skipper*

Primitive Navigation Raft

A small flat raft-type boat perfect for navigating the swamp.

Owner: Chester the Swampman

Cost: 15 gp/day (mainly for captain's knowledge)

Speed: 1 Knot

Battle Worthiness: 2

Swamp Points: 6

Captain's Skill: 9/10

The vessel which the PCs choose will either help or hinder their journey through the swamp. While a ship with a high speed will make their journey faster, the captain's skill level will assist in avoiding potential dangers, thereby saving time. The vessel's battle worthiness is how many direct hits by medium or larger creatures the vessel can take before becoming too damaged to continue. Finally, swamp points can be spent by players to avoid potential dangers.

Swamp Points and How They Work

Swamp points work in the following way. For instance, imagine you roll a random encounter in the swamp and note that 3 alligators are headed for the PCs location. At this point you can warn the PCs that a potential danger approaches. The PCs may then choose to spend 1 swamp point to avoid the danger. You don't tell the players specifically what the danger is, just that it exists. The best way to explain this is through the type of vessel combined with the captain's knowledge of the swamp. "You avoid confronting 3 alligators because the captain is aware that this area is home to

many of these creatures and therefore backs the vessel out and finds an alternative route." A potential danger could be as simple as a bog swarming with disease-infested mosquitoes or as complex as a hidden sandbar on which the vessel could run aground and become permanently stuck.

Enter the Swamp

You board your boat and head off into the swamp. The black, murky water surrounds your vessel and as the captain pushes off; you can already hear the cacophony of birds, insects, and animals dominating your auditory senses. It envelopes you as you pass between two gigantic weeping willows and make your way off into the thick of the swamp. Swarms of insects float above the water, causing you to get a mouthful as the boat passes by them. The entire place smells of mud and rotting vegetation, and the hot, temperate and humid air make the heat nearly unbearable. You feel like stripping out of your already sopping wet clothes, but hesitate in fear of the disease infested insects and arachnids living within the confines of the swamp. Looking above, massive tree limbs hang down, from which trails thick hair-like moss. The moss is teeming with tiny bugs, which at times fall onto the boat. As the boat pushes onward you begin to wonder what you have got yourself into.

The PCs may choose to start their search in the water between the city and Black Gold Isle, in which case it is possible that they will locate the shipwreck on their own. If they attempt this, proceed directly to "Finding the Shipwreck." If the PCs decide to continue on their way to Black Gold Island continue below.

Arrival at Black Gold Island

A large island of dirt and tall grasses reaches up above the slick water of the swamp. A few men in boats nearby work hard digging at something in the murky water with a long pole. A gigantic pipe is stuck into the water here and held aloft with buoys. It carries oil from under the water back to a large facility located on the island.

At the end of a lonely dock awaits Equet Nels, the lead supervisor of the facility. He is here to meet the PCs and introduce them to his men so that they might gather additional information.

Equet Nels is a tall man with a thick accent (similar to British). He was hired by the BGC to head up this plant and guarantee the maximum extraction of black gold from the area. Over the past 5 years his efforts have proved quite lucrative and the facility is now one of the top 5 facilities in the known world.

The Black Gold Island Extraction Facility hosts a crew of 30 workers, all of whom slave day and night on an 8 hour on-off rotation to extract, barrel, and transport black gold (oil) back to the city where it is filtered, bottled, and shipped out by the Black Gold Consortium to merchants and governments throughout the land.

The facility gets a lot of visitors, but when the PCs ask about Sandalia a lot of eyebrows raise. She attracted no small amount of attention with her striking appearance. The men are not quick to forget a visit by such a vivacious young woman, one with a personality that sets many men's hearts ablaze to boot! Most of the workers have the same story; the group came and visited for a day, then boarded the ship and headed back to the city. There were no strange incidents or accidents while the group stayed at the facility, and all has been well ever since.



GATHER INFORMATION / DIPLOMACY DC 15



Success: Kole and Iarnen, two mercenary guards, recall which direction the ship took when it left: “The day they left there was a bit of a storm a brewin’ wit a strong wind blowin’ against ‘em. So dey took a different way back ‘stead of the normal one. Went further south I guess, captain was gonna circle back up ta da city when da wind calmed down.”

The men don’t recall the wind being intensely strong, just enough to prevent the captain from making it back to the city before dark, hence the course change.

Once the PCs receive this information they should have enough to go on to continue their search. Just before they leave, a couple of the mercenaries warn the PCs that a gang of bog trolls has been attacking folks in the swamp as of late, and to keep a wary eye trained in all directions at all times. “Them trolls be baaaaad news I tell ya! Keep yer eyes and ears open!”

Finding the Shipwreck

As the PCs near the wreckage there is a cumulative -2 reduction in the DC per hour spent searching the area. If the PCs received directions from the mercenaries at Black Gold Island this is changed to a cumulative -4 reduction per hour.

SEARCHING FOR THE SHIPWRECK



Spot/Perception DC 25

DC reduces by 2 (4 with mercenary info) for every 1 hour spent searching the correct area on the map.

Success: “At first you notice a piece of processed wood bobbing by, then a few more, then you begin to see barrels stamped with the letters ‘BGC’ on the side. Then you spot the bodies. Most are simply bloated and already rotting from the unsanitary conditions of the stagnant swamp water. Some have huge battle wounds, with chests torn open and disgusting squirming maggots and worms feasting upon the rotten innards. Others have entire limbs missing!”

Spot/Perception DC 14

Success: “It appears that whatever killed this crew and these travelers also feasted upon parts of their bodies. Clear, jagged teeth marks over some of the bodies, along with snapped, marrowless bones strewn about, suggest this was a site of frenzied feasting.”

Knowledge: Swamp, DC 15

Racial Enemy: Troll Automatic success

Success: This appears to be a troll attack.

The bodies are the crew of the *Wasp*. The bodies are all male: Sandalia is not among them. If the PCs continue to search the area (**Spot/Perception DC 14**), they find footprints in a tiny mud island just to the south. From here, the Lonely Isle can be seen a little further to the south. The prints lead that way.

CHAPTER TWO

Arrival at Lonely Island

A small island rises out of the swamp like the shell of an enormous tortoise. A couple of sad looking trees droop down as if the hot humid air itself weighs heavily upon them. The remnants of the campfire are found nearby, beside which lies a complete human skeleton, one which is still complete, although the skull has a number of small splits in it as if something has tried, but failed, to crush it.

SPOT / PERCEPTION DC 12

Success: Small rodent gnaw marks line these bones. It appears this man died here, then vermin devoured his corpse after his death.



THE POTION

A metal potion bottle rests on the ground nearby the remnants of the campfire. (**Spot/Perception DC 12**) Small finger marks are left upon the outside which have brushed away part of the filth this bottle has acquired sitting in the swamp for a time.

If the bottle is inspected by someone skilled at brewing potions, arcana, or alchemy, additional information may be gleaned from it.

Knowledge: Arcana, Craft: Potion, Knowledge: Alchemy, + Spellcraft DC variable depending on skill used (GM's discretion)

Success: You are able to discern that this potion was a variation of a [Philter of Love](#). If the DC is beaten by 5 or more, the PC checking the potion momentarily realizes just how wonderful the next person they look at is; brave, wise, caring, just the kind of person to spend the rest of your life with. The sensation passes as soon as someone else speaks to the PC.



Two sets of prints can be seen leaving this island heading south before disappearing into the water. One set is clearly human, whilst the other is unknown but appears monstrous.

SURVIVAL / TRACKING DC 20

Knowledge: Swamp DC 18

Knowledge: Trolls DC 10

Success: Second set of prints is definitely from a troll, possibly the "bog troll" variant the locals continue to speak of as raiding local travelers.



If the PCs spend extra time examining the prints in the mud in great detail, they may attempt a Survival/Track Skill Check DC 25 to determine that the human prints follow the troll prints, not the other way around!

If the PCs spot the island "Traveler's Rest," continue with "Travel in the Swamp" and then proceed to that location listed below, otherwise continue with "Travel in the Swamp" until the PCs reach the Fire Fields and Big Rock.



Visit to Traveler's Rest

A wide, flat island dotted with dying trees, this island has signs of human settlement. An old dock, now in disrepair and partially sunk in the swamp, juts out from one end of the island. An even older log cabin is hidden amongst trees and underbrush. The area is overgrown, with vines climbing the sides of the cabin and plants growing out from between some of the logs. Moss dangles from the rooftop and over the door, most of which appears to be hanging on for dear life.

The ground on this island is dry, amazingly, and completely devoid of mud or muck of any sort. The abandoned cabin appears to be a good place to rest out of the elements and away from the pesky mosquitoes and other pests, which incessantly bother the party.

The Old Cabin

Moss hangs over the front door and must be pushed aside to proceed. If a PC uses her sword or a stick she should be fine, but if she reaches out and physically comes into contact with the moss, she will obtain a new parasitic companion as follows:

Roll 1d4

1. **Felp Lice:** Within 1–2 days, constant itching of scalp and body hair results in -1 to all checks due to the persistent nature of these particularly vigilant lice.
2. **Ragundar Ticks:** Within 1–2 days, -1 to Fortitude Saves, -1 to all other checks. 3–4 days -1 CON, 5–6 days -2 Fortitude and -2 CON, 7–14 days fatigued permanently until removed and healed. Possibly of Lyme disease (see common illness and disease in the swamp, p xx).

3. **Chiggers:** Within a few minutes PC develops itchy patches of skin which raise up into small pimple-like bumps which swell and burst in the coming days. -1 to all checks for the first 2-3 days then infection sets in. If traveling in the swamp the infection becomes life threatening. If not cured within 1 week the PC may die (GM discretion).
4. **Rot Grubs:** See common illness and disease in the swamp: [Bug Bites p 5](#), Rot Grub stat block [Pathfinder p 35](#), [3.5 p 36](#)

In sharp contrast to immediately outside the cabin, the inside of it is filthy, and contains many more pests. There are four beds, all of which have lice (as described above), and a table with six stools around it. Old and mold bloom-covered food is being eaten by scraggy-looking swamp rats and a couple of buckets of putrid, watery sludge, both infested with fat, squirming, purple larvae, sit in one of the corners.

A family was murdered inside this cabin and their corpses hidden beneath the floorboards. 1-4 hours after the party goes to sleep they will awaken to an undead family of six, still wearing the clothes they were murdered in, stained with blood and soil. Some of the family members have knives or axes sticking out of their chests or backs. One is missing an entire leg and half the other; it crawls like a filthy worm to eat the flesh of the PCs.

Initially they are sitting at the table, the "mother" serving from one of the buckets of worms. The moment the first PC stirs, the "father" turns and faces the player and say, "Won't you join us for our meal?" This is a cue for all of them to leap at the PCs! After the undead begin to attack, cackling can be heard outside and the sound of a big axe chopping logs upon the stump. In actuality it's not a log, but the head of their captain being chopped off by the murderer that killed this family. The murderer is now undead as well, killed by the undead family as a form of exacting revenge.

UNDEAD FAMILY OF 6 (GHOULS)

hp 13, [Pathfinder p 36](#)

hp 13, [3.5 p 36](#)



UNDEAD MURDERER (GHOST)

hp 17, [Pathfinder p 37](#)

hp 29, [3.5 p 37](#)

After the blood of the party has been spilled, all manner of beasts appear, scenting fresh blood. Roll on the random monster encounter table. If you don't like the results, simply roll again or choose a monster at your discretion.

When combat has ended, the PCs will find that their captain has been slain by the murderous ghost. This island has been a waste of time, energy, resources, and now the captain is dead. Really drive the point home that stopping here was a mistake and promote the feeling of helplessness within the party. They must find a way to lift their own spirits and morale, now that it is at an all time low.

If the PCs did stay the night and the captain is dead, they will have to find a way to pilot the vessel themselves. Does anyone in the party have the necessary skills, or will the next part of the journey also be a complete disaster?

CHAPTER THREE

Journey Through the Firefields

Travel through this area is extremely dangerous. One never knows when a massive pocket of gas may rush to the surface. Sometimes the gas harmlessly dissipates, other times it may envelope the unlucky traveler in noxious fumes, or, sparked by the tiniest provocation, explode into flames.

There are also monsters that dwell here, ones normally not found in this climate or even on the prime material plane of existence at all. The creatures find themselves at home among the hot flames of the Fire Fields.



1st: A large campfire can be seen on the horizon. Perhaps you have located a survivor!

2nd: As you grow closer to the fire, others appear burning in the middle of mud and muck within the swamp. You must leave the boat and travel this area on foot.

The PCs must travel on foot from here on out.

A massive crag of gray rock rises out of the muck. The rock appears to be protected by sheer cliffs on all sides save one, where a precarious path meanders up its side. A thick cloud of white smoke billows out of a gigantic cave atop the crag. The ground is thick, muddy, and covered in animal and humanoid footprints which crisscross every which way. A massive ball of flame suddenly erupts nearby without warning, causing you to jump! The heat in this area is unbearable.

The human and troll tracks are jumbled and hard to follow through this area. The heat also does strange things to the mud, twisting and contorting the surrounding soil as it heats and cools then heats up again.

SURVIVAL/TRACKING DC 25



DC 20 Closer to Big Rock

Success: "You are able to locate a set of smaller human prints along with the larger monstrous prints you found at Lonely Isle. Another group of five sets of similar monstrous prints, these even larger than the first, crisscross with this pair. All seem to head back and forth to the large mountainous mound of rock ahead."

Dangers of the Fire Fields

For every 30 minutes of travel through the Fire Fields roll d100.

01-30: Nothing happens

31-60: An existing fire sets a neighboring gas pocket ablaze. 2d6 fire damage/Reflex DC 15 for 1/2.

61-80: The PCs walk into an existing pocket of noxious gas. **Fortitude DC 15:** Hold breath in time to avoid effects.

Failure: Poisoned, -2 CON for 2 days. Secondary exposure to this same noxious gas will cause another -2 to CON, now lasting a total of 4 days AND effects are cumulative! Each exposure causes vomiting for 1-4 rounds. After 4 such exposures vomiting repeats every 30 minutes for a duration of 1d4 rounds during which the PC can take no other action.

81-95: A pocket of gas leaks out(as above), but this time movement of metal armor or weapons rubbing against each other or another piece of the PCs' gear produces a spark which ignites the gas and creates a ball of fire directly where the PCs stand. 4d6 fire damage or Reflex DC 18 for 1/2.

96-00: Quickmud (similar to Quicksand): a PC steps into Quickmud. May roll a Reflex DC 20 to quickly jump out (add a +2 bonus to roll if PC has "acrobatics" and an additional +2 for possessing the "Jump" skill.) If PC fails save they begin to sink at the rate of 1 ft. per round. Other PCs may assist by creating a human chain, tossing out a rope, or by using spells or other ingenious ideas.

The Fire Fields are home to all manner of strange fire based creatures. Most originally hail from the Elemental Plane of Fire and have found their way here through portals. These portals were opened by the magic of an ancient wizard, combined with the fire naturally created in this region. The wizard brought these creatures here in hopes of breeding them with native creatures and thereby to craft new beings. The wizard's tower sank long ago, succumbing to the ever rising rotten, stagnant water of the swamp.

Random Encounters

A GM may choose an appropriate encounter for the party. All statistics are located at the end of the adventure under Fire Fields Random Encounters.

SMALL FIRE ELEMENTAL (1-3)

hp 11, p 22



MEDIUM FIRE ELEMENTAL (1-2)

hp 30, p 22





LARGE FIRE ELEMENTAL (1)

hp 60, [p 22](#)

FIRE MEPHIT (1-2)

hp 19 [Pathfinder p 23](#)

hp 13, [3.5 p 23](#)

FLAMEBROTHER SALAMANDER (1-2)

hp 25, [Pathfinder p 23](#)

hp 26, [3.5 p 24](#)

THOQQUA (1-2)

hp 22, [Pathfinder p 24](#)

hp 16, [3.5 p 25](#)

Climbing Big Rock

A muddy and precarious path leads up the side of Big Rock, switching back and forth as it works its way to the top. The switchbacks are slippery and treacherous, with awkward footing. As the PCs progress, ask for the occasional Balance/Acrobatics check.

After the switchbacks the ground becomes more firm and levels out a bit, climbing the last 100 feet gradually to the entrance of Nimbit's Cave.

BALANCE /ACROBATICS

DC VARIES (10-15)



Initial Failure: Slip and fall off edge, allow a Reflex Save DC 20 to catch a ledge before falling to their doom

Final Failure: Fall 1d10x10 feet into mud below. Mud cushions fall and adjusts damage to 1d4 per 10 feet fallen.

Approaching Nimbit's Cave

Nimbit and Sandalia have been preparing for the arrival of the Bog Troll Brothers for a couple days now. This has granted Nimbit the time to prepare traps, something with which he has become intimately familiar. With Sandalia's help, the two moved rocks and debris to force the brothers into following specific paths through the cave. The two have set up all manner of traps, and have carefully practiced a retreat through the cave where they are least likely to fall victim to their own machinations. Nimbit plans on using his bathing and recovery room, hidden in the depth of his cave, as the place where he and Sandalia will make their last stand.

Sandalia has convinced Nimbit that he is an intelligent troll and should stand up against his brothers and teach them a lesson once and for all. Nimbit has grown quite attached to Sandalia and has even begun to have feelings for her. She is quite happy with this turn of events and hopes that they will be able to marry soon!

Enter the Bog Troll Brothers

Just as the PCs reach the top of Big Rock, they glance back and notice a group of bog trolls moving up the path in the distance, heading directly for this cave. The PCs may choose to:

1. Kill all of the Bog Trolls (including Nimbit) and take Sandalia kicking and screaming back to the city.
2. Kill the Bog Troll Brothers and let Nimbit and Sandalia live happily ever after, after Sandalia convinces the party's cleric to wed them.
3. Kill the Bog Troll Brothers and convince Nimbit that Sandalia is better off with her own people (not to mention brainwashed by a love potion).
4. Hide and let the Bog Troll Brothers and Nimbit fight over Sandalia, thereby causing the death of Nimbit and weakening the brothers after a run through the traps. (Three have 1/2 total hp, one has 3/4. The leader is still at full.) Sandalia will attack the brothers if this outcome is allowed, in which case the brothers will quickly slay her unless the PCs intervene.
5. Perhaps the PCs have an ingenious fifth option. Allow the PCs to do as they will and plan accordingly. Use the internal cave map layouts to your advantage and just have fun running this encounter. There are many different potential outcomes, so feel free to improvise and just go with it.



0 5 10 20 30
SCALE IN FEET



4 Pit Trap

4 Pit Trap

Rubble
and
Debris

KEY

Stalagmite =

Dripping Stalactite =

To Nimbit's
Bathing Cave



NIMBITS CAVERN

Nimbit's Cave:

Final Confrontation

Nimbit's Cave is a veritable mine field of traps. Nimbit and Sandalia really gave it their all when preparing for the inevitable visit by the Bog Troll Brothers, and their work shows.

Note: Contrary to traditional map keys the following numbers correspond to the specific traps used in each area.

1. Tripwire Trap

Nimbit has wrapped two dead tree trunks in spiky bramble bushes and coated everything in giant wasp poison. He has then secured them using a rope and pulley system designed by Sandalia. Finally, he ran a trip wire across each opening separately, making each trap independent. Whoever fails to spot the tripwire and stumbles over it will have a massive dead tree trunk slam into them, the bramble bushes will break their skin and poison them whilst throwing them back and out of the cave proper.

TRAP TYPE: SNARE /LOG TRAP

Construction Type: Simple Mechanical

Activation Type: Instant

Trigger: Local; tripwire

Mechanism: Gravity

Effect: Injury/Poison/Slowed

Attack Bonus: +8 melee

Damage: Log, 1d6+4; Brambles, 1d4+1+stick to clothing slowed until removed; Poison

Save: Reflex Save DC 16 avoids; Giant Wasp Poison, see below

Search DC: 22

Disable Device DC: 20

Challenge Rating: 2

Giant Wasp Poison

Type poison (injury); **Save** Fortitude DC 18

Frequency 1/round for 6 rounds

Effect 1d2 Dex damage; **Cure** 1 save



2. Cauldron Trap

Nimbit's cauldron has been filled with highly flammable and volatile ingredients including oil and chemical secretions from a rare plant, amongst others. He has also added thick, sticky swamp mud so when the flammable mixture explodes it thoroughly coats anyone in the area of effect. When the PCs and/or Bog Troll Brothers charge into this area, Nimbit drops a flaming log into the pot and dives for cover over trap 3 and into the caves beyond. In 1-2 rounds the entire cauldron belches its flaming contents onto anyone within the area of effect, coating them in thick, flaming liquid. Since it sticks to everything, it is not easily extinguished, and normal means such as rolling on the ground are not effective. The only way to completely put out the flame is to either cease the flow of oxygen to the flames completely or use magic.

TRAP TYPE: EXPLOSIVE FIRE

Construction Type: Primitive

Activation Type: Fire

Trigger: Manual by Nimbit

Mechanism: Highly flammable and volatile ingredients

Effect: Explosion coating everything in flaming goo.

Attack Bonus: N/A

Damage: 4d6 initial fire damage, round 2: 2d6, round 3: 1d6, round 4: 1d4

Save: Reflex DC 20 for 1/2 initial damage and no additional burning damage

Search DC: 15 (although no time to do so.)

Disable Device DC: 35 (The only way to disable this trap is to haul the massively heavy cauldron out of the cave and shove it down the hill. If one tips the cauldron within the cave the liquid will spill and the fire beneath it will set everyone ablaze from the ground up.)

Challenge Rating: 3



3. Razor Snare

With Sandalia's help, Nimbit has used salvaged bits of metal and debris that he has collected from shipwrecks in the swamp to build these unique nets. When someone trips the wire, the net is dropped from above and lands on the individual. The net itself is woven from razor sharp wire tied with sharp bits of metal and glass. Given the close proximity of the debris piles. There is a 1 in 10 chance that struggling within the razor sharp net will also trigger the collapse of a debris pile onto the already trapped PC. The nets are positioned in such a way as to remain hidden among the dark and rough walls of the cave ceiling. Even if a rogue was to spot the traps, finding a way to climb and disable them is another matter. Simply spotting the actual tripwire and taking precautions not to trigger it is the only way past these nasty little traps.

TRAP TYPE: NET SNARE

Construction Type: Complex Mechanical

Activation Type: Instant

Trigger: Local; tripwire

Mechanism: Gravity

Effect: Ensnarement, injury

Attack Bonus: +5 melee

Damage: 2d6

Save: None

Search DC: 21

Disable Device DC: 23

Challenge Rating: 3

Additional Damage: If a PC is snared by a net roll 1d10. On a 10, A nearby pile of debris collapses on the PC, causing 2d6 damage and requiring additional checks to dig free (at GM's discretion).



4. Simple Pit Traps

Nimbit worked hard to dig these deep pits and line them with jagged metal debris recovered from shipwrecks. He had actually already begun work on these prior to this situation arising.

TRAP TYPE: PIT

Construction Type: Simple Mechanical
Activation Type: Instant
Trigger: Location
Mechanism: Gravity
Effect: Fall (anyone within square or in 5 ft. adjacent square)
Attack Bonus: +10
Damage: 2d6 from fall, 1d4 spikes per target for 1d4 damage per spike
Save: Reflex DC 20 avoids
Search DC: 18
Disable Device DC: 15
Challenge Rating: 2



TRAP TYPE:

SNARE / COLLAPSING / GRAVITY

Construction Type: Complex Mechanical
Activation Type: Trigger
Trigger: Tripwire
Mechanism: Gravity
Effect: Net full of rubble drops from above, potentially knocking PC over edge
Attack Bonus: +8 melee
Damage: 2d6
Save: Reflex DC 15 for 1/2 and avoid fall, Reflex DC 20 for complete avoidance
Search DC: 25 (tucked under above ledge, unlikely to be looking this way unless being trailed by someone in which case DC reduced to 18.)
Disable Device DC: 15 (May be disabled easily by moving back on the path and triggering the tripwire with a sword or stick then backing up to let debris fall past.)
Challenge Rating: 3



5. Javelin Traps

Nimbit had already begun construction on these simple, spring loaded javelin traps, designed to slow down intruders or kill giant rats who wandered into his cave from time to time. The way they work is quite simple: a large spear or javelin is sharpened and bound to a flexible branch using rope or twine. The branch is then driven into the ground or rigged between stalagmites and bent back as far as possible.

Nimbit then ties a string to the stick to hold it in place and pulls the string across the path through the cave. Then when someone trips the string the branch straightens out quickly, impaling the unlucky person with a sharpened spear or javelin.

Since these traps are of crude construction, there is a 30% chance that when a trap is sprung the spear or javelin either misses, doesn't go off, or the PC simply trips over the string, thereby not even setting off the trap but revealing its location.

TRAP TYPE: IMPALING

Construction Type: Primitive Mechanical
Activation Type: Trigger
Trigger: Tripwire
Mechanism: Pressure
Effect: Javelin launches at PC
Attack Bonus: +16
Damage: 1d6+4, javelin
Save: Reflex DC 25 avoids
Search DC: 20
Disable Device DC: 15
Challenge Rating: 2



7. Quickmud

A naturally occurring pond of quickmud (similar to quicksand) has formed in a small depression in the cave floor over many decades. Just beyond the quickmud lies Nimbit's wondrous bathing pools, which are simply water and mud. Before one can reach that area, they must pass over this quickmud which blocks their path. As far as a PC can tell this mud appears just as normal cave mud, with the occasional drips of water falling from above and into the muck. As soon as someone sets foot into the mud, they will realize their mistake as they begin to sink and struggle to break free.

Nimbit has set up a few boards tied together with rope (once again retrieved from a shipwreck) across the muck so that he may quickly run across, then pull the boards to the other side with him. He will then proceed into his pond and hide in the murky water with Sandalia at his side (if possible, depending on the way prior events unfold.)

QUICKMUD

Patches of quickmud present a deceptively solid appearance (appearing as undergrowth or open land) that may trap careless characters. A character approaching a patch of quickmud at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden bog before blundering in. A typical patch of quickmud is 20 feet in diameter; the momentum of a charging or running character carries him or her 1d2x5 feet into the quickmud.

EFFECTS OF QUICKMUD

Characters in quickmud must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description).

Characters below the surface of a bog may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Nimbit's Bathing Cavern

6. Death by Gravity Trap

Nimbit had already begun to construct nets which would drop down on unsuspecting intruders in this area by utilizing the ledges above to drop the nets on those below. Sandalia improved his idea by adding nets full of debris, strategically placed and automatically deployed by trip wires to drop the entire net filled with debris upon anyone on the path below, thereby potentially knocking them over the edge and to their death. Nimbit is very excited to see how these traps work and, in his excitement rushing down the paths, he may (10% chance) trip one of his own traps.

From Nimbit's Cave



0 5 10 20 30
SCALE IN FEET

Cliffside Path

6

6

Cliffside Path

Quick Mud (quicksand)

7

Muddy Water

Mud



NIMBITS BATHING CAVERN

(SIDE VIEW)

RESCUE

Pulling out a character trapped in quickmud can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

How Things Unfold

If the PCs have killed the Bog Troll Brothers and then pursued Nimbit and Sandalia through the cave, they will finally confront them here. Nimbit refuses to give up Sandalia, who throws herself protectively in front of Nimbit and calls out to the PCs.

“Can’t you see I’m happy here? Nimbit is my one true love and he and I shall be wed in the days to come. If you try and stop us we will fight you to the death if need be! Because true love conquers all!”

If the PCs agree to back down, Sandalia apologizes and then requests that the PCs cleric be the officiant in their wedding, asking for it to take place immediately, just outside Nimbit’s Cave.

If the PCs let the Bog Troll Brothers charge into Nimbit’s cave, then the brothers will have pursued Nimbit and Sandalia, which brings them down into Nimbit’s Bathing Cavern. If the PCs follow, they will see whichever brothers survived and overcame the wretched traps to make it to the end. (At least the traps have been sprung for the PCs to bypass!) The PCs may let the remaining brothers and Nimbit battle it out, retrieving Sandalia once everyone is dead, or they may have a change of heart and decide to kill the brothers and save the two lovers in the end.

In either case, if Nimbit is killed, the PCs will find a small treasure hoard hidden in a tiny alcove in the cave.



SPOT/PERCEPTION DC 15

Success: Find the Treasure Alcove



TREASURE ALCOVE

350 pp
562 gp
1,211 sp
3,546 cp
15 small red gems worth 10 gp each
+1 dagger



If Sandalia is taken back to Cherrian’s Rest, she may be cured of the Philter of Love’s effects. After she has been cured she will thank the PCs, reward each one with a kiss, 100 gold, and the two magical items she found on the dead adventurer on Lonely Isle. Both Sthorin’s Circlet and Sthorin’s Dagger are described in detail in the magical items section of this adventure.

DESIGNER’S NOTE

There are many potential outcomes to this adventure, so have some fun with it and make it your own. The best part about running a game is the freedom you are given to change things as you see fit. Every adventure is a template for you to insert your own acting, sense of humor, and spontaneity. I highly encourage you to think outside the box and let your players do so as well. This adventure does not have any proper set ending, only what your players want it to be.



CONCLUSION

The PCs may return to the city and claim their reward if they retrieved Sandalia. If not, no reward will await them. Magistrate Alexander Gelmar of the Black Gold Consortium will be quite confused as to why in her right mind Sandalia would want to wed a bog troll; he will visit the mayor and council members to request that something be done about this. The officials will contact the PCs and request that they retrieve Sandalia from the bog troll lair at once, even if it is against her will. They will reward the PCs will 500 gold if this task should be done and a small home within the city. It is up to the PCs whether they wish to take this path, or whether to simply allow Sandalia to stay with the bog troll Nimbit.

If they do pass on the offer, the council will work with Kabel’s Mercenary-for-hire, sending eight men off to locate this bog troll. Some of the men may pay the PCs a visit and ask for directions. The PCs now have the chance to lead them astray if they wish.

There is still the matter of the Bog Troll Brothers’ treasure hoard. Somewhere far to the west in the Vast Swamp is an ancient ruin protected by traps and guardians the brothers put in place. Buried deep within the ruins are hidden the hoard of the Bog Troll Brothers. It contains many ship loads of wealth and riches and may finance the PCs for quite some time if they can locate it.

Thanks For Playing!

MAGIC ITEMS ENCOUNTER INDEX

STHORIN'S CIRCLET

Aura faint transmutation; **CL** 5th
Slot head; **Price** 9,000 gp; **Weight** —

DESCRIPTION

This silver headband grants a +3 competence bonus on the wearer's Charisma-based checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *eagle's splendor*; **Cost** 4,500 gp

STHORIN'S DAGGER

Transmuter's Athame
Aura moderate transmutation; **CL** 11th
Slot none; **Price** 20,000 gp; **Weight** 2 lbs.

DESCRIPTION

This long athame functions as a dagger +1 in combat, but this bonus is a mere decoy to this athame's true power. A transmuter who selects this athame as his bonded object can use it to spontaneously convert any prepared wizard transmutation spell into any other wizard transmutation spell he knows; the desired spell must be of the same level or lower than the prepared spell.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate object*, creator must be a transmuter; **Cost** 10,000 gp

PHILTER OF LOVE

Aura strong enchantment; **CL** 15th
Slot none; **Price** 3,000 gp; **Weight** —

DESCRIPTION

This potent preparation causes a creature who drinks it to fall madly in love with the first creature he or she perceives after consuming it. The drinker's attitude toward that creature becomes helpful. If a romantic attraction is possible toward the first person viewed, the drinker falls in love with that person. Otherwise, the drinker's love is a platonic adoration. The effects of the philter are permanent unless removed by a break enchantment, dispel magic, limited wish, miracle, remove curse, or wish.

CONSTRUCTION

Requirements Craft Wondrous Item, *charm monster*, *permanency*; **Cost** 1,500 gp

Trolls and Sandalia

BOG TROLLS CR 3

It was the sound of your comrades calling for help that led you this deep into the bog, but the cooking pot filled with their heads was the last thing you expected to find...

XP 800

CE Large humanoid (giant)

Init: +2; **Senses:** darkvision 60 ft, low light vision, scent; **Perception:** +4

DEFENSE

AC: 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size)

hp: 44 (4d8+20)

Fort +9, **Ref** +3, **Will** +2

Weaknesses: bog dependent

OFFENSE

Speed: 30 ft.

Melee: bite +6 (2d6+4), 2 claws +6 (1d6+4)

Special Attacks: rend (2 claws, 1d6+6)

Space: 10 ft.; **Reach:** 10ft.

TACTICS

Before Combat: Bog Trolls use their sound mimicry ability to attempt to lure targets deeper into the bog or to advantageous ambush points before combat.

During Combat: Bog Trolls prefer sneak attacks to direct confrontation, but if forced a Bog Troll will use its rend and bite fiercely.

Morale: If reduced to 10 hp or less, a Bog Troll will attempt to flee, using its peat walk ability to try and evade pursuers.

STATISTICS

Str 18, Dex 14, Con 20, Int 6, Wis 10 Cha 4

Base Atk: +4; **CMB:** +9; **CMD:** 21/19

Feats: Improved Natural Attack, Iron Will, Skill Focus (Perception), Intimidating Prowess

Skills: Perception +7, Stealth +4 (+8 bog or swampy area), Survival +3, Swim +12

Racial Modifiers: +4 Stealth (+8 Stealth in bog or swampy area)

Languages: giant, common, see mimicry below

SQ: regeneration 3 (fire or acid), bog dependent

ECOLOGY

Environment: temperate bogs

Organization: solitary or gang (2-4)

Treasure: standard

Bog trolls are large, stocky, mottled gray or green hued humanoids. Their flesh is slick and typically encrusted with peat mosses. Bog trolls make their homes deep in the peat

beds of bogs, far from civilization, but close enough to lure humanoids when other food sources run low. Bog trolls are 7 foot tall hunched humanoids and weigh about 400 pounds.

SPECIAL ABILITIES

Bog Dependent: Just like the Swamp Troll, bog trolls keep their bodies covered in a thick coating of mud and bog water. Without such a coating, they lose their regeneration ability and eventually suffocate. They can survive away from their murky home for 1 hour /2 points of Con. They cannot regenerate while subject to suffocation from being away from their bog for too long.

Mimicry: The bog troll is unique amongst his kin, as he has the ability to mimic to near perfection (DC 22 – Perception based) the voice and cries for help of his victims. Oft times a bog troll will lurk amongst the peat, just barely breaking the surface, utilizing his peat walk ability to stalk and learn the voices of a group before attempting to separate them. They may, at any time encountered already have 1d4 “voices” already reserved from previous encounters.

Peat Walk: The unique bond the troll has with its bog allows it to pass through the peat beds below the surface without disturbing them or becoming entangled within the moss. (DC 30 Perception to notice movement).



NIMBIT THE BOG TROLL, CR 3

XP 800

CE Large humanoid (giant)

Init: +2; **Senses:** darkvision 60 ft, low light vision, scent; Perception: +4

DEFENSE

AC: 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size)
hp: 44 (4d8+20)

Fort +9, Ref +3, Will +2

Weaknesses: bog dependent

OFFENSE

Speed 30 ft.

Melee: bite +3 (2d6+1), 2 claws +3 (1d6+1)

Special Attacks: rend (2 claws, 1d6+1)

Space: 10 ft.; Reach: 10ft.

TACTICS

Before Combat: Bog Trolls use their sound mimicry ability to attempt to lure targets deeper into the bog or to advantageous ambush points before combat.

During Combat: Bog Trolls prefer sneak attacks to direct confrontation, but if forced a Bog Troll will use its rend and bite fiercely.

Morale: If reduced to 10 hp or less, a Bog Troll will attempt to flee, using its peat walk ability to try and evade pursuers.

STATISTICS

Str 10, Dex 14, Con 20, Int 13, Wis 12 Cha 7

Base Atk: +1; **CMB:** +2; **CMD:** 13/11

Feats: Improved Natural Attack, Iron Will, Skill Focus (Perception), Intimidating Prowess

Skills: Perception +9, Stealth +4 (+8 bog or swampy area), Survival +3, Swim +8

Racial Modifiers: +4 Stealth (+8 Stealth in bog or swampy area)

Languages: giant, common, see mimicry below

SQ: regeneration 3 (fire or acid), bog dependent

ECOLOGY

Environment: temperate bogs

Organization: solitary or gang (2-4)

Treasure: standard

Bog trolls are large, stocky, mottled gray or green hued humanoids. Their flesh is slick and typically encrusted with peat mosses. Bog trolls make their homes deep in the peat beds of bogs, far from civilization, but close enough to lure humanoids when other food sources run low. Bog trolls are 7-foot tall hunched humanoids and weigh about 400 pounds.

SPECIAL ABILITIES

Bog Dependent: Just like the Swamp Troll, bog trolls keep their bodies covered in a thick coating of mud and bog water. Without such a coating, they lose their regeneration ability and eventually suffocate. They can survive away from their murky home for 1 hour /2 points of Con. They cannot regenerate while subject to suffocation from being away from their bog for too long.

Mimicry: The bog troll is unique amongst his kin, as he has the ability to mimic to near perfection (DC 22 – Perception based) the voice and cries for help of his victims. Oft times a bog troll will lurk amongst the peat, just barely breaking the

surface, utilizing his peat walk ability to stalk and learn the voices of a group before attempting to separate them. They may, at any time encountered already have 1d4 "voices" already reserved from previous encounters.

Peat Walk: The unique bond the troll has with its bog allows it to pass through the peat beds below the surface without disturbing them or becoming entangled within the moss. (DC 30 Perception to notice movement).

Monster Concept by Tim Tyler

Monster Statistical Information by Joshua Gullion

SANDALIA CR 1/3

Female Human Expert 1

NG Medium Humanoid (Human)

Init +0; **Senses** Perception +2

DEFENSE

AC: 10, touch 10, flat-footed 10

hp: 8 (1d8+2)

Fort: +2, **Ref** +0, **Will** +3

OFFENSE

Spd: 30 ft.

Melee: [Sthorin's Dagger](#) +3 (1d4+2) and Unarmed Strike +2 (1d3+2/20/x2)

STATISTICS

Str 14, **Dex** 10, **Con** 14, **Int** 13, **Wis** 13, **Cha** 17

Base Atk: +0; **CMB:** +2; **CMD:** 12

Feats: Acrobatic, Athletic

Skills: Acrobatics +6, Appraise +5, Climb +4, Diplomacy +7, Heal +2, Perception +2, Sense Motive +2, Stealth +1, Survival +2, Swim +8

Languages: Common, learning Giant

Gear: [Sthorin's Circlet](#), [Sthorin's Dagger](#)

SANDALIA

Female, 1st Level Expert

Size/Type: Medium Humanoid (Human)

Hit Dice: 1d6+2 (6 hp)

Initiative: +0

Speed: 30ft. (6 squares)

Armor Class: 10, touch 10, flat-footed 10

Base Attack/Grapple: +0/+2

Attack: +1 Dagger +3 melee (1d4+3/19-20) or unarmed +2 melee (1d3+2) or +1 dagger +1 ranged (1d4+1/19-20)

Full Attack: +1 Dagger +3 melee (1d4+3/19-20) or unarmed +2 melee (1d3+2) or +1 dagger +1 ranged (1d4+1/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: —

Saves: Fort +2, Ref +0, Will +3

Str 14, **Dex** 10, **Con** 14, **Int** 13, **Wis** 13, **Cha** 17

Skills: Appraise +6, Decipher Script +6, Diplomacy +6, Jump +4, Listen +4, Move Silently +3, Sense Motive +3, Spot +6, Survival +4, Tumble +2

Feats: Alertness, Diligent

Environment: Any

Organization: Solitary, pair (if with Nimbit), work party (1 + 2-5)

Challenge Rating: ½

Treasure: [Sthorin's Circlet](#), [Sthorin's Dagger](#)

Languages: Common, rapidly learning Giant

Alignment: Neutral good

Advancement: By character class

Level Adjustment: —

Weapon and Armor Proficiency: The expert is proficient in the use of all simple weapons and with light armor but not shields.

SCRAG TROLL

Size/Type: Large Giant

Hit Dice: 6d8+36 (63 hp)

Initiative: +2

Speed: 20 ft. (6 squares), 40 Swim

Armor Class: 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14

Base Attack/Grapple: +4/+14

Attack: Claw+9 melee (1d6+6)

Full Attack: 2 claws+9 melee (1d6+6) and bite +4 melee (1d6+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rend 2d6+9

Special Qualities: Darkvision 90 ft., low-light vision, regeneration 5, scent

Saves: Fort +11, Ref +4, Will +3

Str 23, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6

Skills: Listen+5, Spot+6

Feats: Alertness, Iron Will, Track

Environment: Aquatic (Any body of water)

Organization: Solitary or gang (2-4)

Challenge Rating: 5

Treasure: Standard

Language: Giant

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: 5

Combat

Trolls have no fear of death: They launch themselves into combat without hesitation, flailing wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack.

Rend (Ex) If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex) Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump. Unlike their cousins, Scraggs only regenerate if mostly immersed in water.

Fire Fields Encounters

SMALL FIRE ELEMENTAL CR 1

XP 400

N Small outsider (elemental, extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)

hp 11 (2d10)

Fort +3, Ref +4, Will +0

Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee slam +4 (1d4 plus burn)

Special Attacks burn (1d4, DC 11)

STATISTICS

Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11

Base Atk +2; **CMB** +1; **CMD** 13

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4

Languages Ignan

A small fire elemental is 4 feet long and weighs 2 pounds

MEDIUM FIRE ELEMENTAL CR 3

XP 800

N Medium outsider (elemental, extraplanar, fire)

Init +7; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

Fort +6, Ref +7, Will +1

Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee slam +7 (1d6+1 plus burn)

Special Attacks burn (1d6, DC 14)

STATISTICS

Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11

Base Atk +4; **CMB** +5; **CMD** 19

Feats Dodge, Improved Initiative, Mobility, Weapon Finesse

Skills Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7

Languages Ignan

A medium fire elemental is 8 feet long and weighs 2 pounds

LARGE FIRE ELEMENTAL CR 5

XP 1,600

N Large outsider (elemental, extraplanar, fire)

Init +9; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 19, touch 15, flat-footed 13 (+5 Dex, +1 dodge, +4 natural, -1 size)

hp 60 (8d10+16)

Fort +8, Ref +11, Will +4

DR 5/—; **Immune** elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee 2 slams +12 (1d8+2 plus burn)

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

Special Attacks burn (1d8, DC 16)

STATISTICS

Str 14, Dex 21, Con 14, Int 6, Wis 11, Cha 11

Base Atk +8; **CMB** +11; **CMD** 27

Feats Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +14, Climb +9, Escape Artist +12, Intimidate +9, Knowledge (planes) +5, Perception +11

Languages Ignan

A large fire elemental is 16 feet long and weighs 4 pounds

SPECIAL ABILITIES

Burn (Ex) A fire elemental deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire. See Burn for more details.

ECOLOGY

Environment any (Plane of Fire)

Organization solitary, pair, or gang (3–8)

Treasure none

Fire elementals are quick, cruel creatures of living flame. They enjoy frightening beings weaker than themselves, and terrorizing any creature they can set on fire.

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it or the water is covered with a flammable material (such as a layer of oil).

Fire elementals vary in appearance—they usually manifest as coiling serpentine forms made of smoke and flame, but some fire elementals take on shapes more akin to humans, demons, or other monsters in order to increase the terror of their sudden appearance. Features on a fire elemental's body are made by darker bits of flame or patches of semi-stable smoke, ash, and cinders.

FIRE MEPHIT CR 3

XP 800

N Small outsider (fire)

Init +6; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)

hp 19 (3d10+3); fast healing 2 (while touching fire)

Fort +2, Ref +5, Will +3

DR 5/magic; **Immune** fire

Weaknesses vulnerability to cold

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15-foot cone, 1d8 fire, DC 13 half, every 4 rounds)

Spell-Like Abilities (CL 6th; concentration +8)

- 1/hour—*scorching ray*
- 1/day—*heat metal* (DC 14), summon (level 2, 1 fire mephit 25%)

STATISTICS

Str 13, Dex 15, Con 12, Int 6, Wis 11, Cha 14

Base Atk +3; **CMB** +3; **CMD** 15

Feats Dodge, Improved Initiative

Skills Bluff +8, Fly +10, Perception +6, Stealth +12

Languages Common, Ignan

SPECIAL ABILITIES

Breath Weapon (Su) Each type of mephit can unleash a particular breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus. The breath weapon of a fire mephit is a cone of flames that deals 1d8 fire damage.

ECOLOGY

Environment any (elemental planes)

Organization solitary, pair, gang (3–6), mob (7–12)

Treasure standard

Fire mephits are commonly found on the Plane of Fire. Fire mephits are vengeful and quick to anger.

FIRE MEPHIT

Size/Type: Small Outsider (Extraplanar, Fire)

Hit Dice: 3d8 (13 hp)

Initiative: +5 **Speed:** 30 ft. (6 squares), fly 50 ft. (average)

Armor Class: 16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15

Base Attack/Grapple: +3/-1

Attack: Claw +4 melee (1d3 plus 1d4 fire)

Full Attack: 2 claws +4 melee (1d3 plus 1d4 fire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon, spell-like abilities, summon mephit

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., immunity to fire, fast healing 2, vulnerability to cold

Saves: Fort +3, Ref +4, Will +3

Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15

Skills: Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings)

Feats: Dodge, Improved Initiative

Environment: Elemental Plane of Fire

Organization: Solitary (1), gang (2-4 mephits of mixed types), or mob (5-12 mephits of mixed types)

Challenge Rating: 3

Treasure: Standard

Language: Common, Ignan

Alignment: Usually neutral

Advancement: 4–6 HD (Small); 7–9 HD (Med)

Level Adjustment: +3 (cohort)

A fire mephit is about 4 feet tall and weighs about 1 pound.

Combat

Breath Weapon (Su) 15-foot cone, damage 1d8 fire, Reflex half DC 12. The save DC is Constitution based and includes a +1 racial adjustment.

Spell-Like Abilities

1/hour—*scorching ray* (DC 14, caster level 3rd);

1/day—*heat metal* (DC 14, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex) A fire mephit heals only if it is touching a flame at least as large as a torch.

FLAMEBROTHER SALAMANDER CR 3

XP 800

CE Small outsider (extraplanar, fire)

Init +2; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 20, touch 13, flat-footed 18 (+2 Dex, +7 natural, +1 size)

hp 25 (3d10+9)

Fort +6, Ref +5, Will +5

Immune fire

Weaknesses Vulnerability to cold

OFFENSE

Speed 20 ft.

Melee spear +5 (1d6+1/x3 plus 1d6 fire), tail slap +0 (1d8 plus 1d6 fire)

Special Attacks constrict (1d8+1 plus 1d6 fire), heat

STATISTICS

Str 12, Dex 15, Con 16, Int 14, Wis 15, Cha 13

Base Atk +3; **CMB** +3 (+7 to grapple); **CMD** 15 (can't be tripped)

Feats Iron Will, Skill Focus (Perception)

Skills Acrobatics +8, Bluff +7, Craft (weaponsmithing) +12, Intimidate +7, Knowledge (Planes) +8, Perception +11, Sense Motive +8, Stealth +12; **Racial Modifiers** +4 Craft (armorsmithing, blacksmithing, and weaponsmithing)

Languages Common, Ignan

SPECIAL ABILITIES

Heat (Ex) A salamander generates so much heat that its mere touch deals an additional 1d6 points of fire damage. A salamander's metallic weapons also conduct this heat.

ECOLOGY

Environment Elemental Plane of Fire

Organization solitary, pair, or cluster (3–5)

Treasure standard (nonflammables only)

FLAMEBROTHER SALAMANDER

Size/Type: Small Outsider (Extraplanar, Fire)

Hit Dice: 4d8+8 (26 hp)

Initiative: +1

Speed: 20 ft. (4 squares)

Armor Class: 19 (+1 size, +1 Dex, +7 natural), touch 12, flat-footed 18

Base Attack/Grapple: +4/+1

Attack: Spear +6 melee (1d6+1/×3 plus 1d6 fire)

Full Attack: Spear +6 melee (1d6+1/×3 plus 1d6 fire) and tail slap +4 melee (1d4 plus 1d6 fire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Constrict 1d4 plus 1d6 fire, heat, improved grab

Special Qualities: Darkvision 60 ft., immunity to fire, vulnerability to cold

Saves: Fort +6, Ref +5, Will +6

Str 12, Dex 13, Con 14, Int 14, Wis 15, Cha 13

Skills: Craft (blacksmithing) +8, Hide +12, Listen +11, Move Silently +6, Spot +11

Feats: Alertness, Multiattack

Environment: Elemental Plane of Fire

Organization: Solitary, pair, or cluster (3-5)

Challenge Rating: 3

Treasure: Standard (nonflammables only)

Language: Ignan

Alignment: Usually evil (any)

Advancement: 4–6 HD (Small)

Level Adjustment: +4

Combat

Constrict (Ex) A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex) A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex) To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spell-Like Abilities

(Noble salamanders only) 3/day—*burning hands* (DC 13), *fireball* (DC 15), *flaming sphere* (DC 14), *wall of fire* (DC 16); 1/day—*dispel magic*, *summon monster VII* (Huge fire elemental). Caster level 15th. The save DCs are Charisma based.

Skills

Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Feats

Salamanders have the Multiattack feat even though they do not have the requisite three natural weapons.



THOQQUA CR 2

XP 600

N Medium outsider (earth, elemental, extraplanar, fire)

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +10

Aura molten body

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 22 (3d10+6)

Fort +5, Ref +4, Will +2

Immune fire, elemental traits

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee slam +4 (1d6+1 plus burn)

Special Attacks burn (1d6, DC 13)

STATISTICS

Str 13, Dex 13, Con 15, Int 6, Wis 12, Cha 10

Base Atk +3; **CMB** +4; **CMD** 15 (can't be tripped)

Feats Nimble Moves, Skill Focus (Perception)

Skills Acrobatics +7, Perception +10, Stealth +7, Survival +7

Languages Ignan (cannot speak)

SPECIAL ABILITIES

Molten Body (Su) A thoqqua's body is hot enough to melt stone. Anyone striking a thoqqua with a natural weapon or unarmed strike takes 1d6 points of fire damage. A

creature that grapples a thoqqua or is grappled by one takes 3d6 points of fire damage each round the grapple persists. A creature that strikes a thoqqua with a manufactured weapon can attempt a DC 13 Reflex save to pull the weapon away from the creature's molten body quickly enough to avoid having the weapon take 1d6 points of fire damage damage caused to a weapon in this manner is not halved as is normal for damage caused to items, and ignores the first 5 points of hardness possessed by the item. As a result, most metal weapons can generally safely strike a thoqqua without taking much damage, but wooden weapons have a significant chance of burning away if used against one of these creatures. The save DC is Constitution based.

ECOLOGY

Environment any land (Plane of Fire)

Organization solitary or pair

Treasure none

Thoqqas are cantankerous creatures of fire and slag. Their bodies generate incredible heat that allows them to burrow or melt through most surfaces, even solid rock. Thoqqas are native to the vast ash deserts and lava fields where the Plane of Fire abuts the Plane of Earth. There they consume ore and minerals, which their furnacelike bodies then smelt into armor plates that grant the creatures their natural armor—as outsiders, these creatures have no need to eat to survive, but a “starving” thoqqua generally has a lower natural armor bonus than a healthy one.

A thoqqua's frontmost body segment tapers into a straight, horn-like beak that glows with a blistering heat. Steam and smoke constantly hiss from its joints, and from a distance a thoqqua can be mistaken for a strange metallic Construct. Adult thoqqas are 5 feet long and weigh 200 pounds.

Their fiery tempers make thoqqas dangerous to approach—they attack without thinking when startled or frustrated. If a thoqqua does not immediately chase away humanoids within its territory, then it gradually comes to view that settlement as property, and even guards it.

Mephits seem to understand the thoqqua thought process, and occasionally broker deals with the simple-minded worms. The mephits say that the mountain-sized ancestors of modern thoqqas were servants of the Elemental lords, and dug the first volcanoes in the young worlds of the Material Plane. These progenitor worms then retired to the worlds' cores, where their heat warms the planets even today. Thoqqas on the Material Plane do indeed congregate around volcanoes—though whether this is to protect a mineral-rich food site or a sacred place is unknown.

THOQQUA

Size/Type: Medium Elemental (Earth, Extraplanar, Fire)

Hit Dice: 3d8+3 (16 hp)

Initiative: +1

Speed: 30 ft. (6 squares), burrow 20 ft.

Armor Class: 18 (+1 Dex, +7 natural), touch 11, flat-footed 17

Base Attack/Grapple: +2/+4

Attack: Slam +4 melee (1d6+3 plus 2d6 fire)

Full Attack: Slam +4 melee (1d6+3 plus 2d6 fire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Heat, burn

Special Qualities: Darkvision 60 ft., elemental traits, immunity to fire, tremorsense 60 ft., vulnerability to cold

Saves: Fort +4, Ref +2, Will +2

Str 15, Dex 13, Con 13, Int 6, Wis 12, Cha 10

Skills: Listen +5, Move Silently +3, Survival +3

Feats: Alertness, Track

Environment: Elemental Plane of Fire

Organization: Solitary or pair

Challenge Rating: 2 Treasure: None

Alignment: Usually neutral

Advancement: 4–9 HD (Large)

Level Adjustment: —

A thoqqua is about 1 foot in diameter and 4 to 5 feet long. It weighs about 200 pounds.

Combat

When a thoqqua is disturbed, its first instinct is to attack. Its favored tactic is to spring directly at a foe, either by bursting out of the rock or by coiling up its body and launching itself like a spring. (Treat this as a charge, even though the thoqqua does not need to move 10 feet before attacking.)

Heat (Ex) Merely touching or being touched by a thoqqua automatically deals 2d6 fire damage.

Burn (Ex) When a thoqqua hits with its slam attack, the opponent must succeed on a DC 12 Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 rounds if not extinguished sooner. A burning creature can use a full-round action to put out the flame.

Vast Swamp Encounters

CROCODILE CR 2

XP 600

N Large animal

Init +1; **Senses** low-light vision; Perception +8

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 22 (3d8+9)

Fort +6, Ref +4, Will +2

OFFENSE

Speed 20 ft., swim 30 ft.; sprint

Melee bite +5 (1d8+4 plus grab) and tail slap +0 (1d12+2)

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

Special Attacks death roll (1d8+6 plus trip)

STATISTICS

Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2

Base Atk +2; **CMB** +7 (+11 grapple); **CMD** 18 (22 vs. trip)

Feats Skill Focus (Perception, Stealth)

Skills Perception +8, Stealth +5 (+13 in water),

Swim +12; **Racial Modifiers** +8 on Stealth in water

SQ hold breath

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapplecheck. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

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

Sprint (Ex) Once per minute a crocodile may sprint, increasing its land speed to 40 feet for 1 round.

CROCODILE

Size/Type: Medium Animal

Hit Dice: 3d8+9 (22 hp)

Initiative: +1

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

Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

Base Attack/Grapple: +2/+6

Attack: Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)

Full Attack: Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab

Special Qualities: Hold breath, low-light vision

Saves: Fort +6, Ref +4, Will +2

Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2

Skills: Hide +7, Listen +4, Spot +4, Swim +12

Feats: Alertness, Skill Focus (Hide)

Environment: Warm marshes

Organization: Solitary or colony (6–11)

Challenge Rating: 2

Advancement: 4–5 HD (Medium)

Level Adjustment: —

Combat

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 × its Constitution score before it risks drowning.

Skills A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

ALLIGATOR CR 2

XP 600

N Medium animal

Init +1; **Senses** low-light vision; Perception +8

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 22 (3d8+9)

Fort +6, Ref +4, Will +2

OFFENSE

Speed 20 ft., swim 30 ft.; sprint

Melee bite +6 (1d6+4 plus grab) and tail slap +1 (1d10+2)

Special Attacks death roll (1d6+6 plus trip)

Tactics If enraged or hungry, the alligator bellows and snaps at anyone within 5 feet of the edge of the water. The alligator has to make a DC 15 Climb check to clamber up high enough to bite at someone this close to the edge, and even then, the cover provided grants his target a +2 bonus to AC. If there's more than one target, roll randomly to see who the animal tries to bite. Anyone who the alligator successfully grabs is automatically pulled down into the water below unless they are strong enough to hold their footing (the alligator weighs 500 pounds). If reduced to 7 hit points or less, the alligator retreats into the water to hide.

STATISTICS

Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2

Base Atk +2; **CMB** +6 (+10 grapple); **CMD** 17 (21 vs trip)

Feats Skill Focus (Perception), Skill Focus (Stealth)

Skills Perception +8, Stealth +9 (+17 in water); **Racial Modifiers** +8 Stealth in water, +8 Swim

Languages none

SQ hold breath

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, an alligator can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim.

The alligator inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Sprint (Ex) Once per minute an alligator may sprint, increasing its land speed to 40 feet for 1 round.

ECOLOGY

Environment warm rivers and marshes

Organization solitary, pair, or colony (3–12)

Treasure none

An alligator is a primeval reptile that dwells in swamps or along the banks of rivers, a habitat that often puts it in violent contact with unsuspecting prey that come to the water's edge to drink.

BOG STRIDER CR 2

XP 600

N Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft., tremorsense 120 ft. (in water); **Perception** +6

DEFENSE

AC 16, touch 13, flat-footed 13 (+2 Dex, +1 dodge, +3 natural)

hp 15 (2d10+4)

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

OFFENSE

Speed 30 ft., water stride 50 ft.

Melee spear +4 (1d8+3/x3), bite –1 (1d6+1) or 2 claws +4 (1d4+2), bite +4 (1d6+2)

Ranged spear +4 (1d8+2/x3) or mwk net +5 ranged touch (entangle)

STATISTICS

Str 14, **Dex** 14, **Con** 14, **Int** 11, **Wis** 13, **Cha** 9

Base Atk +2; **CMB** +4; **CMD** 17 (21 vs. trip)

Feats Dodge

Skills Perception +6, Stealth +7, Survival +6, Swim +11;

Racial Modifiers +4 Swim

Languages Aquan; tremor tap 120 ft.

SQ hold breath, water sprint

SPECIAL ABILITIES

Tremor Tap (Ex) Bog striders can send and receive messages by creating and sensing silent vibrations on the surface of any body of water they currently tread. The range of communication extends outward 120 feet to all other bog striders within line of effect on or under the water. Because the ripples created on the water prove omni-directional, bog striders can communicate with multiple targets at the same time. Only bog striders can understand this form of communication. This ability also grants bog striders tremorsense in water at a range of 120 feet.

Water Stride (Su) A bog strider can tread upon rivers, lakes, and flooded swamplands or marshes as if under the effects of the water walk spell. It also gains an increased movement rate by using the surface tension and its multiple legs to propel itself across the water.

ECOLOGY

Environment temperate or warm swamps

Organization solitary, pair, band (3–12), or tribe (13–60)

Treasure NPC gear (masterwork net, spear, other treasure)

Bog striders call themselves Ses'h in Aquan, but the first explorers to encounter them named the reclusive bug-men after their ability to stride on water like solid ground. Individual bog striders resemble upright beetles with four legs, two arms, and powerful mandibles. They depend on their waterborne speed to quickly chase down prey and flee from predators. Otherwise, they care little for civilizations other than their own, rarely venturing from the swampy rivers and lakes they call home.

The long, spindly legs of bog striders give the impression of a greater size than their relatively fragile frames actually account for. Although their limbs are in most cases more than double, even triple, the length of other humanoids, their inflexible joints grant them little more mobility, range of motion, and capability to reach than others. Regardless of gender, nearly all bog striders stand 5 feet tall and weigh approximately 150 pounds.

Bog striders reproduce during specific seasonal and astrological cycles that occur only two to three times during their entire lifespan—detecting their moment of peak fertility through changes in the weather and tidal effects upon large bodies of water. Thereafter, pregnant females lay a clutch of four to 10 eggs, keeping them submerged and guarding against predators until they hatch 6 months later. The younglings then cling to their mother for the next 3 months as they learn the rudiments of survival and socialization within the tribe. Unfortunately, predators (intelligent or otherwise) often view bog strider eggs and younglings as easy prey. Hatcheries suffer attacks by crocodiles and giant frogs, while birds of prey, boggards, and human hunters pick off younglings who stray from their mothers on the open water.

As a result of these reproductive challenges, bog striders struggle to keep pace with other swamp-dwelling cultures, suffering through periods of decline and near extinction. These difficulties make them increasingly insular and territorial, meeting interlopers with spears more often than diplomacy.

A bog strider's diet consists almost entirely of meat. They routinely hunt for fish, crustaceans, or snakes, and occasionally hunt for birds, giant wasps, or dragonflies. They particularly excel at spearfishing and snaring airborne prey with thrown nets.

The wide stance of a bog strider's four legs displaces its weight over any body of water by maintaining the surface tension with a cushion of air trapped beneath several small ridges on each foot. While not dissimilar to the motion of minute water-striding insects, for bog striders the motion is aided by some manner of innate magic or other supernatural relationship with the water. Regardless of the source of this ability, it allows them to literally walk on water, though they can also fully submerge and hide below the surface if they desire. Bog striders who survive into adulthood can live up to 60 years. Each youngling develops a varied pattern of mottled gray and brown coloration across its carapace, uniquely distinguishing it from others. These spots tend to fade as bog striders age, causing their elders to all look much alike.

HABITAT & SOCIETY

Bog striders can survive in all but the coldest of climes, living their entire lives on the rivers, lakes, and bogs where they

make their homes. Their society focuses primarily on survival due to the depredations of natural predators and wars with lizardfolk and boggards. Each member of a bog strider tribe, both male and female, learns to defend the tribe at the earliest possible age. In addition, everyone must develop a skill that contributes to the community's prosperity, and by extension, the continued survival of their species.

Females serve as the builders of bog strider society. They weave large mats of reeds, rushes, and netting that they coat in waterproof tree sap to trap pockets of air below the water's surface where they can safely build and hide their cities.

When not looking after their young, the females continuously expand or replace flooded sections of these communities. Meanwhile, male bog striders act as hunters and gatherers, bringing back enough food to last through harsh winters and times of drought. They also scout the waterways for threats to their community, leaving those who pass through their territory unmolested but fighting off those who attempt to stay or exploit the same resources they depend upon. Frequently small bands also venture far from their native lands, seeking to find new, uninhabited waterways where their imperiled communities might be left in peace.

Seer-queens rule over multiple bog strider communities to form secluded tribal unions, acting as religious leaders and reading the river currents or tides to divine the will of Gozreh. Many become clerics or druids worshiping the nature god in its feminine form, though they interpret Gozreh more as a great body of water than a likeness of themselves. Because seer-queens lose their personal markings like any other elder, they are difficult to distinguish from the rest of their community. They often use this advantage to hide among their own people, both to thwart those who would target them and to mingle more freely among their subjects.

GIANT DRAGONFLY CR 4

XP 1,200

N Medium vermin

Init +2; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 45 (7d8+14)

Fort +7, **Ref** +4, **Will** +3

Immune mind-affecting effects

OFFENSE

Speed 20 ft., fly 80 ft. (perfect)

Melee bite +9 (2d8+6 plus grab)

Special Attacks darting charge

STATISTICS

Str 19, **Dex** 15, **Con** 14, **Int** —, **Wis** 12, **Cha** 9

Base Atk +5; **CMB** +9 (+13 grappling, or +17 grappling on a charge); **CMD** 21 (29 vs. trip)

Feats Flyby Attack

Skills Fly +10

SPECIAL ABILITIES

Darting Charge (Ex) A giant dragonfly is adept at swooping in to attack prey with a powerful bite and then, just as quickly, swooping back up out of reach. As a result, a giant

dragonfly gains Flyby Attack as a bonus feat. In addition, if a giant dragonfly charges while flying, it receives a +4 bonus on CMB checks made to grapple foes.

ECOLOGY

Environment temperate or warm land

Organization solitary or flight (2–5)

Treasure incidental

Giant dragonflies are rare compared to other varieties of giant insects, and fortunately so, since they are voracious hunters of warm-blooded prey, including humanoids. The creatures typically lair in overgrown or lightly wooded areas, using foliage as cover. When they spot potential prey out in the open, the dragonflies swoop to the attack, using their superior flight speed and maneuverability to run most prey to ground or carrying off smaller foes to eat them somewhere safe. Giant dragonflies feed on carrion when fresh prey is not available, and the scent of a fresh kill often attracts them.

GIANT FLY CR 1

XP 400

N Medium vermin

Init +3; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 15 (2d8+6)

Fort +6, **Ref** +3, **Will** –2

Immune disease, mind-affecting effects

OFFENSE

Speed 20 ft., climb 20 ft., fly 60 ft. (good)

Melee bite +2 (1d6+1 plus disease)

STATISTICS

Str 12, **Dex** 17, **Con** 16, **Int** —, **Wis** 7, **Cha** 2

Base Atk +1; **CMB** +2; **CMD** 15 (21 vs. trip)

Skills Climb +9, Fly +7, Perception +2; **Racial Modifiers** +4 Perception

ECOLOGY

Environment any temperate or tropical

Organization solitary, pair, or swarm (3–12)

Treasure none

Much like their tiny cousins, giant flies feed upon carrion. Wholly monstrous, these disgusting creatures have been known to sometimes attack stilliving foes, particularly when they are hungry or living creatures disturb their meals. Some species of giant fly bear their larva live, ejecting piles of undulating giant maggots from their engorged abdomens rather than laying eggs in decaying corpses.

Grown to monstrous size within the fetid bowels of the most disgusting swamps, giant flies—and their monstrously bloated maggot young—reach sizes of up to 7 feet from their barbed rear legs to their filthsucking proboscises. Although dozens of different types of monstrous flies have been recorded, the most common of these varieties appear as gigantic, bloodthirsty gadflies. The sickening drone of these disgusting vermin's flight taints the air as they circle sites of carnage and decay in search of smaller prey and spilled blood.

Giant flies follow a lifecycle similar to their minute and infinitely less grotesque mundane cousins. As the hundreds of eggs laid by a female fly hatch, giant maggots are born. These ravenous larvae devour all they can, yet where the centimeter-long maggots of most flies must make do with dead flesh, giant maggots possess the strength and mobility to hunt more lively prey. Rather than fleshscraping mouth hooks like those of smaller species, giant maggots possess maws filled with rows of spiny ridges, capable of gnawing through even the thickest hide.

Those giant maggots that survive and flourish—for approximately 2 weeks for most breeds—seek shelter or burrow into soft earth to pupate. After a matter of days, gigantic flies emerge, ready to feed, mate, and spawn more of their nauseating ilk.

While normal flies parasitically subsist alongside larger animals, giant flies are consummate predators. Forgoing the stealth of their smaller brethren, these monstrous insects are capable of overpowering creatures up to the size of a horse. Although the numerous varieties of giant fly have vastly differing tastes—some using scissor-like maws to chomp away at live flesh while others favor a slurry of predigested dead meat—these mindless hunters attack any fleshy creature they encounter, regardless of size or apparent strength.

HABITAT & SOCIETY

Far too large to live among the filth of animals or men, giant flies flourish in places of natural rot or widespread ruin. Bogs and dense marshes sometimes host small swarms of giant flies. Mass numbers of bodies left to rot as the result of a large battle, massacre, or natural disaster sometimes lead to explosions in giant fly populations near such sites, with corpses still serving as a favorite food of the monstrous insects.

GIANT FLY VARIANTS

Although each of the thousand species of flies do not have their own monstrous counterparts, there are still a number of regional variations between types of giant fly. Listed below are three of the more common ones.

Giant Housefly: Where the giant gadfly uses scissorlike mouthparts to obtain its liquid meal, the giant housefly dissolves its food by retching an acidic slurry over its meal and lapping up the dissolved nutrients. These giant flies are in all ways exactly like the typical version, but their bite attacks deal an additional 1d4 points of acid damage.

Giant Hoverfly: As their name suggests, giant hoverflies have great control over their aerial movement, having a flight speed of 70 feet and perfect maneuverability. Most giant hoverflies resemble giant wasps or bees, but are typically less deadly than those overgrown pests.

Giant Tsetse Fly: With long legs and a pronounced proboscis, the giant brown tsetse fly can be found in various tropical regions, particularly throughout the southern Mwangi Expanse. These bloated, mosquito-like vermin spread only sleeping sickness with their bites, although—like typical giant flies—they might spread other diseases as well.

GIANT FROG CR 1

XP 400

N Medium animal

Init +1; **Senses** low-light vision, scent; Perception +3

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)

hp 15 (2d8+6)

Fort +6, **Ref** +6, **Will** -1

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +3 (1d6+2 plus grab) or tongue +3 touch (grab)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tongue)

Special Attacks pull (tongue, 5 feet), swallow whole (1d4 bludgeoning damage, AC 10, 1 hp), tongue

STATISTICS

Str 15, **Dex** 13, **Con** 16, **Int** 1, **Wis** 8, **Cha** 6

Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 14 (18 vs. trip)

Feats Lightning Reflexes

Skills Acrobatics +9 (+13 jumping), Perception +3, Stealth +5, Swim +10; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth

SPECIAL ABILITIES

Tongue (Ex) A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15 feet for a Medium giant frog). A giant frog's tongue deals no damage on a hit, but can be used to grab. A giant frog does not gain the grappled condition while using its tongue in this manner.

ECOLOGY

Environment temperate or warm marshes and aquatic

Organization solitary, pair, or army (3–8)

Treasure none

Giant frogs have razor-sharp teeth lining their mouths.

GIANT POISONOUS FROG CR 1

XP 400

N Small animal

Init +0; **Senses** low-light vision; Perception +3

DEFENSE

AC 15, touch 11, flat-footed 13 (+3 natural armor, +1 size)

hp 6 (1d8+2)

Fort +4, **Ref** +2, **Will** -1

OFFENSE

Speed 20 ft., swim 20 ft.

Melee bite +2 (1d2-1 plus poison)

STATISTICS

Str 6, **Dex** 10, **Con** 15, **Int** 1, **Wis** 9, **Cha** 10

Base Atk +1; **CMB** -1; **CMD** 7 (11 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +4 (+0 jumping), Perception +3, Stealth +12, Swim +8; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth; uses Dex to swim

SPECIAL ABILITIES

Poison (Ex) Injury; save Fort DC 12; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save

GRIPPLI CR 1/2

XP 200

Grippli ranger 1

N Small humanoid (grippli)

Init +3; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 11 (1d10+1)

Fort +3, Ref +5, Will +1

OFFENSE

Speed 30 ft., climb 20 ft.

Melee short sword +3 (1d4+1/19–20)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tongue)

Ranged dart +5 (1d3+1) or net +5 (special)

Special Attacks favored enemy (vermin +2)

STATISTICS

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

Base Atk +1; **CMB** +1; **CMD** 14

Feats Self-Sufficient

Skills Acrobatics +4, Climb +13, Handle

Animal +3, Heal +7, Perception +5, Stealth +11 (+15 in forests or marshes), Survival +7; **Racial Modifiers** +4 Stealth in forests or marshes

Languages Common, Grippli

SQ swamp stride, track, wild empathy

SPECIAL ABILITIES

Swamp Stride (Ex) A grippli can move through difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a grippli normally.

ECOLOGY

Environment warm forests or marshes

Organization solitary, gang (2–5), pack (6–11), or tribe (21–30 plus 1 cleric leader of 3rd level) **Treasure** NPC gear (leather armor, 4 darts, net, short sword, other treasure)

These small, intelligent, humanoid tree frogs live in primitive societies deep in the forests and marshes of the world. They hunt giant insects and eat fruits and flowers from their tree homes. They often barter with more advanced creatures for metal and gemstone ornaments.

Grippli hatchlings develop into adults in less than a year. Unless they meet a savage end from a forest threat, they can live 60 years, their skin graying and losing its luster as they age. A grippli stands just over 2 feet in height and weighs 30 pounds.

GIANT LEECH CR 2

XP 600

N Medium vermin (aquatic)

Init +1; **Senses** blindsight 30 ft., scent; Perception +0

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 19 (3d8+6)

Fort +5, Ref +2, Will +1

Immune mind-affecting effects

Weaknesses susceptible to salt

OFFENSE

Speed 5 ft., swim 20 ft.

Melee bite +2 (1d6 plus attach)

Special Attacks blood drain

SPECIAL ABILITIES

Attach (Ex) When a giant leech hits with a bite attack, it latches onto its target and automatically grapples. The giant leech loses its Dexterity bonus to AC and has an AC of 10, but holds on with great tenacity and automatically inflicts bite damage each round. A giant leech has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached giant leech can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the giant leech is removed.

Blood Drain (Ex) A giant leech drains blood at the end of each turn it is attached, inflicting 1 point of Strength and Constitution damage.

Susceptible to Salt (Ex) A handful of salt burns a giant leech as if it were a flask of acid, causing 1d6 points of damage per use.

ECOLOGY

Environment temperate or warm marshes

Organization cluster, pair, or brood (3–6)

Treasure none

These invertebrate parasitic relatives of the worm lurk in stagnant or slow-moving water, waiting for a suitable host.

LEECH SWARM CR 4

XP 1,200

N Diminutive vermin (aquatic, swarm)

Init +4; **Senses** blindsight 30 ft.; Perception +0

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size)

hp 39 (6d8+12)

Fort +7, Ref +6, Will +2

OFFENSE

Speed 5 ft., swim 30 ft.

Melee swarm (2d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks blood drain, distraction (DC 15)

STATISTICS

Str 1, Dex 18, Con 15, Int —, Wis 10, Cha 2

Base Atk +4; **CMB** —; **CMD** —

Skills Stealth +16 (+24 in swamps), Swim +12; **Racial Modifiers** +8 Stealth in swamps, uses Dexterity to modify Swim checks.

SPECIAL ABILITIES

Blood Drain (Ex) Any living creature that begins its turn with a leech swarm in its space is drained of its blood and takes 1d3 points of Str and Con damage.

Poison (Ex) Swarm—injury; save Fort DC 15; frequency 1/round for 2 rounds; effect 1d4 Dexterity drain; cure 1 save.

ECOLOGY

Environment temperate or warm marshes

Organization solitary, pair, or infestation (3–6 swarms)

Treasure none

This horrifying cloud of ravenous, blood-draining parasites eschews the stealth of a lone leech's methods in favor of swift and merciless feeding.

GIANT MOSQUITO CR 6

XP 2,400

N Medium vermin

Init +7; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 19, touch 17 flat-footed 12 (+7 Dex, +2 natural)

hp 60 (8d8+24)

Fort +9, Ref +9, Will +3

Immune mind-affecting effects

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee bite +10 (1d8+6 plus bleed, disease, and grab)

Special Attacks bleed (2d4), blood drain (1d2 Constitution)

STATISTICS

Str 18, Dex 25, Con 17, Int —, Wis 13, Cha 6

Base Atk +6; **CMB** +10 (+14 grapple); **CMD** 27 (35 vs. trip)

SPECIAL ABILITIES

Disease (Ex) Malaria: Bite—injury; save Fortitude DC 17; onset 1d3 days; frequency 1 day; effect 1d3 Constitution damage and 1d3 Wisdom Damage; cure 2 consecutive saves. The save DC is Constitution-based.

ECOLOGY

Environment temperate or tropical swamps

Organization solitary, pair or swarm (3–12)

Treasure none

Horribly enlarged versions of the common mosquito, giant mosquitoes bring death on swift wings. A single specimen can drain the blood from a human adult with shocking speed, while swarms of fist-sized mosquitoes can lay waste to herds of livestock or entire cities. In the wild, giant mosquitoes prey upon megafauna like dinosaurs and other huge creatures.

Giant mosquitoes grow to 6 feet in length, and weigh up to 150 pounds. Variant species of giant mosquitoes exist, although not in the great diversity seen in many other giant vermin. The most common variant is the smaller goblin mosquito (a giant mosquito with the young creature template), but stories of large jungle mosquitoes (giant mosquitoes with the advanced and giant simple templates) are not unheard of.

MOSQUITO SWARM CR 3

XP 800

N Diminutive vermin (swarm)

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size)

hp 31 (7d8)

Fort +5, Ref +3, Will +3

Defensive Abilities swarm traits;

Immune mind-affecting effects, weapon damage

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (2d6 plus disease and bleed)

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

Special Attacks bleed (1d6), disease (malaria, DC 13), distraction (DC 13)

STATISTICS

Str 1, Dex 13, Con 10, Int —, Wis 12, Cha 9

Base Atk +5; **CMB** —; **CMD** —

Skills Fly +5, Perception +9; **Racial Modifiers** Perception +8

SPECIAL ABILITIES

Disease (Ex) Malaria: Bite—injury; save Fortitude DC 13; onset 1d3 days; frequency 1 day; effect 1d3 Constitution damage and 1d3 Wisdom damage; cure 2 consecutive saves. The save DC is Constitution-based.

ECOLOGY

Environment tropical swamps

Organization solitary, pair, fury (3–6 swarms), or scourge (7–12 swarms)

Treasure none

BLOODHAZE MOSQUITO SWARM CR 6

XP 2,400

N Fine vermin (swarm)

Init +2; **Senses** darkvision 120 ft., scent; Perception +9

DEFENSE

AC 20, touch 20, flat-footed 18 (+2 Dex, +8 size)

hp 71 (13d8+13)

Fort +9, Ref +6, Will +5

Defensive Abilities swarm traits;

Immune weapon damage

OFFENSE

Speed 5 ft., fly 30 ft. (average)

Melee swarm (1 Con damage and sleeping sickness)

Space 10 ft.; **Reach** 0 ft.

Special Attacks cling, Con damage, distraction (DC 17), disease

STATISTICS

Str 1, Dex 15, Con 12, Int —, Wis 13, Cha 2

Base Atk +9; **CMB** —; **CMD** —

Skills Fly +10, Perception +9; **Racial Modifiers** Perception +8

SPECIAL ABILITIES

Cling (Ex) If a creature leaves a bloodhaze mosquito swarm's square, the swarm takes 1d6 points of damage as dozens of insects tenaciously cling to the victim. A creature

with bloodhaze mosquitoes clinging to it takes 1 point of Constitution damage at the end of its turn for the next 1d4 rounds. As a full-round action, the creature can remove the mosquitoes with a DC 18 Reflex save or by immersing itself in water. High winds or any amount of damage from an area-affecting effect destroys all clinging mosquitoes. The save DC is Dexterity-based. Once a group of clinging mosquitoes has dealt 4 points of Constitution damage, the mosquitoes detach and disperse to digest their meal.

Disease (Ex) Bloodhaze mosquitoes are bearers of a terrifying and deadly disease common to the jungle, known to most locals as sleeping sickness.

Swarm (sleeping sickness)—injury; save Fort DC 17; onset 1d2 days; frequency 1 day; effect 1d4 Wisdom damage and target is fatigued, cure 2 consecutive saves or arsenic.

ECOLOGY

Environment warm forests and swamps

Organization solitary, pair, pestilence (3–6 swarms), or plague (7–12 swarms)

Treasure none

Bloodhaze mosquitoes always sate themselves on the blood of other animals, using their darkvision and ability to detect pheromones to track prey.

They typically lie in wait near water sources where they can both breed and feed on animals that come to drink. Warm-blooded creatures draw their attention more quickly than amphibians or reptiles, though even lizards, snakes, and frogs become food sources during leaner times.

Not only does blood provide sustenance to bloodhaze mosquitoes, but the females actually require it to reach egg-laying maturity. Females must also have water in which to lay their eggs, though even a sewage-filled mud puddle will suffice. A single female mosquito can lay up to 100 eggs, which hatch into larvae after 2 days. Many of these eggs suffer the predation of fish and other aquatic scavengers during this time of vulnerability. The surviving eggs hatch, releasing larvae that molt and shed their skins while feeding on organic matter and microorganisms in the water. Then they enter a pupal stage, conserving energy as they undergo a final transformation before finally emerging as fully grown adults. The entire hatching and growth process takes less than a single week.

After reaching maturity, bloodhaze mosquitoes swiftly take to the air, naturally drawn to one another through their pheromones and banding together in swarms strong enough to challenge any animal for territorial supremacy. The life of a typical bloodhaze mosquito spans only 3 months. They spend that time ravenously feeding in their swarms, consuming enough blood that their females can continue laying eggs. The mosquitoes possess no maternal or protective instincts, however, quickly abandoning their progeny before dying out to be replaced by them.

CONSTRUCTOR SNAKE CR 2

XP 600

N Medium animal

Init +3; **Senses** scent; Perception +12

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 19 (3d8+6)

Fort+4, Ref +6, Will +2

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +5 (1d4+4 plus grab)

Special Attacks constrict (1d4+4)

STATISTICS

Str 17, Dex 17, Con 12, Int 1, Wis 12, Cha 2

Base Atk +2; **CMB** +5 (+9 grapple); **CMD** 18 (can't be tripped)

Feats Skill Focus (Perception), Toughness

Skills Acrobatics +15, Climb +11, Perception +12, Stealth +11, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics

ECOLOGY

Environment warm forests, swamps, and fresh water

Organization solitary or nest (2–6)

Treasure none

Be they jungle-dwelling pythons or swampdwelling boas like the anaconda, constrictor snakes are among the most deadly predatory animals of the tropical wilds. Fortunately, these large snakes are relatively passive, save for when they are preparing to shed their skins or are particularly hungry. Nevertheless, the sinuous creatures are held in fear by many societies who often ascribe fiendish qualities to them.

CONSTRUCTOR SNAKE

Size/Type: Medium Animal

Hit Dice: 3d8+6 (19 hp)

Initiative: +7

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

Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12

Base Attack/Grapple: +2/+5

Attack: Bite +5 melee (1d3+4)

Full Attack: Bite +5 melee (1d3+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Constrict 1d3+4, improved grab

Special Qualities: Scent

Saves: Fort +4, Ref +6, Will +2

Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2

Skills: Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11

Feats: Alertness, Improved Initiative, Toughness

Environment: Warm forests

Organization: Solitary

Challenge Rating: 2

Advancement: 4–5 HD (Med); 6–10 HD (Large)

Level Adjustment: —

Constrictor snakes usually are not aggressive and flee when confronted. They hunt for food but do not attempt to make a meal out of any creature that is too large to constrict.

Combat

Constrictor snakes hunt by grabbing prey with their mouths and then squeezing it with their powerful bodies.

Constrict (Ex) On a successful grapple check, a constrictor snake deals 1d3+4 points of damage.

Improved Grab (Ex) To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

EMPEROR COBRA CR 5

XP 1,600

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)

hp 51 (6d8+24)

Fort +9, Ref +7, Will +5

OFFENSE

Speed 30 ft., climb 30 ft., swim 30 ft.

Melee bite +10 (2d6+9 plus poison)

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

STATISTICS

Str 22, Dex 15, Con 18, Int 1, Wis 17, Cha 2

Base Atk +4; **CMB** +11; **CMD** 23 (can't be tripped)

Feats Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics +10 (+6 jump), Climb +14, Perception +13, Stealth +11, Swim +14; **Racial Modifiers** +8 Acrobatics, +8 Climb, +4 Perception, +4 Stealth, +8 Swim

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d3 Con; cure 2 consecutive saves.

ECOLOGY

Environment temperate or warm swamps

Organization solitary, pair, or nest (3–8)

Treasure none

Infamous among travelers for its deadly poisonous bite, the emperor cobra is a foul-tempered snake typically encountered in bogs.

The snake's scales are generally a dark green, with a pale green or even ivory underbelly. Its eyes are bright red and lack the distinctive serpentine slit most snake eyes possess. Emperor cobras are often trained to serve as guardians in temples. They are 16 feet long and weigh 200 pounds.

LARGE VIPER

Size/Type: Large Animal

Hit Dice: 3d8 (13 hp)

Initiative: +7

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

Armor Class: 15 (-1 Dex, +3 Dex, +3 natural), touch 12, flat footed 12

Base Attack/Grapple: +2/+6

Attack: Bite +4 melee (1d4 plus poison)

Full Attack: Bite +4 melee (1d4 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison

Special Qualities: Scent

Saves: Fort +3, Ref +6, Will +2

Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2

Skills: Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8

Feats: Improved Initiative, Weapon Finesse

Environment: Temperate marshes

Organization: Solitary

Challenge Rating: 2

Advancement: —

Level Adjustment: —

These creatures range widely in size. They are not particularly aggressive, but will often lash out with a bite attack before attempting to retreat.

Combat

Viper snakes rely on their venomous bite to kill prey and defend themselves.

Poison (Ex) A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC for a large sized viper is 11. The save DCs are Constitution-based.

STIRGE CR 1/2

XP 200

N Tiny magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +1

DEFENSE

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

hp 5 (1d10)

Fort +2, Ref +6, Will +1

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee touch +7 (attach)

Space 2 1/2 ft.; **Reach** 0 ft.

Special Attacks blood drain

STATISTICS

Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6

Base Atk +1; **CMB** +3 (+11 grapple when attached); **CMD** 9 (17 vs. trip)

Feats Weapon Finesse

Skills Fly +8, Stealth +16

SQ diseased

SPECIAL ABILITIES

Attach (Ex) When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached stirge can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the stirge is removed.

Blood Drain (Ex) A stirge drains blood at the end of its turn if it is attached to a foe, inflicting 1 point of Constitution damage. Once a stirge has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

Diseased (Ex) Due to the stagnant swamps in which they live and their contact with the blood of numerous creatures, stirges are harbingers of disease. Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease (See Afflictions). Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

ECOLOGY

Environment temperate and warm swamps

Organization solitary, colony (2-4), flock (5-8), storm (9-14), or swarm (15-40)

Treasure none

Stirges are vicious, blood-drinking swamp pests that prey on wild animals, livestock, and unwary travelers. While weak individually, swarms of the creatures are capable of draining a man dry in minutes, leaving only a desiccated husk in their wake. Closer to mammals than insects, stirges carry their bodies through the air on four fleshy wings, searching out warm-blooded prey. They are fond of hiding near watering holes and waiting for travelers to drop their guard, then swooping out to attach and drink their fill by thrusting their long feeding tubes into unprotected veins. After feeding they flap heavily off into the mud and reeds to lay their eggs and rest until hunger drives them to hunt again.

Stirges are usually 1 foot long, with a wingspan of twice that, and weigh just under a pound. Their coloration is rust-red or reddish-brown with a dirty yellow underbelly, though stirges that have not fed in some time are often pale pink, their color deepening as they gorge.

STIRGE

Size/Type: Tiny Magical Beast

Hit Dice: 1d10 (5 hp)

Initiative: +4

Speed: 10 ft (2 squares), fly 40 ft. (average)

Armor Class: 16 (+2 size, +4 Dex), touch 16, flatfooted 12

Base Attack/Grapple: +1/-11 (+1 when attached)

Attack: Touch +7 melee (attach)

Full Attack: Touch +7 melee (attach)

Space/Reach: 2½ ft./0 ft.

Special Attacks: Attach, blood drain

Special Qualities: Darkvision 60 ft., low-light vision

Saves: Fort +2, Ref +6, Will +1

Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6

Skills: Hide +14, Listen +4, Spot +4

Feats: Alertness, Weapon Finesse

Environment: Warm marshes

Organization: Colony (2-4), flock (5-8), or storm (9-14)

Challenge Rating: ½

Treasure: None

Alignment: Always neutral

Combat

A stirge attacks by landing on a victim, finding a vulnerable spot, and plunging its proboscis into the flesh. This is a touch attack and can target only Small or larger creatures.

Attach (Ex) If a stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge

is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity. Stirges have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above). An attached stirge can be struck with a weapon or grappled itself. To remove an attached stirge through grappling, the opponent must achieve a pin against the stirge.

Blood Drain (Ex) A stirge drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

TROLL

Size/Type: Large Giant

Hit Dice: 6d8+36 (63 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14

Base Attack/Grapple: +4/+14

Attack: Claw +9 melee (1d6+6)

Full Attack: 2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rend 2d6+9

Special Qualities: Darkvision 90 ft., low-light vision, regeneration 5, scent

Saves: Fort +11, Ref +4, Will +3

Str 23, Dex 14, Con 23 Int 7, Wis 9, Cha 6

Skills: Listen +5, Spot +6

Feats: Alertness, Iron Will, Track

Environment: Cold mountains

Organization: Solitary or gang (2-4)

Challenge Rating: 5

Treasure: Standard

Language: Giant

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +5

A typical adult troll stands 9 feet tall and weighs 500 pounds. Females are slightly larger than males. A troll's rubbery hide is moss green, mottled green and gray, or putrid gray. The hair is usually greenish black or iron gray.

Combat

Trolls have no fear of death: They launch themselves into combat without hesitation, flailing wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack.

Rend (Ex) If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex) Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

TENTAMORT CR 4

XP 1,200

N Medium aberration

Init +5; **Senses** all-around vision, blindsense 30 ft., darkvision 60 ft.; Perception +11

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 39 (6d8+12)

Fort +4, Ref +5, Will +7

OFFENSE

Speed 20 ft., climb 20 ft.

Melee sting +6 (1d6+2 plus poison), tentacle +2 (1d6+1 plus grab)

Space 5 ft.; Reach 10 ft.

Special Attacks constrict (1d6+1)

STATISTICS

Str 15, Dex 13, Con 14, Int 1, Wis 14, Cha 6

Base Atk +4; **CMB** +6 (+10 grapple); **CMD** 17 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Weapon Focus (tentacle)

Skills Climb +10, Perception +11; **Racial Modifiers** +8 Climb

SPECIAL ABILITIES

Poison (Ex) Sting—injury; save Fort DC 15; frequency 2 rounds; effect 1d4 Con plus nausea; cure 1 save.

ECOLOGY

Environment any marshes or underground

Organization solitary, pair, or brood (3–6)

Treasure incidental

Tentamorts are eerie ambush predators, preferring to let prey come to them rather than seeking food out, and relying on their excellent senses to warn them of approaching meals. A tentamort possesses several tentacles, most of which are used for locomotion but two of which have evolved for singular purposes in securing food. One of these longer tentacles is covered with tiny, sticky nodules and is capable of constricting prey, while the other ends in a long, thin stinger. The tentamort's method of attack is to grab its prey with its constricting tentacle and sting the grappled target with the other. Tentamort poison is particularly horrific, as it swiftly liquefies the creature's internal organs into a Tentamort CR4 rancid slurry the monster can then drink with the same stinger, siphoning out the fluid with foul sucking sounds. Larger creatures often require multiple stings (and multiple failed saving throws against the venom) before they can be fully absorbed by a tentamort. Tentamorts are almost mindless, possessing just enough intellect to make crude animal judgments about peril and food. Once a tentamort has grabbed prey, it tends to focus entirely on that creature, ignoring attacks upon it from other sources as long as its current victim remains a source of nutrition. After a tentamort finishes consuming a creature, all that typically remains are bones and skin.

A well-fed tentamort uses the hollow corpse of its meal as a sort of incubator for its eggs, injecting the body with a caviar-like mass of black eggs that mature in the rotting carcass for several weeks until a dozen or so hand-sized tentamorts hatch and crawl out of their host's orifices.

Depending upon the availability of other prey, anywhere from one to six of these may survive, feeding on rats and tiny vermin, until they eventually grow to Adulthood. Tentamort young look like dark blue starfish with a single red eye in the center—they do not possess their longer, specialized tentacles until they mature. A young tentamort often attaches itself to a larger predator, clinging to it much the same way a remora clings to a shark, dropping off to feed innocuously on its host's kills while the creature sleeps. Some tentamorts grow much larger than their human-sized kin. Known as Greater tentamorts, these ogre-sized creatures have at least 10 Hit Dice and are Large sized. Their two specialized tentacles grow to 20 feet long, providing the creature with Greater reach than a Large monster normally possesses. Greater tentamorts are never found in groups, for these creatures can only achieve such monstrous size through cannibalism, as if there were some key nutrient in another tentamort's body that allows them to exceed their typical physical limitations. Some of these creatures have mutations giving them two tentacles and two stingers. Yet the most disturbing quality possessed by these monsters is their unexpected intellect—Greater tentamorts are often as intelligent as humans, or more so. They cannot speak, but possess an eerie form of telepathy that works only upon creatures they are in physical contact with—a feature they often use to “chat” with their food as they eat.

ROT GRUB CR 4

The Rot Grub first appeared in the 1e MM (Gary Gygax, 1977)

XP 1,200

Rot grubs are nauseating parasites that feed on flesh and nest in corpses. Generally, a handful of the grubs infest a single corpse at a time, and a DC 15 Perception check is enough to notice and avoid the grubs. Otherwise, 1d6 grubs swiftly burst from the carcass to burrow into the creature, which can attempt a DC 15 Reflex save to avoid the grubs (but only if the creature is aware of the grubs' presence). Any amount of damage reduction is enough to provide immunity to infestation.

Once rot grubs have infested a living body, they burrow toward the host's heart, brain, and other key internal organs, eventually causing death. On the first round of infestation, applying flame to the point of entry can kill the grubs and save the host, but this inflicts 1d6 points of fire damage to the victim. Cutting the grubs out also works, but the longer the grubs remain in a host, the more damage this method does. Cutting them out requires a slashing weapon and a DC 20 Heal check, and inflicts 1d6 points of damage per round that the host has been infested. If the Heal check is successful, one grub is removed. Remove disease kills any rot grubs in or on a host.

Infestations: Parasites such as ear seekers or rot grubs cause infestations, a type of affliction similar to diseases. Infestations can only be cured through specific means; no matter how many saving throws are made, the infestation continues to afflict the target. While a remove disease spell (or similar effect) instantly halts an infestation, immunity to disease offers no protection, as the infestation itself is caused by parasites.

Rot Grubs

Type infestation; **Save** Fortitude DC 17

Onset immediate; **Frequency** 1/round

Effect 1d2 Con damage per grub

ROT GRUBS (5-20)

Size/Type: Fine Vermin

Hit Dice: 1/4d8 (1 hp)

Initiative: +1 (Dex)

Speed: 5 ft

Armor Class: 18 (+8 size)

Attacks: Slam +4 melee

Damage: Slam 0

Face/Reach: 1/2 ft by 1/2 ft/0 ft

Special Attacks: Burrow

Special Qualities: Vermin, tremorsense

Saves: Fort +2, Ref +0, Will +0

Str 2, Dex 10, Con 10, Int —, Wis 10, Cha 1

Skills: Jump +3, Hide +19

Climate/Terrain: Any land and underground

Organization: Swarm (5-20)

Challenge Rating: 1/10

Treasure: None

Alignment: Always neutral

Advancement Range: 1 HD

Rot grubs are 1-inch long vermin found in carrion, dung, and other such garbage and organic material. Their skin color is white or brown.

Combat

When a living creature contacts an area (dung heap, offal, etc) infested with rot grubs, a successful Spot check (DC 15) can be made to notice and completely avoid the grubs. If failed, the grubs contact the victim's skin and burrow into the flesh.

Burrow (Ex): A rot grub secretes an anesthetic when it bites. A burrowing grub can be noticed if the victim succeeds at a Wisdom check (DC 15). If successful, the victim sees strange rippling beneath his skin. If failed, the creature does not notice the grubs. A burrowing grub deals 2d6 points of temporary Constitution damage each round. At Constitution 0, the victim dies. The grubs then look for a new host. During the first two rounds, a burrowing rot grub can be killed by applying fire to the infested skin or by cutting open the infested skin with any slashing weapon. Either method deals 2d6 points of damage to the victim, but kills the grubs. After the second round, only a remove disease can kill the grubs as they burrow to the victim's heart and devour it (still dealing 2d6 points of temporary Constitution damage each round).

Tremorsense (Ex): Rot grubs can automatically sense the location of anything within 20 feet that is in contact with the ground.

Vermin: Immune to all mind-influencing effects.

GHOUL CR 1

XP 400

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2d8+4)

Fort +2, Ref +2, Will +5

Defensive Abilities channel resistance +2;

Immune undead traits

OFFENSE

Speed 30 ft.

Melee bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

STATISTICS

Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 14

Base Atk +1; **CMB** +2; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

Languages Common

SPECIAL ABILITIES

Disease (Su) Ghoul Fever: Bite—injury; save Fort DC 13; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma based.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

ECOLOGY

Environment any land

Organization solitary, gang (2–4), or pack (7–12)

Treasure standard

GHOUL

Size/Type: Medium Undead

Hit Dice: 2d12 (13 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +1/+2

Attacks: Bite +2 melee (1d6+1 plus paralysis)

Full Attack: Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis)

Space/Reach: 5 ft./5 ft.

Special Attacks: Ghoul fever, paralysis

Special Qualities: Darkvision 60 ft., undead traits, +2 turn resistance

Saves: Fort +0, Ref +2, Will +5

Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12

Skills: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7

Feats: Multiattack
Climate/Terrain: Any
Organization: Solitary, gang (2–4), or pack (7–12)
Challenge Rating: 1

Treasure: None

Alignment: Always chaotic evil

Advancement Range: 3 HD (Medium)

Level Adjustment: —

Ghouls speak the language they spoke in life

Combat

Ghoul Fever (Su) Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex) Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

GHAST CR 2

XP 600

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 17 (2d8+8)

Fort +4, **Ref** +4, **Will** +7

Defensive Abilities channel resistance +2

OFFENSE

Speed 30 ft.

Melee bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 15, affects elves normally), stench

STATISTICS

Str 17, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18

Base Atk +1; **CMB** +4; **CMD** 18

Feats Weapon Finesse

Skills Acrobatics +6, Climb +8, Perception +9, Stealth +9, Swim +4

Languages Common

SPECIAL ABILITIES

Disease (Su) Ghoul Fever: Bite—injury; save Fort DC 15; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma based.

Paralysis (Su) Creatures damaged by a ghast's natural attacks must make a successful DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Unlike ghouls, A ghast's paralysis even affects elves.

Stench (Ex) Ghosts exude an overwhelming stink of death and corruption in a 10-foot radius. Those within the stench must succeed at a DC 15 Fortitude save, or be sickened for 1d6+4 minutes.

ECOLOGY

Environment any land

Organization solitary, gang (2–4), or pack (7–12)

Treasure standard

Ghosts roam in packs of their own kind or lead groups of common ghouls.

GHAST

Size/Type: Medium Undead

Hit Dice: 4d12+3 (29 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

Armor Class: 17 (+3 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +2/+5

Attacks: Bite +5 melee (1d8+3 plus paralysis)

Full Attack: Bite +5 melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis)

Space/Reach: 5 ft./5 ft.

Special Attacks: Ghoul fever, paralysis, stench

Special Qualities: Darkvision 60 ft., undead traits, +2 turn resistance

Saves: Fort +1, Ref +4, Will +6

Str 17, **Dex** 17, **Con** —, **Int** 13, **Wis** 14, **Cha** 16

Skills: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8

Feats: Multiattack, Toughness

Climate/Terrain: Any

Organization: Solitary, gang (2–4), or pack (2–4 plus 7–12 ghouls)

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

Advancement Range: 5-8 HD (Medium)

Level Adjustment: —

Ghoul Fever (Su) Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex) Those hit by a ghast's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma based.

Stench (Ex) Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

MAP OF VAST SWAMP



PLAINS

Cherrian's Rest

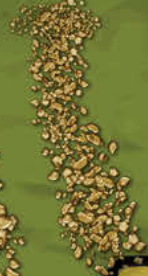


VAST
SWAMP





0 5 10 20 30
SCALE IN FEET



KEY

Stalagmite =



Dripping Stalactite =



NIMBITS CAVERN

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trade-mark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or coadaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms

of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Pathfinder RPG GameMastery Guide Copyright 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4 © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game: Ultimate Equipment (OGL) © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors

Pathfinder Roleplaying Game Advanced Race Guide © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Campaign Setting: Technology Guide © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

The PCs are hired by the Black Gold Consortium to track down passengers of the *Wasp*, a ship which has wrecked somewhere in the Vast Swamp. One passenger in particular interests the Consortium more than any other: a woman named Sandalia. Sandalia is known by every citizen of Cherrian's Rest as the most charming, clever, and beautiful woman in the city. She was recently hired to train as a diplomat for the powerful Black Gold Consortium. Now Sandalia has gone missing, and the Consortium wants her back.

What starts out as a simple rescue mission suddenly takes a turn for the worst when a love struck wild thing leads the PCs on an all out chase through the swamp. The would-be rescuers travel through haunted bogs and fields of fire to a final confrontation which may just be the oddest thing anyone has ever experienced.

Also included in "Wild Thing:"

- Choice of three vessels with special swamp navigation rules
- New swamp bugs and diseases
- Incredible swamp encounter chart
- New Monster: Bog Troll
- New Magical Items
- New Traps
- Multiple ways to complete the primary quest