

DARK OAK

A Pathfinder Roleplaying Game Compatible adventure for 5th-level PCs by Creighton Broadhurst and Steve Hood



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Beneath the fetid roots of a noisome swamp linger the pathetic remnants of a once proud and noble tribe. Laid low by a powerful narcotic administered by their ambitious (but wildly paranoid) mistress, the lizardfolk of the Dark Oak are but a shadow of their former greatness. Now, in the fetid caverns below the slumbering body of a diseased treant she plots to bring bloody slaughter to the folk of the nearby villages before her followers forget their proud heritage and sink into a lethargy from which there is no escape.



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BONUS MATERIAL

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ERRATA

We like to think *Dark Oak* is error free. However, we are realists. So in that spirit, we shall post errata three months after first publication on ragingswan.com.

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ABOUT THE DESIGNERS

Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

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CONTENTS

Credits.....	2
Bonus Material	2
Errata	2
About the Designers	2
Reading Stat Blocks.....	20

THE DARK OAK

Background.....	4
Synopsis	4
The Marsh.....	5
Caverns of the Dark Oak	6
1: Outside the Lair (EL 7; XP 3,200).....	7
2: Entranceway	10
3: Warrior's Watch (EL 6; XP 2,400).....	11
4: Turbulent Waters (EL 4; XP 1,200).....	12
5: Crocodile Lair	13
6: Dark Oak Nest (EL 7; XP 3,200)	14
7: Ssjarlith's Lair (EL 8; XP 4,800)	16

Conclusion.....	18
New Rules Options.....	19

PLAY AIDS

Un-keyed Dark Oak Cavern Maps	22
Magic Item Handouts.....	24
Player Handout 1: The Awakening	24
Player Handout 2: Lizardfolk Champion.....	26
Player Handout 3: Crocodile Attack	27
Players Handout 4: Lizardfolk Chieftain	28

PRE-GENERATED PCS

Kethaith Azathal.....	30
Werthic Bolhak	31
Urbren Glitterheart.....	32
Paradan Hanter.....	33
Maratri Laemar	34
Talek Perrin.....	35

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BACKGROUND

Several years ago, the lizardfolk druid Ssjarlith rose to power among the ranks of the lizardfolk dwelling in the nearby marsh. The progeny of a small band of dangerously inbred lizardfolk dwelling in the deepest, most remote part of the mire, she explored the marshes discovering parts unknown even to her brethren. Within her breast grew a love of the natural beauty of the marshes, and a fierce desire to both protect it from the humans she saw encroaching upon it and to control its folk.

Cursed with boundless ambition and an unhealthy fascination with the swamp vipers of her dismal home, Ssjarlith gathered a small group of fanatical followers, not by promising conquest and glory but with whispers foretelling the lizardfolk's doom and destruction if the humans of the surrounding lands continued their expansion into the marsh.

Ssjarlith is anything but stupid, however, and realised that to move openly against the humans would be to invite disaster. Thus, she cast about for tools to achieve her ends. Eventually, she discovered Luhalianna, an old and slightly confused treant, dwelling on one of the few dry islands in the swamp. Luhalianna was mourning the loss of his mate at the hands of human loggers and was not himself in the best of health. Ssjarlith befriended the heartbroken treant gaining his trust before infecting him with bark blight (a rare form of mould that drove him partially mad [page 19]).

When Luhalianna's fall into evil was complete, Ssjarlith unleashed her powerful servant onto the surrounding human settlements. The destruction of several isolated farmsteads, groups of loggers and charcoal makers emboldened him to attack a small village. A band of adventurers resting there

overnight, however, offered stern resistance. Driving him off with blade and flame, they chased the treant into the marsh eventually catching him as he crossed the river to reach Ssjarlith's lair. The ensuing battle changed the very shape of the land, but eventually Luhalianna fell, blocking the entrance to the lizardfolk's lair. Satisfied that they had defeated the treant menace the adventurers returned to civilisation to much acclaim. Luhalianna had not been slain, however, and by collapsing the entrance to Ssjarlith's lair, he unwittingly obscured her role in the attacks.

Once the lizardfolk dug their way out, and realising how close to disaster Ssjarlith had brought them, most fled. Realising her plan had failed, Ssjarlith retreated into her lair with a small band of loyal followers to search for some way of ensuring her remaining servants' loyalty. Now years later, and as paranoid as she is evil, the egotistical druid sees plots where there are none and has taken to forcing her folk to consume a herbal drug that makes them both more pliable to her suggestions and dependent upon future doses. Unfortunately, the drug also creates a susceptibility to disease and a certain lethargy that makes day-to-day life difficult. Thus, while the drug ensures her follower's loyalty it has also wrought their doom as few have the energy to gather food or to strike at the hated humans.

Realising that her time in the Caverns of the Dark Oak is ending, and fearing that her hold over her remaining followers may eventually fail, Ssjarlith has decided to unleash her minions into a final orgy of destruction before seeking out new followers. *Dark Oak* begins a few weeks after the lizardfolk have begun half-hearted attacking nearby settlements.

SYNOPSIS

The PCs learn of the depredations of the Dark Oak tribe of lizardfolk (see "Hooks," page 5) and decide to investigate. Travelling through the marsh, they discover the Dark Oak's sunken lair and encounter the corrupted treant, Luhalianna, who can be defeated either with sword and spell or honeyed words.

Gaining access to the lair, they discover that a river inundates much of the caves. Battling lizardfolk warriors and their ferocious crocodile pet, the PCs discover more waterlogged passages and the crocodile's lair. Beyond, they finally reach the tribe's main nesting chamber. The lizardfolk within are not as fanatical in their devotion to Ssjarlith as those encountered earlier; quick thinking and persuasive arguments can resolve the situation without recourse to violence.

With the bulk of the tribe defeated, the PCs finally uncover Ssjarlith's personal lair and battle the druid and her mate (the

fearsome warrior, S'Kar). With their deaths, the PCs can return to civilisation in triumph – the threat from this renegade band of lizardfolk forever eradicated. If one or the other of the two survives, however, the PCs have gained an implacable enemy.

IN YOUR CAMPAIGN

Dark Oak's design enables a GM to insert it into a home campaign with a minimum amount of work. Thus, while the adventure locale itself is richly detailed, the surrounding area (a swath of swampy woodland) is only vaguely defined. Similarly, *Dark Oak's* plot does not rely on world-shattering events, famous personages or a particular kingdom or group.

The adventure is designed to be played in about a four – six hours session making it a perfect pickup game if a GM needs a module at short notice.

THE MARSH

The marsh in which the Dark Oak tribe dwell is a fulsome, odious place. A single, notable river wends its way through the mire, as does a narrow track following an ancient dilapidated causeway. The causeway once served as a shortcut through the marsh but, with the development of a more profitable trade route, it has fallen into disuse.

Finding the Lair: It takes the PCs six days of searching to find the Dark Oak tribe's lair. The PCs can attempt a DC 16 Survival check once per day to reduce this period by half a day.

AREA FEATURES

The marsh has the following features of note:

Boggy Ground: Much of the marsh counts as shallow bog but in a few places, the ground becomes deep bog. Refer to the *Pathfinder Core Rulebook* for more details on marsh terrain.

Dry Ground: Small hillocks of dry ground periodically punctuate the marsh. Trees grow thickly atop such areas, but most can serve as a campsite.

Sunken Causeway: The sunken causeway meanders through the marsh. In places, it disappears completely while in others it is in remarkably good repair. The causeway leads almost directly past the Caverns of the Dark Oak – the stepping-stones outside the tribe's lair once served as the causeway's foundations.

HOOKS

Use one or more of the hooks below (or design your own) to explain why the PCs become interested in the Dark Oak tribe.

- A local lord or other official summons the PCs to investigate a mystery. A few days ago, the body of a lizardfolk floated down river. The body was emaciated and diseased (and has since been burned as a precaution to stop the spread of disease). The lord is concerned that a sickness might pollute the river – with devastating consequences for the local villages (and his tax revenues) – and so asks the PCs to investigate.
- A local fisherman complains that a nearby river is polluted and that the once bountiful supply of fish is dying off. He begs the PCs to investigate for without the fish, the local economy will collapse and many will starve.
- The PCs are trying to cross a river and the handy stepping stones serve as an excellent place to cross. As the PCs cross, they notice the entrance to the Dark Oak's cave-lair.
- The PCs encounter Jeron Uren, a half-starved human child, who recently escaped from a lacklustre attack by Dark Oak warriors. Alone, starving and frightened he approaches the PCs campfire late at night and begs for aid. He is trying to return to his family (who live in a nearby village) and in return for food, shelter and protection tells the PCs his tale.

RANDOM ENCOUNTERS

As the PCs wander the mire, they may encounter some of its residents. The PCs have a 3 in 20 chance of encountering a wandering monster for every day or night spent in the marsh.

d%	ENCOUNTER	CR	REFERENCE
01-20	Lizardfolk hunters	6	Below & <i>Bestiary</i>
21-35	Leach swarm (1)	4	<i>Bestiary</i>
36-45	Shambling mound (1)	6	<i>Bestiary</i>
46-50	Slug, giant	8	<i>Bestiary</i>
51-65	Snake, venomous (3)	4	<i>Bestiary</i>
66-75	Frog, giant (3)	4	<i>Bestiary</i>
76-80	Stirge (8)	5	<i>Bestiary</i>
81-100	Dark Oak Raiders	6	Below

Lizardfolk Hunters: Six lizardfolk stalk the marsh, hunting for food. Two carry the corpse of a giant frog between them. They are wary of strangers but not immediately hostile. PCs improving their attitude from indifferent to friendly (DC 15 Diplomacy) learn one of the rumours listed below. Adventurers improving the lizardfolks' attitude to helpful learn the location of the Dark Oak's lair (saving two days of searching).

Dark Oak Raiders: Searching for victims these four veteran warriors (page 10) attack the PCs. Use the information on page 6 to portray these warriors.

HOOKS & RUMOURS

To foreshadow the events of *Dark Oak*, it is a good idea to seed some of these rumours into the campaign prior to running the adventure.

The PCs can learn one or more of the following rumours. A PC making a DC 15 Diplomacy check learns one rumour and one additional rumour for each 5 by which his check exceeds 15. Determine randomly which rumours the PCs hear.

- A decade ago, a treant went berserk and attacked several outlying farms. Adventurers slew the creature and since their foray, calm has reigned over the marsh.
- The marsh is a noisome, disease-riddled place. Those exploring its depths often return with a number of unpleasant ailments.
- In the main, the lizardfolk of the nearby marsh keep themselves to themselves. The last few weeks, however, have seen a sudden rise in lizardfolk attacks. The attacks have been uncoordinated and largely unsuccessful. Although a few folk have been slain – mainly lone woodsmen and others living on society's periphery – survivors of attacks note that the lizardfolk seem weakened by disease.

CAVERNS OF THE DARK OAK

The Caverns of the Dark Oak are a small network of partially flooded caves beneath a small hummock rising from the swamp. The caverns are an unpleasant home, the stench of mud, the constant drip of water from above and the roar of the river make them cold, dank and noisy.

ECOLOGY & SOCIETY

The Dark Oak tribe are a pitiful shadow of what they once were. Reduced to a remnant of 40 or so individuals, the tribe is dying. Hopelessly addicted to mind crush (the drug provided by Ssjarlith), and sunk into the resultant lethargy, most of the tribe has little energy for anything. A few of the warriors have proved more resistant to this lethargy and still dream of slaying the hated humans. Most, however, simply want to leave the caves for new homes, but are afraid of their comrades' reaction.

Ssjarlith rules the tribe with an iron fist and is aided by S'Kar a powerful warrior (and her mate). S'Kar is the one tribe member that Ssjarlith trusts completely. The proud warrior has proved his loyalty many times and is devoted to Ssjarlith.

Appearance: Addled by the drugs fed to them by Ssjarlith, the lizardfolk appear lethargic. Their eyes are dim and often unfocused. Sores cover many and their muscles appear wasted.

Nomenclature: Male—Garkar, Itter, Lar'kar, Tarlar, Xarili; Female—Darilith, Ferith, Querlith, Raelith, Sarlith.

COMBAT & TACTICS

Only veteran warriors and a few champions remain to defend the tribe, but in battle they fight savagely. Most employ simple weapons and carry a shield (replete with a crude image of a skeletal tree) although a few champions have scavenged better equipment from fallen foes.

DARK OAK TRIBAL LORE

Characters with ranks in Knowledge (local) can learn more about the Dark Oak tribe with a successful skill check. A successful check reveals all information revealed by a lesser check.

DC 15: The Dark Oak tribe is a minor tribe of lizardfolk thought extinct. Members have not been seen for several years.

DC 20: Led by a powerful lizardfolk druid, the tribe lived in the heart of the swamp and rarely had contact with the folk of nearby villages.

DC 25: Other tribes warned of the threat posed by the tribe; the more radical of whom spoke of war with the surrounding humans to better secure their dismal swamp-home from outside influence.

CAVERN FEATURES

The Caverns of the Dark Oak have the following generic features:

Illumination: Darkness.

Stench: The lair smells wet and damp.

Muddy Floor: In most places, the floor comprises hard-packed, but wet mud. While this does not hinder normal movement, it increases by 2 the DC of Acrobatics checks.

Cave Walls: Many small ledges and crevices pockmark the walls. They can be scaled with DC 15 Climb checks.

Ceiling: The ceiling varies in height generally being 5 ft. – 10 ft. Fungus, mould and roots from the plants above hang down into the caverns further reducing the height by a few feet. Occasionally, these roots form a curtain reaching to the floor (which provides concealment [50% miss chance]).

In many places, water drips from the ceiling.

River: A river flows through the complex; its exact characteristics vary from area to area. Its noise bestows a -2 penalty on all hearing-based Perception checks. Rules for fighting in water appear on page 12.

WANDERERS (EL 3; XP 1,200)

While most creatures in the complex lurk in specific areas, the PCs have a 1 in 6 chance every hour of encountering a pair of roaming Dark Oak veteran warriors (page 10). Depending on where the encounter occurs, the lizardfolk could be returning hunters or a small raiding band creeping forth in search of loot. In either occurrence, they are uniformly hostile to intruders.

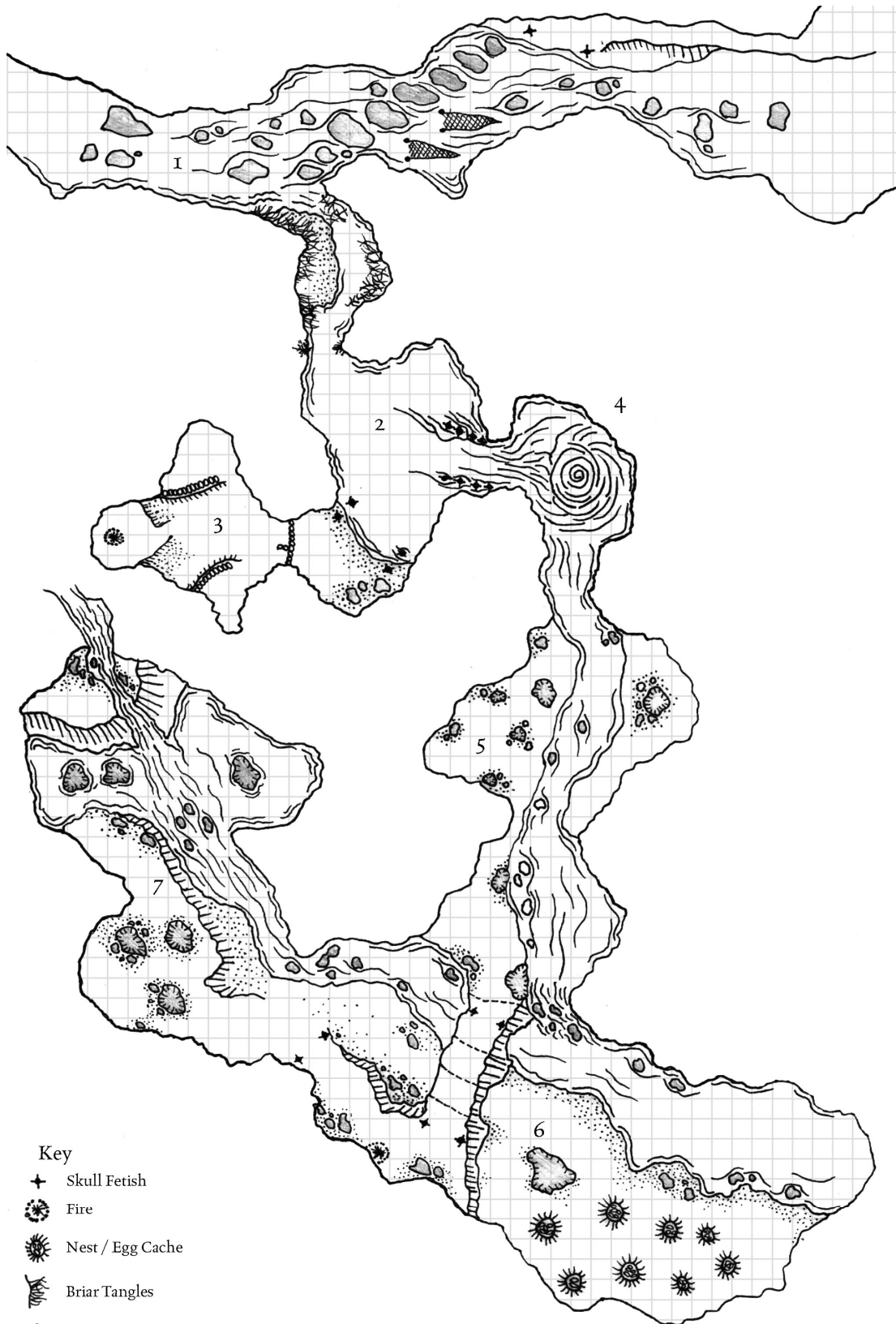
LIZARDFOLK LORE

At some point, the PCs are likely to think that the lizardfolk are acting in a very atypical fashion for their race. Use the information below to adjudicate any Knowledge checks they might make to gain further insight. Characters with ranks in Knowledge (local) can learn more about lizardfolk with a successful skill check. A successful check reveals all information revealed by a lesser check.

DC 6: This is a lizardfolk. Lizardfolk are not normally aggressive, content to dwell in their primitive homes in peace. They are a proud folk that dwell in marshes and swamps.

DC 11: Lizardfolk are uninterested in colonizing dry lands and are content with the weapons and rituals that have served them well for millennia. They are adept swimmers and well able to hold their breath for great lengths of time.

DC 16: Viewed as primitive by most folk, lizardfolk are generally neutral although their standoffish demeanour and legendary ferocity when aroused mean that they do not often interact well with other races.



Key

- + Skull Fetish
- ☀ Fire
- ☀ Nest / Egg Cache
- ~ Briar Tangles
- - - Wooden Palisade
- ▲ Nets

I: OUTSIDE THE LAIR (EL 7; XP 3,200)

When the PCs locate the Caverns of the Dark Oak, read:

Ahead a swiftly flowing river cuts through the marsh. A line of closely set, moss-shrouded stones provides a way across the turbulent water.

A small weed-choked cavern filled with a dark stream in the opposite river bank tunnels deep into the marshy, waterlogged ground. A great leafless tree has collapsed over the cave mouth. A single crow perches in its skeletal branches.

Defeated years ago by vengeful adventurers, Luhalianna has sunk into a deep slumber. The PCs' arrival awakens him, but he awakes confused, believing the PCs to be the adventurers that defeated him long ago. Read:

The tree draped over the cave mouth shudders for a moment and then with a great moan begins to stir as if awakening from a long slumber. After a few moments, it rises from the swamp's mire, lets out a low moan and shakes its branches as if confused.

Reveal Player Handout 1. If the PCs fight Luhalianna, use the notes in "Tactics" to run the battle. If they choose to talk with the treant, proceed to "Truce".

TACTICS

Luhalianna wades into combat intent on vengeance. He uses Power Attack to crush his foe and trample if the PCs bunch up. If his positions allows it, he bull rushes targets into the river. Blinded by anger, he fights to the death.

AREA FEATURES

This area has several noteworthy features:

Illumination: The level of illumination depends on the time of day that the PCs reach this area. Inside the cave within 20 ft. of the entrance, the illumination is one-step worse than outside. (Thus, if the PCs arrive here during the day shadowy illumination fills the cave mouth.) Darkness fills the rest of the cave.

Skull Fetishes: Two decaying skull fetishes atop thick wooden stakes ward a low point of the northern river bank. A DC 11 Heal check reveals that the skulls are human. Wisps of hair and decayed flesh yet cling to the skulls.

Swiftly Flowing River: The river flows swiftly from the west. The river is 10 ft. deep.

Characters falling in the water must make a DC 15 Swim check or be carried 10 – 40 ft. downstream and suffering 1d6 subdual damage per round. A character swept away can make Swim checks in subsequent rounds to reach the riverbank or to swim back upstream. A DC 20 Swim check indicates that the character has managed to arrest his passage downstream by grabbing a rock or thick tree root. A subsequent full-round action and a DC 15 Strength check is sufficient for a character to pull himself from the river.

Boggy Ground: The ground around the river is boggy (it costs 2 squares of movement to enter such a square and the conditions increase the DC of Acrobatics checks by 2).

Stepping Stones: A line of moss-wreathed rocks jutting from the river provide a handy, if dangerous, route across the river. Slick with spray, the moss is slippery; a character moving across the stones must make a DC 10 Acrobatics check to move at half-

LUHALIANNA, THE TREANT

CR 7 (XP 3,200)

The bark of this huge tree is mottled black and brown and its bare, skeletal branches jut forlornly towards the sky.

N (CE) Huge plant

Init -1; **Senses** low-light vision; Perception +12, Sense Motive +9
Speed 30 ft.

ACP 0; **Stealth** -9 (+7 in forests)

AC 21, touch 7, flat-footed 21; **CMD** 29
(-2 size, -1 Dex, +14 natural)

Immune mind-affecting effects, paralysis, poison, polymorph, *sleep*, stunning; **Weakness** vulnerability to fire

Fort +13, **Ref** +3, **Will** +9

hp 114 (12 HD); **DR** slashing/10

Space 15 ft.; **Base Atk** +9; **CMB** +20 (+22 sunder)

Melee 2 slams (reach 15 ft.) +17 (2d6+9/19-20)

Ranged rock (range 180 ft.) +7 (2d6+9)

Atk Options Power Attack (-3 attack, +6 damage), Improved Sunder, double damage against objects, trample

Double Damage Against Objects (Ex) Luhalianna deals double damage against objects or structure with a full attack.

Trample (Ex) As a full-round action, Luhalianna can overrun any Large or smaller creature. This works like the overrun manoeuvre except he does not need to make a check to succeed, instead just moving over opponents. Targets can make an attack of opportunity (at a -4 penalty) or a DC 25 Reflex save to halve the damage (2d6+13).

Abilities Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 13

Feats Alertness, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

Skills as above plus Diplomacy +9, Intimidate +9, Knowledge (nature) +9

Languages Common, Sylvan, Treant, treespeech

Treespeech (Ex) Luhalianna can converse with plants as if subject to a continual *speak with plants* spell. However, due to his altered alignment, most plants do not view him in a friendly manner.

DESIGNER'S NOTE

Although a treant is usually a CR 8 creature, the EL of this encounter is only 7. This is because Luhalianna cannot use his animate trees ability due to his alignment change; the omission and alterations to his stat block reflect this.

speed. A character moving at full speed must make a DC 15 Acrobatics check. Failure indicates the character stops on the first stepping stone; failure by 5 or more indicates the character overbalances and falls into the river.

Large Woven Baskets: The lizardfolk have set several large baskets woven from reeds in the shallow portions of the river in a desperate attempt to catch fish. These baskets are crude affairs and in desperate need of repair. A character on the stepping stones automatically notices the baskets. The baskets contain no fish.

TRUCE

The PCs can reason with Luhalianna; his long slumber has given him the strength to fight off the bark blight infecting him, and although madness and dark thoughts tug at his consciousness, his innate nature is beginning to reassert itself. He starts the encounter hostile toward the PCs.

- **Hostile – Unfriendly:** DC 26
- **Unfriendly – Indifferent:** DC 21
- **Indifferent – Friendly:** DC 16
- **Friendly – Helpful:** DC 11

Bluff: A successful Bluff check opposed by Luhalianna's Sense Motive (+9 modifier) provides a +2 bonus to the PCs' next Diplomacy check.

Intimidate (DC 25): A PC successfully intimidating Luhalianna gains a +2 bonus to the next Diplomacy check. Failure sends the treant wild and he attacks the PC threatening him.

Knowledge (nature) (DC 22): The PC knows much about treants. Success grants a +2 bonus on all Bluff, Diplomacy and Intimidate checks made against Luhalianna.

Success: Characters rendering Luhalianna friendly or better avoid combat and learn of his grief over his mate's death, his subsequent dealings with Ssjarlith and descent into madness.

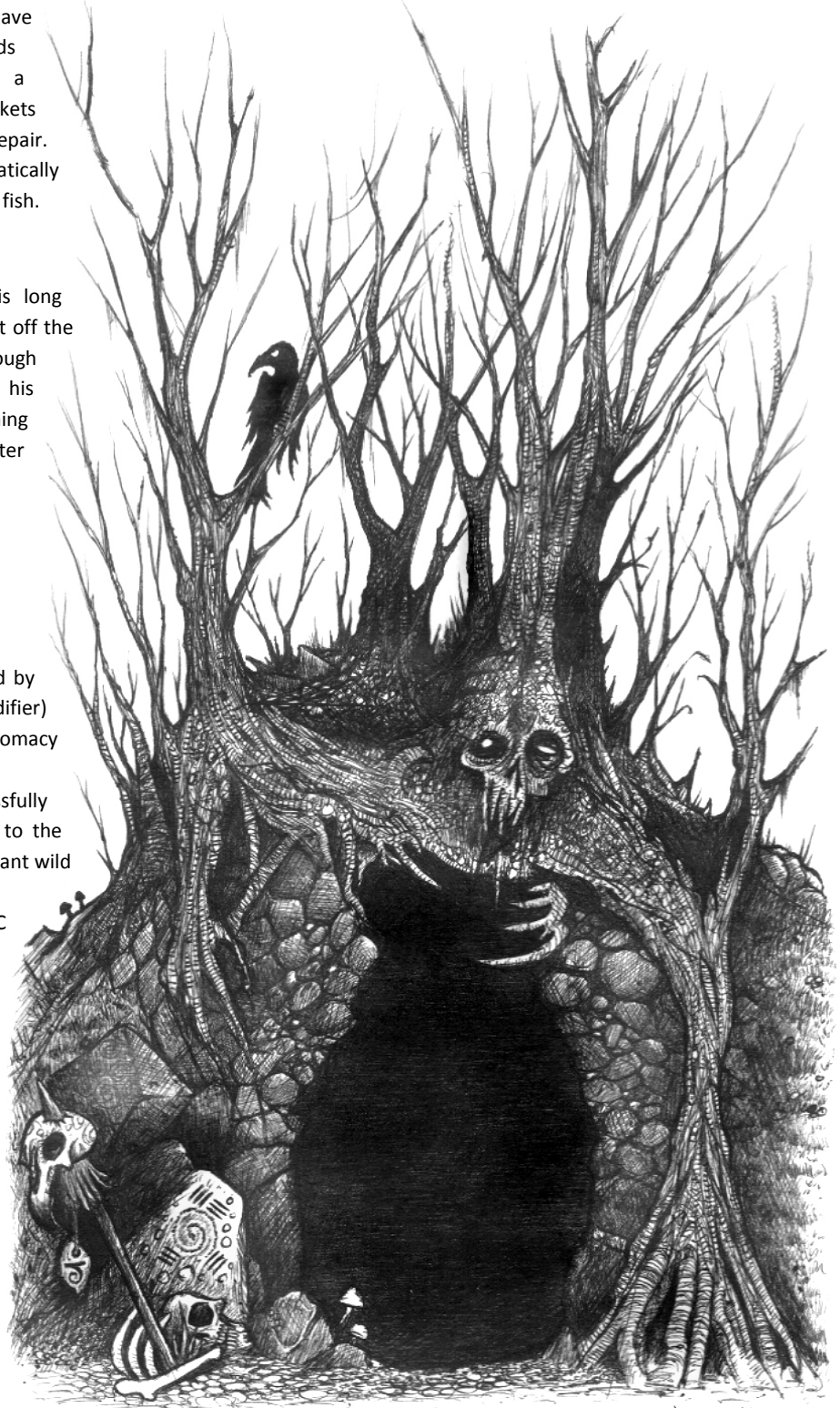
SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 6 (XP 2,400): Apply the young creature template to Luhalianna (+2 on

all Dex-based rolls, -2 on all other dice rolls, hp 90).

EL 8 (XP 4,800): Apply the advanced creature template to Luhalianna (+2 on all rolls [including damage rolls], AC 25, flat-footed 25, CMD 33, hp 138, trample DC 27).



JAE YOUNG

2: ENTRANCEWAY

This narrow tunnel provides access to the Dark Oak's lair.

A narrow passageway filled with a dark, rapidly flowing stream leads into the hill. A small muddy beach juts from the west wall while weeds and rushes grow thickly elsewhere. Beyond, the stream flows into the darkness.

The lizardfolk rarely spend much time here. If the PCs lurk here in ambush (or if they did not speak with Luhalianna) there is a 20% chance every hour that a female from Area 6 (page 14) comes to check the woven baskets in Area 1 for fish. If attacked, she flees to Area 3 to alert the guards there.

AREA FEATURES

This area has several noteworthy features:

Illumination: The level of illumination in this chamber is one step lower than that outside. Thus, if it is bright light outside, it is shadowy illumination here.

Ceiling: The low ceiling is only 8 ft. above the water.

Muddy Bank: A muddy bank juts from the west wall. A DC 10 Perception check reveals the tracks of many lizardfolk while a DC 10 Survival check reveals the tracks are of at least a dozen individuals both entering and exiting the cave. It costs 2 squares of movement to enter a square containing mud.

DARK OAK VETERAN WARRIOR (2) CR 2 (XP 600)

This green scaled reptilian humanoid has a short, stubby snout and a thick alligator-like tail. It carries a large wooden shield and a spear. Dried sores cover much of its body.

Male lizardfolk warrior 2

N Medium humanoid (reptilian)

Init +0; **Senses** Perception +2, Sense Motive +0

Speed 30 ft., swim 15 ft.

ACP -2; Acrobatics +2, Swim +9

AC 18, touch 10, flat-footed 18; **CMD** 15

(+2 shield [heavy wooden], +6 natural)

Fort +7, **Ref** +0, **Will** -2

hp 26 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +5

Melee short spear +5 (1d6+2) and
bite +3 (1d4) or

Melee claw +5 (1d4+2) and
bite +5 (1d4+2)

Ranged javelin (range 30 ft.) +3 (1d6+2)

Abilities Str 14, Dex 10, Con 13, Int 9, Wis 10, Cha 10

SQ hold breath, mind crush addiction

Hold Breath (Ex) A lizardfolk warrior can hold its breath for 52 rounds before it risks drowning.

Feats Improved Natural Armour, Multiattack

Skills as above

Languages Draconic

Gear as above plus 3 javelins, flecks of gems (total worth 30 gp)

Weeds and Reeds: Weeds and reeds grow thickly here. Characters hiding in the reeds gain a +2 bonus on Stealth checks.

River: The curve of the cavern wall, the large stepping stone rocks outside and a hidden sandbar conspire to reduce the force of the water flowing into the cavern.

Beyond the muddy bank, the water is placid (DC 10 Swim check) and the pool is only 5 ft. deep. Unless swimming, it costs 3 squares of movement to enter a river square and characters in the water cannot run or charge.

Between the skull fetishes to the east, the water is rougher, requiring a DC 15 Swim check to navigate. Characters failing a Swim check in this area by 5 or more are swept to the east.

The sound of running water imposes a -2 penalty to hearing-based Perception checks.

Skull Fetishes: The lizardfolk set eight skull fetishes here to warn of the strong currents sweeping the water to Area 4. Characters examining the skull fetishes can determine with a DC 15 Heal check that the skulls are human. From their condition, it is obvious they have been here several years.

DARK OAK CHAMPION

CR 4 (XP 1,200)

This green scaled reptilian humanoid has a short, stubby snout and a thick alligator-like tail. It wears cast off bits of armour and a crocodile skull as a helmet and carries a huge cleaver.

Male lizardfolk warrior 6

N Medium humanoid (reptilian)

Init +0; **Senses** Perception +3, Sense Motive +0

Speed 20 ft., swim 15 ft.

ACP -4; Acrobatics +2 (-2 jumping), Swim +9

AC 21, touch 10, flat-footed 21; **CMD** 18

(+5 armour [scale mail], +6 natural)

Fort +10, **Ref** +2, **Will** +0

hp 64 (8 HD)

Space 5 ft.; **Base Atk** +6/+1; **CMB** +8

Melee mwk falchion +10/+5 (2d4+3/18-20) and
bite +6 (1d4+1) or

Melee 2 claws each +8 (1d4+2) and
bite +8 (1d4+2)

Ranged javelin (range 30 ft.) +6 (1d6+2)

Atk Options Power Attack (-2 attack, +4 damage or +6 with falchion)

Combat Gear *potion of cure serious wounds*

Abilities Str 14, Dex 10, Con 14, Int 9, Wis 10, Cha 10

SQ hold breath, mind crush addiction

Hold Breath (Ex) A lizardfolk champion can hold its breath for 52 rounds before it risks drowning.

Feats Improved Natural Armour, Multiattack, Power Attack, Weapon Focus (falchion)

Skills as above

Languages Draconic

Gear as above plus 3 javelins, 8 eight gold and silver rings (total worth 800 gp) threaded on a leather cord.

3: WARRIOR'S WATCH (EL 6; XP 2,400)

Chosen to guard this place because of their fanatical loyalty to Ssjarlith, and led by a champion, three veteran warriors attack all intruders.

A large pool of sluggishly flowing water fills this chamber. To the south, two grizzly trophies – heads of recently slain humans – sit atop wooden poles rammed into the water. Two more stand just beyond on a muddy beach rising out of the water. Beyond, the flickering light of a fire to the southwest casts lurid shadows on the cavern's walls.

Several more skull fetishes mark a passageway leading to the east. There the water gets rougher.

When the PCs reach this point, the lizardfolk are engrossed in a crude gambling game using the gem flecks in their pouches as wagers. Thus they are distracted (-5 on Perception checks) and may not spot approaching intruders. If they spot intruders, they man the eastern palisade; if they don't, the PCs surprise them squatted around the fire. When the PCs first see the lizardfolk warriors, reveal Player Handout 2.

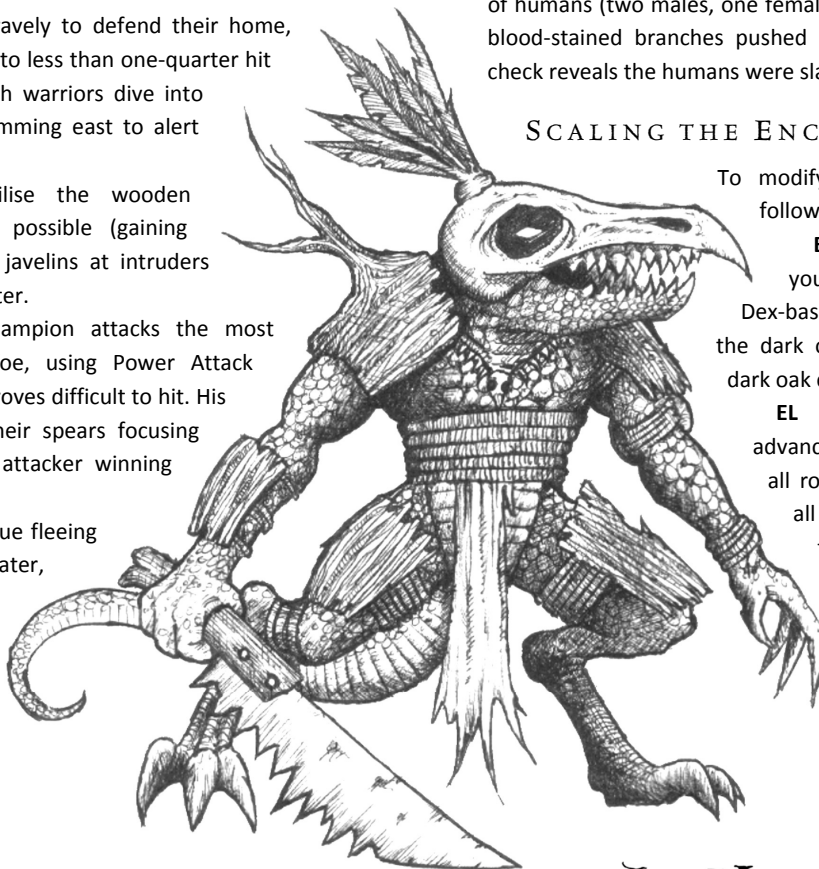
TACTICS

The lizardfolk fight bravely to defend their home, but a warrior reduced to less than one-quarter hit points withdraws. Such warriors dive into the water before swimming east to alert the rest of the tribe.

The warriors utilise the wooden palisade as long as possible (gaining cover) and hurl their javelins at intruders emerging from the water.

The dark oak champion attacks the most physically imposing foe, using Power Attack unless his opponent proves difficult to hit. His brethren stab with their spears focusing their attacks on any attacker winning past the palisade.

The lizardfolk pursue fleeing characters into the water, trying to grapple and drown weak opponents. They also chase characters swimming to the east and assist the crocodile therein with the intruders.



AREA FEATURES

This area has several noteworthy features:

Illumination: A small fire emits bright light within 20 ft. and dim light out to a radius of 40 ft.

Ceiling: The ceiling rises 30 ft. above the water.

Walls: Crude pictures daubed in mud decorate the walls. One of the images depicts a gigantic crocodile swimming through rough water with a struggling human in its mouth. Others show lizardfolk creeping through swamps, hunting and engaging in other everyday pursuits. All the images are rough; the artist obviously lacked talent.

Wooden Palisade: Three 3 ft. high wooden palisades protect the guards. The sharpened stakes of the palisades are rotten (hardness 3, hp 20, DC 15 Break per 5-ft. section) but provide cover (+4 to AC, +2 to reflex). Ssjarlith has used many *wood shape* spells to shape the stakes to appear as wooden vipers, their mouths gaping wide.

Fire: A small fire provides light (see above) and warmth.

Pottery and Nets: Shattered pots and shredded nets intermixed with discarded tools lie scattered on the floor.

Skull Fetishes: These grizzly decorations comprise the heads of humans (two males, one female and one child) rammed onto blood-stained branches pushed into the mud. A DC 15 Heal check reveals the humans were slain in the last month or so.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 5 (XP 1,600): Apply the young creature template (+2 to all Dex-based rolls, -2 on all other rolls) to the dark oak warriors (hp 18) and the dark oak champion (hp 48).

EL 7 (XP 3,200): Apply the advanced creature template (+2 on all rolls (including damage rolls) to all the dark oak warriors (AC 22, touch 14, flat-footed 22, CMD 19, hp 34) and the dark oak champion (AC 25, touch 14, flat-footed 25, CMD 22, hp 80).

JAE YOUNG

4: TURBULENT WATERS (EL 4; XP 1,200)

Turbulent water fills this chamber. The lizardfolk have learnt to negotiate this chamber, by using the current and several hidden handholds to ease their passage, but the PCs are not so lucky. A crocodile – the tribe’s pet – lurks here. Read:

A narrow passageway – the archway strangely reminiscent of a gigantic snake’s gaping maw provides access to a chamber of churning water. An exit – a similarly inundated passageway of calmer water – leads southwards.

The crocodile lurks between the skull fetishes and attacks any intruder entering the water. Reveal Player Handout 3.

TACTICS

The crocodile attacks intruders in the water, using its powerful bite and death roll. When reduced to fewer than 10 hp, it retreats to Area 5, where it hides in the deep water there.

ADVANCED CROCODILE CR 3 (XP 800)
This heavily armoured animal has a large jaw full of sharp fangs and a powerful tail.

N Large animal

Init +3; **Senses** low-light vision; Perception +10, Sense Motive +3

Speed 20 ft. (sprint), swim 30 ft.

Sprint (Ex) Once per minute, the crocodile can increase its land speed to 40 ft. for 1 round.

ACP 0; **Acrobatics** +3 (-1 jumping, +7 when sprinting), **Stealth** +7 (+15 in water), **Swim** +14

AC 18, **touch** 12, **flat-footed** 15; **CMD** 22 (26 vs. trip) (-1 size, +3 Dex, +6 natural)

Fort +8, **Ref** +6, **Will** +4

hp 28 (3 HD)

Space 10 ft.; **Base Atk** +2; **CMB** +9 (+13 grapple)

Melee bite (reach 5 ft.) +7 (1d8+6 plus grab) and tail slap +2 (1d12+3)

Atk Options death roll (1d8+9 plus trip)

Death Roll (Ex) When grappling a Large or smaller foe, a crocodile can perform a death roll with a successful grapple check. As it clings to its foe, it tucks its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts bite damage, knocks its target prone and maintains its grapple.

Grab (Ex) If it bites a Medium or smaller target, the crocodile can try to start a grapple as a free action without provoking attacks of opportunity.

Trip (Ex) The crocodile can make a trip attempt as a free action without provoking an attack of opportunity, if it hits with its death roll attack.

Abilities Str 23, Dex 16, Con 21, Int 5, Wis 16, Cha 6
SQ hold breath

Hold Breath (Ex) A crocodile can hold its breath for 68 rounds.

Feats Skill Focus (Perception, Stealth)

Skills as above

FIGHTING IN WATER

Fighting in or near water is hazardous and difficult for the PCs.

Attacks from Land: Characters swimming, floating or treading water have improved cover (+8 to AC, +4 on Reflex saves) from opponents on land. Thrown weapons are ineffective underwater, even when launched from land. Other ranged attacks suffer a -2 penalty on attack rolls for every 5 feet of water they pass through.

Fire: Nonmagical fire is ineffective underwater. Spells or abilities with the fire descriptor are also ineffective unless the caster makes a DC 20 + spell level caster level check.

Spellcasting Under Water: A creature that cannot breathe underwater must make a concentration check (DC 15 + spell level) to cast a spell.

WEAPON ATTACK AND DAMAGE MODIFIERS

CONDITION	SLASHING/ BLUDGEONING	PIERCING
<i>Freedom of movement</i>	Normal/normal	Normal/normal
Has a swim speed	-2/half	Normal
Successful Swim check	-2/half ¹	Normal
Firm Footing ²	-2/half ¹	Normal
None of the above	-2/half ¹	-2/half

1: A creature without *freedom of movement* or a swim speed makes grapple checks underwater at a -2 penalty, but deals damage normally when grappling.

2: Creatures have firm footing when walking along the bottom of the lake. A creature can walk along the bottom if it wears or carries enough gear to weigh it down; at least 16 lbs. for Medium creatures, twice that per size category larger and half that per size category smaller.

MOVEMENT & BALANCE

CONDITION	MOVEMENT	OFF BALANCE? ¹
<i>Freedom of movement</i>	Normal	No
Has a swim speed	Normal	No
Successful Swim check	Quarter or half ³	No
Firm Footing ²	Half	No
None of the above	Normal	Yes

1: Creatures flailing about in water (usually because they failed their Swim check) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to AC, and opponents gain a +2 bonus on attacks against it.

2: See 2 above.

3: A successful Swim check lets a creature move one-quarter of its speed as a move action or one-half its speed as a full-round action.

More Information: Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* contains full underwater combat rules.

AREA FEATURES

This area has several noteworthy features:

Illumination: Darkness.

Ceiling: The ceiling is 10 ft. high.

Turbulent Waters: The pool is 10 ft. deep and the majority of the water is stormy (DC 20 Swim check) but squares adjacent to a wall are calmer (DC 15 Swim check). (Because the crocodile has a swim speed it can take 10 on Swim checks in this area.)

Characters in an area of stormy water must make a DC 20 Swim check or be swept 10 – 40 feet per round in a random direction. A character slamming into a wall takes 1d6 damage and stops moving. A character in a square adjacent to a wall can make a DC 20 Swim check to grab onto the wall.

The roar of the churning water imposes a -5 penalty to hearing-based Perception checks.

Cave Walls: the walls are rough and slick with spray from the stormy water. They can be scaled with a DC 20 Climb check.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 3 (XP 600): Remove the advanced template from the crocodile: -2 on all rolls (including damage rolls, -4 to AC and DMC, hp 22).

EL 5 (XP 1,600): Apply the giant creature template to the crocodile: +2 on Str- and Con-based rolls, hp 34, -1 penalty on all Dex-based rolls.

5: CROCODILE LAIR

The lizardfolks' crocodile pet lairs here.

Large mud beaches studded by natural stone pillars dominate this cavern.

This area is likely empty when the PCs arrive.

AREA FEATURES

This area has several noteworthy features:

Illumination: Darkness.

Ceiling: The ceiling is 5 ft. high.

Muddy Ground: Thick, glutinous mud covers the cavern floor (it costs 2 squares of movement to enter such a square). A DC 4 Survival check reveals the crocodile's tracks and drag marks on the western beach. Shards of pottery and shredded nets lie scattered about.

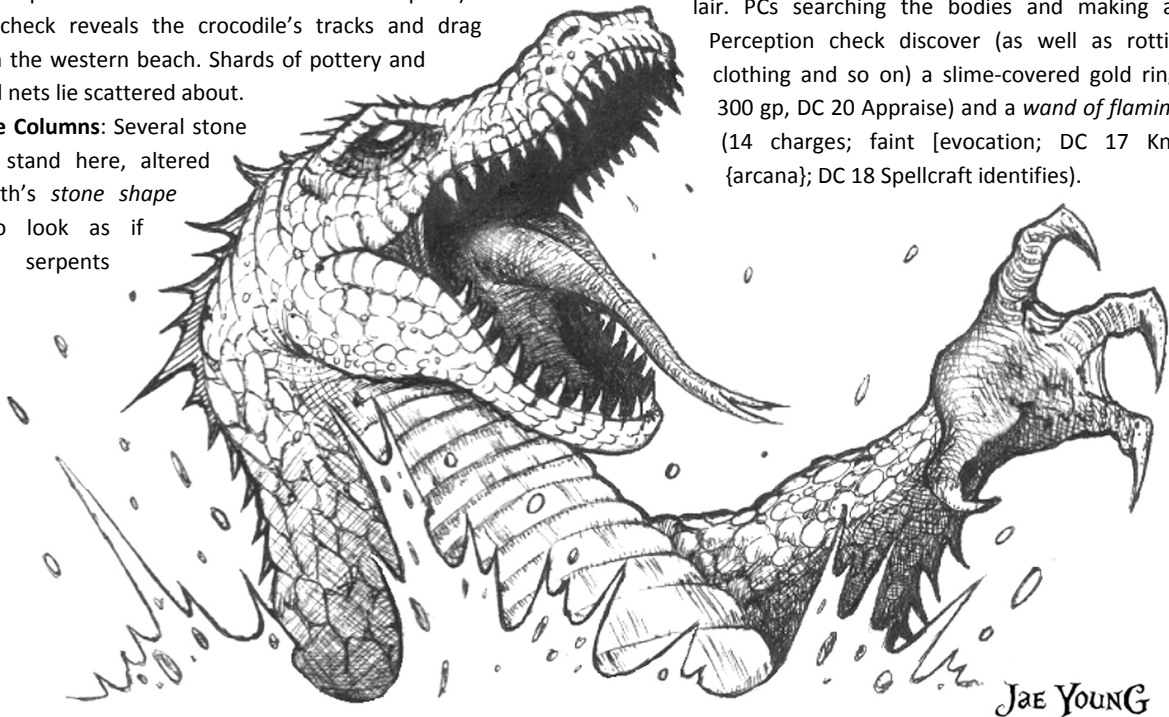
Stone Columns: Several stone columns stand here, altered by Ssjarith's *stone shape* spells to look as if petrified serpents

coil about them. They provide cover (+4 to AC, +2 on Reflex saves) and are decorated with crude representations of tribal life. The pictures have a gloomy, desperate feel.

Calm River: The river is calm (DC 10 Swim check) and 20 ft. deep. It flows southwards.

Mushrooms: Several small patches of blue mushrooms grow here. A DC 15 Knowledge (nature) check identifies them as Blue Stalks. Exceeding this check by 5 reveals they are not poisonous, but contain a drug that makes the consumer more susceptible to mental coercion. (Ssjarlith uses these to brew mind crush).

Half-Eaten Corpses: These decomposing, half-eaten corpses are the remains of those hurled still living into the crocodile's lair. PCs searching the bodies and making a DC 20 Perception check discover (as well as rotting, torn clothing and so on) a slime-covered gold ring (worth 300 gp, DC 20 Appraise) and a *wand of flaming sphere* (14 charges; faint [evocation; DC 17 Knowledge {arcana}; DC 18 Spellcraft identifies).



6: DARK OAK NEST (EL 7; XP 3,200)

This large cavern is the tribe's main living area. Read:

A sweeping stone archway serves as a bridge across the swiftly flowing river dividing this cavern. A small fire at the end of the bridge throws a weak light through some of the cavern.

Unless the lizardfolk here have been warned of intruders they are distracted (-5 to Perception checks).

Most of the tribe are desperate to escape Ssjarlith's clutches and although the guards in Area 3 were fanatically loyal those here are less certain of their convictions. Fear for their families' safety makes the warriors less inclined to fight, and thus the PCs may not have to slaughter all who dwell here.

DIPLOMACY

If the PCs use diplomacy, one of them must speak Draconic. The lizardfolk are initially unfriendly toward the PCs. During negotiations, the lizardfolk tell of Ssjarlith's mad schemes her enslavement of the treant, Luhalianna, and so on. If the PCs improve the lizardfolks' attitude to friendly, they leave. If the PCs fail two Diplomacy checks, the lizardfolk attack.

- **Unfriendly – Indifferent:** DC 20
- **Indifferent – Friendly:** DC 15

GIGANTIC DARK OAK WARRIOR (1) CR 3 (XP 800)

This huge scaled humanoid stands almost 10 ft. tall and carries a massive shield and spear. Dried sores cover much of its body.

Male giant lizardfolk warrior 2

N Large humanoid (reptilian)

Init -1; **Senses** Perception +2, Sense Motive +0

Speed 30 ft., swim 15 ft.

ACP -2; **Acrobatics** +1, **Stealth** -5, **Swim** +11

AC 20, **touch** 9, **flat-footed** 20; **CMD** 17

(-1 Dex, +2 shield [heavy wooden], +9 natural)

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

hp 34 (4 HD)

Space 10 ft.; **Base Atk** +3; **CMB** +8

Melee mwk short spear (reach 10 ft) +7 (1d8+4) and bite (reach 10 ft) +4 (1d6) or

Melee claw (reach 10 ft) +6 (1d6+4) and bite (reach 10 ft) +6 (1d6+4)

Ranged javelin (range 30 ft.) +1 (1d8+4)

Abilities Str 18, Dex 8, Con 17, Int 9, Wis 10, Cha 10

SQ hold breath, mind crush addiction

Hold Breath (Ex) A lizardfolk warrior can hold its breath for 68 rounds before it risks drowning.

Feats Improved Natural Armour, Multiattack

Skills as above

Languages Draconic

Gear as above plus 3 javelins, flecks of gems (total worth 50 gp)

Modifiers: Encourage the players to role-play these negotiations bestowing small (+2/-2) modifiers as appropriate. Additionally, apply the following modifiers as appropriate:

- **Bluff:** These lizardfolk desperately want a way out of Ssjarlith's schemes. Thus, the PCs gain a +5 bonus to Bluff checks. A successful Bluff check bestows a +2 bonus to the next Diplomacy check.
- **Intimidate:** With an Intimidate check (DC 14 vs. the warriors or DC 12 vs. the young and females) the PCs gain a +2 bonus to their next Diplomacy check.
- **Mind Crush Addiction:** The lizardfolk suffer a -2 penalty on all Charisma-based skill checks.

TACTICS

The warriors hurl themselves at the PCs in a frenzy trying to distract them while shouting at their families to flee. Initially, they try to keep intruders bottled up on the bridge pushing foes into the river if possible.

The females and young do not fight. Instead, they hide behind the warriors and hurl themselves into the river to escape as soon as the first warrior falls. If cornered, they try to dart past their attacker. If unable to do so, they attack.

DARK OAK VETERAN WARRIOR (4) CR 2 (XP 600)

This green scaled reptilian humanoid has a short, stubby snout and a thick alligator-like tail. It carries a large wooden shield and a spear. Dried sores cover much of its body.

Male lizardfolk warrior 2

N Medium humanoid (reptilian)

Init +0; **Senses** Perception +2, Sense Motive +0

Speed 30 ft., swim 15 ft.

ACP -2; **Acrobatics** +2, **Swim** +9

AC 18, **touch** 10, **flat-footed** 18; **CMD** 15

(+2 shield [heavy wooden], +6 natural)

Fort +7, **Ref** +0, **Will** -2

hp 26 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +5

Melee short spear +5 (1d6+2) and bite +3 (1d4) or

Melee claw +5 (1d4+2) and bite +5 (1d4+2)

Ranged javelin (range 30 ft.) +3 (1d6+2)

Abilities Str 14, Dex 10, Con 13, Int 9, Wis 10, Cha 10

SQ hold breath, mind crush addiction

Hold Breath (Ex) A lizardfolk warrior can hold its breath for 52 rounds before it risks drowning.

Feats Improved Natural Armour, Multiattack

Skills as above

Languages Draconic

Gear as above plus 3 javelins, flecks of gems (total worth 30 gp)

AREA FEATURES

This area has several noteworthy features:

Illumination: A campfire provides bright light in a 30 ft. radius. Beyond that, shadowy illumination fills the cavern.

Bridge: The bridge is a natural stone arch roughly 10 ft. wide. It has no wall or railing and runs 10 ft. above the river. Characters falling from the bridge can make a DC 20 Reflex save to grab the edge of the bridge as they fall. Those that fail tumble into the water but take no damage. The river may sweep such characters downstream (see “River” for more information).

Escarpment: The 10 ft. high escarpment is steep, but natural protrusions in the rock provide many handholds. Characters can scale it with a DC 15 Climb check.

River: The river flows out of Area 7 to the west. Here it is flowing swiftly and 15 ft. deep. The water is rough (DC 15 Swim check) and flecked with foam. The roar of tumbling water imposes a -5 penalty to hearing-based Perception checks.

Characters in the water must make a DC 15 Swim check or be swept 5 – 20 (1d4 x 5) feet per round downstream. A character slamming into a bank takes 1d6 damage and stops moving downstream. A character in a square adjacent to a bank can make a DC 20 Swim check to grab onto a rock. It costs 3 squares of movement to exit the river.

Shrines: Several small, crude shrines fill niches in the southern wall. Decorated with the lizardfolks’ pathetic offerings, crude paintings and wooden effigies of Luhalianna the niches are the centre of the tribe’s worship. Ssjarlith has treated the surrounding walls with many *stone shape* spells to give their appearance of petrified snakes frozen in the stone.

Wall Art: The lizardfolk have used mud and soot to decorate

the cavern walls with simple images showing scenes from their lives. Older scenes show the lizardfolk fishing, hunting in the swamp and so on. Newer scenes show Luhalianna’s rampage, lizardfolk fighting humans, the tribe on their knees being led in worship by a female lizardfolk and as on.

Nests: Eight nests fill natural depressions in the cavern floor. Lined with reeds, scraps of cloth and so on each contains several eggs. A character entering a square containing a nest automatically breaks the eggs within. Such an act drives surviving warriors and females berserk with anger.

Treasure: Hidden behind one of the shrines a small niche covered by a large stone (DC 20 Perception check detects) holds:

- A small cache of mixed coins (total worth 527 gp).
- A *necklace of missiles* (*type I*; moderate evocation [DC 25 Knowledge {arcana}]; DC 18 Spellcraft identifies).
- Five opaque striated light and dark green stones (malachites worth 10 gp each; DC 20 Appraise check identifies).
- Two translucent violet stones (garnets worth 500 gp each; DC 20 Appraise check identifies).

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 6 (XP 2,400): Remove the dark oak giant warrior.

EL 8 (XP 4,800): Add one dark oak veteran warrior and apply the advanced creature template to all five dark oak veteran warriors (AC 22, touch 14, flat-footed 22, CMD 19, hp 32; +2 on all rolls [including damage]).

Note: The females and young here are not included in the encounter’s EL because they play little or no part in the battle.

DARK OAK FEMALE (8)

CR 1 (XP 400)

Dried sores cover this green scaled reptilian humanoid has a short, stubby snout and a thick alligator-like tail..

Female lizardfolk

N Medium humanoid (reptilian)

Init +0; **Senses** Perception +1, Sense Motive +0

Speed 30 ft., swim 15 ft.

ACP -2; **Acrobatics** +4, **Swim** +10

AC 15, touch 10, flat-footed 15; **CMD** 12
(+5 natural)

Fort +4, **Ref** +0, **Will** -2

hp 11 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee 2 claws +2 each (1d4+1) and
bite +2 (1d4+1)

Abilities Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10

SQ hold breath, mind crush addiction

Hold Breath (Ex) A female lizardfolk can hold her breath for 52 rounds before it risks drowning.

Feats Multiattack

Skills as above

Languages Draconic

DARK OAK YOUNG (12)

CR 1 (XP 400)

Dried sores cover this small green scaled reptilian humanoid has a short, stubby snout and a thick alligator-like tail.

Young lizardfolk

N Medium humanoid (reptilian)

Init +2; **Senses** Perception +1, Sense Motive +0

Speed 30 ft., swim 15 ft.

ACP -2; **Acrobatics** +6, **Stealth** +6, **Swim** +8

AC 16, touch 13, flat-footed 14; **CMD** 11
(+1 size, +2 Dex, +3 natural)

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

hp 7 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** -

Melee 2 claws +1 each (1d3) and
bite +1 (1d3)

Abilities Str 9, Dex 14, Con 9, Int 9, Wis 10, Cha 10

SQ hold breath, mind crush addiction

Hold Breath (Ex) A young lizardfolk can hold its breath for 35 rounds before it risks drowning.

Feats Multiattack

Skills as above

Languages Draconic

7: SSJARLITH'S LAIR (EL 8; XP 4,800)

This is Ssjarlith's lair. She dwells here with S'Kar, her lover, among the tributes left by her minions. Read:

A fast flowing river tumbles out of a narrow tunnel and over an escarpment into a deep pool from which jut several columns of rock. Rubble covers some of the northern escarpment and a rudimentary sleeping area covers much of the rest. A spear – its tip wreathed in flames – leans against one wall. A narrow ledge runs along the west wall, linking the two escarpments.

Enraged that interlopers dare invade her personal quarters, Ssjarlith and her mate fight savagely. Reveal Player Handout 4, when the PCs first see S'Kar.

TACTICS

Well used to fighting together, Ssjarlith and S'Kar coordinate their attacks and show no mercy. Both wait atop the escarpment for the intruders.

S'Kar drinks his *elixir of fire breath* and uses it to burn opponents crossing the pool or escarpment. He attacks the first opponent to reach him, trying to Bull Rush his target into the water below. Subsequently, he uses Power Attack unless his opponents prove difficult to hit. He fights to the death.

Meanwhile, Ssjarlith prepares by casting *longstrider*, *barkskin* and *shillelagh* before targeting enemy spellcasters with *call lightning* and *flaming sphere* while reserving *heat metal* for the first foe wearing armour to start crossing the pool.



If the battle turns against her, she abandons S'Kar. She casts *obscuring mist* and uses wild shape to assume the form of a snake, before swimming off downstream.

Ssjarlith's viper companion strikes at those crossing the ledge. If Ssjarlith flees, it follows her.

AREA FEATURES

This area has several noteworthy features:

Illumination: Bright light (from a *continual flame* affected spear).

Escarpments: These 10 ft. high escarpments are steep, but natural protrusions provide many handholds. Characters can scale them with a DC 15 Climb check. A DC 20 Perception check reveals a series of carved hand- and foot-holes in the northern escarpment (DC 5 Climb check) leading down to the pool.

Narrow Ledge: A narrow ledge running along the cavern's west wall links the two escarpments. Characters moving at half speed traverse the ledge safely, but those moving faster must make a DC 10 Acrobatics check. Failure by 5 or more indicates

S'KAR

CR 5 (XP 1,600)

This green scaled reptilian humanoid has a short, stubby snout and a thick alligator-like tail. He wears scale mail and carries a fine battleaxe.

Male advanced lizardfolk warrior 6

N Medium humanoid (reptilian)

Init +2; **Senses** Perception +10, Sense Motive +2

Speed 20 ft., swim 15 ft.

ACP -4; **Acrobatics** +8 (+4 jumping), **Climb** +5, **Swim** +9

AC 27, **touch** 12, **flat-footed** 25; **CMD** 22

(+2 Dex, +5 armour [mwk scale mail], +2 shield [mwk heavy wooden], +8 natural)

Fort +12, **Ref** +4, **Will** +4

hp 80 (8 HD)

Space 5 ft.; **Base Atk** +6/+1; **CMB** +10

Melee mwk battleaxe +12/+7 (1d8+4/x3) and

bite +8 (1d4+2) or

Melee 2 claws +10 each (1d4+4) and

bite +10 (1d4+4)

Ranged javelin (range 30 ft.) +7 (1d6+4)

Atk Options Power Attack (-2 attack, +4 damage)

Combat Gear *elixir of fire breath*, *potion of cure moderate wounds*

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

SQ hold breath

Hold Breath (Ex) S'Kar can hold his breath for 72 rounds before he risks drowning.

Feats Improved Natural Armour, Multiattack, Power Attack, Weapon Focus (battleaxe)

Skills as above

Languages Draconic

the character falls into the water below (but takes no damage).

Columns: Several natural stone columns (DC 20 Climb check) stand here, altered by Ssjarlith's *stone shape* spells to look as if petrified serpents are coiled about them. They provide cover (+4 to AC, +3 on Reflex saves).

River: The river bursts from a cleft in the rock before tumbling down the escarpment, through a pool and on to the rest of the complex. The roar of tumbling water imposes a -5 penalty to hearing-based Perception checks.

The river flows swiftly and is flecked with foam. Except in the

SSJARLITH

CR 7 (XP 3,200)

This lizardfolk female wears rotting red robes under a fur-lined cloak and hundreds of charms, trinkets and talismans that clink when she moves. She wears the skull of a huge beast topped with a feather-covered headdress and carries a tall, twisted staff.

Female advanced lizardfolk druid 5

NE Medium humanoid (reptilian)

Init +5; **Senses** Perception +7, Sense Motive +4

Speed 30 ft., swim 15 ft.; trackless step, woodland stride

ACP 0; Acrobatics +5, Fly +8, Swim +15

AC 20, touch 11, flat-footed 20; **CMD** 19

(+1 Dex, +2 armour [leather], +7 natural)

Fort +12, **Ref** +4, **Will** +8; +4 vs. feys' spell-like and supernatural abilities and spells and effects targeting plants

hp 71 (7 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +8

Melee mwk club +9 (1d6+4) and

bite +6 (1d4+2) or

Melee claw +8 (1d4+4) and

bite +8 (1d4+4)

Ranged javelin (range 30 ft.) +5 (1d6+4)

Special Actions share spells, spontaneous casting (*summon spells*), wild shape 1/day (*beast shape I*)

Druid Spells Prepared (CL 5th; concentration +9)

3rd—*cure moderate wounds*, *call lightning* (DC 17)

2nd—*barkskin*, *flaming sphere* (DC 16), *heat metal* (DC 16)

1st—*cure light wounds*, *longstrider*, *obscuring mist*, *shillelagh*

0—*detect magic*, *detect poison*, *light*, *stabilize*

Combat Gear *potion of cure moderate wounds*, *ring of the mists*, *scroll of summon nature's ally II*

Abilities Str 19, Dex 12, Con 20, Int 13, Wis 18, Cha 18

SQ hold breath, nature bond (viper animal companion), nature sense, wild empathy +9 (+13 vs. viper companion, +5 vs. magical beasts)

Hold Breath (Ex) Ssjarlith can hold her breath for 80 rounds before she risks drowning.

Feats Improved Initiative, Lightning Reflexes, Multiattack, Natural Spell

Skills as above plus Craft (alchemy) +6, Handle Animal +12 (+16 vs. viper companion), Heal +11, Knowledge (nature) +11, Survival +14

Languages Common, Draconic, Druidic, link (viper companion)

Gear as above plus *cloak of the marshlands*, spell component pouch, vials of mind crush (3)

pool, the river is 10 ft. deep. Characters in the water must make a DC 15 Swim check or be swept 5 – 20 (1d4 x 5) feet per round downstream. A character slamming into a bank takes 1d6 damage and stops moving downstream. A character in a square adjacent to a bank can make a DC 20 Swim check to grab onto a rock. It costs 3 squares of movement to exit the river.

Pool: The water in the pool is calm (DC 10 Swim check) but 20 ft. deep. The bottom is thick with mud. It costs 3 squares of movement to walk along the pool's bottom but this stirs up the mud (granting 20% concealment in every disturbed square).

Walls: Pictures of burning villages, piles of slain humans and triumphant lizardfolk festoon the cavern walls.

Treasure: Ssjarlith and S'Kar have accumulated much gear.

- Most is mundane (bedrolls, a cooking pot, stores of rations and so on) as they have no real need of treasure.
- A large unlocked wooden chest contains the essential components of an alchemist's lab (worth 150 gp but weighs 30 lbs.)
- A DC 20 Perception check reveals a cache of five vials of mind crush in a small hollow below the chest.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 7 (XP 3,200): Remove S'Kar.

EL 9 (XP 6,400): Apply the fiendish creature template to Ssjarlith and S'Kar; both gain darkvision 60 ft., resist cold 10, fire 10, DR good/5, SR (S'Kar 11, Ssjarlith 13) and smite good 1/day (S'Kar +0 attack, +8 damage, Ssjarlith +4 attack, +7 damage).

DEVELOPMENT

When Ssjarlith has been defeated, proceed to "Conclusion."

VIPER COMPANION

CR – (XP 0)

This long, sinuous snake has a mottled red stripe running down its body and sharp fangs that drip a colourless fluid.

N Medium animal

Init +7; **Senses** low-light vision, scent; Perception +5, Sense Motive +1

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

ACP 0; Acrobatics +3 (-1 jumping), Climb +13, Stealth +8, Swim +13

AC 17, touch 13, flat-footed 14; **CMD** 18 (can't be tripped)

(+3 Dex, +4 natural)

Fort +6, **Ref** +7 (evasion), **Will** +4

hp 32 (5 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +4

Melee bite +5 (1d4 plus poison [*frequency* 1; *effect* 1 Con; *cure* 1 save {DC 14 negates}])

Abilities Str 13, Dex 16, Con 14, Int 1, Wis 12, Cha 2

Feats Improved Initiative, Iron Will, Weapon Focus (bite)

Skills as above

CONCLUSION

Once the PCs have defeated Ssjarlith, the threat posed by the Dark Oak tribe quickly dissipates.

Surviving lizardfolk flee the caverns after looting everything of value (in particularly any remaining stocks of mind crush). Fleeing survivors are hopelessly addicted to mind crush; all go through a terrible period of withdrawal during which some starve to death unless provided with care. Those that survive eventually join other tribes.

If the PCs are inclined to help, they can contact nearby lizardfolk tribes to care for the Dark Oak's survivors. Contacted tribes are initially indifferent to the PCs' request for aid and must be rendered friendly to assist (DC 15 Diplomacy check succeeds).

LUHALIANNA'S THANKS

If the PCs did not slay Luhalianna, instead talking their way past the diseased treant, he waits for them outside the caverns. Luhalianna is grateful for the PCs' aid and has retrieved some hidden treasures from his nearby home with which to reward his rescuers. He gives them:

- **Horn of Fog:** This long slender horn is carved from the antler of a gigantic stag.
- **Sleep Arrows (5):** These long, slender arrows of obvious elven manufacture are fletched with feathers dyed green and brown.

Luhalianna knows the properties of each item and explains their use to the PCs.

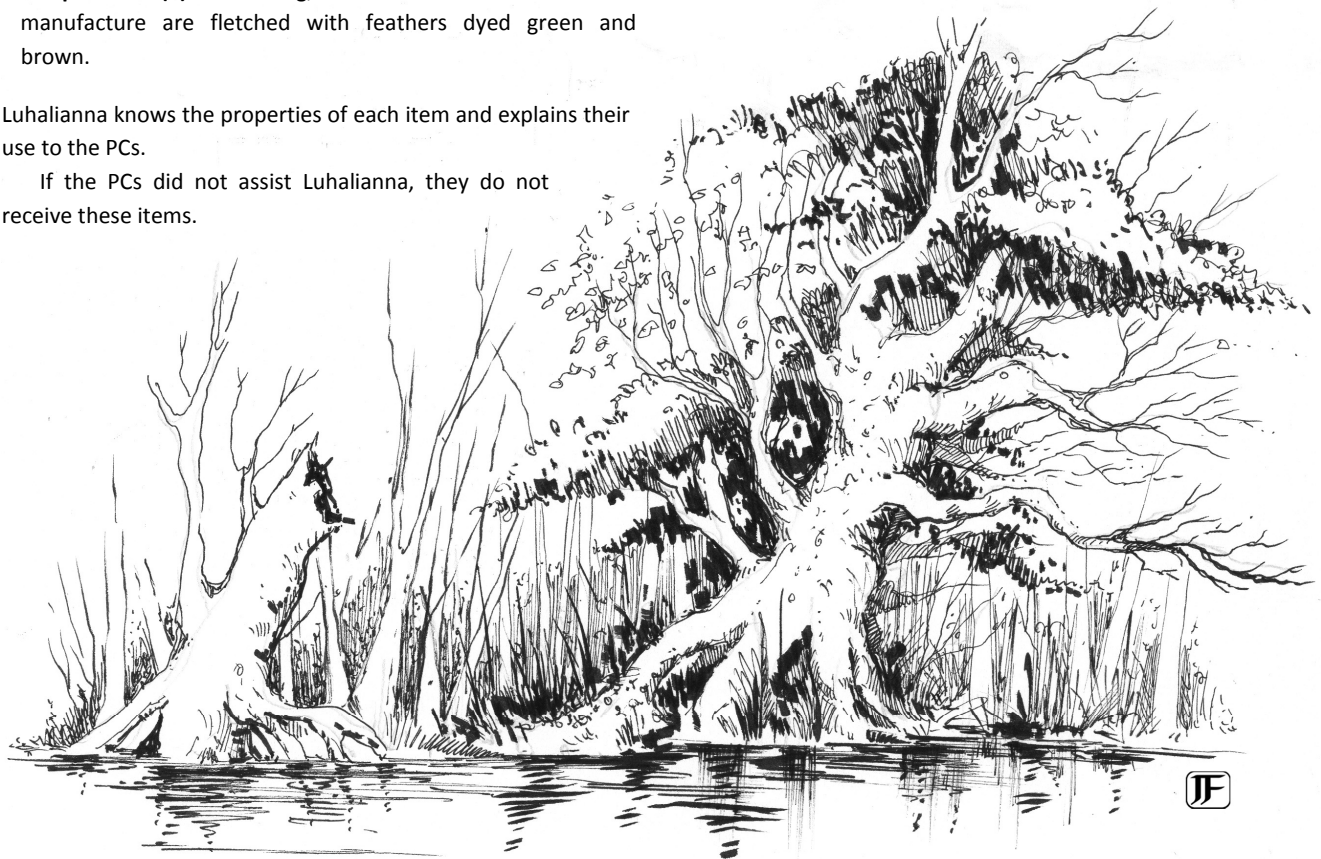
If the PCs did not assist Luhalianna, they do not receive these items.

FURTHER ADVENTURES

If S'Kar is not present when the PCs defeat Ssjarlith he returns to the tribe's lair shortly after the PCs leave. Enraged by what he finds, he swears vengeance on those responsible for his lover's death.

Although none of the surviving lizardfolk willingly joins him in his quest for vengeance, they describe the PCs in some detail, which enables S'Kar to start his hunt. While he may not catch up with the PCs quickly, he is implacable and indefatigable in his desire for violent retribution.

If Ssjarlith survives her battle with the PCs, she immediately flees deep into the swamp, there to rest, recuperate and plot. Insanely paranoid, she suspects the PCs of being agents of a greater enemy – perhaps a druid belonging to a neighbouring tribe – and decides she must capture them to determine the identity of her as yet unknown enemy. To achieve this, she starts to forge a new band of drug-addled followers. The exact composition of this band is up to the GM, but it could include renegade lizardfolk and a motley gang of fey convinced by Ssjarlith that the PCs are a clear danger to the swamp and its denizens.



NEW RULES OPTIONS

DRUGS AND MOULD

MIND CRUSH

Type ingested; **Addiction** severe, Fortitude DC 18 (-2 penalty to Dex, Con, Str and Wis; subject cannot naturally heal ability damage caused by mind crush. The addict can overcome its dependence on mind crush with 3 consecutive DC 18 Fortitude saving throws.)

Price 10 gp (1 dose)

Effect 2d6 rounds; subject becomes listless and open to suggestions suffering a -2 penalty on Will saving throws and Charisma-based skill checks.

Effect 3 hours; fatigue

Effect subject remains lethargic for 24 hours

Damage 1d2 Wis damage

Notes The cap of Blue Stalks (rare mushroom that grows in dark, wet caves) contains a powerful drug that makes those taking it more suggestible. The mushrooms are not poisonous and can be consumed cooked or raw.

BARK BLIGHT

Type disease, contact; **Save** Fortitude DC 18

Onset 1 day; Frequency 1/day

Effect the alignment of an infected subject radically changes to one as different as possible to its former outlook; **Cure** 4 consecutive saves (the subject's alignment returns to normal).

Notes Bark blight affects sentient plants and plant-like creatures. The bark of infected plants turns a mottled black and brown colour, while its sap becomes a dull brown colour. A DC 20 Knowledge (nature) check or a DC 18 Heal check identifies the disease.



MAGIC ITEMS

CLOAK OF THE MARSHLANDS

This thick mud-spattered and fur-lined cloak of grey and green has a deep cowl.

Aura faint (transmutation; DC 17 Knowledge [arcana]) **Identify** DC 18 Spellcraft

Lore (DC 10 Knowledge [nature]) Beaver fur lines the cloak.

Abilities A *cloak of the marshlands* can cast *soften earth to mud* once per day and bestows a +2 competence bonus to Survival checks. The cloak only functions outdoors.

Activation use activated and command word (*soften earth to mud*); **CL** 3rd

Requirements Craft Wondrous Item, *soften earth to mud*; **Cost** 950 p; **Price** 1,900 gp

RING OF THE MISTS

Small wisps of mist curl lazily upwards from the transparent green stone set in this tarnished silver ring.

Aura faint (conjunction; DC 17 Knowledge [arcana]) **Identify** DC 18 Spellcraft

Lore (DC 20 Appraise) The gem atop the ring is a chrysoberyl (worth 100 gp).

Abilities A *ring of mists* can cast *obscuring mist* twice per day and *fog cloud* once per day. Mists and fogs created by the ring have a green hue and have a fetid, dank odour about them.

Activation command word; **CL** 3rd

Requirements Forge Ring, *fog cloud*, *obscuring mist*; **Cost** 1,900; **Price** 3,800 gp



READING STAT BLOCKS

Dark Oak includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates

that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

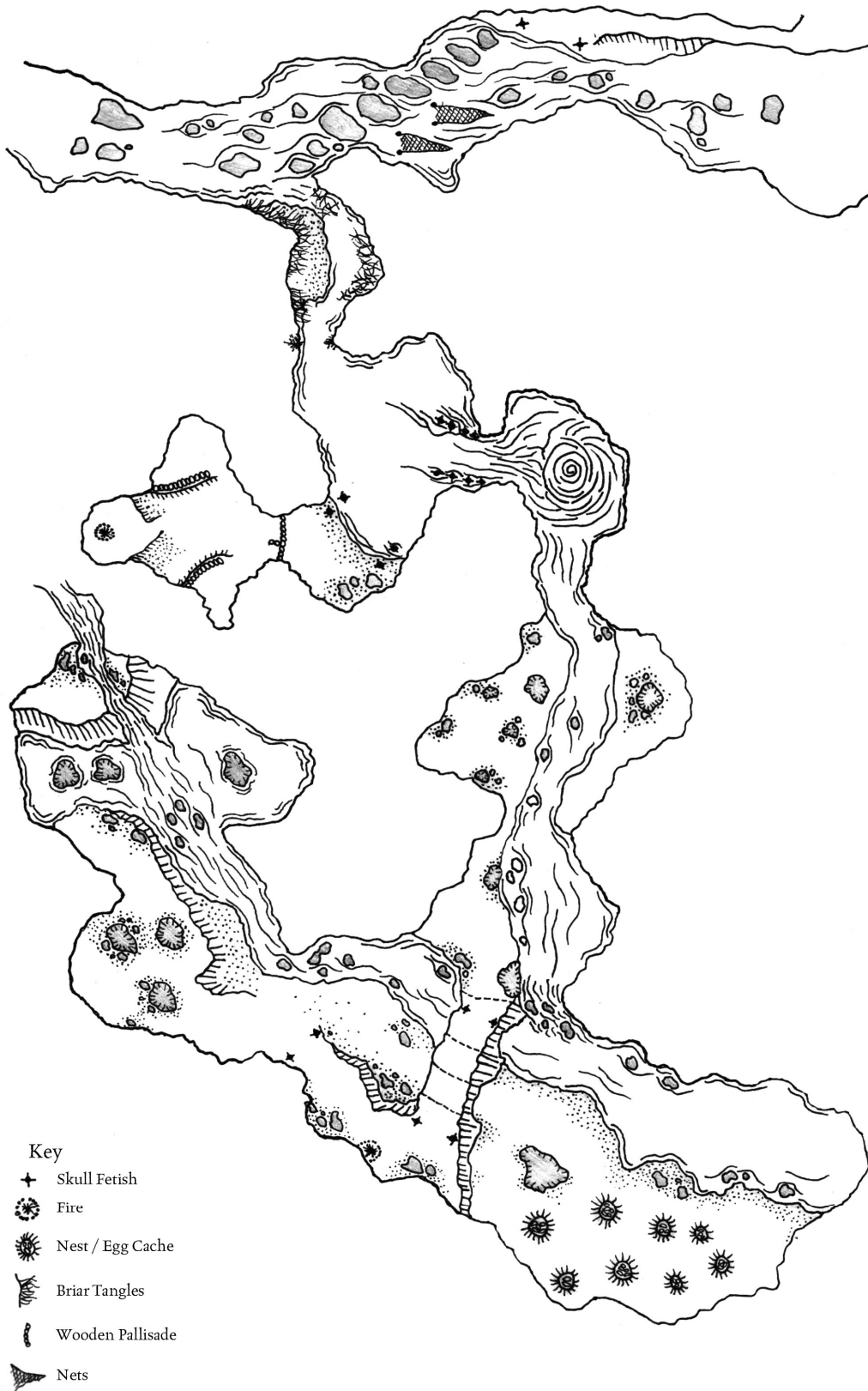
Spellbook: The contents of the creature's spellbook and its barred schools.

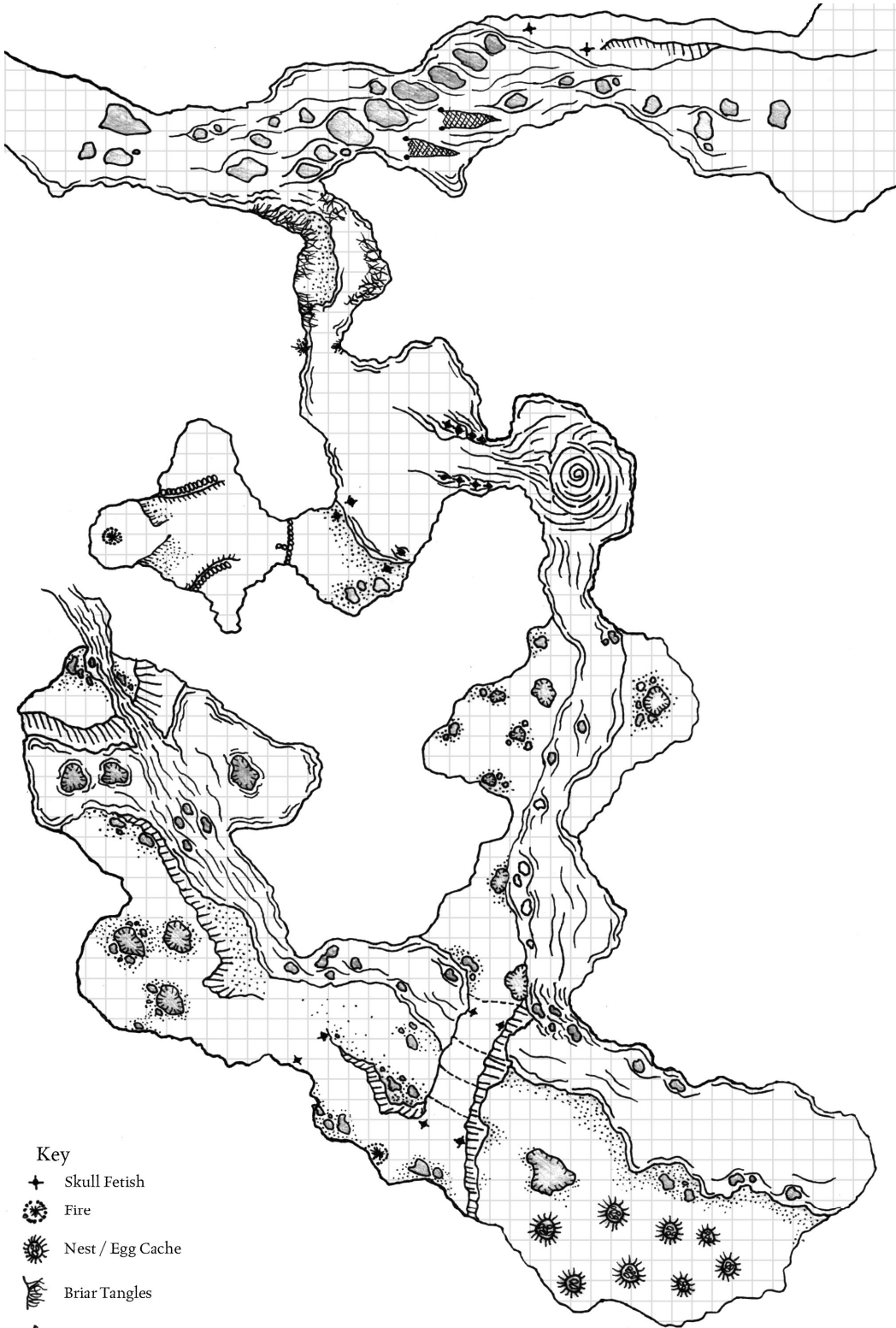
SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

PLAY AIDS

UN-KEYED DARK OAK CAVERN MAPS





- Key
- + Skull Fetish
 - ☀ Fire
 - ★ Nest / Egg Cache
 - 🌿 Briar Tangles
 - 🚧 Wooden Pallisade
 - 🕸 Nets

MAGIC ITEM HANDOUTS

CLOAK OF THE MARSHLANDS

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Aura faint (transmutation; DC 17 Knowledge [arcana]) **Identify** DC 18 Spellcraft

Lore (DC 10 Knowledge [nature]) Beaver fur lines the cloak.

Abilities A *cloak of the marshlands* can cast *soften earth to mud* once per day and bestows a +2 competence bonus to Survival checks. The cloak only functions outdoors.

Activation use activated and command word (*soften earth to mud*); **CL** 3rd

Requirements Craft Wondrous Item, *soften earth to mud*; **Cost** 950 p; **Price** 1,900 gp



RING OF THE MISTS

Small wisps of mist curl lazily upwards from the transparent green stone set in this tarnished silver ring.

Aura faint (conjunction; DC 17 Knowledge [arcana]) **Identify** DC 18 Spellcraft

Lore (DC 20 Appraise) The gem atop the ring is a chrysoberyl (worth 100 gp).

Abilities A *ring of mists* can cast *obscuring mist* twice per day and *fog cloud* once per day. Mists and fogs created by the ring have a green hue and have a fetid, dank odour about them.

Activation command word; **CL** 3rd

Requirements Forge Ring, *fog cloud*, *obscuring mist*; **Cost** 1,900; **Price** 3,800 gp

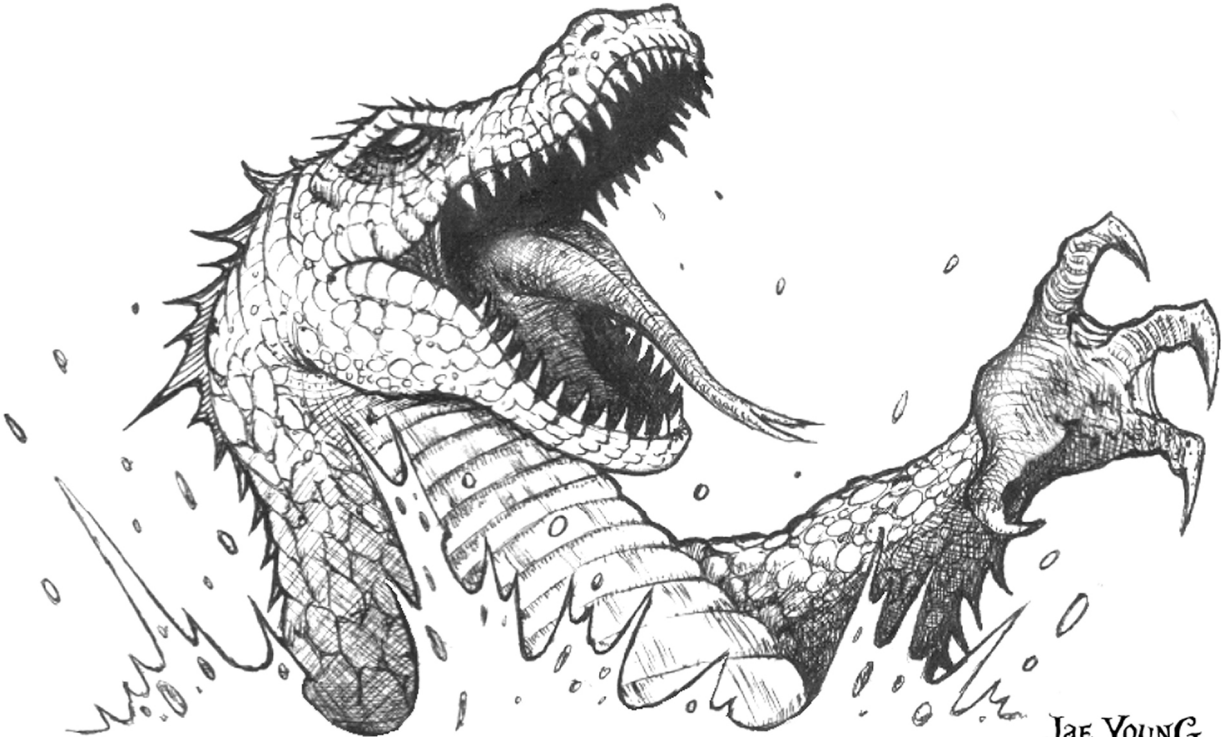




JAE YOUNG



JAE YOUNG





PRE-GENERATED PCs

KETHAITH AZATHAL

LG male half-elf cleric (Darlen) 5

SENSES AND MOVEMENT

Init +0; **Senses** low-light vision; Perception +6, Sense Motive +4
Speed 20 ft.; base speed 30 ft.
ACP -5; Acrobatics -4 (-8 jumping)

DEFENCE

AC 21, touch 11, flat-footed 21; **CMD** 15
(+9 armour [+1 *half-plate*], +1 shield [mwk light wooden], +1 deflection [*ring of protection* +1])

Immune *sleep*

Fort +6, **Ref** +3, **Will** +10; +2 vs. enchantments
hp 31

OFFENCE

Space 5 ft.; **Base Atk** +3; **CMB** +4

Melee +1 *longsword* +5 (1d8+2/19-20) or

Melee short spear +4 (1d8+1/x3)

Ranged short spear (range 20 ft.)+3 (1d8+1/x3)

Ranged sling (range 50 ft.) +3 (1d4+1)
sling bullets □□□□□□□□□□

Special Actions channel positive energy 7/day (3d6; DC 14), resistant touch, spontaneous casting (*cure* spells)

Channel Energy When Kethaith channels positive energy to damage undead, they suffer 5 extra points of damage and do not apply any channel resistance bonus to their saving throw.

Resistant Touch (Sp; 7/day) When Kethaith touches an ally he transfers his +2 resistance bonus to that individual for 1 minute. Consequently, all Kethaith's saving throws decrease by 1 for the same duration.

Combat Gear *pearl of power* (1st-level), *silversheen*

Potions *cure moderate wounds*, *spider climb*

SPELLS

Concentration +9 (+13 casting defensively or grappling)

Cleric Spells Prepared (CL 5th; DC 13 + spell level); Domains: Protection, Sun)

3rd (2+1)—*searing light* (+3 ranged touch), *water breathing*, *water walk*

2nd (3+1)—*align weapon*, *heat metal*^D (DC 16), *lesser restoration*, *silence* (DC 16)

1st (4+1)—*bless* (2), *remove fear*, *sanctuary*^D, *shield of faith*
0 (at-will)—*detect magic*, *guidance*, *light*, *stabilize*

ABILITIES

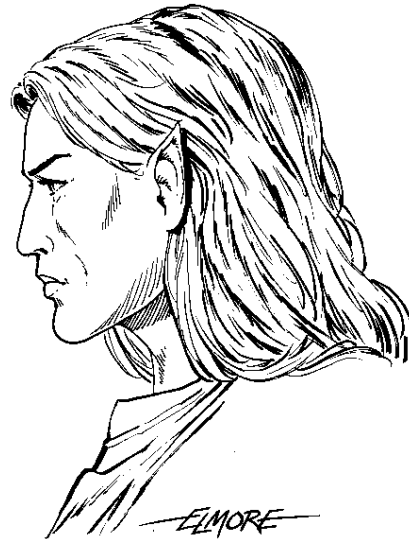
Abilities Str 12, Dex 10, Con 11, Int 10, Wis 18, Cha 14

Feats Armour Proficiency (heavy), Combat Casting, Extra Channel, Skill Focus (Heal)

SQ good aura (strong), multitalented (cleric, fighter)

Skills Heal +13, Knowledge (planes) +5, Knowledge (religion) +8

Languages Common, Elven



GEAR

Traveller's outfit, wooden holy symbol

Handy Haversack (bedroll, 5 days trail rations, 1 waterskin 2 sunrods)

Belt pouch (flint and steel, candle, 1 tindertwig, vial of holy water)

Belt pouch (6 gp, 4 sp, 12 cp)

Spell component pouch

DARLEN

LG god of Law, Order, Justice and the Sun

Epithets The Justicar, the Shining Light, the Noble One

Symbol The rising sun

Domains Good, Law, Protection, Sun

Favoured Weapon Longsword

Raiment Voluminous, white cowled habits. Unless expecting battle, clerics do not wear armour.

Teachings The strong must protect the weak, for this is the natural order. Those with great abilities or aptitudes must use their gifts for the betterment of their fellows. The faithful must be ever vigilant for evil's rise, but must show mercy in dealing with its tools.

Holy Texts Darlen's teachings are set down in the *Scripture of Law* – a vast tome containing teaching, stories and lessons by some of his early, prominent followers. *Divine Order* and *On Darkness' Rise* are important early commentaries penned by legendary high priests.

WERTHIC BOLHAK

LG male dwarf fighter 5

SENSES AND MOVEMENT

Init +0, **Senses** darkvision 60 ft.; Perception +2 (+4 vs. unusual stonework [stonecunning]), Sense Motive +2

Speed 20 ft.

ACP -5; Acrobatics +0 (-4 jumping), Climb +4, Swim +4

DEFENCE

AC 23, touch 10, flat-footed 23; **CMD** 18 (22 vs. trip, 24 vs. bull rush); +4 dodge vs. giant type opponents

(+10 armour [+1 *full plate*], +3 shield [+1 *heavy steel*])

Fort +7 (+9 against poison), **Ref** +1, **Will** +3; +1 vs. fear, +2 vs. spells and spell-like abilities

hp 52

OFFENCE

Space 5 ft.; **Base Atk** +5; **CMB** +8 (+10 bull rush)

Melee +1 *dwarven waraxe* +11 (1d10+7/x3)

Ranged javelin (range 30 ft.) +5(1d6+3)
javelins □□□

Atk Options Cleave, Improved Bull Rush, Point Blank Shot, Power Attack (-2 attack, +4 damage), +1 attack vs. orc and goblin type opponents

Combat Gear *javelin of lightning*, *oil of magic weapon* (2)

Potions *cure moderate wounds*, *elixir of swimming*, *shield of faith*

ABILITIES

Abilities Str 16, Dex 10, Con 16, Int 10, Wis 14, Cha 9

SQ armour training (1), weapon training (axes +1)

Feats Cleave, Improved Bull Rush, Point Blank Shot, Power Attack, Weapon Focus (*dwarven waraxe*), Weapon Specialisation (*dwarven waraxe*)

Skills as above plus Appraise +0 (+2 vs. metal or gems), Knowledge (dungeoneering) +5, Knowledge (engineering) +5

Languages Common, Dwarven

GEAR

Traveller's outfit, *boots of elvenkind*

Backpack (bedroll, 5 days trail rations, 50 ft. hemp rope, 1 waterskin)

Belt pouch (flint and steel, whetstone)

Belt pouch (25 gp, 19 sp)



URBREN GLITTERHEART

NG male halfling rogue 5

SENSES AND MOVEMENT

Init +8; **Senses** Perception +11 (+13 vs. traps), Sense Motive +1

Speed 20 ft.

ACP 0; Acrobatics +14 (+10 jumping), Climb +9, Escape Artist +12, Stealth +21 (fast stealth), Swim +7

DEFENCE

AC 21, touch 15, flat-footed 21; +1 vs. traps; **CMD** 15; uncanny dodge

(+1 size, +4 Dex, +5 armour [+1 *chain shirt*], +1 natural [*amulet of natural armour +1*])

Fort +3, **Ref** +9 (+10 vs. traps; evasion), **Will** +3; +2 vs. fear
hp 36

OFFENCE

Space 5 ft.; **Base Atk** +3; **CMB** +1

Melee mwk short sword +9 (1d4-1/19-20)

Ranged +1 *light crossbow* (range 80 ft.) +9 (1d6+1/19-20)
bolts □□□□□□□□□□

Atk Options Point Blank Shot, sneak attack +3d6, surprise attack
Surprise Attack (Ex) During the surprise round, opponents are always considered flat-footed for Urbren even if they have already acted.

Combat Gear *screaming bolt*

Potions *cure moderate wounds, darkvision, spider climb*

ABILITIES

Abilities Str 8, Dex 18, Con 12, Int 14, Wis 12, Cha 11

SQ rogue talents (fast stealth, surprise attack), trapfinding

Feats Improved Initiative, Point Blank Shot, Weapon Finesse

Skills Appraise +9, Diplomacy +6, Disable Device +16, Knowledge (dungeoneering) +7, Knowledge (local) +7, Sleight of Hand +12

Languages Common, Gnome, Goblin, Halfling

GEAR

Traveller's outfit, *cloak of elvenkind*

Backpack (bedroll, 5 days trail rations, 1 waterskin, 50 ft. hemp rope)

Belt pouch (flint and steel, whetstone, candle, tindertwig, caltrops)

Belt pouch (masterwork thieves' tools)

Belt pouch (49 gp, 17 sp)



PARADAN HANTER

NG male human wizard (illusionist) 5

SENSES AND MOVEMENT

Init +5; **Senses** Perception +1, Sense Motive +1

Speed 30 ft.

DEFENCE

AC 12, touch 12, flat-footed 11; **CMD** 13

(+1 Dex, +1 deflection [*ring of protection +1*])

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

hp 29

OFFENCE

Space 5 ft.; **Base Atk** +2; **CMB** +1

Melee dagger +1 (1d4-1/19-20)

Ranged sling (range 50 ft.) +3 (1d4-1/19-20)

sling bullets

Blinding Ray (Sp; 7/day) +3 ranged touch (range 30 ft.); creatures with up to 5 HD are blind (-2 penalty to AC, loses Dex bonus to AC and takes a -4 penalty on most Strength- and Dexterity-based skill checks) for 1 round; creatures with more than 5 HD are dazed (target cannot act but has no penalty to AC) for 1 round).

Combat Gear alchemist's fire (2), *bonded ring, hand of the mage, pearl of power (1st, 2nd)*, smokestick

Potions *aid, cure light wounds, levitate*

Scrolls *detect secret doors, fireball, invisibility, magic missile (2; CL 3), protection from evil, web*

SPELLS

Concentration +9 (+13 when casting defensively or grappled, +3 ranged touch)

Wizard Spells Prepared (CL 5th; DC 14 + spell level; barred schools: transmutation, necromancy)

3rd (3/day)—*fireball* (DC 17), *major illusion* (DC 18), *tongues*

2nd (4/day)—*blur, invisibility, scorching ray, web* (DC 16)

1st (5/day)—*colour spray* (DC 17), *grease* (DC 15), *mage armour, magic missile, silent image* (DC 16)

0 (5/day; at-will)—*detect magic, ghost sound* (DC 16), *light, message, read magic*

Bonded Object Paradan can use his bonded ring once per day to cast any spell in his spellbook.

Extended Illusions (Su) Any illusion Paradan casts with a duration of "concentration" lasts two additional rounds.

ABILITIES

Abilities Str 9, Dex 12, Con 12, Int 19, Wis 12, Cha 10

Feats Combat Casting, Craft Wondrous Item, Greater Spell Focus (illusion), Improved Initiative, Scribe Scroll, Spell Focus (illusion)



Skills Appraise +10, Knowledge (arcana) +12, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Knowledge (history) +10, Knowledge (local) +11, Knowledge (nature) +10, Knowledge (planes) +12, Knowledge (religion) +8, Linguistics +8, Spellcraft +12

Languages Abyssal, Celestial, Common, Draconic, Infernal, Sylvan

GEAR

Traveller's outfit, cloak of resistance +1

Backpack (bedroll, 5 days trail rations, 1 waterskin, spellbook, 2 sunrods)

Belt pouch (flint and steel, candle, 1 tindertwig, flask of alchemist's fire)

Spell component pouch

Belt pouch (4 gp, 9 sp, 17 cp)

Spellbook 3rd—*fireball, major illusion, tongues*, 2nd—*blur, invisibility, mirror image, protection from arrows, scorching ray, web*, 1st—*colour spray, detect secret doors, disguise self, feather fall, grease, mage armour, magic missile, obscuring mist, protection from evil, silent image, ventriloquism*; 0—*acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, flare, ghost sound, light, prestidigitation, ray of frost, read magic, resistance*

MARATRI LAEMAR

CG female elf ranger 5

SENSES AND MOVEMENT

Init +3 (+5 underground); **Senses** low-light vision; Perception +11 (+13 vs. goblinoids or underground, +15 vs. animals or underground vs. goblins), Sense Motive +1 (+3 vs. goblinoids, +5 vs. animals)

Speed 30 ft.

ACP 0; Acrobatics +8, Climb +10, Ride +10, Stealth +11 (+13 underground), Swim +10

DEFENCE

AC 21, touch 14, flat-footed 18; **CMD** 21 (+3 Dex, +5 armour [+1 mithral chain shirt], +2 shield [+1 buckler] +1 deflection [ring of protection +1])

Immune sleep

Fort +4, **Ref** +7, **Will** +2; +2 vs. enchantments

hp 42

OFFENCE

Space 5 ft.; **Base Atk** +5; **CMB** +7

Melee mwk longsword +8 (1d8+2/19-20) or

Melee cold iron dagger +7 (1d4+2/19-20)

Ranged +1 composite longbow (range 100 ft.) +10 (1d8+3/x3)

arrows □□□□□□□□□□□□□□□□□□□□

cold iron arrows □□□□□

silver arrows □□□□□

Atk Options Point Blank Shot, Precise Shot, favoured enemy (animal +4, goblinoid +2), favoured terrain (underground +2)

Ranger Spells Prepared (CL 2nd; concentration +3)

1st (2/day)—*jump, longstrider*

Combat Gear cold iron arrows (5), silver arrows (5), *oil of magic weapon* (2)

Potions *cure moderate wounds, resist energy*

ABILITIES

Abilities Str 14, Dex 16, Con 11, Int 14, Wis 12, Cha 10

SQ combat style (archery), hunter's bond (animal companion), share spells, link

Feats Endurance^B, Point Blank Shot^B, Precise Shot³, Toughness⁵, Weapon Focus (longbow)

Skills Bluff +0 (+2 vs. goblinoids, +4 vs. animals), Heal +6, Knowledge (dungeoneering) +7, Knowledge (geography) +9 (+11 underground), Knowledge (nature) +10, Survival +9 (+11 tracking, +11 underground, +13 tracking goblinoids, +15 tracking animal or goblinoids underground, +17 tracking animals underground)

Languages Common, Elven, Goblin, Sylvan

Abilities track +1, wild empathy +3 (-1 magical beasts)



GEAR

Traveller's outfit, *boots of elvenkind*

Backpack (bedroll, 5 days trail rations, 1 waterskin, 50 ft. hemp rope, 1 sunrod)

Belt pouch (flint and steel, whetstone, candle, tindertwig, caltrops)

Belt pouch (43 gp, 14 sp, 23 cp)

GAR (WOLF COMPANION)

CR 0 (XP 0)

N Medium animal

Init +2; **Senses** scent; Perception +5 (+7 vs. goblinoids, +9 vs. animals), Sense Motive +1 (+3 vs. goblinoids, +5 vs. animals)

Speed 50 ft.

ACP 0; Acrobatics +2 (+10 jumping), Stealth +7 (+9 underground)

AC 14, touch 12, flat-footed 12; **CMD** 15 (+2 Dex, +2 natural)

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

hp 22 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +3

Melee bite +4 (1d6+1 plus trip)

Atk Options favoured enemy (animal +4, goblinoid +2)

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

SQ tricks (attack [2], come, defend, guard)

Feats Toughness, Weapon Focus (bite)

Skills as above plus Bluff -2 (+0 vs. goblinoids, +2 vs. animals), Survival +1 (+3 vs. goblinoids, +5 vs. goblinoids underground or animals, +7 vs. animals underground)

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