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WILDERNESS WASTELAND

SCARRED LANDS ENCOUNTERS

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The Pale

WILDERNESS & WASTELAND

SCARRED LANDS ENCOUNTERS

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Preface



Welcome to *Wilderness & Wasteland: Scarred Lands Encounters*.

The purpose behind this book is two-fold. Firstly, it is a collection of short encounters: not necessarily whole adventures in and of themselves, but rather those “random encounters” of which parties of intrepid adventurers may run afoul. These adventures include the surroundings in which an encounter occurs, using the information presented on the various terrains. They also present the main creature or villain encountered and their tactics, as well as the rewards for success.

This is not the main purpose of *Wilderness & Wasteland*, however. Even if we tripled the number of encounters, many of them would still be unusable by the GM — because of terrain type, themes, or power level — regardless of the scaling advice included with each encounter.

Rather, the main purpose for this book is to serve the GM as a toolkit. We have taken several types of terrain and given you information on how best to use them in encounters. Notice the dungeon hazards in the DMG? Well, we have given each terrain similar hazards — dangerous plants, patches of quicksand, swarms of vermin, avalanches. None of these hazards are monsters, per se, but all are obstacles to overcome and certainly as deserving of a CR rating (and thus XP award) as traps and patches of corrosive slime.

We have also given you dangerous weather patterns for each type of terrain, as well as what kinds of animals might be found there. We also realize that one of the biggest dangers of many terrains is finding food, so we have provided charts that detail the types of food, animals, and plants that might be found in the area, as well as what it takes to locate them.

Most of all, we have not forgotten the monsters. Without a doubt, most encounters involve creatures of some kind — some friendly, some hungry, some positively homicidal. The GM will find herein the information that he needs to help the goblins of the swamps make the best use of their terrain, as well as information on making encounters with those goblins different from encounters with their mountain or desert dwelling cousins.

So have fun with this book: we certainly had a blast creating it!

Joseph D. Carriker, Jr.

Scarred Lands Adventures Developer

Sword & Sorcery Studio

Introduction

In general, there are two types of encounters: Planned and Random.

Planned encounters are precisely that – the GM decides beforehand what will happen in the encounter, when it happens, and what might be found. The advantages are obvious: the GM has complete control over the encounter and can plan everything from its beginning quite nearly up to its end.

Random encounters are on the opposite end of the spectrum – using only a chart, the GM randomly rolls to determine not only what is encountered, but whether anything is encountered at all. Many encounter charts also come with a percentage chance per hour of running across an encounter. Each hour (or block of hours, if the GM is intent on saving time and dice rolling), a roll is made. If that roll comes up positive, then the GM rolls on the chart appropriate to the area, allowing the dice to represent the absolute randomness of encountering creatures in the wild – one never knows when one might run afoul of a goblin or a dragon.

Many GMs prefer a compromise between these two extremes. This method requires some preparation, but still includes the randomness involved in traveling through the wilds. Using this method, the GM prepares several encounters, either rolling or choosing encounters from the charts appropriate to the area. He then prepares the encounters, taking aspects such as the season and time of day into consideration. During game play, he then makes the random encounter rolls (or allows the players to take turns doing so as their characters travel or sit on watch in camp). If the dice indicate an encounter, the GM turns to one of his prepared encounters.

This book will help you do all of these things, regardless of the method you prefer.

How to Use this Book

Each chapter covers one terrain type, using the following format:

The Terrain

This section discusses the basic definition of the terrain type, at least as it applies to gaming purposes, differentiating between subtypes of that terrain. We also discuss plants, weather patterns, hazards (see DMG, Chapter 4, “Obstacles, Hazards, and Traps”), and tips on how characters can survive in that terrain.

The Creatures

This section covers the creatures that dwell in this terrain type, from the common characteristics they share that enable them to survive here, to

We're Gamers, not Boy Scouts

Though it should not need to be said, this book is not a survival guide. If you try to go out into the wilderness and survive using what is in this book, you are probably in for a big shocker, especially the first time you break out the dice in order to find food.

Yes, some real world information is in this book. This information is included because some measure of realism makes a game interesting. Make no mistake, however: if you get out in the wild, you will want more than this book at your side to ensure you make it back out again.

individual descriptions of animals, monsters, and humanoids of the area.

The Encounter

This section presents a short side adventure that makes use of the information that precedes it. The threats in these sections are not limited merely to the monsters here – no, the very terrain can be dangerous. We give descriptions of the area in which the encounter occurs, statistics and tactics of the major threats, and the rewards to be gained there.

Building Encounter Charts

Step One: Determine the area's CR. Some areas are simply more dangerous than others and the d20 System gives you a numerical measure for reflecting that. Assign the area a CR, which is the average CR of the creatures in that area. Also, decide the percentage chance per hour of an encounter; note if this increases by day or night.

Step Two: List the area's creatures. Choose those creatures appropriate for the terrain. Do not limit your creatures to those that are equal to the CR of the area. Rather, make one list of creatures that is equal to the CR, another of creatures that are 1-4 CR points below the area, another of creatures that are 1-4 CR points higher, and a last list with a few creatures that are five or more points above the CR.

Remember that the encounter level (EL) of creatures increases when they appear in groups – thus, place groups of creatures on higher lists than their single counterparts. For those creatures that appear in randomly numbered groups, assume that the number rolled is average in order to determine on which list the creature belongs. **Creature Collection II**, pg. 226-243, has a listing of creatures by CR,

including their preferred terrain types, that makes this step easier.

Step Three: Divide up 100 "points" among the four lists. A good rule of thumb is 50 points for the Equal CR list, 30 points for the Below CR list, 15 points for the Above CR (1-4 points) list, and 5 for the Higher CR (5+) list. Divide these lists into day

and night totals, and divide the points up among the encounters possible during such times, with those creatures more likely to be encountered getting higher point totals.

Step Four: Compile a master list of all the monsters. The points allocated to each monster become the percentile chance for encountering that creature at that time of day.

Example

In this example, we will be creating an encounter chart for a fictional forest, the Black Woods.

Step One: The Black Woods are a dangerous place for normal folk singly, though frequented by fairly large groups of woodsmen who chop its lumber for a living. We will give this forest a CR of 3. The encounter chance is fairly low, with 3% per hour during the day, and 5% per hour at night.

Step Two: Next, we compile a list of the creatures from the Black Woods, then divide them into four lists: Equal CR, Below CR, Above CR (1-4), and Higher CR (5+). This creates a list of CR 3, another of CR 1-2, another of CR 4-7, and one of CR 8+. Remember to include on the list some monsters that appear in multiples, so as to avoid a mess of single-monster encounters.

CR 3	CR 1-2	CR 4-7	CR 8+
Hill howler	Ankheg	Bloodmare	Belsamaug (1d4+4)
Kobold (1d6+3)	Assassin vine	Carnivorous tree	Gorgon, low (1d4+1)
Manster	Blood sprite (2d4)	Cathedral beetle (1d6)	Hamadryad (1d6+1)
Thoqqua	Bloodfly (1d6)	Dire bear	Treant
	Dire wolf	Dire boar	
	Dread raven (1d6)	Ettercap (1-2)	
	Giant owl	Goblin bear	
	Hookwing (1d3+1)	Hornsaw unicorn	
	Ratman (2d4)	Leeching willow	
	Shockbat	Narleth	
	Sprite, grig (1d3+1)	Owlbear	
	Stirge (2d4)	Satyr (1d4+1)	
	Woods haunt	Sundered woman	
	Wyrmspawn, young (2d4)	Wyvern	
	Wyrmspawn, adult (1-2)		

Step Three: Now divide up 50 points among the Equal CR list, 30 among the Below CR, 15 among the Above CR (1-4), and 5 among the Higher CR (5+). This is done once for a night list and once for a day list.

Points	CR 3	Points	CR 1-2	Points	CR 4-7	Points	CR 8+
7	Hill howler	3	Ankheg	1	Bloodmare	1	Belsamaug (1d4+4)
10	Kobold (1d6+3)	4	Assassin vine	2	Carnivorous tree	1	Gorgon, low (1d4+1)
7	Manster	3	Blood sprite (2d4)	1	Cathedral beetle (1d6)	1	Hamadryad (1d6+1)
6	Thoqqua	3	Bloodfly (1d6)	1	Dire bear	2	Treant
30	Total	5	Dire wolf	1	Dire boar	5	Total
		3	Dread raven (1d6)	1	Ettercap (1-2)		
		3	Giant owl	1	Goblin bear		
		3	Hookwing (1d3+1)	1	Hornsaw unicorn		
		4	Ratman (2d4)	1	Leeching willow		
		3	Shockbat	1	Narleth		
		3	Sprite, grig (1d3+1)	1	Owlbear		
		4	Stirge (2d4)	1	Satyr (1d4+1)		
		4	Woods haunt	1	Sundered woman		
		3	Wyrmspawn, young (2d4)	1	Wyvern		
		3	Wyrmspawn, adult (1-2)	15	Total		
		50	Total				

Step Four: Compile all of the monsters into a master list and add the points into a percentile total.

Black Woods (CR 3)

Encounter Chance: 3% per hour; 5% per hour at night (18% per six hours; 30% per six hours at night)

Roll	Encounter	Number	CR	At EL	Source
01-03	Ankheg	1	3	3	MM
04-07	Assassin vine	1	3	3	MM
08	Belsamaug	1d4+4	3	8	CC
09-11	Blood sprite	2d4	1/2	3	CC2
12	Bloodmare	1	6	6	CC
13-15	Bloodfly	16	1	3	CC2
16-17	Carnivorous tree	1	6	6	CC2
18	Cathedral beetle	1d6	4	7	CC
19	Dire bear	1	7	7	MM
20	Dire boar	1	4	4	MM
21-25	Dire wolf	1	3	3	MM
26-28	Dread raven	1d6	1	3	CC
29	Ettercap	1-2	4	6	MM
30-32	Giant owl	1	3	3	MM
33	Goblin bear	1	6	6	CC
34	Gorgon, low	1d4+1	6	9	CC
35	Hamadryad	1d6+1	4	8	CC2
36-42	Hill howler	1	2	2	CC
42-45	Hookwing	1d3+1 x5	1/4	3	CC
46	Hornsaw unicorn	1	5	5	CC
47-56	Kobold	1d6+3	1/6	1	MM
57	Leeching willow	1	7	7	CC2
58-64	Manster	1	3	3	CC
65	Narleth	1	5	5	CC
66	Owlbear	1	4	4	MM
67-70	Ratman	2d4	1/2	3	CC
71	Satyr	1d4+1	4	7	MM
72-74	Shockbat	1	3	3	CC2
75-77	Sprite, grig	1d3+1	1	3	MM
78-80	Stirge	2d4	1/2	3	MM
81	Sundered woman	1	5	5	CC2
82-87	Thoqqua	1	2	2	MM
88-89	Treant	1	8	8	MM
90-93	Woods haunt	1	3	3	CC
94-96	Wyrmspawn, young	2d4	1/4	3	CC
97-99	Wyrmspawn, adult	1-2	2	3	CC
00	Wyvern	1	6	6	MM

Chapter One: Badlands

We were five days into the Perforated Plains when I saw the first black storm clouds boiling in from the distance. I shouted to my companions to run for a nearby hill, but this availed us not. Before we made it half way there, sheets of water began to fall around us, turning the ground into a slippery morass. With the help of the guards, I managed to get the noble women to safety, but I lost half our horses in the process. Eventually, we secured some shelter from the storm and tried to rest. It was then that the blight wolves attacked.

-Talvas, Incarnate of Denev

The Terrain

Badlands are rocky wastelands in which even the hardiest of creatures have difficulty thriving. They consist mainly of ridges and short rocky canyons dotted with the occasional stunted tree. During the summer, storms of great power sweep across them, and during the winter they are so cold as to freeze the blood of just about any creature. It is in these places that many of the greatest titanspawn make their lairs.

In the Scarred Lands, there are places so inhospitable that even the servants of the Titans are cautious when they tread through them. The Perforated Plains, The Bleak Savanna, The Sweltering Plains, The Blood Steppes, and the Haggard Hills: mention any of these names around even the most seasoned explorers, and you will see a shiver of fear run down their spines. Only the most intrepid or desperate of adventurers – or those who actually live in these wastelands – choose to pass through them.

The petrified bones of ancient animals can be seen embedded in the sides of these stony hills. In some places, the skeletons of dragons and other gigantic beasts can be spotted sticking out of the rock like some necromancer's vision of a forest. A few mystics search these barren lands looking for a shard of bone or piece of petrified flesh that might help them with their magics. Considerably fewer of them return.

The Scarred Lands contains two different types of badlands: (1) those that occur naturally, as a result of the lay of the land and prevailing weather conditions; (2) those that occur as a result of the massive devastation of the Titanswar.

Natural badlands are much rarer than those created through magic, as they are caused by a fairly rare set of natural occurrences. Badlands are already rugged terrain located either in or on the edge of a large, fairly open section of land. Massive storms pelt these wastelands, causing erosion, which further degrades the land.

Badlands created by the Titanswar are some of the most dangerous places to travel through in the Scarred Lands. Not only must travelers contend with all the hazards inherent to naturally occurring badlands, but they must face the titanspawn that are drawn to these regions. During the Titanswar, great magical battles and the subsequent disposal of the Titans' still-living carcasses devastated the Lands of Scarn and twisted the very nature of the land itself. In fertile plains and hills, the battles blasted the hardiest of life to nothingness and the ichors of the Titans sank down to the very bedrock. Life returning to these areas is one of two types: fell beasts attracted to the essence of the Titans, or life twisted by that ichor.

Plants

Plants cling precariously to the loose soil of the badlands. Violent wind storms uproot even the most firmly secured of trees, and floods wash away anything else that tries to grow in the sandy earth. As a result, most plant life consists of hardy brush and stunted, twisted trees that constantly struggle for survival. Few plants in the Badlands are edible to the divine races, and those that are tend to have some defense such as thorns or a thick outer husk that is hard to break through.

Various grasses and sagebrush are by far the most commonly seen plants in the Badlands. When the wind blows through them, an eerie soft rattling sound can be heard from all around. Many plants in the badlands have become twisted as a result of the Titanswar and are now more poisonous or somehow malevolent. In places where magic has struck, spectral plants can be found choking the life out of anything living that tries to enter their reach.

Sorcerer's Rose: This brilliant orange-red flower is only found in the Sweltering Plains and in the caldera of some semi-active volcanoes. From a distance, the rose looks like a small flame on top of a brilliant green stem, the haze of heat around the flower causing it to appear to flicker and dance. Even when picked, it seems to give off waves of heat, and if preserved properly the petals stay warm for months. When properly prepared (Profession [herbalist] or Alchemy check DC 20), a concoction of this flower will act as a *potion of endure elements (cold)* for one hour. These beautiful roses are highly prized by nobles who have been known to pay upwards of 20 gp for a single rose still in bloom. Despite their best efforts, master gardeners have been unable to entice these flowers to grow outside of their native environment.

Weather

The weather of the badlands can be a more fearsome foe than many titanspawn. Storms come sweeping through the badlands with frightening speed, sending lightning crashing along the ground and causing flash floods in the canyons and arroyos. Even when storms are not raging in the badlands, the weather can take its toll. The summer sun beats down mercilessly, baking the very land and causing the unprepared to drop from the heat. During the winter, mighty blizzards can bury the land in a blanket of snow.

The greatest danger in the badlands must be flash floods – the weather can quite literally go from calm and clear to pouring down rain in under an hour. As soon as storm clouds are noticed, a wise traveler knows to head for sheltered high ground as rapidly as possible. Those who fail to seek shelter can find themselves being swept down a narrow canyon by a wall of water, thrown repeatedly against the hard rock walls.

Table 1-1: Badlands Weather

D%	Spring/Fall	Summer	Winter
01-70	Moderate	Hot	Cold
71- 80	Heat Wave (01-50) or Cold Snap(51-00)	Heat Wave	Heat Wave (01-30) or Cold Snap(31-00)
81- 90	Rain	Rain	Snow
91- 99	Thunderstorm	Thunderstorm	Snowstorm
00	Downpour	Downpour	Blizzard

*Weather in the Sweltering Plains should always be rolled on the Summer column.

Flash Floods & Canyons: The rules for flash floods can be found in the DMG, Chapter 3, “The Environment” section, *Weather Hazards* subsection. Those who have the misfortune of being caught in a canyon must make a Fortitude save each round. The DC for this save begins at 15, increasing by +1 for every minute a character is caught within the torrent of water. Within a canyon, the Swim check DC is 17 to resist the subdual damage.

Those caught outside of a canyon during a flash flood are not necessarily any safer, for the waters in the badlands all rush toward these low points. Thus, even those who are swept away on high ground by the torrents may end up in a canyon.

Hazards

Devouring Storm (Hazard; CR 3): In the Perforated Plains, dark storms sweep through the rocky crags. The howling winds that accompany these storm clouds leave shredded plants and the stripped carcasses of any animals unfortunate to encounter such a storm without precaution. The

mighty winds at the heart of these storms do not seem to bear the same strength as normal winds. Instead, they will actually strip the flesh off those unfortunates caught unprotected, but offer little impediment to movement. This flesh is carried off in bloody streams into the skies, disappearing in the dark crimson-black cloud cover.

In truth, these winds carry the pulverized fragments of Gaurak’s teeth. Though the winds themselves are not any stronger than severe winds (see the DMG, Chapter 3, Table 3-17), each round of exposure to these horrific storms forces a character to make a Fortitude saving throw (DC 17) or suffer 1d6 points of damage. These storms are fast moving and pass through areas quickly – the average storm lasting 1d6 rounds in an area before it is gone.

These storms are very distinctive on the horizon, noticeable by a Wilderness Lore check (DC 18). Those who realize the storm is coming may make a Wilderness Lore check to prepare himself and his companions (DC 18, with one additional person prepared per point rolled over 18). Those who are prepared for the storm when it hits may add a +2 competence bonus to their Fortitude saves.

Rock Slide (Hazard; CR 2 – underfoot or slide zone; CR 5 – bury zone): The soil of the ridges of the badlands is loose and prone to giving way at the slightest pressure. Many travelers crossing the badlands have tried to negotiate a section of eroded ground only to have it crumble at their feet and send them plummeting to their deaths. Those who pass through canyons are also in peril of triggering rock slides.

Those areas that may collapse underfoot can be noticed by a person making a Spot check (DC 20) or a Wilderness Lore check (DC 15). When a character steps on one of these patches, she must make an immediate Reflex save (DC 16) or trigger a rock slide, which carries her with it. Horses and other mounts are in particular danger from these slides; such large, four-legged beasts require a Reflex save (DC 22) to avoid falling. A rider with the Mounted Combat feat may replace her mount’s Reflex save with her Ride check. Anyone falling down the slide suffers 1d6 points of damage for every 15 feet fallen, and 1d6 points of damage for every 10 feet fallen when hitting a vertical section. This damage may be reduced to half with a successful Tumble check (DC 20).

Those caught beneath a rockslide when it happens are governed by the rules in the DMG, Chapter 3, “The Environment” section, *Landslides and Avalanches* subsection.

Oasis of Gaurak (Hazard; CR 3): Deep in the Perforated Plains, lush fertile oases have grown up around crystalline pools that collect at the bottom of craters. Patches of sweet scented red flowers and short trees bearing ripe red fruit can be seen when someone first approaches these islands of seeming tranquility. Beautiful butterflies flit among the flowers. The only

element that makes these islands of greenery seem less than idyllic is the lack of noise — other than the plants swaying in the wind and the flapping of tiny wings. Anyone foolish enough to try to camp in one of the oases will find a much darker truth, for at the bottom of the pool of water is a fragment of one of Gaurak's teeth that has infected the plant life and the water with the Glutton's hunger.

For every hour or portion thereof that a creature spends in one of these oases, it must make a Will save (DC18) or give in to a desire to lie down and take a nap. In order to wake up again while in the oasis, victims must make a Will save (DC 18) no matter what stimulus is trying to wake them. Once someone has ceased to move for half an hour while in the oasis, small tendrils rise from the soil beneath the victim and stab into its flesh, inflicting 1 point of temporary Constitution damage per minute. These tendrils can only be noticed on a Spot check (DC 22) by someone working to wake the sleeper. If the sleeper is moved, these tendrils become obvious.

The water of the oasis itself is actually a slow-acting digestive acid. When drunk, this liquid causes 1d6 points of acid damage per round for 5 rounds, starting five minutes after drinking it. This damage may be avoided with a Fortitude save (DC 15) each round for the duration of the liquid's action, though the victim is considered *nauseated* (see the DMG, Chapter 3, "Condition Summary" section) for all 5 rounds.

Heat Sink (Hazard; CR 2): In the Sweltering Plains are magically created pockets of heat that are much hotter than the surrounding air. Inside the pocket of air, the temperature is at least 140° Fahrenheit, causing anyone who enters it to suffer the difficulties associated with such intense heat (see the DMG, Chapter 3, "The Environment" section, *Heat Dangers* subsection). An astute traveler can notice where the border of one of these areas lies by the heat shimmers along their edge (Spot check DC 20). Many of these heat sinks contain small clusters of sorcerer's roses (see Plants, above).

Abandoned Shard Spider Web (CR 2): Though the shard spiders in the Perforated Plains are some of the toughest predators known, sometimes they are killed or forced to abandon their razor-like webs. When this happens, the web itself can become a deadly trap. After a period of time, dirt and small debris settle along the surface of the web, creating a normal looking patch of ground that is only marginally stable.

When crossing one of these covered webs, a character must make a Reflex save (DC 14) for every 30 feet crossed or place his foot straight through a hole between metallic strands, driving the loose soil into the pit below the web and suffering 2d6 points of damage (1d6 if wearing metallic armor). The vibration caused by the fall usually shakes loose much of the debris in the web, revealing it in a 20 foot radius around the area so disturbed. Everyone within this



Table 1-2: Badlands Wilderness Lore Tasks

These tasks can be achieved with a successful Wilderness Lore check in addition to the tasks listed in the PHB, Chapter 4, "Wilderness Lore."

- 15 Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water* supplies needed). You can provide food and water for one other person for every 3 points by which your check exceeds 15.
- Gain +2 on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain +4 if stationary. You may grant the same bonus to one other character for every 1 point by which the check result exceeds 15.
- Avoid natural hazards such as rock slides.

* There is a 20% chance that drinking water has been contaminated by toxic minerals (40% chance in badlands that were created during the Titanswar). Characters may make a Wilderness Lore check (DC 20) or an Alchemy check (DC 12) to notice that the water is contaminated. *Detect poison* will discover that water is contaminated, and *purify food and water* will rid the water of contamination. If a character drinks the water, she must make a Fortitude save (DC 13) or suffer 1 point of temporary Constitution damage; after 1 minute she must make a second Fortitude save or suffer an additional 1d8 points of temporary Constitution damage.

Table 1-3: Badlands Hunting and Foraging

D%	Result
01-30	Hardy roots
31-60	Small lizards
61-80	Rattlesnake
81-90	Rabbits
91-95	Mountain goat
96-99	Small deer
100	Grown deer

radius must make a Reflex save (DC 16) or fall through part of the web themselves. Both hands are needed for a character to pick his way to a more secure part of the web. Exposed parts of the web should be treated as a field of caltrops (see PHB, Chapter 7, "Goods and Services" section, *Adventuring Gear* subsection) for purposes of movement, except that both hand and foot protection are required.

Animal Hazards:

Rat Infestation (Hazard; CR 1/2): When food grows scarce in the badlands, rats will become desperate for any source of food. This desperation will even overcome their natural avoidance of light and noise. At night, if a group of adventurers have not taken precautions against being noticed, rats and other small scavengers will likely steal into camp and eat any accessible food. If a Wilderness Lore check (DC 15) is not made when setting camp, there is a 45% chance that rats will sneak into the camp and eat 2d6 days worth of food.

Blood Moth Swarm (CR 5): Swarms of these monsters can be seen flying over parts of the badlands searching for prey. When sleeping or during inclement weather, they hide in small cracks and crevices or in large groups in caves. In the Perforated Plains, these are the only animals that may safely reside in an Oasis of Gaurak. Moreover, these are the butterflies that can sometimes be seen fluttering around the flowers waiting for prey to succumb to the enticement of the oasis before they descend to feed.

When a character encounters a swarm of blood moths, they attack in a cloud, surrounding the character. When the swarm attempts to overwhelm the character, she may make a Reflex saving throw (DC 15) to avoid the swarm. If a character is engulfed, she should then make a Reflex saving throw (DC 13) to brush off or otherwise avoid enough of the moths' gluttonous fangs to take half damage from their attacks (characters possessing the Evasion feat negate all damage). Should the character fail, she takes 1d20 points of damage per round until she escapes or until all of the moths are gorged on her blood. Escaping a swarm is a difficult task, requiring a Reflex saving throw at DC 20 to succeed. Individual blood moths will break off the attack after filling up on 4 hit points worth of blood, lowering the difficulty class of the required rolls by one for every five moths that have abandoned the assault.

Surviving in the Badlands

The badlands can be incredibly hostile and unforgiving. It is difficult to find even basic food and shelter for small groups in the wild. Large groups of travelers, such as caravans, find it next to impossible to survive here unless they bring their own supplies.

Finding shelter poses an entirely different problem, however, as most of the badlands are so barren that finding any reasonable cover from the weather is

almost impossible. Impossible, that is, unless one wishes to find shelter in one of the caves or ruins that seem to be endemic throughout the Perforated Plains and other wastelands. If a traveler desires to sleep in the comfort of some cave, all he need do is convince the previous inhabitant to move on, a task that can prove somewhat lethal.

One little known danger of these wastelands is trying to find potable drinking water. Much of the rock in this terrain contains trace elements of toxic minerals that leech into the water table during rainstorms. While most of the creatures that live in the badlands have built up resistances, drinking the water of the badlands can prove a very poisonous experience. When traveling in the wastelands, the wise adventurer always tests the water to make sure it is safe to drink.

Finding food in the badlands can also be tricky. Plants edible to the divine races are a rarity and almost never sufficient to sustain more than one or two people. Travelers are better off imitating the predators and finding some animal to serve as a meal. Even then, given the hostile nature of the badlands, travelers should be wary of what they hunt. Many animals have built up several defenses against being preyed on and can prove much harder to catch than one would think. Also, just because an animal is small does not mean it is not a deadly predator in its own right; furthermore, some animals can prove to be quite toxic.

While the PCs are traveling in the badlands, use the modified Wilderness Lore chart from Table 1-2.

The Creatures

Most forms of life find the badlands difficult to survive at the best of times. Only the most tenacious or deadly of animals will truly thrive in the badlands. Large animals in the badlands are rare; most such creatures are inevitably predators. Small mammals and vermin run rampant, hiding from the predators in rocky crevices. Lizards and snakes are plentiful, hunting at night and basking during the day, while many winged creatures soar through the sky on the thermals rising from the barren rock searching for prey on the ground below.

Many of the animals of the badlands are cold blooded, allowing them to make the best use of the summer's blistering heat. During the winter they hibernate in the cracks and crevices or remain active in the warmer caves below ground. Since the temperature in the badlands tends to drop dramatically at night, many such creatures seek a warm place to sleep – such as an adventurer's bedroll. More than one person has woken up to a rattlesnake curled up next to him. The prudent camper also checks his boots the next morning before putting them on.

Animals

Animals in the badlands seem to fall into two types: those that are small and capable of hiding, and those that have some sort of capable defense. Most of the typical prey animals are creatures such as rabbits, rats, and other small rodents; small lizards are also very common. The larger prey animals are considerably less common; they tend to consist of animals that can defend themselves such as bison or faster animals such as deer.

The scavengers of the badlands are either fairly small animals such as rats or packs of feral dogs and hyenas. Vultures and other carrion eating birds, of course, can always be seen descending upon the recently deceased – or the newly dying. In addition to these carrion eaters, a wide variety of birds soars through the airs over the badlands, from small seed and insect eating birds to mighty raptors.

The lower tier of predators in the badlands mostly consists of a wide variety of small poisonous animals. Rattlesnakes, scorpions, and spiders are all common in this most hostile of lands. Most of these animals do not actively hunt for their prey. Rather, they choose a likely spot and wait for their food to show up. Above these predators are great hunting cats and wolf packs.

The highest tier of predator in the badlands almost universally belongs to those creatures infused with the essence of the Titans. No mere normal animal can compete with them and instead hides when such creatures draws near.

Monsters

As deadly as the badlands can be, the natural dangers herein pale in comparison to some of the horrors that dwell in these wastelands. More intelligent monsters seek to make their homes within badlands in order to take advantage of the isolation and natural protections provided by the surrounding lands.

In the badlands that have been shattered most by the magic of the Titanswar, shard spiders are often found making their homes. Here, they create great metallic webs spanning the rents in the earth, leaving only to seek food or to drive off those who disturb the webs.

Burrowing monsters seem to take great delight in living in the badlands, for the ground here is easily dug, and the only true solace from the burning temperatures is found underground. Vengauraks, ankhegs, and bulettes all make their lairs in the badlands, many of them waiting just underground to launch themselves upward at any prey that passes within reach. Many other monsters make use of the tunnels created in the wake of these burrowers for their own hunting purposes.

Some of the greatest terrors of the badlands do not actually reside in the badlands themselves. Instead, they reside in nearby mountains, flying across the badlands in search of prey. Yrthaks are the most notable among these terrors, searching the badlands for easy prey. Thunder kites can also be seen dancing in the storms, adding an additional element of danger to the already potent threat of sudden storms.

Humanoids

Very few large groups of humanoids choose to make their home in the badlands. The land is just too inhospitable for even the most resourceful groups to live here. Only two types of creatures dwell in these wastelands – those that are too weak to hold onto territory elsewhere and are driven here, or those that are particularly suited to the hostile environment.

Some groups of Brown Gorger ratmen make their homes in the outskirts of the badlands. The surrounding land is invariably stripped bare for at least a mile around their nests. From these fortified subterranean positions, they send extended raids into nearby lands in search of food to drag home.

Small giants and giantkin such as ogres, hill giants, and ettins commonly take up residence in the badlands, using their size and strength to deal with many of the terrain's hazards. In fact, they often use the severe gullies as hiding places, something that they find sorely lacking in many other areas.

Organized bands of humanoids that dwell in the badlands tend to make very effective use of the terrain, using the rugged area surrounding their lairs and villages to create effective defenses. They have a number of tactics and tricks, including weakening the paths over ridges so that anyone trying to cross plummets into the gorges. Trip wires are set at inconvenient points to send people over an edge. In the badlands, most organized bands use hit-and-run tactics against their prey and enemies, striking rapidly and fleeing down trails known only to them, hiding among the many obstructions.

One notable tactic involves the creation of false paths that look well used but lead to box canyons. Ambushers then wait on the ridges above to assault the unfortunate travelers with ranged weapons until they are dead or forced into retreat. In some cases, the box canyon is closed off with a convenient rockslide once it has been entered.

Canyon Storm

This encounter pits the characters against the full force of nature's fury in the badlands. While the group is traveling down a canyon in a particularly rugged section of the badlands, a storm rapidly begins to form, threatening them with a flash flood. When the group finally reaches the shelter of a cave, they find that it is already occupied by a creature that has no desire to share its home. This encounter is in-

tended to be run for a group of four PCs of around 4th – 5th levels. It is particularly important that the group contains at least one person with the Wilderness Lore skill, and another with the Climb skill could also be useful.

Encounter Level: 5

Background

The simplest way to stage this encounter is to have the canyon be the fastest way to reach whatever destination the PC's are headed toward while traveling through the badlands. If the characters have a map of the area, it will show that the canyon will cut their travel time by a good day when compared to any other route. Should the PCs be searching for something, the GM might arrange it so that the item is in the canyon itself, just high enough up so that when the canyon floods during the course of the encounter the item is not adversely affected.

Alternatively, the PCs need to cross the canyon, and the only way to do so is to find a trail in the canyon itself that goes up the other side.

Scaling the Encounter

You can drop the EL of the encounter to 2 simply by removing the dire wolverine. In order to raise the EL of the encounter to 7, have the dire wolverines consist of a mated pair. To raise the EL even further, have the cave be home to an even more dangerous denizen of the badlands.

Encounter

As the characters travel along the bottom of the canyon, Spot checks (DC 25) will allow them to notice that a large storm is heading toward them from a short distance away. Continue to have the characters make Spot checks every five minutes, lowering the DC by 5 each time. Anyone who makes a Wilderness Lore check (DC 10) after noticing the storm realizes what an immediate danger approaches.

Twenty minutes after the start of the encounter, the storm reaches the PCs. Half an hour after the encounter begins, the canyon starts to flood, placing the PCs in distinct peril.

There are two ways to escape the canyon. The first is to try and climb the wall. This option might not be practical for a group accompanied by horses or other animals, however. The other is to head down the canyon away from the direction the water is coming from. A trail leads up to the rim 4 miles down the path from where the party starts the game.

Climbing the Walls

One way to escape the death trap that the canyon is rapidly becoming is to try and scale the walls. Throughout most of the canyon, the rock walls are about 80 feet high. In order to climb the walls, a PC needs to make a Climb check (DC 25) to scale the crumbly rock of the canyon. The characters may

spend a minute to search the surrounding area for an easier way to climb up the canyon wall. A Search check (DC 22) will allow them to find a section of rock wall that has some narrow hand and footholds (Climb DC 20). Note also that once the rain reaches the PCs, all Climb DCs will increase by 5, and any Search checks will suffer a -8 circumstance penalty due to the limited visibility in the driving rain.

Climbing the walls becomes much more problematic if the PCs have any sort of mounts with them. There is no way to get the animals up the wall short of hauling them up with a rope or by magic. In order to haul an animal up safely using ropes, a character must make a Use Rope check (DC 15) to create a lifting harness. Then there must be sufficient people hauling on the ropes so that their combined max loads when doubled are greater than the animal's weight. (The average horse weighs around 1,000 lbs., with heavy war horses easily reaching 2,000 lbs.). If the beast is conscious while being hauled up the cliff, it takes 3d6 points of damage from its panicked movements against the stone face. When the animal reaches the top of the cliff, a Handle Animal check (DC 20) is needed to prevent it from bolting as a result.

Racing Nature

If the characters are mounted, their best option is to try and find a path further down the trail. A Wilderness Lore check (DC 15) will indicate a fair likelihood of there being a trail in this kind of canyon. The trail is 4 miles away, which translates to around 21,000 feet. Given the nature of the ground and the trail, movement is reduced to 3/4 the regular rate.

If the characters are mounted and try to move their horses at a hustle, they must make Ride checks (DC 10) every ten minutes to avoid injuring their horses in the rough terrain. This check is more difficult (DC 15) if the horses are moving at a run. If the horse is injured, it suffers 1d6 points of damage and must make a Fortitude save (DC 16) or become lame and unable to move at faster than a walk; in addition, the rider must make a Ride check (DC 5) or fall off the horse.

Once the PCs reach the trail leading out of the canyon, they see that it is fairly narrow and growing gradually more precarious as the rain continues to pour down its slope. The trail is about 350 feet long and winds gently up. It will take a series of four Balance checks (DC 10) for each person climbing up to make it to the top of the trail. Anyone who fails slips back down the trail for 30 feet and forces anyone they pass to make a Balance check (DC 15) or fall. At a point about 150 feet up the trail, the rain has severely weakened the trail, turning it into a rock slide hazard. Unless the lead PC makes a Spot check (DC 28, due to the rain) or a Wilderness Lore check (DC 15), he will step on the weakened area, suffering the effects of a normal rockslide. This sends him plummeting 40 feet into the raging waters below.



When he strikes the water, he may make a Strength check (DC 12) in order to grab onto a stone outcropping near where he landed so he is not swept down the canyon.

Raging Waters

Half an hour after the encounter begins, the canyon is considered to be suffering the effects of a flash flood. Characters on foot must make a Fortitude save (DC 15, increasing by +1 per minute) for every round they are in the water. Mounted characters need only make a Ride check (DC 10) to stay on their horse, though the mount must make the above Fortitude save every round. Failure on the save indicates that the PC is swept away by the water and must make a Swim check (DC 17). A successful check deals only 1d3 subdual damage, while failure deals 1d6 subdual damage and brings with it the dangers of drowning (see the DMG, Chapter 3, sidebar: *The Drowning Rule*). Those that are swept away will be carried down the canyon at a rate of 200 feet per round; those characters that made successful Swim checks may choose either to add or subtract their swimming speed from the rate at which they are being dragged down the canyon.

Any non-exceptional mounts (such as animal companions or paladins' horses) swept down the river should be considered lost. Those PCs caught in the flood upstream from the trail up the canyon may make a Swim check (DC 15) in order to reach dry ground.

Dubious Safety

Once the characters finally reach the safety of the ground above the canyon, they discover that the storm has other problems for them to contend with than just the rain. Lightning is crashing all around the area where the group has climbed up. As soon as the entire group has reached the top of the canyon, have a lightning bolt crash into the ground 500 feet away, nearly blinding them with the flash of light and filling the air with the stink of ozone. A Wilderness Lore check (DC 10) tells the PCs that they — as one of the highest, metal-bearing targets in the area — are in danger of being struck. The weather is considered to be a thunderstorm (see the DMG, Chapter 3, "The Environment" section, *Weather Hazards* subsection).

There are several ways to locate shelter quickly. Unfortunately, the driving rain has washed out any tracks that might lead to lairs; however, a Spot check (DC 22) will allow a PC to notice what seems to be a cave in the distance. If the group fails to notice this cave, they may make Search checks (DC 15) once per minute. Success indicates that they find this cave.

The lightning bolts strike once per minute. PCs wearing significant amounts of metal (including any kind of metal armor) have a 20% chance of being struck by lightning. All others have a 5% chance. Lightning does (1d10)d8 points of electrical damage to those struck.

A Place to Call Home

The cave slopes slightly upward into the hill. Though a small stream of water runs through the middle of the cave, it stays the same size, meaning that the cave is in no danger of flooding. The cave itself extends about 50 feet into the hill and looks to be a fairly good place to rest. At the very back of the cave, a dire wolverine has made its lair. Unless the group is being stealthy as they enter the cave, the dire wolverine wakes from its fitful sleep (already disturbed by the storm). A successful Spot or Listen check (DC 15) indicates that the PC saw or heard the creature. If the group moves more than 15 feet into the cave or acts in a threatening manner, the dire wolverine will charge at the closest creature to it and fight until killed or the group is driven off. Those who failed the Spot and Listen checks above are considered to be surprised when combat ensues. If a ranger or druid attempts to approach the dire wolverine and use Animal Empathy, it should be considered a hostile creature.

Dire Wolverine: CR 4; SZ Large Animal; HD 5d8+20; hp 47; Init +3 (Dex); Spd 30 ft., climb 10 ft.; AC 16 (-1 size, +3 Dex, +4 Natural); Atk +8 melee (1d6+6, 2 claws) or +3 melee (1d8+3, bite); Face/Reach 5 ft. by 10 ft./5ft.; SA Rage; SQ Scent; AL Neutral; SV Fort +8, Ref +7, Will +5; Str 22, Dex 17, Con 19, Int 2, Wis 12, Cha 10.

Skills: Climb +14, Listen +9, Spot +8.

Special Attacks—Rage (Ex): A dire wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged dire Wolverine gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot cancel its rage voluntarily.

Rewards

Experience should be awarded for the standard encounter as follows: canyon flood (CR 3); rock slide (CR 2); dire wolverine (CR 4). If the group contains a fast thinking druid or ranger with the *animal friendship* spell prepared, the character could easily gain the dire wolverine as an animal companion.

Conclusion

The most likely result of this encounter has the PCs battered, short several animals, and developing a severe hate of the badlands. When the characters check their equipment, the GM should consider several possibilities — anything that was in the saddlebags of the lost animals is gone, and the water probably ruins half the food carried by anyone swept away.

Chapter Two: Deserts

These dunes hold as many dangers as any other land, all waiting beneath the smooth sand to trap the unwary traveler. Pack light, but don't forget to bring water. There is little to quench the thirst out here, save sand, and I don't recommend that particular drink.

- Kalin "Dunestrider" Grimmit, ranger of the Ukrudan Desert.

The Terrain

The desert is an arid region covered by sand that supports almost no vegetation. Only a small, specially adapted population of creatures calls the desert their home, though many intelligent humanoids rely on magic to survive the extreme conditions.

Wind blown sand dunes are the prominent feature in these nearly inhospitable regions. Dunes form when sand is deposited by the wind against a bush, rock, or other obstacle that impedes its flow, and they slowly migrate with the prevailing wind if there is not adequate vegetation to stabilize their position. These migrating dunes consist of two primary kinds, longitudinal and transverse. Longitudinal dunes are ridges that elongate in the direction of the prevailing wind and have about the same slope on both sides. Transverse dunes are more common in the southern half of the Ukrudan and in deserts where the wind blows almost constantly from one direction. The elongated or crescent shape of a transverse dune's windward slope is gentle, and the lee side, where the sand blown over the crest seeks its natural angle of repose, can be dangerously steep. Longitudinal and transverse dunes can grow to a height of more than 500 feet in the deepest desert regions. Along coastal regions with broken vegetation, blowout dunes form in a U-shape with their open ends upwind. Dunes absorb rainwater quickly and efficiently, making the most of sparse precipitation and helping to raise the water table and produce oases in some areas.

Oases are areas within a desert where the water table has reached the surface, providing enough moisture for vegetation to develop. The sizes of oases range from small ponds with reeds and a patch of trees to a water source large enough to sustain a small city and support agricultural cultivation. Cave oases can be found where rock formations break the surface of the desert from below the water table.

The Ukrudan Desert is the only sizeable sand covered desert on Ghelspad, creating a nearly impassable obstacle on the continent's west coast. Oases are few and far between in the Ukrudan, and the location of any oasis will be a well guarded secret by its beneficiaries. Toward the desert's center, island-like spires of stone rise above the dunes to create

Deserts

A desert is an area that has less than 10 inches of annual rainfall. Deserts can be plains of dry grasses, rocky highlands baking in the sun, or frozen arctic wastes where the icy wind scorches everything in its path. All of the references to deserts in this chapter, however, focus on dune covered deserts of sand, sun, and cloudless skies.

natural shelter for some of the Ukrudan's more sinister inhabitants.

The southern portion of the Sweltering Plains turns to a belt of dunes that lines the seacoast for many miles inward. Lesser regions of desert can be found east of the Sweltering Plains, through the southern portions of Zathiske and Ankila.

Plants

Desert plants have leaves and stems that are adapted to reduce their loss of water, using a large spreading network of roots that can penetrate to 50 feet below ground for accessing water. Because of the scarcity of water and the size of the root system that a single plant can develop, plants are more widely spaced in the desert than their counterparts in more humid regions.

Around oases, where the vegetation has a more abundant water source, the population and density of plant life increases drastically. Fruit bearing palms and lush reeds and grasses are a valuable resource for providing stability within an oasis. Root systems prevent wind erosion in the sandy soil, and the decomposing organic material that dying plants create remains in place to provide sustenance for further seasons. The existence of many plants in a concentrated area of desert that does not have visible surface water indicates that the water table lies not far below.

Desert Lotus: This rare form of flowering lotus grows only in desert oases where it can receive both water and sunlight in abundance. The pale yellow flower of this plant blooms early at first light and withers away by nightfall. The fragrant pollen of this flower is the only known anti-toxin that can counter the deathlike comatose state caused by the white lotus; as well, unlike the white lotus, it is the absence of light that destroys the pollen's potency. Even a shadow cast over the pollen will turn it to a useless violet state.

Harvesting the desert lotus typically involves the casting of a *daylight* spell on the flower, allowing it to remain potent on its own luminescence. Desert lotus pollen sells for 1,000 gp per dose or more on the

black market, usually to buyers who have no choice but to pay the seller's price.

Scourgeweed: Caravan masters traveling through arid regions are careful to avoid patches of this addictive grass for fear their horses will stop and graze. Eating or chewing on a few stalks of this tough grass for the first time awakens the senses and grants a +1 insight bonus to all attack rolls and saving throws for 1d4 hours. Within 2d12 hours of the effects of the grass wearing off, the creature must make a Fortitude save (DC 12) or suffer a -1 circumstance penalty to all attack rolls and saving throws for 1d4 days due to headaches, mild nausea, and a craving for more scourgeweed. These effects are negated if the creature can consume more scourgeweed, and a Fortitude save (DC 12) must be made to gain the positive results of consuming the weed. For each additional time after the first that a creature consumes scourgeweed, the DCs for the Fortitude saving throws increase by 1. Thus, a creature that has eaten or chewed scourgeweed four times must make its Fortitude saves against a DC of 15 to avoid the penalties and gain the benefits.

Scourgeweed grows in small patches on the outskirts of the desert; it is pale green or brown, up to a foot tall, and has a slightly bitter odor. In markets catering to the addicted "weedbiters," scourgeweed sells for up to 1 sp per stalk.

Weather

Desert temperatures fluctuate from extreme heat during the day to bone-chilling cold at night. The desert provides very little natural shade during the day, allowing the sun to bake the sand, while nightfall brings temperatures that can drop near freezing in winter months. Wind in the desert kicks up sand and moves dunes along on their migration. In many desert areas, the windiest part of the day is the few hours before sunset when the dunes begin to cast shadows and the temperature change begins. The sand storms and vortices that are stirred up during such times can be deadly for creatures not prepared to deal with them.

Use Table 2-1 to determine the weather on a daily basis in the deserts. The terms on this table are defined in the DMG, Chapter 3, "The Environment" section, *Weather* subsection.

Precipitation in the desert comes in short, thundering bursts of not more than a few hours in length. Water is drawn quickly into the ground through the sand, losing little to evaporation when the sun returns. The 24 hours following a cloudburst provide a window of abundant life in the desert. Small flowering plants rise from the sand, bloom, and die within the span of a few hours, attracting insects and bats for pollination. Reptiles and rodents emerge to dine on the insects and are in turn eaten by desert birds or other small predators. The desert sees a flurry of activity for a brief moment and then settles back into the desolation of wind blown sand.

Table 2-1: Desert Weather

D%	Result
01-70	Hot*, calm**
71-80	Hot*, windy
81-90	Hot*, windy (01-70) or Dust storm (71-00)
91-99	Downpour (01-30) or Dust storm (31-00)
00	Downpour (01-70) or Thunderstorm (71-00)

* During the winter months, treat this as Warm temperature.

** In coastal deserts: calm (01-40)
or windy (41-100).

Sand Vortices

Sometimes called "sand titans," these whirling masses of air and sand are a result of the atmospheric instability created by the extreme heating of the desert's surface on hot, cloudless days. The convection creates a whirlwind that can rise up to 3,000 feet tall while remaining relatively narrow.

Chances of Sand Vortices Developing: The chance for this dangerous phenomenon occurring near enough to the PCs to prove a danger varies with the weather conditions. These percentage chances are summarized on Table 2-2:

Table 2-2: Sand Vortex Chances

Weather Type	Chance for Sand Vortex
Hot, Calm	3%
Hot, Windy	10%
Dust storm	20%
Downpour or Thunderstorm	nil

Also called dust devils in their smaller incarnations, sand vortices can grow to be a truly devastating force of nature that will toss about creatures and objects like Titans could the mortals. The effects of a sand vortex depend greatly on its size. When a sand vortex is indicated, roll on Table 2-3 to determine its size. These vortices usually last for 10-40 minutes.

Table 2-3: Sand Vortices by Size

D%	Size	Face	Reach	Height	Lift and Toss
01-30	Small	5 ft. x 5 ft.	5 ft.	50 ft.	1d4 x 10 ft.
31-60	Medium	5 ft. x 5 ft.	5 ft.	100 ft.	2d4 x 10 ft.
61-80	Large	5 ft. x 5 ft.	10 ft.	250 ft.	2d10 x 10 ft.
81-90	Huge	10 ft. x 10 ft.	15 ft.	600 ft.	5d10 x 10 ft.
91-97	Gargantuan	20 ft. x 20 ft.	20 ft.	1,500 ft.	5d10 x 20 ft.
98-00	Colossal	40 ft. x 40 ft.	40 ft.	3,000 ft.	5d10 x 50 ft.

Size: The size category of the vortex is used to determine its effects in relation to the size of creatures and objects with which it comes in contact.

Face: The face of the vortex represents the space on the ground occupied by its funnel. Creatures of a smaller size category than the vortex and occupying the same space take 1d6 points of subdual damage and are swept off the ground (see Lift, below). Any creature the same size or larger than the vortex occupying the same space as the funnel takes 1d6 points of subdual damage. Creatures within the funnel may suffer from choking (see Choking Hazard, below) and must make a Strength check (DC 10 + 2 for each size category of the vortex above Small) to move at half of their speed through or out of the funnel.

Reach: The reach of the vortex is the area around the funnel that is swirling with sand and

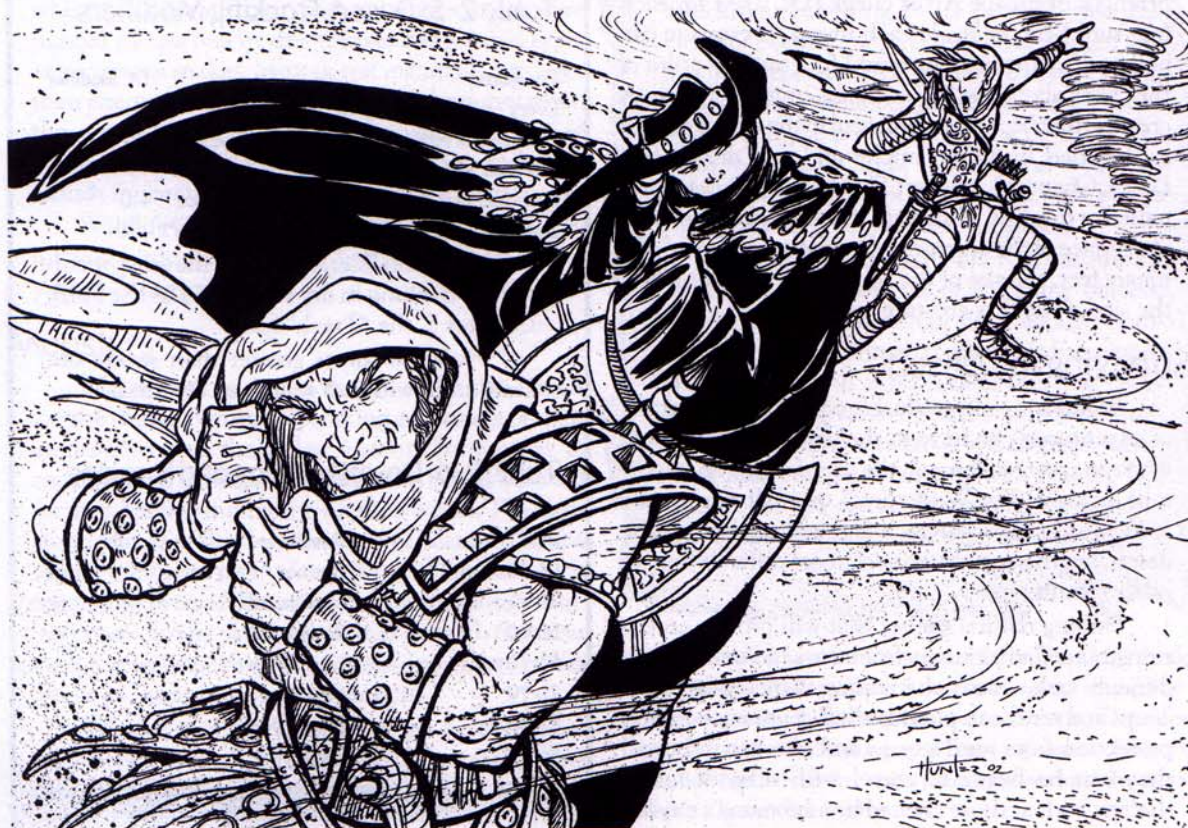
pulling in debris. Creatures within the reach of the vortex take 1d3 points of subdual damage and run the risk of being sucked into the funnel. Avoiding the pull of the funnel requires a Strength check (DC 10 + 1 for each size category of the vortex above Small) to move at half speed through the reach of the vortex. Creatures that fail their Strength check on the first round are pulled to the edge of the funnel; failing a second check indicates that a creature has been pulled into the funnel.

Height: A sand vortex can affect flying creatures that move through its reach at or below the listed height.

Lift and Toss: Creatures and objects of a smaller size category than the sand vortex can be lifted the number of feet listed, +10 feet for each size smaller than the vortex. Whatever the vortex lifts, it tosses out in a random direction. The distance a vortex can toss something is based on its lift criteria, and damage from falling is based on the greater of the two distances.

Hazards

Desert travel presents a number of natural hazards. Shifting sands and searing heat make desert travel difficult, and the scarcity of food and water resources requires adequate supplies for sustenance. Creatures not accustomed to the desert require double their usual amount of water in hot weather; this does not apply to those who rest during the day and travel only by night. The effects of starvation, thirst, and heat dangers can be found in the DMG, Chapter 3, "The Environment" section, *Heat Dangers* subsection.



Unstable Terrain

The instability of migrating dunes makes traveling over them particularly dangerous. Anyone with at least 5 ranks in Wilderness Lore receives a +2 circumstance bonus to Reflex saves made to avoid unstable terrain hazards.

Sand Slide (CR nil): The lee side of transverse dunes is prone to collapse during the process of migration. Creatures caught in the sand slide suffer the same effects as being in the path of an avalanche and, if pinned beneath the sliding sand, will drown. (For rules on avalanches and drowning, see the DMG, Chapter 3, "The Environment" section, *Landslides and Avalanches* subsection and the sidebar: *The Drowning Rule*.) Natives of the desert have learned to traverse these dunes halfway up the windward side to avoid the path of potential sand slides. Longitudinal dunes are also prone to sand slides, but the Reflex saving throws associated with these slides are reduced (DC 10) due to the moderate slope of the terrain.

Sand Trap (CR 3): The valleys between dunes are prone to sinkholes known as sand traps that can collapse into subterranean air pockets when disturbed. A potential sand trap appears almost identical to the area that surrounds it and requires a successful Wilderness Lore check (DC 20) or Spot check (DC 25) to identify. Crossing a sand trap causes it to begin pulling the first creature that comes in contact with it beneath the sand. A Reflex saving throw (DC 15) allows a creature to avoid the path of the sucking sand. Creatures failing the Reflex save are pulled 1d4 feet per round into the sand for 1d6+1 rounds. A Strength or Escape Artist check (DC10 +1 for each foot sunk) can be made each round. A creature can pull itself up through the sand 1 foot for each point of the check above the DC until it is completely free. A creature that becomes submerged in the sand is pinned as if buried in an avalanche and will drown (see DMG, Chapter 3, sidebar: *The Drowning Rule*) unless pulled or dug free. Although the air pockets beneath the surface of the desert can cover an area of up to 500 square feet, the size of the sinkhole is determined by the size of the first creature to cross it.

Surviving the Desert

Water is the most valuable commodity any group of adventurers can have in the desert, making those who can create it through the use of magic an important resource. The Wilderness Lore skill can be used to locate food and water while traveling through the desert, but this activity is much more difficult than in other terrain types.

Finding natural shelter that will protect an entire group of adventurers from the sand and sun is a difficult task, even when using Wilderness Lore. Tarps and tents can provide shade but may not offer protection from sand storms and strong winds, and they can be heavy to travel with. Use of magic shelters such as those created by a *Leomund's tiny hut*

Table 2-4: Desert Wilderness Lore Tasks

These tasks can be achieved with a successful Wilderness Lore check in addition to the tasks listed in the PHB, Chapter 4, "Wilderness Lore."

DC	Task
5	Track* creatures through desert sand
20	Identify sand trap Get along in the desert (food only).** Move up to one-half your overland speed while hunting and foraging. You can provide food for one other person for every 2 points by which your check result exceeds 20.
30	Get along in the desert (water only).** Move up to one-half your overland speed while foraging for a water source. You can provide water for one other person for every 2 points by which the check result exceeds 30.

* Requires the Track feat and the DC can be altered by various conditional modifiers (see PHB, Chapter 5, "Track" feat). Desert specific modifiers are listed on Table 2-5.

** Only one skill check is made for finding both food and water; the result of this check is applied to both DCs.

Table 2-5: Desert Tracking Modifiers

Condition	DC Modifier
Every creature in the group being tracked*	-1
Every hour of light wind since the trail was made	+1
Every hour of moderate wind since the trail was made	+5
Every hour of strong wind since the trail was made	+10
Every hour of severe wind since the trail was made**	+20

* This modifier supercedes the group modifier for tracking in dry sand listed in the PHB, Chapter 5, the "Track" feat.

** Wind forces greater than severe obscure trails within 5 rounds in dry sand.

Table 2-6: Desert Hunting and Foraging

D%	Result
01-30	Ratroos
31-50	Small lizards
51-60	Spiny toads
61-70	Lizard eggs
71-90	Bird eggs
91-98	Falcon/hawk
99-100	Desert fox

or *Leomund's secure shelter* spell can negate the daytime heat of the desert but may attract unwanted attention.

Finally, packing light is another key element of survival in the desert. Creatures carrying more than a medium load require an additional day's worth of water for each day spent under the hot sun. Carrying an excessive amount of equipment can slow a creature down, prolonging desert travel and thus exposure to the elements. Heavy armor might provide protection in combat, but battles can be days and weeks apart in the desert.

The Creatures

Creatures native to the desert environment are specifically adapted to its harsh conditions. Resilience to heat and blowing sand, a reduced need for water, and a slower metabolism are common traits. The daytime population of the desert varies greatly from the nocturnal inhabitants. Reptiles and flying predators are common during the daytime, leaving the night for a variety of nocturnal mammals. Vermin crawl and fly throughout the desert, even in its most desolate and remote reaches.

Animals

Small lizards and spiny toads bask under the desert sun, hunting insects and relying on their natural camouflage to avoid patrolling hawks or falcons throughout the day. Ratroos and other rodents hunt and scavenge during the morning and evening hours when the dunes still cast shadows; these creatures are hunted themselves by desert foxes and various types of venomous snakes. Most desert mammals conserve their energy during the day and prowl the dunes when the sun is low in search of sustenance. Hordes of swarming bats fly silently from their rocky, cavernous islands in search of insects and delicate oasis fruits.

Wildlife found in larger oases can include colorful wild birds, fish, aquatic reptiles, wildcats, and a variety of insects.

Monsters

The monstrous predators of the Ukrudan Desert are the stuff of nightmares, taking advantage of their environment to the fullest extent. Formations of sand wyverns scour the desert from its center outward for prey, leaving sand storms in their wakes. The large stone islands of the desert's core not occupied by the sand wyverns are often the territory of lamias, which use their powers of illusion to lure victims into imaginary oases. In the catacombs found beneath the great rock formations, basilisk colonies and roosts of bat devils are known to make their lairs.

The dunes of the Ukrudan house hives of giant ants that can stretch for miles, and the nomadic tribes along the Splintered River are rumored to pay tribute

Swarms

The desolate silence of the desert can be quickly broken with the coming of a swarm. Swarming creatures cannot be effectively fought with weapons, but fire and damaging area effects can disperse or destroy them. Certain area or effect spells such as *gust of wind* and *stinking cloud* disperse a swarm immediately if appropriate to the swarm summoned (for example, only fliers are affected by a *gust of wind*). Spellcasting within any of these swarms requires a Concentration check (DC 10 + half damage taken + spell level).

Bats (CR 1/2): Each night, thousands of bats fly from their subterranean abodes to hunt the desert's insects. The swarms hunt within alternating portions of their territory and can travel more than 20 miles out from their lairs before returning. Bat swarms cover 3d6 x 100 square feet and can be more than 100 feet tall. Casting spells within a bat swarm requires a Concentration check (DC 15) and limits vision to 30 feet. Besides these effects, swarming bats are relatively harmless and tend to keep other desert animals at bay.

Carnivorous Beetles (CR 7): In the days following a cloudburst, the moisture causes thousands of carnivorous beetle eggs to hatch beneath the sand. Ravenously hungry, the flying beetles form a 30-foot high swarm that covers 2d6 x 100 square feet and moves at 50 feet per round, attacking everything in its path. Within the cloud of beetles, vision is limited to 10 feet, and all creatures sustain 2d6 points of damage. When the beetles encounter an edible object, they attack and eat it until it is gone or they have been dispersed. Cloth, leather, and wood objects with a hardness of 10 or less take 1d6 points of damage each round until consumed.

Ratroo Swarm (CR 1): Ratroos are attracted to unfamiliar odors and shiny objects. When they are able to amass large enough numbers, they will swarm after whatever has caught their attention. It is because of this that many evening cook-fires have been overrun with comical results. Ratroo swarms will disperse when their members start bursting into flames. The rules governing ratroo swarms can be found in the **Creature Collection**, pg.155.

to a colossal scorpion. Creations of the Titan Hrinruuk, Ukrudan stalkers torment desert travelers by separating, hunting, and killing them one-by-one. The open sands host a limited population of other horrors, including the subterranean dune delver and the ever-thirsting sand mummy.

Humanoids

Despite the hardships of desert life, two races of titanspawn call the Ukrudan their home. The favored children of Thulkas, the sutaks, dwell near the perimeter of the Ukrudan sands, from where they can raid caravan routes and small settlements to supplement their limited resources. Deeper within the desert are the asaatthi warrior-wizards. These snake-men have no need to depend on resources from beyond the desert's confines, relying on their own arcane abilities instead. Where the territorial borders of these two races overlap, skirmishes are common, and the sutaks are not above raiding asaatthi outposts.

The west leg of the Splintered River feeds the territories of nomadic tribes that are descendants of ancient empires. What the desert does not provide for these tribes, they trade for with the gem-scales and meat of slain male sand wyverns.

Other races of humanoids regard the Ukrudan as an obstacle to be avoided or passed through quickly. No other races have a sizeable population in the Ukrudan, although a few solitary wanderers dwell within its boundaries.

Separation Anxiety

"Separation Anxiety" is a short encounter designed to divide a party of player characters (PCs) and pit them against the dangers of the desert in smaller groups. It is suitable for four 6th-level PCs and focuses on a section of collapsing giant ant tunnels that are inhabited by a basilisk, and the unstable dunes above. The encounter is meant to serve as an interlude that can be dropped into a larger desert-crossing adventure and works best if it takes place during the daytime. Darkvision or a light source will be crucial to at least one PC, and ranks in Listen and Intuit Direction may come into play.

The GM is advised to run the encounter round-by-round for all PCs from the time the first PC enters the tunnels. This will allow the PCs on the surface to suffer any effects caused by collapsing tunnels, conduct a simultaneous rescue effort, search for the alternate entrance, and possibly be inserted into a different part of the tunnel network via one of the sand traps.

Encounter Level: 6

Background

Many years earlier, the area surrounding this part of the desert was the home of a giant ant colony. The giant ants have since been driven from their tunnels by a basilisk that has taken up residence. The sand above the tunnels is very unstable, with many sand traps and dune slide hazards. No material treasure is available in this adventure, but the location of a previously unknown water source can be a valuable commodity.

Scaling the Encounter

For characters below 5th-level, replace the basilisk with a giant lizard and eliminate the dune slide hazards. Remember to remove the petrified ants if the basilisk is replaced or to exchange them with empty exoskeletons. Another way to reduce the risk for a PC trapped below ground with the basilisk is to create more tunnel connections through which to flee.

Each additional basilisk will increase the EL by one. Place at least one of the creatures out in the dunes, patrolling its territory, and make sure that the day is windy so the PCs cannot easily track it back to the tunnel entrance.

The Basilisk

The basilisk will begin the encounter in Area 3, where it spends most of the daylight hours guarding its eggs. It will journey from this area (double move each round) if it hears any disturbances within the tunnels, and attempt to track down and petrify intruders with its gaze while avoiding melee combat. A petrified PC that remains within the tunnels will become a meal for the basilisk within the next 1d4 days.

Basilisk: CR: 5; SZ Medium magical beast (reptilian); HD 6d10+12; hp 45; Init -1 (Dex); Spd 20ft; AC 16 (-1 Dex, +7 natural); Atk +8 melee (1d8+3, bite); Face/Reach 5 ft. by 5 ft./5 ft.; SA Petrifying gaze; AL N; SV Fort +9, Ref +4, Will +3; Str 15, Dex 8, Con 15, Int 2, Wis 12, Cha 10.

Skills: Hide +0*, Listen +7, Spot +7. **Feats:** Alertness, Great Fortitude.

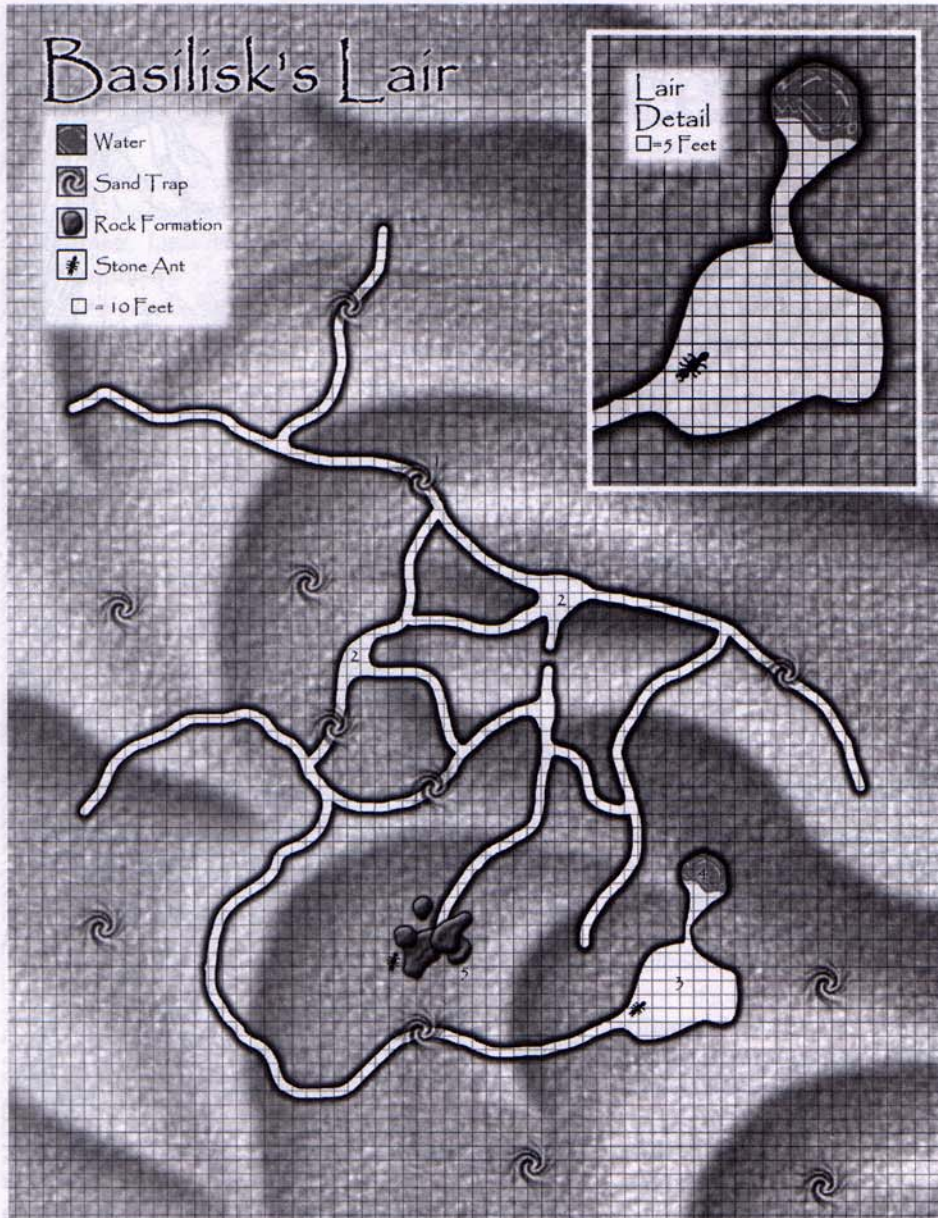
Special Attacks—Petrifying Gaze (Su): Turn to stone permanently, range 30 feet; Fortitude save (DC 13) negates.

Skills: *The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus to Hide checks in natural settings.

Map of the Old Ant Colony

Dunes: The crescent shaped transverse dunes are unstable on their lee sides (shaded dark on the map). Climbing or traversing the lee side of these dunes will trigger a sand slide with a bury zone 1d4+1 x 10 feet wide and a slide zone of equal distance on all sides of it. The height of the dunes in the area is relatively uniform, peaking at 60 feet.

Sand Traps: The sand traps located above the tunnels are very unstable, requiring a Reflex save (DC 25) to avoid being pulled through 12 feet of sand and deposited into the tunnel in one round. The traps above the tunnels stabilize into standard sand traps after the first creature has been pulled through. Sand traps not located above the tunnels are also standard.



Tunnels: Within the giant ant tunnels there is no natural light source. The tunnels are 8-foot diameter cylinders, and their ceilings are 12 feet below the surface of the dune valleys unless otherwise noted. Each 10-foot length of tunnel is relatively fragile and will collapse if it takes more than 15 points of damage (hardness of 3). A tunnel that collapses below a dune will cause a sand slide. Where the tunnels are closest to the surface, communication is possible by shouting back and fourth through the thick sand and succeeding at Listen checks (DC 15 to hear, and DC 20 to understand). A PC shouting in the tunnel causes 1d4 points of damage to the structure per round (do not forget to subtract the hardness).

Sand Trap Entry Point (1)

This sand trap is the recommended entry point for this encounter. It gives a PC that is pulled through to the tunnels plenty of time to make noise and

attract the basilisk from Area 3. If a PC makes the difficult Reflex save to avoid the sand trap, plenty other sand traps are in the area, and the PCs have a chance to find the rock formation located in Area 5. It is left up to the GM to get one or more PCs into the tunnels.

Because of the disorientation caused by the sand trap, Intuit Direction checks have a -5 circumstance penalty for any PC entering the tunnels this way. Dwarves are not subject to this penalty.

Bat Chambers (2)

These areas drop off a few feet in a gradual slope and are wider than the tunnels. PCs with a light source or darkvision will immediately notice that the walls and ceiling are covered with thousands of bats. Loud noises within 30 feet of the

bat chambers will spook them and cause them to swarm. The swarm will form within 1d4 rounds of the disturbance and move rapidly toward the exit in Area 5 as a group.

PCs on the surface that are within 100 feet of Area 5 will automatically see the bats when they leave the tunnels. Beyond 100 feet, PCs must make a Spot check (DC 10 + 5 per additional 100 feet) to see the swarm. Once outside the tunnels, the swarm will circle Area 5 for 1d6+1 rounds before returning to their roost. If the encounter takes place at night, the bats will simply disperse into the darkness.

Basilisk's Lair (3)

Fifty feet before entering the west side of this chamber, the tunnel begins a gradual downward slope. The chamber itself is 80 feet wide, with the same low ceilings as the tunnels. At the entrance is a

giant stone ant, perfectly preserved by the basilisk's gaze. From a distance of more than 30 feet, the ant looks real and requires a Spot check (DC 12) to determine otherwise. The floor is littered with smaller pieces of stone ant that have been mostly consumed by the basilisk.

Moisture is obvious in the air of the chamber, and a small 4-foot diameter tunnel branches off the north side, leading to Area 4. A Search check (DC 15) of the southeast corner will reveal a rocky nest with 3 stone like basilisk eggs partially buried in the sand.

Water Chamber (4)

The narrow tunnel leading into this area slopes downward to a moist sandy floor. The chamber slopes down further to the north into a 2-foot deep pool of water leeching up through the sand. The water is fresh, cool, and potable.

Rock Formation (5)

A large pile of sandstone juts from the sand, rising 30 feet at its highest point. On the west side of the rock formation stands the remains of a sand-blasted giant stone ant. A Search check (DC 15) along the south side of the formation will reveal the entrance to the tunnels. The opening is beneath a short ledge and partially filled with blown sand, making it only 3 feet high and 4 feet wide. The tunnel gradually opens to full size at a distance of 50 feet from the entrance.

Rewards

The location of the hidden water supply can be a valuable resource to PCs that adventure frequently within the desert. Caravan masters and traders may pay or trade favors for this knowledge, although they may request it be kept confidential.

If this encounter takes place in the Ukrudan Desert or if PCs are familiar with the necromancers of Hollowfaust, they may realize the potential value of a basilisk corpse. With the price of basilisk eyes and eyelashes at 300 gp and 25 gp respectively in the City of Necromancers' Bone Market, PCs with the means to transport the 300 lb. creature could greatly benefit from its sale.

With the right contacts, the basilisk eggs can fetch a high price on the market as well. The eggs are quite durable and will hatch in 3d6+6 days unless they are destroyed.



Chapter Three: Forests

You would do well to hide behind your walls, content in your bustling cities and far from the dangers of the wilderness. Little here is safe, and everything – everything – is alive.

- Narza Lo'anrath, elven ranger of Vera-Tre

The Terrain

The Divine War left an indelible mark on the forests of Scarn. Trees and plants were forever altered, tainted or torn asunder, and the creatures living there mutated and adapted to contend with the titanspawm lurking in their territories. From the twisted crimson trunks of the Bloodrain Woods to the relative purity of the Ganjus, the forests of the Scarred Lands are dangerous, mysterious places that no adventurer should take lightly.

Labyrinthine mazes of trees and dense undergrowth conspire to make trailblazing and tracking difficult or impossible in the forest's deepest reaches, and it is extraordinarily easy to draw the attention of something quite deadly if one is careless. There are few completely silent moments in the wilderness, as creatures of all shapes and sizes go about their lives scavenging, hunting, hiding, and running all around.

The canny adventurer is alert for danger in any situation, but must remain even more so in the forests of the Scarred Lands. Dangers abound and come from all directions and sources, including "typical" plant life.

Plants

Trees in the various forests of Ghelspad range from oaks, willows, hawthorn, maple, walnut, and other deciduous species, to coniferous varieties such as pine, spruce, or fir. More exotic species such as shard trees can also be found in rare groves. Crawling vines, herbs, wild flowers, weeds, and fallen leaves decay on the forest floor, acting as fertilizer, camouflage, and sustenance for the vermin and plant life that lurk underfoot.

Beneficial Plants

Of the many plants growing in the wooded areas of the Scarred Lands, quite a few prove to be beneficial when properly prepared by herbalists. Plants that are not quite so helpful, however, can be deceptively similar to their more benign brethren in defiled areas of the wilderness.

Hazardous Plants

It is very dangerous for a wanderer unschooled in Wilderness Lore to eat of the forest's provender. Some of the most succulent looking fruits and berries

are among the most deadly. Foodstuffs tainted by the blood of Kadum can bring the hardest barbarians down with blood fever, and those things touched by other titans can have even more insidious effects upon an adventurer.

Bloodberries: Resembling raspberries, these are berries that were warped by the ichor of Mormo, and their insidious double-edged effects reflect this taint. When a creature ingests bloodberries, it experiences a euphoric high; large amounts of the berries can even cause a creature to hallucinate.

Those who ingest bloodberries are permitted a Fortitude save (DC 15) to throw off the effects of the euphoria, though doing so will leave them with a mild headache and dizziness. Druids of Mormo have discovered that casting goodberry upon bloodberries magnifies the potency of the berries, increasing the Fortitude save DC by +10 (to DC 25).

While under the influence of bloodberries, a creature suffers a -2 circumstance penalty to all rolls involving hand-eye coordination, including combat rolls. They gain an almost supernaturally keen awareness, however, which gives the character a +4 insight bonus to Sense Motive and Bluff checks. Extended use can cause addiction, and rumors abound of the bloodberries twisting addicts into foul creatures.

If a character consumes the berries and fails the Fortitude saving throw, he must make a Will saving throw to resist addiction to the bloodberries once their initial effects have worn off. This roll is at DC 10, +1 per previous instance of ingesting the bloodberries, even if the character succeeded in the saving throw. This is cumulative, regardless of how much time has passed between dosages.

Once the character is addicted to the drug, he begins to crave the drug and the enhanced awareness it brings. Any time he is exposed to the presence of the drug, he must make a Will save (DC 10 + 1/day since his last ingestion of bloodberries) or try and gain the drug through theft, purchase, or force.

Should the addict manage to resist the lure of the bloodberries for a number of days equal to 5 plus his Constitution bonus, he enters withdrawal. During this time, if he is exposed to the drug, his DC to resist seizing it is multiplied by two; in addition, he must make a daily Will save (DC 10 + 1/day since his last ingestion of bloodberries) or try and find some of the drug. In the throes of withdrawal, the character must make a Fortitude save (DC 15) daily or take 1d2 points of temporary Constitution damage. If the character makes it through a number of days equal to 10 minus his Wisdom bonus, he is cured of his addiction, though should he ever ingest the drug

again, the save DC to resist addiction is not reduced from its previous total.

Those addicted to bloodberries may also be cured of their addictions by the application of a *cure disease* spell.

Shard Trees (Hazard; CR 5): The sap of the shard tree hardens into a thin, sharp substance upon exposure to air. The substance appears crystalline and is easily broken. At least from a distance, shard trees do not appear greatly different from other trees; upon closer inspection, however, the leaves of the tree appear to be covered in a thin crystal sheathe. Also known as ring-leaves, shard trees act as natural wind chimes when a slight breeze rustles through the glassy leaves.

The beauty of the shard tree belies the danger that it poses, however. Those caught near a shard tree in windy situations are in peril, for winds of sufficient strength cause the inflexible leaves to shatter. These feather light shards are then swept along the winds, shredding anything in their path.

Those caught in one of these so called leaf storms take damage that varies with the speed of the winds (see Table 3-1: Leaf-storm Damage). Total damage rolled is reduced by a number of points equal to the victim's armor and deflection AC bonuses. Shard trees are invariably surrounded by shredded vegetation of several yards' radius.

Table 3-1: Leaf storm Damage

Wind Speed	Damage
Moderate	1D8
Strong	1D12
Windstorm	2D8

Winds greater than Windstorm speed actually inflict no damage, as the delicate shards of glass are pulverized by the sheer force of the winds, causing only an annoying grit in the air. The definitions of these air speeds are found in the DMG, Chapter 3, Table 3-17.

Dream Poppies (Hazard; CR 2): Though found rarely in the wild, dream poppies are often cultivated around elven settlements. These brightly colored blossoms give off spores that lull a creature to sleep when inhaled. The elven immunity to magical sleep makes this a useful element in the defense of their settlements against raiders and titanspawn. All within 10 feet of the patch of poppies must make a Will-saving throw (DC 15) or fall asleep for 10 + 1d20 minutes. The poppies have no effect on members of races that are immune to magical sleep.

Shriek Flowers (Hazard; CR 3): Blooming as crimson bells with stringy, hair like leaves hanging over the bloom, these flowers strangely resemble a

tiny, stunted woman and smell wonderful — but are better left unpicked. If disturbed, the blooms let out a piercing cry not unlike a banshee's wail, forcing everyone within 20 feet to make a Fortitude saving throw (DC 18) or take 1d12 points of sonic damage and be rendered deaf (see DMG, Chapter 3, "Condition Summary" section, *Deafened* subsection) for 1d4 days. Those who successfully save are merely *deafened* for 1d4 rounds.

Sentient Plants

In those areas where the blood or remains of Mormo, Kadum, or other Titans were strewn, it is not uncommon for a traveler to come upon vegetation at least as predatory as the creatures inhabiting the wilderness. This insidious and intelligent flora masquerades as ordinary plant life in hopes of attracting prey within the reach of its vines and roots. Among these hellish life-forms are:

Carnivorous Trees: Wanderers searching for shelter in inclement weather would do well to learn to look for blood stains on the outer edges of an inviting and empty hollow tree: otherwise, they may walk directly into the maw of a carnivorous tree, falling prey to crushing, suffocation, drowning, and finally digestion as the interior of the tree swells around its victims and consumes them. (See *Creature Collection 2*, pg. 34.)

Gallows Vine: These vines reach down from the branches above and loop around the neck of unsuspecting travelers, ensnaring them and lifting them from the ground until they suffocate, whereupon the gallows vines may feed from the strangled corpse. (See *Creature Collection 2*, pg. 78.)

Leeching Willows: The deceptive beauty of a leeching willow can lure a creature within range of its appetite and leave odd items and bits of treasure lying around its base. Those hoping to profit from such a windfall should do so with the knowledge that something made the former owners leave their possessions there, and it was not generosity. (See *Creature Collection 2*, pg. 103.)

Serpent Root: Originally found in the Hornsaw Forest and spread through the machinations of the King of Calastia to other areas, the serpent root is deadly to the ecology of its host environment, leeching the life energies of everything with which it comes in contact, including the soil and any living creature it can wrap its roots around. (See *Creature Collection*, pg. 169.)

Weather

In mild times, the forest is soothingly moderate in climate. Rays of sunlight filter through the leaves, and wind is blocked by the bulk of the trees. If the weather turns bad, though, stronger winds gust through the branches, tearing down old and weak trees in their path.



When the rains come, the creatures of the forest seek cover. Experience has taught them that sometimes the rain can bring more than just water. Since the Titanswar, bloody downpours have become far too commonplace, especially along the eastern seaboard where the rains are common enough to lend their name to the Bloodrain Woods. Storms bring crimson rain and foul black masses akin to bits of clotted gore that nourish the dark things, drawing the titanspawn out of hiding and giving them courage to attack nearby settlements. Bloodstorms are the most hazardous times for those living on the edges of civilization, as bandits conduct hit-and-fade guerilla attacks on the fringe.

Yet rain is not the only inclement weather that has taken on the appearance of gore since the Titanswar. Tainted water from the Blood Sea sometimes condenses in creeping morning mists, which conceal horrid things taking advantage of the cover they provide. During the colder months, the Blood Sea occasionally lends its hue to the snow and ice that covers the landscape in an eerie glistening red blanket. Icicles, white with a crimson core, hang like teeth from the branches of trees, often falling with such accuracy on those below that folklore attributes such events to more than coincidence. After a bloodstorm, tainted foods and blood fever become more of a threat, and foragers must be more careful than ever in their gathering.

Table 3-2: Forest Weather

D%	Spring	Summer	Fall	Winter
01-70	Moderate, calm	Warm, calm	Moderate, calm	Cool, calm
71-80	Heat wave (01-40) or Cold snap (41-00)	Heat wave (01-70) or Cold snap (71-00)	Heat wave (01-60) or Cold snap (61-00)	Heat wave (01-30) or Cold snap (31-00)
81-90	Rain*	Rain*	Rain*	Snow*
91-99	Thunderstorm* (01-80) or Snowstorm* (81-00)	Thunderstorm*	Thunderstorm*	Snowstorm*
00	Windstorm	Windstorm**	Windstorm**	Blizzard*

* Precipitation near the Blood Sea has a 30% chance of being blood rain or blood snow.

** These results have a 20% chance of being Hurricanes if they are near an ocean.

Predicting bad weather is simple in the woods for those perceptive enough to take note of their surroundings, even if the sky is not visible through the trees. Just before a storm, the animals of the forest curl up in their homes and cannot be heard scrambling through the underbrush or flying through the leaves overhead. Scavengers hoard nuts and other nonperishable foods before a major storm, then disappear into their burrows to avoid the chaos.

Hazards

Blazing a trail through the forest is a risky proposition. Many hazards await, and many travelers seriously consider the alternate trip around the outer edges of the forest.

Fire

The most deadly threat that any traveler will encounter in the wilderness has no face. It is voracious and insatiable and cannot reason. Fire is the one threat that all creatures of the forest, malevolent and benevolent, agree upon. Elves and other forest dwelling magicians tightly regulate fire magic and encourage visiting spell casters to use discretion in their castings. In the Ganjus, the elves of Vera-Tre enforce laws restricting the use of fire spells to controlled burns for agricultural use and for last-resort use in warfare. An indiscriminately cast fire spell can cause immense amounts of damage to the forest beyond even the ability of the druids of Denev to repair. Fires can also be caused by poorly set campfires or, outside of the traveler's range of control, thunderstorms or heat waves. When a forest fire begins, it is not unknown for all sentient denizens — from titanspawn to elves — to put aside their differences in the common defense of their homes.

Nothing is quite like the experience of being in the middle of a forest fire. The sky turns red, and the fire creates its own microcosmic weather patterns as winds rip through the flames, feeding them oxygen and spreading smoke. Creatures run in sheer panic, searching for an escape from the fire; trees combust, crack, and explode, falling all around. The smoke is suffocating and can kill someone unlucky enough to be caught within the walls of fire before the flames can even reach them. Characters who breathe heavy smoke must make a Fortitude saving throw each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character that chokes

for two consecutive rounds takes 1d6 points of subdual damage. The smoke also serves as one-half cover to characters obscured in its haze.

Those caught in the midst of a forest fire are in great peril, indeed. The blaze ranges between "extreme heat" and "abysmal heat" (see DMG, Chapter 3, "The Environment" section, *Heat Dangers* subsection). In addition, characters must make a Reflex saving throw (DC 15) once per minute in order to avoid catching on fire (see DMG, Chapter 3, sidebar: *Catching on Fire*).

These temperatures can also make the sap boil in trees, causing the trees to explode outward. Once every minute in an area of abysmal heat, there is a 10% chance that those caught in the conflagration will be near a tree as it explodes. This explosion inflicts 2d6 points of damage plus 1d6 fire damage, though this damage total may be reduced by half with a successful Reflex save (DC 12). Those who fail the save are also at risk of catching fire.

In the chaos of a forest fire, wind and heat spin in a mad dance, whipping about clothing and singeing exposed flesh. The sound of the inferno is like a dragon's roar, and all Concentration DCs increase by +4. Spellcasters find themselves at odds with not only the sound, however, as spell components are likely to evaporate, melt, or simply combust in the heat. During a blaze, the winds can reach 21-30 mph (see DMG, Table 3-17) and have adverse effects on tiny creatures and ranged combat.

Deadfalls

When a tree dies, it stands in mute testament to its former strength, a natural statue. Animals find refuge in its hollow chest, and the next generations of trees curl around its gnarled roots for support. Yet like any old, infirm thing, it can be destroyed. Wind can finally strain the trunk too much. Soil erosion can free the roots and cause the tree to topple. Lightning can sunder the tree in two. Termites can eat away the last vestiges of support inside. Whatever the cause, a deadfall can come with very little warning and crush an unwary traveler under the still massive bulk of a dead tree.

Characters caught under a falling tree sustain damage, which may be halved if they make a successful Reflex saving throw (DC varies by tree size; see Table 3-3: *Forest Deadfalls*). Those who fail the save are pinned by the body of the tree. Pinned characters

Table 3-3: Forest Deadfalls

Tree Size	Fall Damage	Save DC	Subdual Damage	Escape DC	Hazard CR
Medium	4d6	10	1d3	15	1
Large	6d6	12	1d4	18	2
Huge	8d6	15	1d6	22	3
Gargantuan	10d6	18	1d8	28	5
Colossal	12d6	22	1d10	32	8

take subdual damage every minute they are caught. As usual, once this damage has caused a character to become unconscious, it continues inflicting normal damage on the hapless victim.

Fallen trees may be rolled or lifted by an unpinned character or characters that cooperate to lift the tree. Deadfall trees usually weigh hundreds of pounds, but need only be lifted a few inches to drag a victim out from under them. The DC for this feat varies, according to the size of the tree.

Disease

Exposure to the corrupting influence of Mormo or Kadum can twist and reshape those affected into vital, aggressive killing machines, but such exposure can also cripple and blight its victims. Disease is a very real threat in the depths of the forest. Tainted water and foodstuffs, the ragged and unclean talons of an owlbear, or the itching sting of a mosquito can all cause damage in ways more difficult to defend against than mere violence. The wilderness does not lend itself to cleanliness, and outside of the areas protected by the wood elves, it is quite simple to partake of contaminated food or water and thereby contract filth fever—or worse, blood fever, if the contamination is borne from Titan veins. More information on diseases can be found in the DMG, Chapter 3, “Special Abilities” section, *Disease* subsection.

Blood Fever

Anyone consuming food contaminated by Kadum's blood must make a Fortitude saving throw (DC 20) or suffer the effects of the ailment known as blood fever. Blood fever's incubation period is 6d4 hours. When the incubation is complete, the victim takes 1d3 points of temporary Constitution damage and begins to tremble or convulse, literally sweating blood. The victim also has disturbing hallucinations of violence and death—images from Kadum's memories and the horrors of the Titanswar. The victim must make a Will saving throw (DC 18) or experience a change in alignment to chaotic evil for the disease's duration. Once per day thereafter, the victim must make a successful Fortitude saving throw (DC 20) to avoid repeated damage. Three successful saving throws in a row indicate that the victim has fought off the disease and recovered, taking no more damage and returning to his original alignment.

Once the victim has changed alignment, an additional Will saving throw (DC 16) must be made each day. If the roll fails, the victim, seized by a homicidal rage, will savagely attack anyone around him. This maddened state persists for the duration of the illness, and enraged victims are often restrained to prevent further injury to themselves or to others. Once the victim has recovered, the rage disappears and his alignment reverts to normal.

Anyone who comes into physical contact with a victim of blood fever risks catching the disease as well, though a Fortitude saving throw (DC 12) against contracting blood fever in this manner is allowed.

Vermin and Insects

Some of the most deadly creatures in the forest are small and far too easily ignored. Ticks, fleas, lice, and mosquitoes steal vital fluids; harass with their itching, stinging bites; and above all, transmit diseases that can debilitate or kill those travelers unlucky enough to catch them and unable to reach a healer in time. Ticks and mosquitoes in particular can infect someone with the shakes or filth fever. More unique vermin such as blood moths or the disgusting bloodflies lurk in the wooded places, bloated and changed by the taint of fallen titans. They are unpredictable, nightmarish, and completely unnatural.

Other insects are not so small, and with their increased size comes increased danger. Stirges, giant spiders, and other massive vermin infest the forests the farther a traveler descends into their ancient depths. Parties planning trips into the wilderness would do well to seek the aid of a competent cleric. Without one, giant spiders and other large, venomous creatures can become insurmountable foes, and the hazards of the forest can wear a party down to the bone.

Blood Moth Swarm (Hazard; CR 5): Beautiful and deadly, blood moths are easily mistaken for mundane butterflies with large, elaborate, and colorful wings, but as an observer looks on, the patterns on their wings shift and change, forming morbid icons. Blood moths attack their prey in large swarms, attach themselves to their target, and gorge themselves on the creature's blood. For individual blood moths and swarms smaller than fifty, see **Creature Collection II** for more information. These rules treat the moths as a single hazardous entity rather than a combat opponent, since running combat for 50 insects is cumbersome.

When a character encounters a swarm of blood moths, they attack in a cloud, surrounding the character. When the swarm attempts to overwhelm the character, she may make a Reflex saving throw (DC 15) to avoid the swarm. If a character is engulfed, she should then make a Reflex saving throw (DC 13) to brush off or otherwise avoid enough of the moths' gluttonous fangs to take half damage from their attacks (characters possessing the Evasion feat negate all damage). Should the character fail, she takes 1d20 points of damage per round until she escapes or all of the moths are gorged on her blood. Escaping a swarm is a difficult task, requiring a Reflex saving throw (DC 20) to succeed. Individual blood moths will break off the attack after filling up on 4 hit points worth of blood, lowering the difficulty class of the required rolls by one for every five moths that have abandoned the assault.

Surviving in the Forest

Even for well prepared adventurers, the forests of Ghelspad are difficult and treacherous places to travel. Predators and hazards are everywhere, and the wilderness is an unforgiving mistress indeed to those caught unprepared. **Yet a wealth of resources is available for those who know where to look. Those cunning few can survive in the wilds for weeks or months with minimal supplies.**

Magic, as always, makes life in the wilderness far more survivable. The presence of a wizard, sorcerer, cleric, or especially a druid can change the odds of surviving considerably, but only if they stick to more subtle effects. **Ostentatious spells often attract the attention of creatures both mischievous and malevolent, as well as draw the ire of the forest guardians if the spells damage an area. With that in mind, the ability to purify food, create shelter from nearly nothing, or traverse impassable brambles with merely a command and gesture is extraordinarily useful for those lucky enough to have such abilities.** Likewise, the judicious and imaginative use of magic items can make a night in the woods not only survivable, but comfortable.

Table 3-4: Forest Wilderness Lore Tasks

These tasks can be achieved with a successful Wilderness Lore check in addition to the tasks listed in the PHB, Chapter 4, "Wilderness Lore."

DC	Task
10	Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.
15	Identify potential deadfalls. Identify forest fires in the distance, shriek flowers, shard trees.
20	Identify disease carrying vermin, bloodberries, dream poppies, incoming blood rain/blood snow.

Table 3-5: Forest Hunting and Foraging

D%	Forage Results
01-20	Roots and grubs
21-40	Berries and vegetables
41-50	Rabbits, squirrels
51-60	Small birds
61-80	Large fowl
81-00	Deer or other large game animals

Camping

Finding cover during a storm, or just for the night, is essential to surviving in the forest. A simple hollow tree, although uncomfortable, can prevent the illnesses that often come from sleeping in the open during foul weather.

Setting a campfire is sometimes unavoidable, but proper care should be taken to contain the fire as well as keep its profile low so as to draw as little attention as possible from curious parties. When the fire is no longer needed, burying the cinders not only keeps them from starting a larger fire, it covers up evidence of the travelers' camp and makes it more difficult for hostile parties to track their location. As tempting as it is to use fire to scare away the smaller predators, adventurers should consider the target that flame makes of them for bandits and monsters.

Those who would camp overnight in the forests are well warned to keep their provisions out of the reach of the forests' natural inhabitants, which will happily feast on any food left in their reach.

The Creatures

A wide variety of creatures make their homes in the Scarred Lands' forests. They forage on every level of the wilderness, from the undergrowth to the highest branches, and range in size from the tiniest hedgehogs to the gargantuan (and thankfully quite rare) reaver crashing through the trees in search of prey. The smaller creatures are afraid of humans and humanoids, and are likely to lurk unseen and bolt if discovered. A hunter in the thick wilds of Ghelspad is as likely to come upon other, more inhuman and unnatural hunters as he is to come across a suitable buck.

Animals

If the woodlands of Scarn are alive, then the animals foraging and transplanting, living and dying beneath the canopy every day are its lifeblood. Without them, the seeds of the plants and trees would not be spread, parasites would thrive, and the forest would not grow. **Every creature in the forest plays a role in its survival.** Travelers in the forests of Ghelspad will run across the ubiquitous rabbits, squirrels, and rats of any temperate forest, but they may also encounter raccoons, bears, boars, wolverines, and other more aggressive predators that can be quite dangerous even without the corrupting influence of Titanic blood.

When the blood of Titans does infect the mundane animals of Scarn, it has unpredictable results. For some creatures, they merely become bigger and more aggressive, others seem to regress down the evolutionary ladder, and still others become monstrous versions of their former selves.

Monsters

Many of the creatures the divine races consider monstrous are innocent animals befouled by exposure to the Titans or their remains, and follow the same predatory instincts they exhibited before, only on a much larger scale. The difference between the hunting intake of a wolf and that of its dire cousin is astronomical, and where a pack of wolves can make life hard for nearby livestock, a pack of dire wolves has the potential to devastate entire communities in a single night, were it not for the fact that many such packs are themselves hunted by other things.

In the wake of the Divine War, many of the surviving titanspawn fled to the periphery, to the wild places, including the forests of Ghelspad. There they were forced to adapt and find a niche in the local structure, or they gained the attention of those creatures who take it upon themselves to act as guardians of the forest. Some of those guardians were warped by the Titans' influence themselves, becoming outcasts and destroying that which they once protected.

The deepest reaches of the forests tend to house the most dangerous creatures, as larger predators such as goblin bears tend to carve out their territories in the most densely occupied areas. Some creatures act as guardians, punishing interlopers who upset the delicate balance of the ecosystem or damage the forest in some way. Others are ultimate predators, bored with the local meat and intrigued by the exotic – and appetizing – interlopers wandering about in their territory.

In the heart of the forest, unicorns, forest walkers, and the legendary emperor stag protect the woods from harm, while pilfer sprites, brownies, and other fey creatures molest travelers out of mischievous boredom and malicious intent. As with so much else, even the purity of the unicorn has not escaped the fouling touch of the titans, warping the once proud and beautiful creatures into aggressive black beasts with serrated horns and glowing eyes. More information on the monsters of the Scarred Lands can be found in *Creature Collection I* and *Creature Collection II*.

Humanoids

The forest can be a cruel mistress to those who live beneath her canopy. She winnows out the weak or slow until all her children are adaptable and capable of surviving the many hardships they deal with on a daily basis. Those humanoid races choosing to live within the confines of the forest must learn these lessons quickly or be wiped out, their erstwhile villages overgrown and forgotten as quickly as they are built. Chief among those races are, of course, the elves, but others eke out their lives under the trees and even within them.

Kobolds: The diminutive, reptilian kobolds have long inhabited the bottom of the humanoid food

chain. They thrive in their niche in the forest, however, occupying a humanoid equivalent to the smaller scavengers in the underbrush. Their culture is tribal, and their shamans ingest bloodberries and other natural psychedelics in order to commune with their tribal spirits more easily. The kobolds have a strong tradition of sorcery, perhaps attributable to the tainted berries they use with such aplomb, and there have been reports of tougher, more aggressive members of the species in the Hornsaw Forest. Efforts to remove them in the Ganjus have been futile, since they breed too quickly and are too numerous to destroy outright.

Vertigen: These titanspawn were created with a very specific end in mind, but before their creator could impart their purpose, he was destroyed by the gods. Most of the vertigen have spent the years since the Divine War searching for hidden troves of information, hoping for a clue to their lost purpose, a meaning to their existence. As the years progressed, the importance of their purpose to a few has faded, replaced by loved ones and survival. Those few have settled in scattered villages in the forests of Ghelspad, away from the divine races who distrust and persecute them.

Their affinity for (and enjoyment of) thievery and other arts requiring their natural agility coupled with their ability to affect the equilibrium of others has led a small number of them to forsake their Titan forebear in favor of worshipping Drendari, the demigoddess of shadows. Viewed as heretics by their own race and worse by the divine races, they exist alone or in tiny groups, marginalized even further for their faith. Vertigen often sneak into outlying villages and use their abilities to steal supplies and equipment from those who refuse to sell such things to them. Rarely, but occurring with more and more frequency, vertigen may ally themselves with an adventuring party for their own reasons.

Coming of Age

In the forest, the slightest spark can set off a blaze that changes the face of the landscape for years. How much more deadly, then, the mad rampage of an enraged fire elemental? In this encounter, the characters are thrust into a chaotic and deadly situation, forcing them to use their wits and skills to prevail, as very few weapons can inflict harm upon a forest fire or the elemental that started it.

The party would do well with a ranger, an arcane spellcaster, and a cleric.

Encounter Level: 9

Background

In the final days of the Titanswar, before Thulkas was defeated by Corean and Tanil, some say that the Father of Fire set free a number of fire elementals and bid them wreak havoc across the lands that the upstart gods so desperately desired. His servitors spread

out, their fiery bodies igniting their surroundings and distracting the gods from their purpose.

A contingent of heroes hunted down those elementals even as their patron goddess, Tanil, assisted Corean in the defeat of Thulkas. In time, most of the elementals were defeated and returned to their home plane. Some of the beings, however, were too cunning and powerful to be destroyed easily, and the heroes settled for imprisoning them in hastily constructed magical traps.

One such trap lay dormant for centuries, until a treasure hunter with more curiosity than common sense stumbled upon it. Thinking that the odd, half-buried sarcophagus was, in fact, a doorway, Toval Marikesh, a vertigen, set about unlocking it. The eldritch threads of magic locking the elemental inside snapped, weakened and frayed by the years, liberating the furious entity in a blazing flash. Once freed, the elemental continued its mission in a frenzy of destruction.

Toval desperately seeks a way to re-imprison the elemental and put out the fire before its rampage reaches a nearby village of outcasts, including his own people, the vertigen.

Scaling the Encounter

The most obvious target for scaling this encounter is the fire elemental itself. By resizing the elemental, his CR can range from 1 to 11, with correspondingly variable degrees of fire, and higher levels might easily be taken into account by adding multiple elementals. Other creatures, blinded by panic, might also cause

difficulties for the party, and more resilient titanspawn may be attracted to the conflagration's chaos.

Encounter

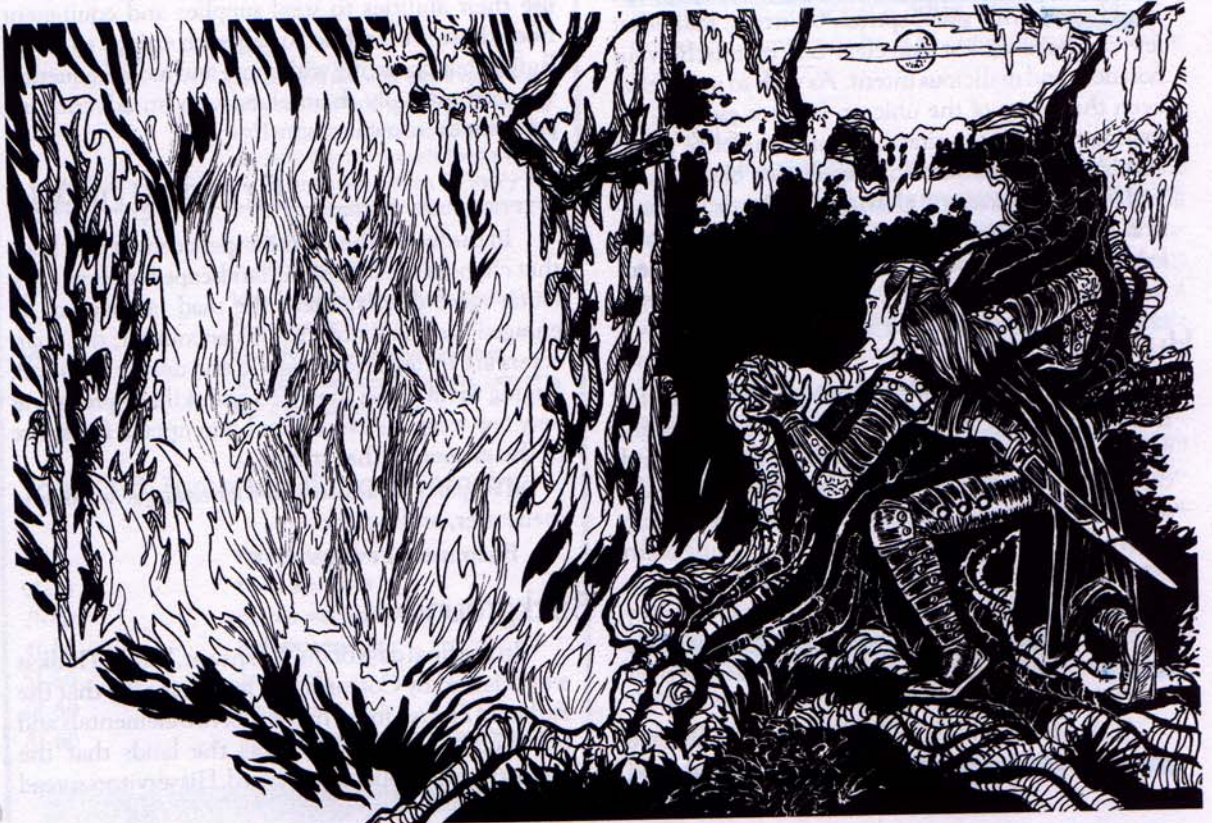
As the fire spreads, the characters find themselves walled in by fire and, depending on their inclination, may be predisposed to combat the elemental and put out the fire or merely escape before the smoke and heat take their toll.

The elemental is only half of the danger in this situation, for the characters are laboring under the effects of abysmally high temperatures. Trees combust as their sap boils, and tolerable air is few and far between. See the Hazards section of this chapter for more on the effects of a forest fire.

Deer, rabbits, and other animals living in the forest bolt and panic all around the characters, collapsing as the fire suffocates and burns them. Kind hearted characters may do their best to save these creatures, and cruel or practical ones might recover their charred corpses to salvage what edible portions remain.

Firestarters

The vertigen Toval is willowy and graceful, almost supernaturally so. His hair hangs in a multitude of thin black and red braids, and he has long, pointed ears. Characters unfamiliar with vertigen might mistake Toval for an elf. If they do, he will not correct them. He is battered and bruised, covered in soot and baked mud, and carries a well made longbow and longsword.



Toval came upon the elemental's cage while searching the forest for a passageway he believed would lead him to a collapsed monastic library containing books and, he hoped, clues that might shed light on the origins of his race, as well as the location of more down-to-earth prizes. He is perfectly aware that he is completely out of his depth, but he is determined not to let the fires spread to the nearby enclave of his people.

The elemental, on the other hand, only has one goal on its mind – the destruction of the forest. It will continue in single-minded determination until every last tree is reduced to a smoldering ember before continuing on, leaving a swath of destruction in its wake. Though the folk of the nearby village include some spellcasters that can assist in extinguishing the fire through the use of *create water*, as well as more mundane methods such as deadfalls and the like, it is this elemental that represents the genuine threat.

Rewards

The friendship and gratitude of Toval's village, as well as the guardians of the forest, make up the bulk of the reward. The villagers consist of outcasts from all over the area and as such have little to offer. The guardians extend their protection to those who assist the forest — and their ire to those who ignore its need. A small family of wood elves offers a more tangible reward to those who seek it, consisting of a small chest with 354 gp and a small blue-white stone (moonstone; Appraise DC 15; 30 gp), liberated from careless bandits intruding on their territory.

Conclusion

After the elemental and the fire it caused are extinguished, the characters may help repair the damage, tend to wounded animals and villagers, or continue on the journey that brought them there in the first place. Those intrigued by Toval's alleged monastery might seek out the buried knowledge and hidden treasure therein, with or without Toval's help.

Toval Marikesh, Male Vertigen: CR 2; SZ Medium Humanoid (5 ft., 8 in. tall); HD 2d8 +2; hp 11 (currently 4); Init +4 (Dex); Spd 30 ft.; AC 16 (+4 Dex, +2 leather armor); Atk +2 melee (1d8+1, longsword) or +6 ranged (1d8, longbow); SA Vertigo sickness; AL CG; SV Fort +1, Ref +7, Will -1; Str 12, Dex 18, Con 13, Int 16, Wis 8, Cha 9.

Skills: Hide +6, Listen +1, Move Silently +7, Spot +1. *Feat:* Weapon Focus (longbow). *Languages:* Common, Elven, Orc.

Special Attack – Vertigo Sickness (Su): The vertigen may, at will, affect all non-vertigen within 30 feet with overwhelming feelings of spatial disorientation. Unless a victim succeeds at a Will save (DC 13), he is unable to use ranged weapons and must concentrate from round to round in order to remain on his feet. Affected individuals also suffer a -5 penalty to all skill checks, but they are allowed to make another Will save every 5 rounds to overcome the sensation of vertigo.

Possessions: Longbow, quiver with 15 arrows left, longsword, leather armor.

Fire Elemental, Large: CR 5; SZ Large Elemental (Fire) (16 ft. tall); HD 8d8 +24; hp 64; Init +9 (+5 Dex, +4 Improved Initiative); Spd 50 ft.; AC 18 (-1 size, +5 Dex, +4 natural); Atk +10/+5 melee (2d6+3 slam and 2d6 fire); SA Burn; SQ Elemental, damage reduction 10/+1; AL NE; SV Fort +5, Ref +11, Will +2; Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11.

Skills: Listen +11, Spot +11. *Feats:* Dodge, Improved Initiative, Weapon Finesse (slam).

Special Attack – Burn (Ex): Those hit by a fire elemental's slam attack must succeed at a Reflex save (DC 17) or catch fire. The flame burns for 1d4 rounds (see DMG, Chapter 3, sidebar: "Catching on Fire"). Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch fire unless they succeed at a Reflex save.

Special Quality — Elemental (Ex): Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Special Quality — Fire Subtype (Ex): Fire immunity; double damage from cold except on a successful save.

Chapter Four: Mountains

Almost invariably do the travelers complain when I lead them through a mountain pass, but what better way to limit visibility, throw off lazy pursuers, and get a better eye on the land than those who would track you from below? Bah, a few goblins and ogres are a small price to pay for such conveniences.

– Galan Crenreev, ranger

The Terrain

Mountains are grand geological structures, created by the anger of the gods and home to all manner of beasts and dangers. These are no mere hills, wherein one might find a town of gnomes or halflings, but huge, rocky intrusions upon the flat landscape that can alter the course of developing civilizations and doom even the hardest frontiersman before he makes his way to the other side. The presence of a mountain range can ensure the safety of a developing city, or it can serve as the staging ground for devastating titanspawn incursions that slowly drive settlers from the area.

Mountains can feature several different biomes, each with its own unique flora, fauna, and weather. These zones are referred to as belts. They ring the mountain, changing very rapidly as one ascends the mountainside. Below are some of the common characteristics of different belts. Of course, these are not the only possible belts, and GMs should feel free to create a belt to match their needs, as mountains are one of the most varied and unpredictable biomes on Ghelspad.

Base Belt (0-1,000 ft.): At the lowest elevations, a mountain usually resembles the surrounding terrain very closely. If the region is forested, the forest will most likely extend up the mountain several hundred feet before beginning to thin out. If the mountains rise out of a desert, the desolation of the surrounding land is evident at the mountain's base as well. Creatures also remain constant, although more aggressive creatures from higher on the mountain may hunt at lower elevations from time to time, especially in the winter when food supplies grow scarce further up the mountainside.

Taiga Belt (1,001-2,000 ft.): Further up the mountain, a shift in the terrain becomes apparent. Often this shift will be abrupt, the trees suddenly becoming sparse or the earth becoming softer and deeper in color. The creatures one encounters at this elevation are native to the mountain for the most part, though some titanspawn seek these higher elevations for their relative safety and defensibility. Wild cats and mountain birds make their lairs in the

The land around the mountains is usually quite hazardous, often even more so than the mountains themselves. This is partly due to the residence of dangerous creatures whose habits are more suited to lowlands and plains than the rough, rocky terrain of a mountain. These creatures are drawn to the mountain's shadow for the abundance of food and shelter often found there. Water supplies are generally plentiful as well, as run-off from the mountain creates streams and pools where none may otherwise be found.

The mountains themselves also provide a hospitable place in which to lair. The climate can somewhat be controlled by moving to other elevations at various times of the year, and the position is quite defensible from both mountain dwelling dangers and those that come from below. Because of the violent nature of their birth, mountains are full of caves, crevices, and large stone outcroppings that provide a multitude of places to hide from predators, lay ambushes for unwary travelers, and escape the inclement

taiga belt, as do goblin bears and titanspawn of all kinds. Adventurers crossing a mountain pass will most likely find themselves spending a lot of time at this elevation, where sudden winds and rainstorms can make the passage miserable and dangerous.

Frost Belt (2,001-3,000 ft.): At the point where a layer of frost covers the mountain almost year round, a lack of trees and other high standing vegetation prevails; the number and variety of creatures encountered is reduced significantly as well. Only hardy creatures able to withstand the harsh and chill climate of this elevation are found. Most of these creatures are hooved, as the terrain becomes rocky and hard, and they live off the low lying vegetation that grows on the mountainside. Titanspawn are rare at this elevation, but several species have adapted to the uninviting climate, including ice ghouls, spire wyverns, and frost apes.

Snow Belt (3,001+ ft.): The snow belt is the region of a mountain that remains covered with snow almost year round, even in particularly dry regions such as a desert. Many titanspawn lair in these heights, including several intelligent species such as the ice hags, who use the great elevation and harsh climate to shield themselves from those who would destroy them. Adventuring in the snow belt is fraught with dangers not normally faced by even the most experienced adventurers. The possibilities of avalanches, frostbite, and fierce blizzards are only a few of the hazards that adventurers must guard themselves against when trekking in the mountaintop.

weather that invariably pounds the region. Unfortunately for those new to the area, far greater dangers often lie in wait, and they usually do not take well to intrusions upon their lairs. It is important to remember that although mountains may be full of sheltered places, those most easily found are not likely to have been overlooked by creatures who came before.

The forests that flourish around mountainous areas often extend up the mountainsides to a considerable elevation before thinning out into sparse evergreen clusters. Above that, the vegetation thins into nothing but bushes and hardy grass, and on the highest peaks vegetation fails to grow at all. Changes in vegetation and animal inhabitants occur very rapidly as one ascends a mountain, so quickly in fact that a traveler can easily find himself exposed where just yards before he was surrounded by trees and brush. These belts, as they are called, vary greatly and can lead to surprises for an unprepared party.

Plants

A wide variety of plant and tree types abide on the slopes of a mountain. Great deciduous forests often cover the lowest portions, while the upper belts may exhibit patches of grassland just before becoming devoid of vegetation above the tree line. The forests that blanket much of the lower mountain belts are usually extensions of those that surround the range for miles. Tribes of gnolls often haunt these mountainside forests, eagerly awaiting the passersby that inevitably travel such byways. The tribes often live in low cavern complexes on the mountainside, launching their raids and attacks at the base of the mountain, then retreating to relative safety under the cover of trees.

As the slopes get higher, beyond 5,000 ft. in elevation, the trees largely begin to thin out. Most of the vegetation at these heights hugs the ground tightly, bracing against the extremes of cold and low pressure that affect the region. It is here that adventurers will encounter one of the most deadly natural dangers of Ghelspad, the prickett. This small plant has broad, gray leaves and a red, bulbous center. It is the central bulb that adept rangers and druids learn to

avoid. It possesses a collapsible membrane that holds several 2-inch long spikes, each carrying a dangerous poison. Even hard boots are not enough protection from these plants, whose steely thorns are strong enough to pierce the hooves of the mountain goats and other creatures that reside on these high grounds.

Prickett Poison

Type: Injury DC 14; Damage: 1d6 Str/1d6 Str;
Price: 200 gp.

Weather

Mountain weather is notoriously unpredictable. The rapid elevation changes and uneven terrain cause winds to blow up in an instant, sometimes bringing rain or snow with them. Mountain rains can be perilous to travelers, making the ground slippery and loosening rock falls overhead. Creatures native to the terrain tend to take shelter during storms, but many come out to hunt immediately after the precipitation ends. They look to follow easy trails on the muddy mountain floor and to trap creatures that have taken shelter in less defensible positions. With the variety of climates evident in mountainous terrain, detecting the change in seasons often proves difficult. In the snow belt, for instance, snow falls during all months of the year. The base belt tends to mirror the surrounding country, while the taiga belt features weather so chaotic even the most experienced rangers dare not make predictions. GMs are encouraged to roll on the random mountain weather chart at least twice as often as in other terrain types.

Wave clouds are some of the strangest weather events that occur near mountains, long thought to be portents of evil. This phenomenon appears to be smooth, white clouds that roll across the sky like ocean waves. These clouds are most often sighted on the eastern edge of the Kelder Mountains, where winds from the Blood Sea interact with mountain weather to produce strange pressure systems. Because of the pressure changes, which most humans cannot detect, some titanspawn react chaotically and stream out of the mountains to attack nearby settlements. Birds and other airborne creatures tend to avoid such pressure systems, and their abandonment is most

Table 4-1: Mountain Weather

D%	Taiga Belt	Frost Belt	Snow Belt
01-60	Moderate, calm	Cold, calm	Cold, windy
61-70	Severe winds (01-40) or Cold snap (41-00)	Cold snap (01-30) or Severe winds (31-00)	Cold snap (01-70) or Severe winds (71-00)
71-90	Rain (01-30) or Sleet (31-00)	Rain (01-50) or Snow (51-00)	Hail (01-40) or Snow (41-00)
91-99	Windstorm (01-20) or Thunderstorm (21-00)	Windstorm (01-30) or Snowstorm (31-00)	Snowstorm (01-90) or Blizzard (91-100)
00	Snowstorm	Blizzard	Blizzard

likely the source of the legends that have grown up around this occurrence.

Hazards

Rockslide (Hazard; CR 2 – underfoot or slide zone; CR 5 – bury zone): Some portions of the mountainside are covered with rocks and boulders, and sometimes they are only precariously clinging to the earth. Subtle tremors such as those caused by minor seismic activity or even the release of a dragon's breath can make such loose rock formations tumble down the mountain, picking up momentum and more debris during the descent. Often rocks will dislodge from a cliff face and tumble or drop rapidly to the ground below, crushing anything underneath. Only experienced mountaineers can spot an area under threat of falling rocks, and even then only the most vigilant are able to do so. Travelers caught under a rockslide can find themselves in deep trouble. The rocks descend very rapidly, much too quickly to be avoided with ease. This danger is far more common in and near the Murrumbidgee Pass in the Gascara Peaks than anywhere in the Kelders. The pass is so named because even the slightest noise can cause a deadly rockslide in the vicinity of the noisemaker.

Those areas that may collapse into a rockslide underfoot can be noticed by a person making a Spot check (DC 20) or a Wilderness Lore check (DC 15). When a character steps on one of these patches, she must make an immediate Reflex save (DC 16) or trigger a rock slide, which carries her with it. Horses and other mounts are in particular danger from these slides; such large, four-legged beasts require a Reflex save (DC 22) to avoid falling. A rider with the Mounted Combat feat may replace her mount's Reflex save with her Ride check. Anyone falling down the slide suffers 1d6 points of damage for every 15 feet fallen, and 1d4 points of damage for every 10 feet they have fallen once they hit a vertical section. This damage may be reduced to half with a successful Tumble check (DC 20).

Those who are caught beneath a rockslide when it happens are governed by the rules in the DMG, Chapter 3, "The Environment" section, *Landslides and Avalanches* subsection.

Dust chute (Hazard; CR 2): Dust chutes are a rare yet deadly form of natural hazard encountered by travelers along mountain passes. The dust chute appears



to be a shaded resting place, usually underneath a rocky overhang by the side of a trail. Years of shifting mountains (or the wrath of Kadum, as these dangers are frequently found in the Moanscar Mountains) have pulverized the earth here, until all that is left is a soft dust that barely covers the hole found underneath. Dwarves point to these occurrences as nascent caves, a danger only to the foolhardy and inexperienced.

These hazards are usually found when a luckless traveler leans against what he believes is solid wall, only to fall through into the darkness below. The average dust chute is only 10-20 ft. deep, but the sharp rocks and natural angles of the cave walls can make extraction difficult. To make matters worse, sometimes undead and subterranean titanspawn can be found inhabiting these caverns, neither of which looks favorably upon intrusion.

Avalanche (Hazard; CR 2 – slide zone; CR 5 – bury zone): An avalanche is similar to a rockslide, only found in the higher belts of the mountain and generally dumping tons of snow and ice on travelers rather than boulders. The dangers of avalanches are discussed in the DMG, Chapter 3, “The Environment” section, *Landslides and Avalanches* subsection.

Oxygen Deprivation (Hazard; CR 1): Altitude sickness is a danger for anyone traveling at high altitudes for any length of time. It takes a Wilderness Lore check (DC 18) to notice lack of oxygen before the first Fortitude save is rolled. After this point, anyone can tell that he is getting light headed and feeling weaker. Cavern hags near the Canyon of Souls have been known to use well placed illusions in combination with the powerful winds that blow through the canyon to force travelers to higher elevations without their knowing. Once the effects of the altitude begin to take their toll on the travelers, the hag unleashes her subterranean minions to bring home the weakened meal. Full rules for the dangers of high altitude can be found under “Lack of Air/High Altitude” in the DMG, Chapter 3, “The Environment” section, *Other Dangers* subsection.

Surviving in the Mountains

Food sources are abundant in the mountains, regardless of the surrounding terrain. In fact, the more desolate the low ground, the more appealing the mountains become, as the different belts house enough flora and fauna to save starving travelers from perishing. Rangers and druids often seek water near mountains, as it tends to collect in pools at higher elevations, from which streams invariably form to carry the water to lower belts. Shelter can be easy or difficult to locate, depending on the belt one is in and the presence of other necessities. Generally, the friendlier the terrain, the more dangerous it is going to be; the most livable areas are almost always already claimed.

Table 4-2: Mountain Wilderness Lore Tasks

These tasks can be achieved with a successful Wilderness Lore check in addition to the tasks listed in the PHB, Chapter 4, “Wilderness Lore.”

DC	Task
5	Track* creatures through snow (no precipitation).
10	Track* creatures through fresh snow (little to no precipitation)
15	Track* creatures across more than one belt.
18	Identify a low oxygen altitude before its effects are felt.
20	Determining the adverse or dangerous effects on the terrain of rapid weather changes. Track* creatures across bare rock or cavern riddled areas.

* Requires the Track feat, and the DC can be altered by various conditional modifiers (see PHB, Chapter 5, “Track”).

Table 4-3: Mountain Hunting and Foraging

D%	Taiga Belt	Frost Belt	Snow Belt
01-30	Wild fowl	Wild fowl	Raptors
31-50	Rabbits	Coldfruit tree	Foxes
51-60	Edible roots	Wild vegetables	Raptors
61-70	Mushrooms	Rabbits	Mountain goat
71-80	Berry bushes	Ground squirrels	Edible roots
81-90	Wild boar	Mushrooms	Snow mice
91-95	Snails	Mountain goats	Hunting cat
96-00	Small deer	Ice weasels	Ice weasels

The Creatures

The creatures along the base belt of a mountain tend to be of the same types found in the surrounding terrain. Much like everything else, the base belt changes little until you begin to climb over 500 feet. Still, creatures that live on the mountain must contend with more rapid climate changes than those on the surface, and they also suffer greater risk of mountain hazards such as rock slides and dust chutes. For smaller creatures, living on a mountain can also expose them to threats such as raptors, who often lair at higher altitudes and glide down to feed. This is a favorite tactic of scythe falcons on the Gaspar Peaks, who fly down to hunt creatures as large as Amalthean rams before swooping back up to the safety of their aeries.

Most of the creatures that live higher in mountains adapt well to the sudden climate changes and uneven terrain. Hoofed creatures are common, especially at the middle and high elevations, as their feet are able to negotiate the sharp rocks and steep inclines better than padded feet. Animals at these elevations also tend to be more compact than those along the base belt. This helps protect them from both the extreme cold and violent winds that commonly impact the region, as well as present smaller targets for large predators.

During the warmer months, many of the creatures native to the snow belt come down the mountain to hunt the plentiful game that roams the more temperate belts. Conversely, many creatures favor the snow belt year round since it is relatively safe from predators. In general, mountain zones feature a diversity of creatures all attempting to survive as parts of a harsh ecosystem.

Animals

The two most common types of animals found, especially at the lower elevations, are small rodents and hunting cats. A variety of rams and goats also roam the craggy slopes of most mountainous areas. Rodents find mountain areas appealing for a variety of reasons. Since they are low to the ground, the harsh environment does not affect them as much as other animals, making them far more numerous than larger beasts. Much of the plant life that grows across the mountainside is low to the ground, making it easy to access the juicy leaves and bulbs, but also the insects that invariably gather around such places. The numerous caves and tunnels found through the mountains of the Scarred Lands also make good hiding and nesting places for creatures that hunt on the surface but prefer to spend most of their time below ground.

These rodents often make up the bulk of the diet for predators such as the mountain lion and goblin bear. While the latter prefer to raid the campsites of passing travelers, they often settle for a groundhog feast (especially in the winter when travelers are rare), digging up entire rodent warrens with their massive claws. Although usually found at different elevations, carnivorous predators seek out the plentiful goats and sheep that roam the mountainside. In the long winter months, some of them even turn to scavenging as a means for survival.

The birds that fly in the higher altitudes also feast on the plentiful rodent population. Some birds are even known to burrow after an escaping mole, using their powerful talons to rip the dirt from the ground in pursuit of their prey. Scythe falcons sometimes come upon a predator that has killed a meal, only to ambush them and come away with a double prize. The scythe falcon's ability to attack while flying and its razor-like wings allow it to hunt much larger prey than other birds of its size. Vultures and

other scavengers are known to make their lairs around an aerie of scythe falcons in order to pick at any leftovers the bird may leave behind. Of course, this also makes them prime targets for the bird's next meal.

Monsters

The mountains teem with foul creatures that prey on one another. There is never a shortage of places to hide on the mountainside, and those that dread the sun's bright rays find shelter in the many deep nooks and holes that lead to underground havens. Fell displacer beasts prowl the lower belts in search of prey, while flailing dreadnoughts and Gaurak trolls emerge from their hiding places to savage those unlucky enough to encounter them.

Cavern hags and forsaken dwarves haunt the caves that lead to their underground lairs, often moving out onto the surface to forage for food or meet with their allies. A cavern hag will often send its haglings out to the surface to gather food or lure potential victims back to their home. Sometimes she will even set one out as bait for a larger creature that she wishes to capture or kill.

Legions of one often choose to lair on the side of a mountain, where they have a ready supply of food and can easily hide from those who seek them. When this unfortunate event occurs, most of the other creatures that live on the mountain learn quickly that their old hunting ground is no longer viable. The legion and its spawn spend most of their time hunting the area for food, with the rest of their time spent seeking humanoid tribes to harry. Occasionally, a legion of one will spare a tribe of strong humanoids, instead forming an alliance with them. The legion always gets the better of such alliances, using its spawn and newly allied monsters to terrorize local settlements and bring it food and treasure.

One of the most destructive catastrophes that can befall an area of mountain is the arrival of a pack of Gaurak trolls on the scene. These ravenous terrors can strip an area of land in days as they feed their gluttonous appetites with every living thing they run across. They prefer mountains as a source of food because it was under a mountain where they were first born of the flesh of Gaurak the Gluttonous.

Humanoids

Humanoids choose to make their homes on and underneath mountains for a variety of reasons. Food and water are usually plentiful, and the uneven terrain provides a great means for defense from attackers and natural dangers. Any surface humanoids found in the lands surrounding a mountain range are also found wandering the lower belts of the mountains. The goblin tribes and forsaken dwarves hunt goblin bears for their meat, which has a strong taste that the dwarves particularly enjoy. The hide of goblin bears is easily worked into armor and stout leather goods,

making them even more valuable to hunters and traders from nearby settlements. Hobgoblins often maintain emergency shelters within the mountains for times when their forest homes are in danger. Orcs, of course, live both in and under the mountain, adopting the chaos and violence of the terrain as a reflection of their nature.

These humanoid tribes are constantly at war, whether with each other or the human and elven settlements in the flatlands. They clash over hunting grounds, important water sources, and just about anything else that gives them an excuse to dominate each other. Sometimes these tribes take prisoners and ransom them to each other for gold and peace, albeit temporary. It matters not from where these prisoners are taken, and often orcs or the minions of a legion of one capture travelers expressly for this purpose rather than killing them.

Hag's Feast

"Hag's Feast" is a short and terrifying romp through a craggy mountainside for PCs of levels 8-10. It would be a good idea for the party to have someone with a high Listen or Spot modifiers, and a ranger could help track down the haglings in the rainstorm.

Encounter Level: 10

Background

An elderly cavern hag recently became tired of her existence; all the things that once excited her — kidnapping, torture, and cooking the screams of innocent babes into foul potions — were now banal and uninteresting. One day, for the first time, she noticed the weeping of a mother whose baby she was eating. Finally, something to care about! She decided to make children of her own, something to make her feel the thrill of life again.

Over the next few months, the cavern hag raided local settlements for children. She came in at night, stealing a baby from its bed, and leaving a disease ridden sack in its place. Taking the babies back to her mountain lair, she subjected them to the horrible ritual that turned them into haglings. Ah, now could she live life again!

Over the next few months she grew to rely on her haglings for many things: hunting, foraging, and gathering the components for her rituals. She even stopped collecting the flesh (living and dead) that powered her fell magic. All of these tasks she left to her new children and most of the haglings enjoyed serving their mother. They became cult-like in their devotion to her, and some even willingly sacrificed themselves in her service. Others, however, resented her laziness and ran away. Now these runaways must attempt to survive — while hiding from their mother's wrath. The PCs' campsite seems like a good place to start.

Keeping the PCs interested:

- The PCs learned about the disappearance of more than a dozen local children over a month's time late last summer. The appearance of the haglings in ragged local clothing may give them a hint as to what happened to the children. In order to put a stop to the original menace, the PCs must track down the hag's lair and defeat her.

- One of the haglings grabs a valuable piece of equipment from the campsite and decides to use it to return to the favor of its mother. As the PCs track down the thieving hagling, they encounter much more than they bargained for.

Scaling the Encounter

Parties of levels 5-7 can probably handle the encounter with the haglings at their camp, but for weaker parties the number of haglings should probably be reduced. The cavern hag should be reduced to 7 hit dice, and the haglings should be out of spells for the day, having used them up already. For parties on the low end of the scale, apply the effects of old age to the hag. This increases her Intelligence, Wisdom, and Charisma by 2 points but reduces her Strength, Dexterity, and Constitution by 3 points each.

Higher level parties can still be challenged by this encounter by adding a pet goblin bear to both the ambush and the hag's lair. In addition, one of the haglings can lead the party into a dust chute (see *Hazards*, above) that deposits them in the hag's cave after a 40 foot fall.

Ambush in the Rainstorm

Encounter Level: 8

As the PCs make camp for the evening, a light storm blows in over the mountain, pelting their campsite with rain. This imposes a -4 circumstance penalty to Listen, Search, and Spot checks, extinguishes uncovered flames, and reduces visibility by half. In addition, any ranged attacks are at a -4 penalty due to the severe winds. It is in these conditions that the haglings attack, first throwing their *magic stones* at the party and then moving in for melee. The haglings have a total ranged attack modifier of -3 due to the stormy conditions, but they try to throw from within 30 feet so they can add their sneak attack damage. There are seven haglings in all, but one hagling hangs back in the shadows and darts in to steal unattended items during the fray. It then flees back to its mother's lair to bring her these gifts.

If only one or two haglings remain in combat, the survivors will attempt to flee in random directions. With their superior Hide and Move Silently skills (+13 to both) and the stormy conditions, at least one will likely get away. As soon as the characters notice their missing gear, they may be inclined to Track the missing haglings back to their mother's lair.

Hagling: CR 2; SZ Small Humanoid (Hag) (3 ft., 2 in. tall); HD 2d8+2; hp 11; Init +0; Spd 20 ft.; AC 16 (+1 size, +2 natural, +3 hide); Atk +1 melee (1d3-1, bite), -4/-4 melee (1d3-1, claw); Face/Reach 5 ft. by 5 ft./5 ft.; SA Spells, sneak attack, hagling powers; SQ Blindsight 60 ft., dark stalking, scent; AL CE; SV Fort +1, Ref +3, Will +1; Str 9, Dex 11, Con 13, Int 10, Wis 12, Cha 12.

Skills: Hide +5, Jump +2, Move Silently +5, Spellcraft +1, Swim +2, Wilderness Lore +2. *Feat:* Dodge. *Languages:* Common, Terran.

Special Attacks: Spells, sneak attack, hagling powers (magic stone 1/day, as cast by a 2nd level sorcerer). *Special Qualities:* Blindsight 60 ft., dark stalking (haglings gain a +8 racial modifier to Hide and Move Silently checks), scent.

Possessions: none.

Spells Known (cast per day: 10/4): 0 – *daze, ghost sound, ray of frost, resistance*; 1st – *enlarge, summon monster I*.

The Hag's Lair

Encounter Level: 10

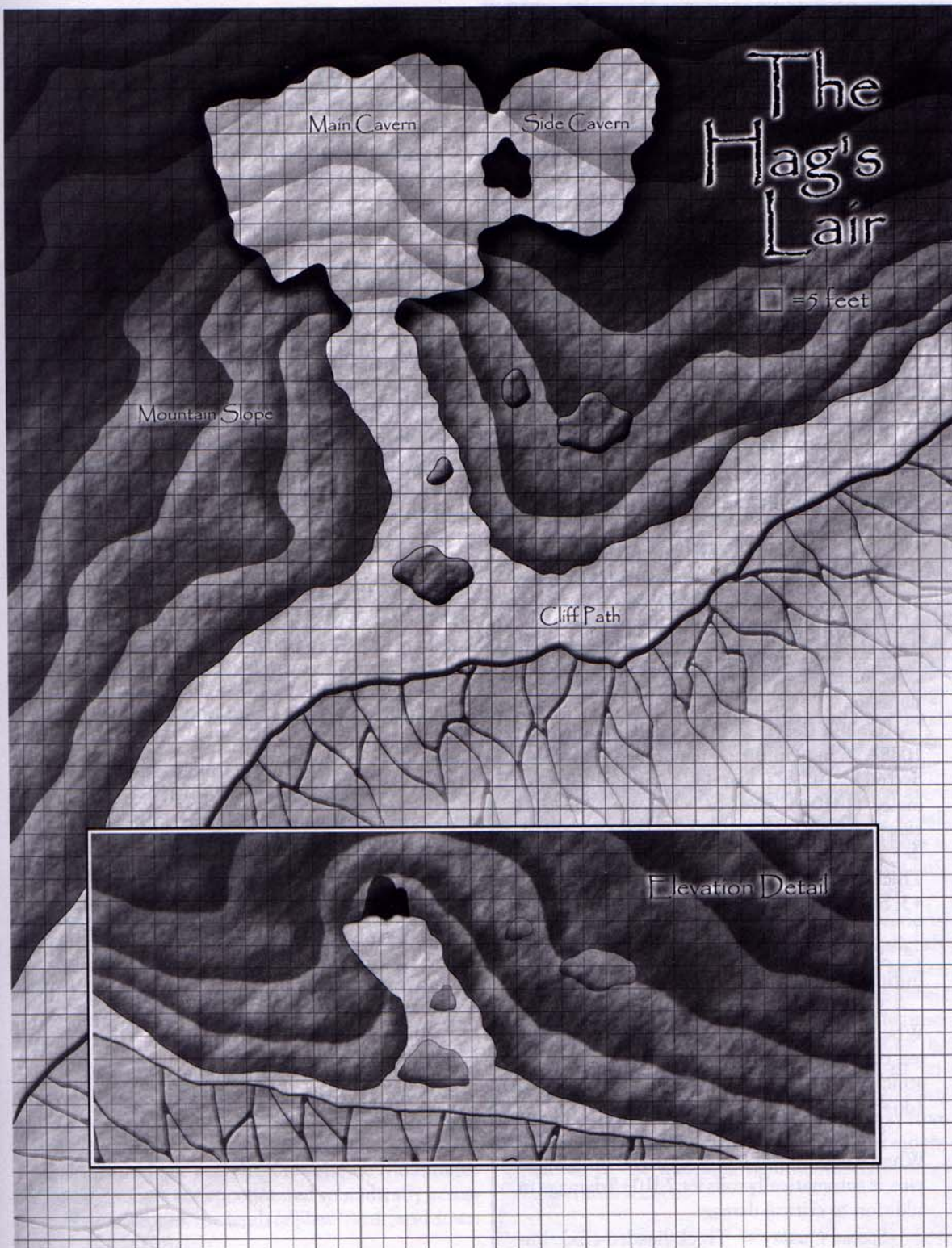
Tracking any of the haglings back to their mother's lair requires a Wilderness Lore check (DC 20); failure indicates the characters spend two hours fruitlessly wandering the mountainside. If all seven of

the haglings were caught or killed, then the characters must wait until the storm subsides and the sun rises before they can find enough evidence to track down the hag's lair, a cavern.

The hag lives in a large cave hidden among the rocky recesses of the mountainside, reached by a narrow slope along the mountain ridge. The slope that leads up to the cave appears to be a run-off gully, a low point where water runs down the mountainside. Moving up this slope requires a Balance check (DC 12); success indicates that the character is allowed half of his normal movement rate as a move-equivalent action. Failure indicates that the character must stay still and not move, though missing the DC by 5 or more indicates that the character has fallen and tumbles down the slope to rock before the cliff-edge. See the the PHB, Chapter 4, "Balance."

The hag is very disappointed that her children have run away and is looking for a scapegoat. When the adventurers come near her cave, she sends her pet, a goblin bear, to attack the PCs and then uses her *summon monster* spells to occupy them while she calls her children to her. The sound of her screeching voice can be heard through the rainstorm as the characters battle her summoned minions. She then climbs to the top of her cave 40 feet above the ground and awaits the adventurers, launching her full compliment of spells at them before descending to do battle. Meanwhile, the three haglings (two if the party managed to kill all seven from the first battle) in the cave cast *enlarge* on themselves and then use their own *summon monster* spells to help their mother.





The hag and her brood fight to the death to defend their home.

If the PCs defeat all of the creatures, they can search the caverns in which they lived. There are two caverns, one large main cavern and a smaller cavern where the creatures slept. The hag owns a large kettle in which she brews foul smelling concoctions, and many human bones (Knowledge [nature] check DC

12 to identify as such) can be found piled near it. The whole place stinks of the rot and decay that emanates from a variety of stone pots and vials that contain various bodily fluids extracted from the hag's prey. The hag's treasure can be found underneath a loose pile of stones in the smaller chamber. It amounts to a gold and platinum brooch (575 gp value), 283 gp, 2 potions of cure serious wounds, 1 potion of poison, and a +2 dagger.

Cavern Hag, Female Hag: CR 9; SZ Large Humanoid (Hag) (6 ft. 9 in.); HD 9d8+45; hp 95; Init +2 (Dex); Spd 50 ft., climb 60 ft.; AC 23 (-1 size, +2 Dex, +12 natural); Atk +13 melee (2d8+5, bite), +8/+8 melee (2d6+2, 2 claws); Face/Reach 5 ft. by 5 ft./10 ft.; SA Spells; SQ Blindsight, immunities, damage reduction 5/+1; AL CE; SV Fort +13, Ref +5, Will +4; Str 21, Dex 15, Con 21, Int 17, Wis 13, Cha 15.

Skills: Alchemy +5, Animal Empathy +5, Climb +15, Heal +2, Intimidate +8, Intuit Direction +5, Jump +7, Knowledge (nature) +10, Listen +5, Move Silently +10, Spot +8, Swim +5, Wilderness Lore +10. *Feats:* Blind-Fight, Brew Potion, Endurance, Great Fortitude, Power Attack, Sunder. *Languages:* Common, Terran.

Special Qualities: Immunities (illusions, visual effects, gaze attacks and other forms of attack that rely on sight)

Spells Known (cast per day: 6/7/7/6/4): 0 – *daze, detect magic, detect poison, ghost sound, mending, open/close, ray of frost, resistance*; 1st – *cause fear, change self, shield, summon monster I*; 2nd – *darkness, scare, summon monster II, web*; 3rd – *slow, summon monster III*; 4th – *bestow curse, stoneskin*.

Goblin Bear: CR 6; SZ Large Animal; HD 10d8+50; hp 95; Init +4 (Improved Initiative); Spd 60 ft.; AC 22 (-1 size, +13 natural); Atk +14 melee (1d10+5, bite) or +9 melee (2d6+2, 2 claws); Face/Reach 5 ft. by 10 ft./5 ft.; SA Shoulder spines, neck-breaking shake; SQ Thick-headed; AL N; SV Fort +12, Ref +3, Will +3; Str 21, Dex 10, Con 20, Int 2, Wis 10, Cha 5

Skills: Listen +2, Spot +2. *Feat:* Improved Initiative.

Special Attack — *Shoulder Spines (Ex):* Whenever an opponent successfully hits in melee combat, the goblin bear may make a +9 attack roll with its shoulder spines, inflicting 1d6+5 damage with a successful hit.

Special Attack — *Neck-breaking Shake (Ex):* When a goblin bear scores a critical hit with its bite, it automatically rolls for 2d10+5 damage in addition to critical damage.

Special Quality — *Thick-headed (Ex):* Immune to fear and mind-influencing spells, as well as subdual damage.

Rewards

In addition to the treasure found in the hag's lair, the adventurers can also make friends with the local population by proving they have destroyed the kidnapping menace. If they do this successfully, the locals will consider them friends and give them shelter and food any time they pass through. The GM is free to give other non-monetary rewards to the PCs according to his campaign.

Conclusion

One of the haglings quite possibly escaped the party's best efforts to track it down. In this case, it could continue to follow the party for some time, menacing villages through which the PCs travel. After a short period of time, word that the characters' presence brings with it death and missing goods spreads to the towns on their path. They must solve the mystery of the hagling before being welcomed again into any town in the region.

Chapter Five: Swamps

When you spend too much time worrying about the creatures of the swamp, you are likely to fall victim to the swamp itself.

- Anonymous survivor of an expedition into the Swamps of Kan Thet.

The Terrain

Swamps develop in the flood plains of rivers, around lake basins, low-lying costal areas, and in terrain where normal drainage is hindered by glacial deposits or other geological events. These shallow bodies of water stagnate or flow slowly through low-lying, poorly drained depressions and provide a haven for abundant plant, insect, and animal life. Many swamps have a dangerous reputation for housing titanspawn, savage humanoids, or the hidden lairs of secret societies.

Swamps also host a multitude of less dramatic but equally dangerous threats including disease carrying vermin, lethal plants, and natural hazards such as quicksand and inflammable gases. Commoners fear the swamp with good reason, but for the brave few, the swamp is a valuable resource of wealth and adventure.

Ghelspad contains three vast regions of marshland. A murky bayou that feeds into the Blood Sea divides the Mourning Marshes and the Sorporatra Swamp along the eastern coast. In the southwest, the Swamps of Kan Thet leech into the Liar's Sound and the Blossoming Sea and make up the largest marsh region on the continent. Smaller areas of marshland can be found throughout Ghelspad, primarily along wider rivers and inland lakes. The lands of the northern Ganjus contain some particularly fertile marshes, kept free of titanspawn by their elven druid guardians.

Moors are common in northern Ghelspad, where glaciers shaped the land before the gods were born. Large tracts of bog-pocked moors are found throughout the Kelder Steppes and along the north coast of the Plains of Lede and the Titanshome Mountains. Bogs and moors are encountered sporadically across the Blood Steppes, the lands of New Venir, and down to southeast Calastia.

Plants

Rich soil and an abundant water supply make swamps a naturally verdant terrain. Low lying grasses, rushes, and sedges predominate in temperate marshes. Tropical evergreen trees such as the cypress and mangrove rise above the shrubs and grasses to create a watery forest in warmer climates. Heavy moss and vines cover larger trees, and they continue to thrive

There are many types of swampland, and any single swamp can be made up of several of these types.

Marsh: A marsh is a large area of wetland dominated by low-lying vegetation and, in warmer climates, tropical evergreen trees. Nesting waterfowl, fish, and many types of small mammals make their homes among the lush vegetation of the marsh. Drained by nearby rivers, lakes, or streams, the sediment found beneath the surface of a marsh is sought after for agricultural use because of its high organic content. Wide areas of marsh that flow sluggishly toward a lake or seacoast are sometimes referred to as a bayou or everglade.

Bog: Lakes that stagnate without proper drainage become bogs. Peat moss forms around the outer rim of the lake and grows inward, creating an organic layer on the surface. Over time the moss becomes thicker, forming a floating layer that allows vegetation to take hold. Rich soil develops from the decay of organic matter, creating a spongy and unstable surface, with areas of new moss reaching out into the last scattered pools of the original body of water. The surface of a bog shifts and quakes underfoot and can bring a watery death for anything unlucky enough to break through the crust. The stagnant water of bogs is highly acidic, supporting very little aquatic animal life and acting as a natural preservative.

Moor: Found at higher temperate elevations, these rocky stretches of open land rest at or slightly below the region's water table. Moors are broken by low hills and shrouded in mist, with the lowest areas dimpled by bogs and rocky pools sometimes called meres. Birds and mammals native to the region surrounding the moor often use its unfriendly terrain as their home and sanctuary. Beasts and beings wishing to hide themselves away from nearby civilization are not uncommon in moors, adding to the haunting reputations that moors sometimes receive.

there long after their weight has felled their host. The acidic water and the highly organic peat found in bogs create the environment for a unique flora that includes rare mosses, orchids, pitcher plants, and cranberry bushes, while moors support an abundance of moss, lichen, and low growing evergreen shrubs that sustain themselves in the rocky or sandy soil with minimal sunlight.

Monstrous plants use the natural camouflage of the swamp to great effect, becoming part of the environment in which they live. Shamblers and tendriculos are known to inhabit marshlands and boggy meres. Larger open areas of water within swamp-lands are sometimes the habitat of red colonies and the slitheren of the Mourning Marshes have a reputation for cultivating these acid producing algae to protect their hidden lairs. The Swamps of Kan The host some of the most vile sentient plants, including swamp fishers and leeching willows. Small, secluded swamps that have avoided the taint of the fallen titans are often watched over by willow tree warriors to prevent titanspawn infestation.

What follows is a list of some of the more interesting and sought after plants native to various swamplands.

Crimson Mangrove: These great evergreens are found in coastal marshes that border on the Blood Sea. Like other mangrove trees, this mutated variety sprouts aerial roots from its trunk that anchor the tree in the mud and form a tangled base. The crimson mangrove's roots have adapted to absorb the blood of Kadum from its tainted habitat and filter out the toxins, retaining only the most potent nutrients for its growth. The Sorporatra Swamp has some of the largest crimson mangroves, with specimens towering over 200 feet tall. Sages believe that the lethal vapors encountered within the Sorporatra are a byproduct of the crimson mangrove's filtration process.

The deep red lumber of the crimson mangrove is valued for its durability in water and is frequently used for the hulls of ships and wharf pilings at ports on the Blood Sea. Anything that is built primarily with lumber from the crimson mangrove will have twice the normal hit points and cost three times its standard price.

Flowering Lotus: Blue lotus vines are found deep within marshlands. A single plant produces an abundance of green and blue blossoms that are valued by alchemists and assassins for their toxic effects. Blue and green lotus flowers are fully detailed in the **Creature Collection** (pg. 124).

Gutroot Creeper: The beauty of the blooming plant that is created by casting a *gutroot* spell heavily contrasts the violence and gore that result during its creation. The gutroot creeper is a magical cluster of vines that flower with multicolor blossoms and produce edible roots, fruit, grains, leaves, and nuts that have been amalgamated from their original source. In most cases, the gutroot dies within a few days of its creation. Around bogs and marshland, however, the gutroot is able to thrive on the abundance of water, sunlight, and nutrient rich soil and spread itself over an area up to 20 feet in diameter within a few years.

The long vines of the gutroot creeper spread out from a central stump like mass and climb to the highest point within its diameter — up rocks, trees, or other structures — to reach toward the sunlight. The

magical properties allow the creeper to bloom all year long, and it can be used as a continual source of food. In the spring and summer, it will produce fruit and various leafy greens; in colder months, potato or onion like roots, berries, grains, and nuts are in abundance. The sap that can be extracted from the central mass (Wilderness Lore DC 14) is considered a delicacy and sells for up to 15 gp per ounce in wealthy markets.

Hag's Tongue: The hag's tongue is a small spiked fern that grows on the trunks and stumps of decaying trees. These non-flowering plants produce a single, spined, tongue like frond and stand no more than a foot tall. The reproductive spores of these ferns produce a natural vermin repellent that can be extracted on a successful Wilderness Lore check (DC17). When applied to clothing or other items, the spores of a single plant will keep vermin from coming within 5 feet for one hour. Tiny or smaller vermin are automatically repelled. Vermin that are Small or larger receive a Fortitude saving throw (DC12) to negate the effect.

Orchid of the Earth Mother: Recognizable by a single, palm sized, white and green blossom, these rare orchids are only found deep within bogs that have not been contaminated by the flesh or blood of fallen titans. The Orchid of the Earth Mother is commonly depicted as one of the flowers that bloom from the hilt of Denev's sickle, and it is highly sought after by incarnates and druids who venerate her.

When the flower of this orchid is used as an additional material component in a spell found in the Earth, Plant, or Water domains (even if that spell is being cast by a druid), it increases the spell's DC by 1. It is because of this spell enhancing property that known locations of these orchids are kept a well guarded secret. All attempts to transplant or grow an Orchid of the Earth Mother outside of its natural habitat have been unsuccessful.

Weather

Rain or shine, hot or cold, swamps are wet and miserable all year long. Inland marshes fester in the spring and summer with oft-unbearable heat and humidity. Along the seacoast, winds can bring some relief, but when storms roll in from the sea, swamps can quickly become treacherous. During times of heavy rain, a marsh can act as a natural flood control device, temporarily storing excess water in its basin. When flash flooding occurs as a result of a powerful storm, surrounding types of terrain channel their flood waters into the wetlands with little or no damaging effects. Mild autumn weather soon leads into colder winters and, although marshland is slightly warmer than most surrounding terrain, shallow freshwater areas can freeze over.

Use Table 5-1 to determine the weather on a daily basis in the swamps. The terms on this table are defined in the DMG, Chapter 3, "The Environment" section, *Weather* subsection.

Table 5-1: Swamp Weather

D%	Spring	Summer	Fall	Winter
01-60	Warm, calm*	Hot, calm*	Moderate, calm*	Cold, calm*
61-70	Heat wave (01-70) or Cold snap (71-00)	Heat wave (01-90) or Cold snap (91-00)	Heat wave (01-30) or Cold snap (31-00)	Heat Wave (01-20) or Cold snap (21-00)
71-90	Rain	Rain	Rain	Rain(01-30)or Snow(31-00)
91-99	Thunderstorm	Thunderstorm	Thunderstorm	Thunderstorm (01-30) or Snowstorm (31-100)
00	Hurricane**	Hurricane**	Hurricane**	Blizzard

* In coastal marshes: calm (01-50) or windy (51-100).

** Hurricanes do not cause flash flooding in marshes.

Bogs and moors have weather patterns that reflect the terrain in their vicinity. During times of drought, these areas are the last to retain water, attracting many sorts of creatures in search of sustenance. When rains are heavy, their water levels rise as the surrounding terrain channels excess water into them. Many tales speak of men stranded with titanspawn or wild animals on the hills-turned-islands of flooded moors, never to be seen again.

Hazards

Adventuring within a swamp entails much more than fighting monsters and avoiding traps. The natural hazards of the swamp, frequently overlooked by naïve adventurers, can have dire consequences. Dangers from above and below the water, and sometimes from the water itself, make traversing a swamp a slow and treacherous process.

Disease and Infection

Keeping clean and healthy while adventuring in the swamp is a daunting task. Biting insects carry disease, and the water itself can contain infectious bacteria or the taint of fallen Titans. Blinding fever, cackle fever, and filth fever (see DMG, Chapter 3, Table 3-14) are all common in swamps throughout Ghelspad, along with the following ailments unique to the continent.

Table 5-2: Swamp Diseases

Disease	Infection	DC	Incubation	Damage
Blood Fever	Ingested	20*	6d4 hours	1d3 Con*
Swamp Fever	Injury	18	1 day	1d4 Con, 1d6 Wis
Swamp Rot	Injury	16*	1 day	1d3 Con, 1d6 Dex*

* See description for additional details.

Blood Fever: In swamps that border the Blood Sea, anyone that consumes food contaminated by Kadum's blood must make a Fortitude saving throw (DC 20) or suffer the effects of the ailment known as

blood fever. Blood fever's incubation period is 6d4 hours. When the incubation is complete, the victim takes 1d3 points of temporary Constitution damage and begins to tremble or convulse, literally sweating blood. The victim also experiences disturbing hallucinations of violence and death—images from Kadum's memories and the horrors of the Titanswar. The victim must make a Will saving throw (DC 18) or experience a change in alignment to chaotic evil for the disease's duration. Once per day thereafter, the victim must make a successful Fortitude saving throw (DC 20) to avoid repeated damage. Three successful saving throws in a row indicate that the victim has fought off the disease and recovered, taking no more damage and returning to his original alignment.

Once the victim has changed alignment, an additional Will saving throw (DC 16) must be made each day. If the roll fails, the victim, seized by a homicidal rage, will savagely attack anyone around him. This maddened state persists for the duration of the illness, and enraged victims are often restrained to prevent further injury to themselves or to others. Once the victim has recovered, the rage disappears and his alignment reverts to normal.

Anyone who comes into physical contact with a victim of blood fever risks catching the disease as well, though a Fortitude saving throw (DC 12) against contracting blood fever in this manner is allowed.

Swamp Fever: Swarms of biting insects serve as the carriers of this illness. Symptoms include a high fever, painful headache, and mild disorientation.

Swamp Rot: This agonizing condition is caused by flesh eating bacteria that are introduced to the host when injured by the acid of mere slime. Commonly afflicting the legs and feet first, a creature's movement is reduced by half until it is able to heal all Dexterity damage caused by swamp rot. A successful saving throw cannot be made by an infected creature unless it has been dry for 24 hours. Saving throws without dry conditions always fail and additional damage is automatic. Many native swamp creatures are immune to swamp rot.

Slimes and Fungi

The heat and humidity of swampland combined with large amounts of decomposing matter make swamps a breeding ground for slime and fungus. Harmless slime is almost everywhere in a marsh, slowly breaking down decaying plant and animal matter and adding to the nutrients of the soil. Fungi can be found in any swampland, beneath logs and anywhere that remains in shadows most of the day. Most fungi are harmless and some are even edible. Some species of these organisms, however, are dangerous when encountered.

Mere Slime (Hazard; CR 5): This thick brownish sludge rests beneath a few feet of water, devouring any organic material that comes in contact with it. Reaching sizes of several hundred square feet, mere slime can consume flesh, wood, leather, cloth, and similar materials, but not stone or metal. A creature walking through a submerged patch of mere slime must make a Reflex saving throw (DC 15) or become entangled (as the spell *entangle* cast by a 2nd-level druid). Each round that a creature is in contact with the mere slime, it receives 1d6 points of acid damage from the slime's corrosive enzymes. Anyone taking damage from mere slime must make a Fortitude saving throw (DC 16) at the end of the encounter or contract bog rot (see *Disease and Infection*, above). Other organic material takes 2d6 points of acid damage each round that it is in contact with the slime. A *cure disease* spell or extreme heat will destroy a patch of mere slime, and exposure to direct sunlight will cause it to wither and die in 2d4 days. Mere slime is dormant and harmless during the winter.

Bloodstools (Hazard; CR 3): Bloodstools are bloated, fist-sized, white mushrooms with crimson veins running across their surface. Found in all types of swampland, bloodstool colonies consist of 2d8 specimens that grow where the remains of titanspawn have decomposed. Disturbing the fungi results in 1d4 mushrooms exploding each round, splashing everything within 10 feet of the mold with a poisonous blood-like matter until all of the mushrooms are gone. All within range of the blast must make a Fortitude saving throw (DC 14 +1 per exploded mushroom) or suffer 1d4 (+1 per exploded mushroom) points of temporary Constitution damage. Creatures that remain within range of the bloodstools must repeat this process as more mushrooms detonate. A patch of burst bloodstools will grow back within 3d6 days.

Swamp Gas

The decomposition of organic material in marshes and bogs causes a gradual release of various gasses. Under most circumstances, these gasses are harmless and disperse quickly. Occasionally, pockets of these gasses build up and belch fourth from the sediment into dangerous clouds that form in a single round and linger for 2d4 minutes.

Chern's Breath (Hazard; CR 8): In eastern Ghelspad, between the Blood Sea and the Kelder Mountains, lies the Sorporatra Swamp. When winds die down in the heart of this desolate wetland, toxic vapors can rise from the rotten waters that may very well be the most lethal poison in all of Scarn. The stinking vapors rise quickly from the muddy waters, becoming thick and toxic within 1d4 rounds. Creatures in contact with these vapor clouds, sometimes called Chern's Breath, suffer the effects of being in fog (see DMG, Chapter 3, "The Environment" section, *Weather Hazards* subsection, "Fog"). Additionally, creatures must make a single Fortitude saving throw at the beginning of each round to avoid the following effects: 1d4 permanent Str and Con damage (DC 15), 2d4 temporary Dex damage and *dazed* for 1 round (DC 20). Affected creatures immediately weaken and become nauseated, blisters form and burst on exposed flesh in seconds, and Dexterity damage results in temporary loss of motor skills and reduces speed by 50%. Any affected creature lucky enough to escape the cloud must make a final Fortitude saving throw with a +4 bonus to avoid suffering a repeat of the above effects. Chern's Breath is a rare weather condition, typically covering an area of 100 to 2,000 square feet and dissipating within 4d6 rounds of becoming toxic.

Inflammable Gas Cloud (Hazard; CR3): Sulfuric clouds of combustible gas can reach diameters of up to 40 feet. Creatures within the gas cloud must make a Fortitude saving throw (DC12) each round or become nauseated for 2d4 minutes. Any open flame within the cloud will cause it to explode instantly. Creatures inside the cloud when it explodes take 2d6 points of fire damage (Reflex saving throw [DC 20] for half damage). The Reflex saving throw must also be made by all creatures within 20 feet of the cloud's blast to avoid 1d6 points of heat damage. The cloud dissipates immediately should it explode in that fashion.

Phosphorescent Gas Cloud (Hazard; CR1): Any creature witnessing these faintly illuminated white or greenish clouds of gas must make a Will saving throw (DC 12) or be *dazzled* (see the DMG, Chapter 3, "Condition Summary" section, "Dazzled") until the gas disperses. In addition, a successful Fortitude saving throw (DC 15) must be made by those within the cloud to avoid 1d3 points of temporary Wisdom damage. Phosphorescent gas clouds are relatively small at 15 feet or less in diameter.

Unstable Terrain

Bogs and marshes contain various treacherous conditions that may be encountered underfoot. Heavy armor is not recommended for traversing wetlands, and armor check penalties apply to all Reflex saving throws made while in the unstable terrain.

Bog Crossing (Hazard; CR 3): The spongy and unstable surface of a bog is dangerous to cross. Creatures moving at half speed across a bog must make a

Reflex saving throw +/- their size modifier for each round of movement. The DC for the saving throw varies from 5 on the outer, thicker, crust to 35 at the bog's deepest interior. Any actions other than moving require a Reflex saving throw to be made for each action. Failure results in the creature breaking through the bog's surface, and an additional Reflex saving throw with the same size modifier and DC must be made to keep from slipping below the surface of the water. Creatures who succeed at staying above the water are able to hang on to the spongy surface of the bog and can take a full-round action and attempt another Reflex saving throw to pull themselves onto the surface again. Failing the saving throw by more than 7 results in the creature slipping below the water and starting to drown (DMG, Chapter 3, sidebar: *The Drowning Rule*). One other creature within reach may assist the fallen creature by adding a +2 circumstance bonus to the trapped creature's Reflex saving throw. An assisting creature must make a Reflex saving throw (DC 10) of its own to attempt this. (Note: all Reflex saving throws above are modified by the creature's size modifier in addition to its armor check penalty, and the DC varies with the thickness of the bog's surface.)

Once a creature is below the bog's surface, the situation becomes frantic and disorienting. The water is murky and a Wisdom or Intuit Direction check (DC 20) must be made to locate blindly and surface through the hole created by the creature's fall. Five or more ranks in the Swim skill add a +2 circumstance bonus to this check. Creatures may, instead, attempt a Strength check (DC 40—the DC for falling through) to tear their way through the crust to the surface. Creatures able to resurface must follow the rules above for pulling themselves out of the water. Trapped creatures can attempt to locate their entry point and resurface once per round until they drown.

Creatures beneath the surface of a bog that are under the effect of a *water breathing* spell will drown much faster than a creature holding its breath. The transmutation caused by a *water breathing* spell allows creatures to inhale and extract oxygen from normal water. Bog water is oxygen depleted and an acidic natural preservative. Creatures attempting to breathe bog water must succeed at a Fortitude save (DC 14) or suffer 1 point of temporary Constitution damage each round and suffer the effects of drowning until they can resurface.

Quicksand (Hazard; CR 1): Quicksand is an open area of sand or silt and leaves floating on the surface of a murky pool of water. An area of quicksand is nearly indistinguishable from the more stable land around it and requires a successful Wilderness Lore check (DC 15) or Spot check (DC 20) to identify. The surface weakens as creatures move across it, allowing them to travel 2d6 feet into the pool before they begin to sink. Creatures sink at a rate of 2d6 inches per round and begin to drown when fully

submerged. Breaking free of the quicksand requires a full-round action and a successful Strength check (DC 10 +1 per previous failure).

Creatures that do not have enough reach to get to the edge of the quicksand can take a full-round action to make a Swim check (DC 15) to move toward the edge. For each point that the Swim check exceeds the DC, the creature moves 1 foot toward the edge of the quicksand. A creature cannot swim past the edge of the quicksand and must take the next round to free itself as detailed above. A companion who succeeds at a Strength check (DC 10) may aid trapped creatures from the shore. This assistance adds a +2 circumstance bonus to the trapped creature's Strength check.

Tar Pit (Hazard; CR 1): A tar pit is formed from the natural distillation of wood, petroleum, peat, and other organic materials. Tar pits are found in marshlands where these materials deteriorate into pools and settle beneath the surface of the water. Identifying a tar pit requires a Wilderness Lore check (DC 15 +1 for every 6 inches of water over the tar) or a Spot check (DC 20 +1 for every 6 inches of water over the tar). Creatures unable to recognize the tar pit will travel 2d4 feet into it before they begin to sink. Creatures sink at a rate of 2d4 inches per round and begin to drown when submerged below the water level. Breaking free of the tar pit requires a full-round action and a successful Strength check (DC 15 +1 for every 6 inches of water over the tar).

Creatures that do not have enough reach to get to the edge of the tar pit can take a full-round action to make a Swim check (DC 25) to move toward the edge. For each point that the Swim check exceeds the DC, the creature moves 1 foot toward the edge of the pit and must take the next round to free itself as detailed above. A companion who succeeds at a Strength check (DC 10) may aid trapped creatures from the shore. This assistance adds a +2 circumstance bonus to the trapped creature's Strength check.

Surviving the Swamp

The best chance that any group of adventurers has at surviving an extended period within the confines of a swamp is to have the proper balance of classes, skills, spells, and equipment. Combat abilities are secondary when traveling through wetlands, and avoiding the swamp's hazards will undoubtedly increase the effectiveness of a group when combat is required.

Classes that focus on nature skills are best suited for swamp survival. A wizard toting scrolls and spell books will find the swamp a very uncomfortable place to linger, and a paladin with mount and armor will not make it far. Druids, rangers, and even barbarians will stand out as leaders and guides among their peers when traveling through swampland. The *wild shape*

ability of druids is excellent for moving unhindered through the terrain as one of the regional animals.

Frequent use of the Wilderness Lore skill will make the difference between a well chosen path and stumbling ignorantly through the muck. The Swim and Intuit Direction skills can be useful in tough situations, and Animal Empathy can help successfully avoid confrontations with predators that have combat advantages in their own environment. Climb, Jump, Listen, and Spot skills can be used to circumvent many hazards once they have been identified, and Heal can be especially helpful in the event that a party member contracts a disease.

Druids have the most effective spells for keeping a group in good shape in this type of environment. At low levels, a spell as simple as *create water* can be used to eliminate the possibility of contracting blinding sickness or blood fever, and *detect snares and pits* will identify some natural hazards. Any spell that allows its caster to affect plants, animals, or vermin can turn a potentially dangerous encounter into little more than a nuisance.

When gearing up for a swamp expedition, there is one very important rule to follow: leave the heavy armor behind. Armor's weight can slow its wearer down and penalize Swim checks, and the armor check penalty is applied to some hazards.

Table 5-3: Swamp Wilderness Lore Tasks

These tasks can be achieved with a successful Wilderness Lore check in addition to the tasks listed in the PHB, Chapter 4, "Wilderness Lore."

DC	Task
5	Track* creatures through wet mud (moderate vegetation).
10	Track* creatures through moist earth (moderate vegetation), bog surfaces, wet mud (heavy vegetation). Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.
15	Track* creatures through moist earth (heavy vegetation), firm earth, shallow water (still), moor (any vegetation). Identify quicksand, swamp gas, tainted water.
17	Extract hag's tongue spoors
20	Track* creatures through shallow water (moving), moor (no vegetation), bare rock. Identify disease carrying vermin.

* Requires the Track feat, and the DC can be altered by various conditional modifiers (see the PHB, Chapter 5, "Track").

Table 5-4: Swamp Hunting and Foraging

D%	Marsh	Bog	Moor
01-30	Fish	Water fowl	Water fowl
31-50	Water fowl	Cranberries	Fish
51-60	Frogs	Wild vegetables	Cranberries
61-70	Mushrooms	Rabbits	Frogs
71-80	Snails	Ground squirrels	Rabbits
81-90	Musk rats	Mushrooms	Rabbits
91-95	Turtle	Snails	Ground squirrels
96-99	Small deer	Small deer	Small deer
00	Gutroot creeper	Gutroot creeper	Deer

The Creatures

Life forms great and small call the swamps of Ghelspad their home. Creatures dwelling in the swamp are naturally adapted to the wet conditions. Scales, slime, or oily fur and hair provide protection from the water, and resilience to disease and infection is common. Air breathing creatures are comfortable with a semi-aquatic life style and can remain beneath the surface for extended periods of time before rising for air. Vermin use the dark waters of marshlands as their breeding ground and make up the majority of a swamp's population, although this is not always obvious.

Animals

Large mammals avoid the marsh for the most part, preferring firm ground beneath hoof or paw. Smaller rodents that feed on vegetation, insects, and carrion — such as muskrats, dire rats, and weasels — are common. Many waterfowl use wetlands as breeding grounds, nesting on higher areas or tucked away in thick rushes. Reptiles and amphibians are probably the best suited for swamp living, and larger breeds make up the highest tier of animal predators. Larger herbivores such as deer and wild boars can be found feeding on the outskirts of marshlands or deep within moors. Moors also host a larger variety of other mammals, including rabbits, ground squirrels, and larger predators such as wolves. In contrast to the fertile surface of a bog, the stagnant waters below are dead and support almost no water-breathing animal life.

Monsters

If the terrain is not enough to deter weary travelers from entering a swamp, the monsters that dwell there should be. Stealth and surprise are important survival traits, and many monsters such as the mere-lurker and chuul attack their prey from beneath pools where other creatures come to drink. Reptilian creatures hunt throughout marshlands, and an attack from the smaller shocker lizard can be as deadly as attacks from the much larger stench toad or spined lizard.

Swarms

Swampland is the breeding ground for a variety of insects and rodents. Under the right conditions, these creatures will move in large groups, attacking or consuming prey that are normally too large to overtake in smaller numbers. These swarms cannot be effectively fought with weapons, but fire and damaging area effects can disperse or destroy them. Certain area or effect spells such as *gust of wind* and *stinking cloud* disperse a swarm immediately, if appropriate to the swarm summoned (for example, only fliers are affected by a *gust of wind*). Spellcasting within any of these swarms requires a Concentration check (DC 10 + half damage taken + spell level).

Blood-sucking vermin (Hazard; CR 2): During all seasons save winter, swarms of hungry mosquitoes or flies are common in and around all types of swamps. These vermin gather in small, 5-foot diameter swarms and embark on disease-spreading feeding frenzies. A creature in the swarm who takes no actions other than fighting off the swarm takes no damage. Creatures taking any other actions in the swarm, including leaving the swarm, suffer 1d2 points of subdual damage and must make a successful Fortitude saving throw (DC 10 + damage taken from the swarm) to avoid contracting swamp fever. A blood-sucking vermin swarm has a flying speed of 30 feet and will disperse after it has taken 4 points of damage.

Stinging vermin (Hazard; CR 3): Hordes of swamp dwelling hornet- and wasp-like vermin swarm

together in the summer and early fall in search of hosts to incubate their eggs. The 10-foot high swarm covers 2d4 x 100 square feet and moves through the area at 30 feet per round, attacking everything in its path. Within the cloud of insects, vision is limited to 10 feet, and all creatures, regardless of armor class, sustain 1d4 points of damage. A Fortitude saving throw (DC 12) must be made each round while within the swarm to avoid suffering 1d3 points of temporary Dexterity damage from the poisonous stings. Creatures that are immobilized by loss of Dexterity suffer triple damage each round as the insects begin to crawl beneath clothing and armor. Slain creatures are implanted with thousands of eggs that will produce larva in 1d4+1 days.

A 5-foot square area of a stinging vermin swarm can take 2 points of damage before it will disperse.

Rat swarm (Hazard; CR 2): The rodent population of swamplands can surge dramatically if the numbers of their predators have been significantly reduced. When faced with increased population and a shortage in the food supply, rats will swarm into nearby territory in voracious waves of up to 1,000 individuals. A single 5-foot spread can contain as many as 25 rats and requires 5 points of damage before it will disperse. Creatures taking any actions in the swarm, including leaving the swarm, suffer 1d4+1 points of damage. Creatures in the swarm who take no actions other than fighting off the rats suffer 1 point of damage on their turn.

Aberrations use the remoteness of the swamp to their advantage, keeping themselves tucked away from the threat of civilized society. Gibbering mousers hunt the dwellers of the Mourning Marshes by creating quicksand-like mires where there were none before, and in all types of swampland across Ghelspad, will-o'-wisps lure the curious into natural hazards or the lairs of other monsters to prey on their fears. Bog dwelling water nagas are renowned for grappling their opponents, drowning them in the fetid water, and storing the remains for later consumption.

The most fearsome of the creatures found in larger marshes are the monstrous predators. Seawrack dragons are the most common of these predators, guarding their post-Titanswar territories with disciplined military tactics. Less frequently encountered are the hydra and purple worm. These great creatures keep to themselves within their lairs unless hunting or disturbed by those unfortunate enough to enter their territory.

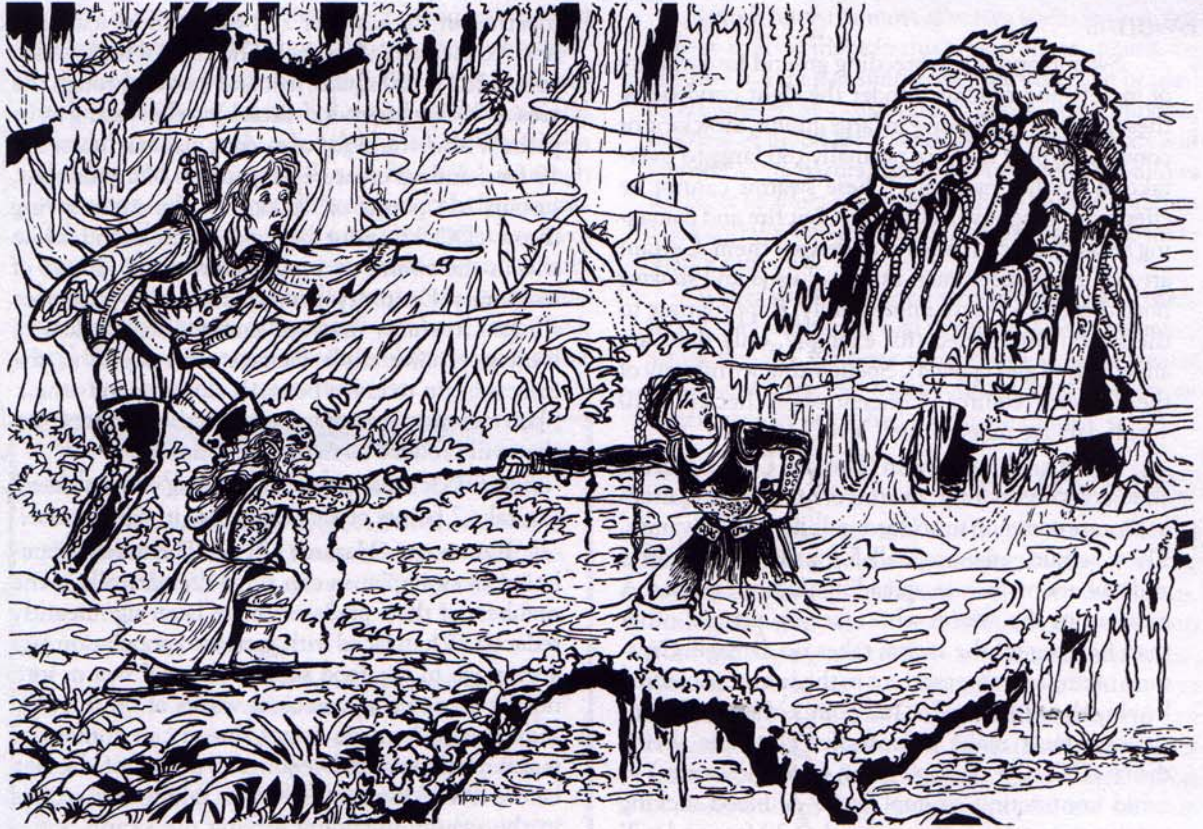
Monsters dwelling within moors are commonly the natives of surrounding terrain types. The fog-shrouded nature of moors attracts creatures to their less traveled reaches, away from intelligent races.

Bog Mummies

Bodies that remain beneath the surface of a bog wither quickly as the natural acids of the water extract the oxygen that would otherwise allow them to decompose. In most cases, the preserved remains sink into the deep mud, lost forever.

For unknown reasons, corpses that have been preserved by Titan-tainted bogs have been reported to stalk their final resting place. Bog mummies resemble shriveled and desiccated versions of their former selves, wearing the tattered remains of their clothing and equipment. Groups of these undead horrors attack others on sight as they wander the bog's surface or rise up from its depths to pull down unsuspecting victims.

Bog mummies are treated as mummies (see MM, "Mummy"), with the following exceptions. Bog mummies do not suffer from Fire Vulnerability but take 1d8 points of damage from decomposition after each hour spent above the surface of the tainted water. In addition to their overland speed, bog mummies have a swim speed of 20 feet.



Humanoids

Gheldspad's swamps are home to a number of different races of humanoids both dangerous and mysterious.

The former Asaatthi Empire, which extended from beyond the Ukrudan Desert to the Swamps of Kan Thet, is now little more than scattered clanholds. The decline in the civilization of these snake-men may, however, be reversing, and very little goes on in Kan Thet of which they are not aware. The asaathli clans inhabit the ancestral ruins of their former empire, studying magic and attacking other humanoid races within their territory. Although much is speculated regarding the remaining asaathli, few facts about their activities are known.

Swarms of trogodons infest the Swamps of Kan Thet. These brutes are the most frequently encountered humanoids in the region, continuously hunting and attacking anything in their path. The asaathli frequently employ or enslave trogodons as guardians of their remaining cities. Their aggressive nature and lack of intelligence generally keeps larger groups of trogodons from organizing, to the benefit of everyone else in the vicinity.

The ratmen and the amphibious slime reavers in the Mourning Marshes have developed a delicate relationship that teeters between peace and war. The slime reavers' cultural dependency on slavery keeps other "landspawn" races from regularly intruding on their habitat. A few tribes of orcs have taken up

residence on the northern edge of the Mourning Marshes, having been separated from their cousins far to the north generations ago during raids on Vesh. These tribes have been successful in defending their small territory from the slaving slime reavers by making an alliance with a band of aquatic ogres known as the Mourning Merrows.

Small tribes of lizardfolk are common throughout Gheldspad's larger swamps, as are bands of hunting miredwellers. Preferring intelligent prey, miredwellers will secretly inhabit the outskirts of other humanoids' territory.

Most feared of the marsh dwelling humanoids are the wily swamp hags. These "daughters" of Mormo dwell deep within their swamps in well guarded huts. Other swamp dwelling races give swamp hags a wide berth because of their control over their natural habitat.

Because native swamp races are so specialized at surviving within their environment, few other races have successfully established territory within marshlands. Within moors, however, goblinoid races thrive. The fog shrouded terrain is excellent cover for their hidden lairs or as staging areas for raids on nearby communities. Caravans that pass by moors must be heavily guarded from the unorganized but effective raids of these races, which tend to grab what they can and retreat into the mists.

Lumluul's Garden

"Lumluul's Garden" is a short site-based encounter that can be dropped into any adventure. It is suitable for four 8th-level PCs, but can be easily scaled for PCs of 5th-11th level. The focus of the encounter is the marshland surrounding the hut of a swamp hag and her use of the location's flora and fauna. This encounter is the ideal situation for druid and ranger PCs to show their full potential.

Encounter Level: 8

Background

Lumluul completed the transformation into a swamp hag long before the Titanswar. She has guided many "granddaughters" through the metamorphosis from humanity to hag and has tired of this process over the years. Lumluul has dedicated the last decade to locating pieces of "Mama Mormo" through the use of her serpent allies, who search the far reaches of the swamp. She receives reports from frogs, turtles, crocodiles, and fish each morning, and her awakened crocodile servant, Duolc, keeps her updated throughout the day. The remainder of her time is spent tending to her swampy garden and enjoying the privacy of her surroundings. The only activity she enjoys more is bringing about the slow and horrible death of those who would interrupt her solitude.

Druidic councils have long sought the lair of Lumluul because she is rumored to have detailed notes on a few locations of Mormo's remains. PCs may have been recruited to locate these notes or have simply heard that there is a reward.

Scaling the Encounter

To scale the encounter for characters below 8th level, convert Duolc to a regular crocodile or eliminate his presence altogether. Do not allow the effects of Lumluul's *entangle* spell to affect PCs trapped in quicksand, and make the canal water clear enough to allow a Spot check (DC 10) to see the mere slimes (or change them into tar pits). This should scale the encounter down to about EL 6.

Including an additional awakened crocodile companion to aid Lumluul will increase the encounter's EL. Add tar pits around the outer edge of the garden that the crocodiles can use to gain a tactical advantage over PCs. This should scale the encounter up to about EL 9.

Lumluul the Swamp Hag

Lumluul and Duolc can be found anywhere inside the perimeter of the garden. If the PCs have come in contact with any animals or vermin within 5 miles of her lair, Lumluul will be aware of their location and watch from a safe distance after consuming her potion of *water breathing*. If the swamp hag is unaware of PCs entering her garden, she can make a Listen check whenever the PCs enter a new numbered area on the map. Lumluul and Duolc will flee from each attack if

they take more than 15 points of damage, and the swamp hag will consume her potion of *cure moderate wounds* when her hit points have been reduced to half.

Lumluul, Swamp Hag: CR: 6; SZ Large Humanoid (8ft. 9in. tall); HD 7d8+28; hp 59; Init +3 (Dex); Spd 40ft., swim 40ft.; AC 17 (-1 size, +3 Dex, +5 natural); Atk +4 melee (1d8+1, bite) or +9 melee (1d6+3, 2 claws); Face/Reach 5ft. by 5ft./10ft.; SA Spells; SQ Camouflage, immunities; ALLE; SV Fort +6, Ref +5, Will +7; Str 17, Dex 16, Con 19, Int 17, Wis 15, Cha 11.

Skills: Animal Empathy +5, Climb +10, Handle Animal +5, Heal +5, Hide +4, Intimidate +4, Intuit Direction +3, Knowledge (nature) +10, Listen +5, Move Silently +10, Spot +10, Swim +7, Wilderness Lore +10. **Feats:** Brew Potion, Track. **Languages:** Common.

Possessions: Potions of *water breathing*, *greater magic fang*, and *cure moderate wounds*.

Spells Prepared (6/5/4/2/1): 0 – *detect magic* (x2), *guidance*, *sneeze* (x3); 1st – *entangle* (x2), *magic fang* (x2), *obscuring mist*; 2nd – *frog tongue* (x2), *call aquatic animal I*, *summon swarm*; 3rd – *greater magic fang*, *wall of hornets*; 4th – *giant vermin*.

Duolc, Awakened Male Crocodile: CR 3; SZ Medium (12 ft. long); HD 5d8+15; hp 37; Init +1 (Dex); Spd 20ft. swim 30ft.; AC 15 (+1 Dex, +4 natural); Atk +6 melee (1d8+6, bite) or +6 melee (1d12+6, tail slap); Face/Reach 5ft. by 5ft./5ft.; SA Improved grab; AL N; SV Fort +6, Ref +4, Will +2; Str 19, Dex 12, Con 17, Int 12, Wis 12, Cha 4.

Skills: Hide +7*, Listen +5, Spot +5. **Languages:** Common.

*A crocodile gains a +12 racial bonus to Hide checks when submerged.

Tactics

Duolc attacks any boats or rafts that enter the garden via the canals with his tail slap. PCs in boats of 15 feet or less in length must make a Reflex save (DC = tail slap damage) or be dumped into the water. Duolc then attacks fallen PCs using his Improved Grab, drowning his victims.

If PCs are in the water, Lumluul casts *call aquatic animal I* to summon a crocodile as a distraction. She then casts *magic fang* and *frog tongue* on Duolc, and he will attack and drag away one PC. Spellcasting PCs will be separated from the party and drowned. Lumluul will assist in a physical attack by using the *aid another* action (see PHB, Chapter 8, "Special Attacks and Damage" section, *Aid Another* subsection) to add a +2 bonus to the crocodile's grapple check if Duolc has pinned the PC underwater.

Map of Lumluul's Garden

Lumluul knows her garden, having crafted it for maximum defensibility. She has found plenty of occasions to hone her skills against interlopers, and there are plenty of submerged pits where Duolc stores his slain prey to allow it to "season" properly before he consumes it. These pits contain the remains of many creatures, from animals to humanoids (all of which have been stripped of valuables and equipment, of course).

Canals (1)

Lumluul moves through her garden by means of the natural canals. She does not leave the water if PCs enter her garden, and casts spells with only her head and hands above the surface.

The murky water of the garden is 3 feet deep. PCs that are tall enough can wade through the water as if *entangled* (see DMG, Chapter 3, "Condition Summary" section, *Entangled* subsection). Small PCs must Swim (DC 10) through water over their heads. Because of the silt in the water, vision is limited to 1 foot when submerged or peering through its surface.

Low Garden (2)

The low-lying ground that makes up large portions of Lumluul's garden rests between 2 inches above and 2 inches below the surface of the water. Anyone moving across low-lying ground suffers a -5 penalty to Move Silently checks that are attempted in the soft muck.

Beautiful and exotic plants are abundant on these low islands. Finding a hag's tongue fern among the vegetation is possible with a Wilderness Lore check (DC 8).

Spider Garden (2a)

Hundreds of harmless spiders inhabit these sections of the garden, noticeable on a Spot check (DC 12). When PCs come near one of these areas, Lumluul casts *giant vermin* on three spiders and orders them to "attack." The giant spiders do not enter the water, and the swamp hag watches the battle from the safety of the canals. Duolc attacks individual PCs who flee into the water if he is nearby.

Quicksand (2b)

Quicksand is detailed earlier in this chapter under Hazards (pg. 45). When one or more PCs becomes stuck in the quicksand, Lumluul casts *entangle*. PCs in the quicksand who fail their Reflex save and become entangled in the roots and vines below the surface of the quicksand sink 1d6 inches per round faster, and the Strength check to break free increases to DC 12 + 1 per previous failure. A PC cannot aid a sinking ally unless his Reflex save to avoid the *entangle* spell is successful.

Rush beds (3)

These areas of cylindrical reeds rise 4 to 6 feet above the water. Traveling through rush beds affects

PCs as if they were *entangled*, limits vision to 10 feet, and gives a +5 bonus to Hide checks.

Lumluul casts *entangle* on the reeds if PCs enter them, followed by *summon swarm*. She then casts *greater magic fang* on Duolc, and he waits, submerged and ready to attack, for a PC to break free from the rushes.

Mere Slime (4)

The mere slime rests 2 feet below the surface of the canal and is detailed earlier in this chapter under Hazards (pg. 44). Duolc attacks unsuspecting PCs that are distracted by but not entangled in the mere slime.

Lumluul's Hut (5)

This hut is an old stone and log building 10 feet by 25 feet. It has no apparent doors or windows, and the northeast side extends down below the surface of the water. A small dock extends above the canal from the north side of the building. The entrance to the hut is below the surface of the water on the northeast side. It is 5 feet wide by 2.5 feet tall and can be found with a Search check (DC 10).

Lumluul waits until PCs have entered her hut before attacking. She drinks her *potion of greater magic fang* and fills the hut with a *wall of hornets* before entering and attacking. Unaffected by the hornets, Lumluul defends her hut until death.

The interior of the hut is a single dark room decorated with fish skeletons and crocodile skulls. Woven reed mats cover the mud floor and Lumluul's moss bed rests in the south corner. In the west corner is a wooden table built from an old rowboat that has a number of small vials and urns.

Rewards

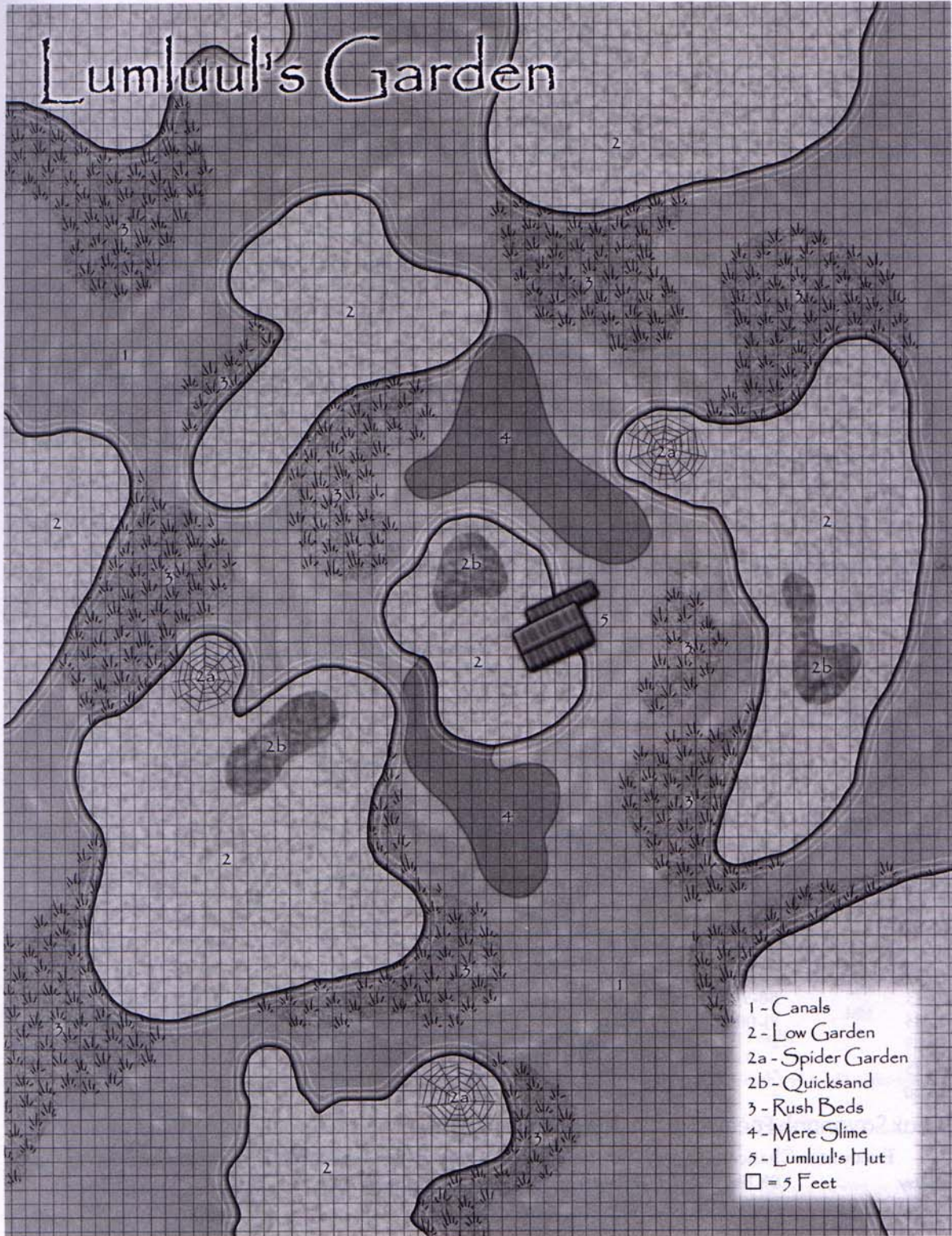
The items on the table are the raw materials that Lumluul has collected for brewing potions. PCs with the Alchemy or Spellcraft skills can identify the potential for the contents of the urns and vials with a successful skill check (DC 25, DC 15 if the character possesses the Brew Potion feat). The materials amount to 1,050 gp worth for the creation of potions of *frog's tongue*, *cure moderate wounds*, and *greater magic fang* by a character with the Brew Potion feat.

Beneath the hag's bed of moss is a small unlocked metal box buried in the mud. Within the box is 163 gp, a *potion of water breathing*, two quill pens, a bottle of ink, and a ledger of coded notes written by Lumluul.

Conclusion

Deciphering Lumluul's ledger is left open to the GM, the contents can lead to future adventures regarding the remains of Mormo. Turning the ledger over to druids of Denev could result in favors from the druids or an alliance of some kind.

Lumluul's Garden



- 1 - Canals
- 2 - Low Garden
- 2a - Spider Garden
- 2b - Quicksand
- 3 - Rush Beds
- 4 - Mere Slime
- 5 - Lumluul's Hut
- = 5 Feet

Appendix:

Ghelspad Encounter Charts

What follows is a collection of encounter charts for some of the most important badlands, deserts, forests, mountains, and swamps on Ghelspad. Though each chart has a CR assigned to it, remember that this is just a general number – there are bound to be areas within large stretches of these geographical features that are both above and below this number. In particular, the “deeper” into such an area the adventurer travels, the more dangerous life is likely to become.

Thus, while the Hornsaw Forest as a whole is rated CR 8, its fringes (especially near patrolled areas

such as Hollowfaust) are likely to be lower, perhaps in the CR 4 – 6 range. By the same token, delving deep into the shaded depths of the Hornsaw, especially near places such as the towering tree-citadel of the Dar al Annot, is likely to bring it as high as CR 12.

Sources: In the following tables, the sources for the monsters are abbreviated as follows: CC – Creature Collection; CC2 – Creature Collection 2; DivDef – Divine & Defeated; MM – Core Rulebook III; WRM – Warrens of the Ratmen.

Badlands of Ghelspad

Bleak Savannah Encounters, Pride Lands & Mahaar (CR 9)

Encounter Chance: 5% per hour; 2% per hour at night (30% per six hours; 12% per six hours at night)

D% Day	D% Night	Encounter	Number Appearing	CR	At EL	Source
01-05	01-05	Androsphinx	1	9	9	MM
06-08	06-10	Blade beast	1d6	3	3	CC2
-	11-30	Blight wolf	2d4	5	9	CC
09-15	-	Cathedral beetles	1d6	4	7	CC
16-20	-	Cerulean roc	1	9	9	CC
-	31-40	Dire badger	1d4+1	2	5	MM
21-28	-	Dire lion	1-2	5	7	MM
29-35	-	Dire lion pride	1d4+2	5	9	MM
36-40	41-45	Divine patrol	*	*	12	*
41-46	-	Giant wasp	1d6+6	3	9	MM
47	46-47	Horsemen of Vangal	**	**	15	**
48-57	-	Lion pride	1d4+6	3	9	MM
58-63	48-72	Monstr. scorpion, gargantuan	1	9	9	MM
64-69	73-87	Proud	2d6	2	7	CC
70-73	88-90	Proud camp	+	+	14	CC
74-83	91-00	Proud patrol	+	+	12	CC
84-89	-	Rhinoceros	2d6	3	9	MM
90-95	-	Unitaur	1d4	4	5	CC2
96-00	-	Unitaur herd	3d4	4 or 5	9	CC2

Bleak Savannah Encounters, Asha-no Sa'ai (CR 5)

Encounter Chance: 4% per hour; 2% per hour at night (24% per six hours; 12% per six hours at night)

D% Day	D% Night	Encounter	Number Appearing	CR	At EL	Source
01-10	01-10	Ankheg	1-2	2	5	MM
11-20	-	Arrowhawk, adult	1	5	5	MM
-	11-17	Blight wolf	1	5	5	CC
21-30	-	Coreanic steeds	3d6	3	9	CC
-	18-27	Dire bat	1d6	2	5	MM
31-32	28-29	Divine patrol	*	*	12	*
33-39	-	Giant eagle	1d2	3	3	MM
-	30-41	Giant owl	1d2	3	3	MM
40-49	42-46	Gibbering moulder	1	5	5	MM
50-54	47-54	Hill howler	1	2	2	CC
55-57	55-62	Hrinruuk's hound	2d6	5	8	CC2
58-59	63-64	Horsemen of Vangal	**	**	15	**

D% Day	D% Night	Encounter	No. Encountered	CR	At EL	Source
60-69	65-70	Krenshar	1d6+4	1	5	MM
-	71-77	Phase spider	1	5	5	MM
70-79	78-82	Preychaser	2d4	1	5	CC2
80-81	83-89	Proud	2d6	2	7	CC
82	90	Proud patrol	+	+	12	
83-89	-	Scythe falcon	1d2	2	2	CC
90-94	-	Siren vulture	2d6	1/2	5	CC
95-00	91-00	Spire wyvern	1d2	4	4	CC

* *Divine patrol*: A divine patrol comprises a company of 2d4+10 3rd-level warriors, lead by a 5th-level fighter field commander, and accompanied by 1d3 3rd-level clerics.

** *Horsemen of Vangal*: Horsemen of Vangal generally consist of a group of 1d12+6 3rd-level barbarians, led by an 14th-level leader (usually a barbarian or cleric of Vangal). This leader often has levels of either the blackguard or horseman of Vangal (see *Secrets & Societies*) prestige classes.

+ *Proud patrol*: Savannah proud patrols have 2d4+10 proud warriors (CR 4 each) and twice as many lions (CR 3 each).

++ *Unitaur herd*: A unitaur herd consists of 3d4 unitaurs, as well as 1d3 5th-level unitaur sorcerers.

Festering Fields Encounters (CR 7)

Encounter Chance: 2% per hour; 8% per hour at night (12% per six hours; 48% per six hours at night)

D% Day	D% Night	Encounter	Number Appearing	CR	At EL	Source
01-10	01-02	Blight wolves	2d4	5	8	CC
11-16	03-08	Bone lord	1	6	6	CC
17-20	09-11	Bonewings	1D4	3	5	CC2
21-30	12-16	Burned ones	1D4+1	4	7	CC2
31-40	17-26	Chardun-slain	1d3+3	3	7	CC
41-45	27-30	Corpse whisperer	*	*	6	CC
46-50	31	Demon, locust	1	12	12	CC2
51-55	32-33	Fleshcrawlers	1d6+2	4	9	CC
-	34-36	Ghast pack	**	**	8	MM
-	37-46	Ghoul	1d6+6	1	7	MM
-	47-48	Nightshade, nightwing	1	14	14	MM
-	49	Nightshade, nightwalker	1	16	16	MM
-	50	Nightshade, nightcrawler	1	18	18	MM
-	51-52	Night-touched pack	†	†	8	CC2
-	53-57	Shadow pack	††	††	7	CC2/MM
56-57	58	Shard spiders	1	3	3	CC2
58-72	59-68	Skeletons	1d10+10	1/3	7	MM
73-75	69-70	Skull king	1	3	3	CC2
-	71-72	Specters	1d3+1	7	9	MM
76-78	73-74	Sundered woman	1	5	5	CC2
79-85	75-81	Undead ooze	1	4	4	CC
-	82-86	Unlifes	3d6	1/2	6	CC2
-	87-88	Wights	1d6+5	3	9	MM
-	89-90	Wraiths	1d6+5	5	11	MM
86-00	91-00	Zombies	1d10+10	1/2	7	MM

* *Corpse whisperer*: A corpse whisperer (CR 4 each) is always accompanied by 2d10 zombies (CR 1/3 each).

** *Ghast pack*: A ghast pack is made up of 1D3+1 ghastrs (CR 3 each), plus 1d6+6 ghouls (CR 1 each).

† *Night-touched pack*: A night-touched pack is made up of 1d3+1 night-touched controllers (CR 4 each), plus 1d8 night-touched hounds (CR 2 each).

†† *Shadow pack*: A shadow pack is made up of one shadow lord (CR 5 each), plus 1d4+1 shadows (CR 3 each).

The Perforated Plains (CR 7)

Encounter Chance: 3% per hour; 5% per hour at night (18% per six hours; 30% per six hours at night)

D% Day	D% Night	Encounter	No. Encountered	CR	At EL	Source
01	01-02	Acid shambler	2d4	1	5	CC
02-04	03-05	Ankheg	1d4	3	5	MM
05-14	06-15	Arcane symbiote	*	*		CC2
15	16	Barrow worm	1	8	8	CC
16	17	Beholder	1	13	13	MM
17-18	18-19	Blade beast	1d6	3	6	CC2
19-20	-	Blight wolf	2d4	5	10	CC
-	20-22	Bone lord	1	6	6	CC
21-22	23-24	Bonewing	1d4	3	5	CC2
-	25	Butcher spirit	3d6	4	11	CC
23	26	Carriion hound	1d6+4	3	9	CC2

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D% Day	D% Night	Encounter	No. Encountered	CR	At EL	Source
24-26	-	Chern's children	1 swarm	6	6	CC2
27	27	Devourer	1	11	11	MM
-	28	Dire plains cat**	1d4+6	5	11	MM
-	29	Displacer beast	1d4+6	4	10	MM
28	30	Dragon, mock	1	4	4	CC
29-31	-	Dragonne	1d4+6	7	13	MM
32-39	31-35	Ettin	1d4	5	7	MM
40	36	Flailing dreadnought	1	12	12	CC2
-	37-38	Gauntling	1	4	4	CC2
41	39	Gaurak troll	1d3+1	8	11	CC2
-	40-49	Ghoul	1d6+6	1	7	MM
42-44	-	Giant wasp	1d4+1	3	3	MM
45-46	-	Gore beetle	1d2x10	1	8	CC
47	50	Gorgon, low	1d4+1	6	9	CC
48	51	Grey render	1	8	8	MM
-	52	Hag, cavern	1	9	9	CC
49	53	Howling abomination	1d4+1	8	10	CC2
50-51	-	Manticora	1d4+1	1	3	CC
-	54	Mohrg	1d4	8	10	MM
52-54	-	Monstr. scorpion, large	1d4+1	2	5	MM
55-64	55-61	Monstr. spider, gargantuan	1	7	7	MM
65-67	62-64	Monstr. spider, large	1d4+1	2	5	MM
-	65	Nightshade, nightwing	1	14	14	MM
-	66	Nightshade, nightcrawler	1	18	18	MM
-	67-73	Night-touched pack	†	†	7	CC2
68-69	74-75	Ratman, brown gorgor	1d6x15	+	10	CC
70-71	-	Scythe falcon	1d2	2	2	CC
72	-	Shard spider	1d2	3	3	CC2
73-74	-	Snake, huge viper	1	3	3	MM
75-81	76-80	Troll	1d4	5	7	MM
82-95	81-86	Umber hulk	1	7	7	MM
-	87-88	Undead ooze	1	4	4	CC
96-98	89-94	Vengaurak	1	4	4	CC
-	95	Wight	1d6+5	6	12	MM
-	96-99	Wolfpat	1d3+1	1	2	CC2
99-00	00	Wyvern	1d6	6	9	MM

* *Arcane symbiote*: Roll again on the encounter chart; this determines what creature the arcane symbiote has attached itself to. Add 1 to the CR of that creature. If more than one creature is rolled, the symbiote has attached itself to one of them and probably leads the group.

** *Dire plains cat*: Use dire lion.

† *Night-touched pack*: One night-touched controller, plus 1d8 night-touched hounds.

Perforated Plains, Ruins of Non (CR 9)

Encounter Chance: 5% per hour; 5% per hour at night (30% per six hours; 30% per six hours at night)

D% Day	D% Night	Encounter	No. Encountered	CR	At EL	Source
01-06	01-04	Ankheg	1d4	3	5	MM
-	05-08	Aranea	1d4+2	4	8	MM
07-12	09-10	Arch lurker	1	5	5	CC2
-	11-14	Barrow worm	1	8	8	CC
13-15	15-16	Beholder	1	13	13	MM
16-20	17-20	Belker	1d4	6	9	MM
-	21-24	Belsamaug	1d4+4	3	8	CC
21-23	25-26	Blight wolf	2d4	5	10	CC
-	27-31	Carriion crawler	1d4+3	4	9	MM
24-25	32-33	Chaos beast	1	7	7	MM
26-27	34-35	Draniglothus*	1	15	15	CC2
-	36-39	Elder larva	1	9	9	CC2
28-30	40	Flailing dreadnought	1	12	12	CC2
31-35	41-44	Fleshcrawler	1d6+2	4	9	CC
36-38	45	Gallows eye	1d4+1	8	11	CC2
39-40	46-47	Golem, copper	1	6	6	CC
41-42	48-49	Golem, quicksilver	1	4	4	CC2
43-47	50-53	Hag, cavern	1	9	9	CC
48-54	54-57	Hell hound	1d8+4	3	9	MM

D% Day	D% Night	Encounter	No. Encountered	CR	At EL	Source
55-61	58-61	Howler	1d4+5	3	9	MM
-	62	Mohrg	1d4	8	10	MM
-	63-64	Naga, dark	1d4	8	10	MM
62-64	65-67	Nightwing	1	14	14	MM
65-70	68-71	Phase spider	1d4+1	5	8	MM
71-76	72-75	Salamander (noble)	1	9	9	MM
77-79	76-77	Searing wind	1	10	10	CC
-	78-79	Shadow mastiff	1d8+4	5	11	MM
-	80-84	Shadow	1d6+5	3	9	MM
80-81	85-86	Shield guardian	1	8	8	MM
82-84	87-88	Sorcerer-King ghost**	1	9	9	**
85-89	89-92	Spectre	1d3+1	7	9	MM
90-93	-	Spire wyvern	2	4	6	CC
94-95	93-94	Thulkan	1	9	9	CC2
96-00	95-98	Umber hulk	1d3+1	7	9	MM
-	99-00	Wraith	1d6+5	5	11	MM

* *Draniglothus*: Draniglothus is a mature adult Slarecian dragon.

** *Sorcerer-King ghost*: Sor5/Sum2 with the 'ghost' template.

Deserts of Ghelspad

Ukrudan Desert (CR 7)

Encounter Chance: 2% per hour; 5% per hour at night (12% per six hours; 30% per six hours at night)

D% Day	D% Night	Encounter	No. Encountered	CR	At EL	Source
01-10	01-15	Asaath	1d6+2	2	7	CC
11-15	-	Blade hood	1	3	3	CC
16-19	16-18	Blight wolves	2d4	5	10	CC
20-24	19-21	Charfiends	2d4	1	5	CC
25-29	22-24	Dune delver	1	5	5	CC
30-34	25-27	Firedrake	1	5	5	CC
-	28-32	Goblin	4d6	1/4	5	MM
-	33-36	Harpies	4d6	2	10	CC
-	37-39	Lamia	1	6	6	MM
-	40-42	Miser jackal	1	1/4	1/4	CC
35-36	43-44	Pyres	1d3+1	5	8	CC
37-46	-	Ratman, daywalker	1d6+4	1	7	CC2
47-50	-	Ratman pack, daywalker *	*	*	9	CC2
-	45-47	Sand mummy	1	3	3	CC2
51-60	48-57	Sand wyvern	2d4	3	7	CC2
61-63	58-59	Sand wyvern flock	3d6	3	10	CC2
64-68	60-62	Skivers	1d4+1	3	6	CC2
-	63-66	Shockbats	3d8	3	10	CC2
69-78	-	Solar scarabs	1d10+10	1/2	7	CC
79	67-68	Speaker of Fire	**	**	9	**
80-89	69-81	Sutak	1d6+4	1	7	CC2
90-92	82-84	Sutak raiding party	+	+	10	CC2
93-95	-	Tribal patrol	++	++	11	++
96-00	85-88	Ukrudan stalker	1	5	5	CC2
-	89-00	Wervulture	2d4	2	7	CC

* *Ratman pack, daywalker*: Daywalker bands consist of 3d10 of the ratmen (CR 1 each), plus one 4th-level fighter (CR 5).

** *Speaker of Fire*: A Speaker of Fire is a sorcerer of level 1d10+4.

+ *Sutak raiding party*: Sutak raiding parties consist of 1d4 x10 sutak (CR 1 each), plus one 2nd-level fighter (CR 2) per 10 raiders.

++ *Tribal patrol*: A tribal patrol consists of 2d10 rangers or barbarians of 3rd level, plus 1 cleric of level 1d8+4.

Forests of Ghelspad

Bloodrain Woods (CR 3)

Encounter Chance: 4% per hour; 6% per hour at night (24% per six hours; 36% per six hours at night)

D% Day	D% Night	Encounter No.	Encountered	CR	At EL	Source
01-10	01-07	Assassin vine	1	3	3	MM
11-13	08-10	Berserker wasp	2d8	5	11	CC

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D% Day	D% Night	Encounter	No. Encountered	CR	At EL	Source
14-28	11-15	Blood sprite	1d3+1	1/2	1	CC2
29-30	16	Carnivorous tree	1	6	6	CC2
-	17-23	Dananshee	1	2	2	CC2
31-32	24	Fungus patch	*	*	7	MM
33-47	25-29	Gallows vine	1	1	1	CC
48-49	30	Grippett	2	2	4	MM
50-51	31	Hamadryad	1	4	4	CC
52-61	32-41	Hookwing	2d10	1/4	3	CC
-	42-47	Murdersprite	1d4	1/2	1	CC
-	48-49	Night terror	2d6	2	7	CC
-	50-51	Night tyrant	1	4	4	CC
-	52-61	Phantom fungus	1	3	3	MM
62-71	62-67	Red colony	1	3	3	CC
72-73	68	Shambling mound	1	6	6	MM
74-83	69-75	Serpent root	1	3	3	CC
84-85	76-77	Swampling	2d8	3	9	CC2
-	78-79	Swamp gobbler	2d6	3	6	CC
86-88	80	Swamp mite	10d10	1/8	5	CC2
89-90	81	Swamp tyrant	1	7	7	CC2
-	82-83	Tendriculos	1	6	6	MM
-	84-90	Vermin host, spider	1	2	2	CC2
91-00	91-00	Violet fungi	1d4	3	3	MM

* Fungus patch: Fungus patches are made up of 1d3+1 violet fungi (CR 3 each) and 1d3+2 shriekers (CR 1 each).

Ganjus Forest (CR 6)

Encounter Chance: 5% per hour; 5% per hour at night (30% per six hours; 30% per six hours at night)

D% Day	D% Night	Encounter	No. Encountered	CR	At EL	Source
01-02	01-02	Ankheg	1	3	3	MM
-	03-04	Aranea	1	4	4	MM
03-04	05	Assassin vine	1d4	3	5	MM
05-06	06	Behir	1d2	8	10	MM
07-08	07-08	Black bear	1d2	2	4	MM
-	09-10	Brewer gnome	1d10+4	1	7	CC
09-13	11-15	Brown bear	1d2	4	6	MM
14-16	16-17	Centaur	1d4+4	3	8	MM
17-19	18-20	Dryad	1	1	1	MM
20	21	Emperor stag	1	6	6	CC
21-23	22	Ethereal marauder	1	3	3	MM
24-25	23	Forest walker	1	10	10	CC2
26-30	-	Giant bee	1d20	1/2	6	MM
31-32	-	Giant eagle	1d2	3	5	MM
-	24-25	Giant fire beetle	1d10+1	1/3	2	MM
-	26-31	Giant owl	1d4+1	3	6	MM
33-37	32-36	Goblin bear	1	6	6	CC
38-39	37	Grippett	1d2	2	4	CC
40-41	38-39	Hamadryad	1d6+1	4	8	CC
42-43	-	Hippogriff	1d2	2	4	MM
44-45	40-41	Krenshar	1d2	1	2	MM
-	42	Lillend	1d4	7	9	MM
-	43-44	Mistwalker	1	3	3	CC
46-50	45-47	Nymph	1	6	6	MM
51-53	-	Pegasus	1d10	3	8	MM
54-55	48	Phase spider	1	5	5	MM
-	49	Phasm	1	7	7	MM
56-57	50-52	Pseudodragon	1d2	1	2	MM
58-59	53	River nymph	2d8	3	9	CC
-	54-56	Satyr	1d10	4	9	MM
60-63	57-60	Shambling mound	1	6	6	MM
64-65	61	Slarecian worm	1	4	4	CC2
-	62-63	Spider eater	1	5	5	MM
-	64-68	Sprite, grig	1d10+1	1	6	MM
-	69	Sprite, pixie	1d10+1	4	9	MM

D% Day	D% Night	Encounter	No. Encountered	CR	At EL	Source
66-67	70-71	Stick giant	1d3	10	12	CC
68-69	72-74	Tanil's fox	1	5	5	CC
70-73	75-77	Treant	1	8	8	MM
74-75	78-79	Unicorn	1d6	3	6	MM
76-79	80-84	Willow tree warrior	1	6	6	CC
80-81	85-86	Wolf spider, giant	1	3	3	CC
82-86	87-91	Wood elf, Oak Knight patrol	*	6	*	
87-91	92-96	Wood elf, Jordeh	**	6	**	
92-96	-	Wood elf, other	+	6	+	
97-00	97-00	Wyvern	1d2	6	6	MM

* *Wood elf, Knight of the Oak patrol*: Knight of the Oak patrol consists of four 1st-level wood elf fighters (CR 1), led by a 5th-level wood elf fighter or ranger.

** *Wood elf, Jordeh*: Jordeh encounters have a 50% chance of being with a full wood elven Jordeh (6th-level druid) and a 50% chance of being with a group of five acolytes (1st-level druids) led by a 4th-level druid mentor.

+ *Wood elf, travelers*: Wood elf travelers tend to be a group of 1d3+6 1st-level members of an NPC class, led by either a 3rd-level ranger or 4th-level warrior. *Wood elf hunters*: Wood elf hunters are usually a group of 1d3+6 1st-level warriors, led by a 3rd-level ranger. *Wood elf gatherers*: Gatherers are usually a group of 1d3+6 1st-level commoners, led by a 3rd-level ranger or druid.

Geleeda's Grove (CR 9)

Encounter Chance: 6% per hour; 6% per hour at night (36% per six hours; 36% per six hours at night)

D% Day	D% Night	Encounter	No. Encountered	CR	At EL	Source
-	01-04	Aranea	1d3+1	4	7	MM
01-05	05-07	Assassin vine	1d4	3	5	MM
06-09	-	Berserker wasp	1	5	5	CC
10-24	08-12	Bitter tree	1	10	10	CC2
25-28	13-15	Chuul	1	7	7	MM
29-33	16-20	Druid of Mormo	*	*	9	*
34-38	21-25	Ettercap	1d6+2	4	9	MM
39-43	26-30	Gorgon, high	1	9	9	CC
44-48	31-35	Gorgon, low	1d4+1	6	9	CC
-	36-40	Hag, moon	1	13	13	CC
-	41-45	Hagling, moon	1d6+4	3	9	CC2
49	46	Hex creature	**	**	5	**
50-53	47-50	Hornsaw unicorn	1d3+4	5	9	CC
54-58	51-55	Iron tusker	1	13	13	CC
59-63	56-60	Leeching willow	1d4	7	9	CC2
64-67	61-64	Monstr. spider, large	1d4+1	2	5	MM
68-71	65-68	Monstr. spider, huge	1d4+1	4	7	MM
72-75	69-71	Naga, crown	1	5	5	CC2
76-80	-	Naga, crown nest	+	+	9	CC2
-	72-76	Naga, dark	1d3+1	8	11	MM
81-85	77-81	Naga, hollow	1	9	9	CC2
86-90	82-85	Snake, large viper	1d4+4	2	7	MM
91-95	86-90	Spider-eye goblin raiders	++	++	9	CC
-	91-95	Vermin host, spider	1d6	2	5	CC2
96-00	96-00	Witch of the Grove	^	^	9	^

* *Druid of Mormo*: A druid of Mormo has a 50% chance of being a solitary druid of 9th level and a 50% chance of being a 6th-level druid accompanied by 10 2nd-level warriors.

** *Hex creature*: A hex creature is any normal animal/vermin or group of animals/vermin with the Hex Creature template (CC2) applied. Examples include 1d3+1 boars, cougars (use leopard stats), or wolves; 1d8+1 hawks, ravens, or owls; 1d3 black bears; 1 brown bear; or 1d3+1 Large monstrous centipedes.

+ *Naga, crown nest*: A crown naga nest is made up of a single adult crown naga (CR 5), plus 2d6 young crown naga (CR 2 each).

++ *Spider-eye goblin raiding band*: Spider-eye goblin raiding bands include 3d6 spider-eye goblins (CR + each), plus 2d4 spider-eye goblins (CR + each) mounted on giant wolf spiders (CR 3 each), all led by a 4th-level spider-eye goblin fighter also mounted on a giant wolf spider.

^ *Witch of the Grove*: A witch of the Grove has a 50% chance of being a solitary sorceress of 9th level and a 50% chance of being a coven of ten 2nd-level adepts, led by a 6th-level female sorcerer.

Hornsaw Forest (CR 8)

Encounter Chance: 8% per hour; 8% per hour at night (48% per six hours; 48% per six hours at night)

D% Day	D% Night	Encounter	No. Encountered	CR	At EL	Source
01-03	01-04	Assassin vine	1d3+3	3	8	MM
04-05	05	Bitter tree	1	10	10	CC2
06-07	06-07	Blade beast	1d6	3	6	CC2
08-09	-	Blade hood	1d3	3	5	CC

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D% Day	D% Night	Encounter	No. Encountered	CR	At EL	Source
10	08	Blood reaper	1	10	10	CC2
11-13	-	Bloodfly	5d6	1	8	CC2
14	09	Bloodman	1d4+4	5	10	CC2
-	10-11	Bonewing	1D4	3	5	CC2
15-16	12	Carnivorous tree	1d3	6	8	CC2
17-18	13-14	Chuul	1	7	7	MM
19	15	Dark womb hive	*	*	10	CC2
20-24	-	Dar al Annot	**	**	8	**
25	16	Dragon, woodwrack	1	12	12	CC
26-27	17-20	Gallows eye	1	8	8	CC2
28-31	-	Giant constrictor snake	1d3+1	5	8	MM
32-33	21-22	Goblin bear	1	6	6	CC
34-35	23	Golem, serpent	1d3+1	6	9	CC2
36-38	-	Gore beetle	2d4+4	1	7	CC
39-42	24-28	Gorgon, low	1d6	5	8	CC
43-44	29-30	Gorgon patrol	+	+	11	CC
-	31-32	Hag, moon	1	13	13	CC
45-47	33-35	Hag, storm	1	8	8	CC
48-50	36-39	Hagling, moon	1d3+5	2	8	CC2
51-54	40-44	Hagling, storm	1d3+5	2	8	CC2
55	45	Hex Creature	++	++	5	++
56-60	46-50	Hornsaw unicorn	1d6	5	8	CC
61-62	51-53	Howling abomination	1	8	8	CC2
63	54	Leeching willow	1d3	7	9	CC2
64-66	55-57	Medusa	1d3+1	7	10	MM
-	58-63	Naga, dark	1	8	8	MM
67-68	64-65	Naga, hollow	1	9	9	CC
69-70	66-67	Naga, spirit	1	9	9	MM
71-72	68-69	Narleth	1	5	5	CC
-	70	Owlbear	1	4	9	MM
73-74	71	Rast	1	5	5	MM
75-77	72-77	Ratman patrol	^	^	8	^
78-79	78	Sagon	3d6	1/2	6	CC2
80-82	79-81	Serpent root	1	4	4	CC
83-84	82-83	Shambling mound	1	6	6	MM
85-86	84-85	Skiver	2d4	3	7	CC2
-	86-88	Stirge	1d6+7	1/2	6	MM
87-88	89-90	Sundered woman	1	5	5	CC2
89-90	91-92	Tendriculos	1	6	6	MM
91-92	93-94	Totem of Mormo	1d6	2	6	CC2
93-94	95-98	Troll	1d3+1	5	8	MM
95-00	-	Viper swarm	^^	^^	8	MM
-	99-00	Wyrmspawn, adult	1d6+1	2	6	CC

* *Dark womb hive*: Dark womb hives consist of the dark womb hive mother (CR 6) and up to EL 9 of cloned "children."
 ** *Dar al Annot*: Dar al Annot groups consist of 1d3+2 witches (CR 2 spellcasters, usually a mix of 2nd-level druids, 2nd-level female sorcerers, and 3rd-level adepts), led by a 7th-level druid or female sorcerer.
 + *Gorgon patrol*: Gorgon patrols consist of 1d3 low gorgons (CR 6 each), 2d6 ratmen (CR + each), and 1d3 red witch ratmen of 3rd level (CR 4 each), led by a single high gorgon (CR 9).
 ++ *Hex creature*: A hex creature is any normal animal/vermin or group of animals/vermin with the Hex Creature template (CC2) applied. Examples include 1d3+1 boars, cougars (use leopard stats), or wolves; 1d8+1 hawks, ravens, or owls; 1d3 black bears; 1 brown bear; or 1d3+1 Large monstrous centipedes.
 ^ *Ratman patrol*: Ratman patrols are made up of 1d10+5 normal ratmen (CR 1/2), led by a pair of 3rd-level red witch ratmen (CR 4).
 ^^ *Viper swarm*: Viper swarms are a mass of frenzied poisonous serpents made up of 1d8+4 Tiny vipers (CR 1/3), 1d8+4 Small vipers (CR 1/2), 1d6+2 Medium-size vipers (CR 2), and 1d3 Huge vipers (CR 3).

Hornsaw Forest, Specter's Wood (CR 9)

Encounter Chance: 8% per hour; 8% per hour at night (48% per six hours; 48% per six hours at night)

D% Day	D% Night	Encounter	No. Encountered	CR	At EL	Source
01-08	01-03	Bitter tree	1	10	10	CC2
09-11	04-05	Blood reaper	1	11	11	CC2
-	06-07	Bodak	1d3+1	8	11	MM
-	08-09	Bonewing	1d4	3	5	CC2
12-17	10-12	Carnivorous tree	1d3+1	7	8	CC2
18-23	13-15	Carrion hound	1d6+4	3	9	CC2

D% Day	D% Night	Encounter	No. Encountered	CR	At EL	Source
24-31	16-17	Chuul	1d4+1	7	10	MM
32-35	18-19	Corpse whisperer	*	*	6	CC2
36-40	20-22	Fleshcrawler	1d6+2	4	9	CC
41-44	23-24	Gallows vine	2d4	1	5	CC2
-	25-26	Ghast	1d3+1	3	6	MM
-	27-30	Ghast pack	**	**	9	MM
45-47	31-33	Ghost	+	+	9	MM
-	34-35	Ghoul	1d6+6	1	7	MM
48-57	36-40	Glividian patrol	++	++	9	++
58-62	41-43	Hornsaw unicorn	1d6	6	9	CC
63-65	44-45	Krenshar	1d6+4	1	7	MM
66-70	46-48	Leeching willow	1d3	8	9	CC2
71-73	49-51	Mistwalker	1d3+5	3	9	CC
-	52-54	Mohrg	1d3+1	8	11	MM
-	55-56	Mohrg mob	^	^	11	MM
74-80	57-59	Monstr. centipede, Large	2d6+2	2	9	MM
81-83	60-62	Monstr. spider, Large	2d4+2	3	7	MM
84-86	63-64	Murdersprite	1d6+4	1/2	5	CC
-	65-66	Naga, dark	1d3+1	8	11	MM
-	67-70	Shadow pack	^^	^^	9	^^
-	71-73	Shadows	1d6+5	3	9	MM
87-89	74-75	Skiver	1d3+2	4	8	CC2
90-92	76-77	Skull king	1d3	3	5	CC2
-	78-80	Spectral treant	1	11	11	MM/CC2#
-	81-83	Spectre	1d3	7	9	MM
93-96	84-85	Stirge	1d6+7	1/2	6	MM
-	86-87	Undead ooze	1d3	4	6	CC
-	88-90	Wight	1d6+5	3	9	MM
-	91-94	Will-o'-wisp	1d3+2	6	9	MM
97-99	95-96	Wirebound berserker	1d3+1	3	6	CC2
00	97	Woodwack dragon	1	12	12	CC
-	98-00	Wraith	1d4+1	5	8	MM

* *Corpse whisperer*: Corpse whisperers (CR 4) are accompanied by 1d6+4 zombies (CR + each).

** *Ghast pack*: Ghast packs are made up of 1d3+1 ghasts (CR 3 each), plus 1d6+7 ghouls (CR 1 each).

+ *Ghast*: Ghosts around Glividian Autel are very strong; those encountered will either be the ghosts of powerful creatures (such as dire bears, chuul, medusae, or taurons), or those of powerful characters (usually of 7th level, often necromancers or clerics).

++ *Glividian patrol*: Glividian patrols consist of 1d3+2 Large skeletons (CR 1), 1d6+6 Medium-size skeletons (CR 1/2), two junior necromancers of 3rd level (CR 3), and a senior necromancer of 7th level (CR 7).

^ *Mohrg mob*: Mohrg mobs consist of 1d3+1 mohrgs (CR 8), plus 1d6+4 zombies (CR 1/2).

^^ *Shadow pack*: Shadow packs are made up of a shadow lord (CR 5) accompanied by 1d3+3 shadow minions (CR 3 each).

Spectral treant: Spectral treants are considered treants (as per the MM), with the abilities of the spectral plant hazard (as per CC2).

Stricken Forest (CR 5)

Encounter Chance: 3% per hour; 4% per hour at night (18% per six hours; 24% per six hours at night)

D% Day	D% Night	Encounter	No. Encountered	CR	At EL	Source
01-05	01-05	Ankheg	1d3	3	5	MM
06-08	06-08	Arcane devourer	1	5	5	CC2
-	09-13	Arch lurker	1	5	5	CC2
09-12	-	Arrowhawk, adult	1	5	5	MM
13-16	-	Arrowhawk, juvenile	1d3	3	5	MM
17	14	Athach	1	7	7	MM
18-20	15-17	Basilisk	1	5	5	MM
-	18	Belsamaug	1d4+4	3	8	CC
21-22	19-20	Bitter tree	1	10	10	CC2
-	21-25	Blade beast	1d4	3	5	CC2
-	26-29	Blood sprite	1d3+1	1/2	2	CC2
23-24	30-31	Carnivorous tree	1	6	6	CC2
25-33	-	Cathedral beetle	1	4	4	CC
34-35	32-33	Chuul	1	7	7	MM
-	34-37	Dananshee	1	2	2	CC2
36	38	Destrachan	1	8	8	MM
37-41	39-43	Dire badger	1d4	2	5	MM
42-49	44-48	Displacer beast	1	4	4	MM

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D% Day	D% Night	Encounter	No. Encountered	CR	At EL	Source
50-57	49-52	Ettercap	1	4	4	MM
-	53-57	Fleshcrawler	1	4	4	CC
-	58	Gargoyle	1d2	4	6	MM
58-62	59-63	Gibbering moulder	1	5	5	MM
63	64	Goblin bear	1	6	6	CC
64	65	Gorgon, low	1d4+1	6	9	CC
65	-	Hamadryad	1d6+1	4	8	CC
66-69	66-69	Hornsaw unicorn	1	5	5	CC
70-71	70	Howling abomination	1	8	8	CC2
72	71	Hydra, Lemean (12-headed)	1	14	14	MM
73-77	72-76	Krenshar	1d3+3	1	5	MM
78-79	77-78	Leeching willow	1	7	7	CC2
80-81	79-80	Legion of one	1	10	10	CC2
-	81-83	Morgaunt	1d3+1	2	5	CC
82-84	84-86	Narleth	1	5	5	CC
85-89	-	Scythe falcon	1d3+1	2	5	CC
90-93	87-90	Sundered woman	1	5	5	CC2
-	91-95	Werewolf	1	3	3	MM
-	96	Will-o'-wisp	1	6	6	MM
94-98	97-99	Woods haunt	1	3	3	CC
99-00	00	Wyvern	1d2	6	8	MM

Mountains of Ghelspad

Kelder Mountains, around Durrover (CR 5)

Encounter Chance: 5% per hour; 3% per hour at night (30% per six hours; 18% per six hours at night)

D% Day	D% Night	Encounter	No. Encountered	CR	At EL	Source
01-05	01-05	Basilisk	1	5	5	MM
-	06-08	Bat devil	1d3+3	1	5	CC
06-10	-	Black bear	1d2	2	4	MM
11-15	09-13	Blade beast	1d2	3	5	CC2
16-17	14-15	Bloodling	2d10	4	11	DivDef
18-25	16-23	Burok Torn soldiers	*	*	5	*
26-30	24-26	Calastian deserters	**	**	3	**
31-35	-	Calastian patrol	**	**	8	**
36-37	-	Calastian patrol, elite	**	**	9	**
38-47	-	Calastian scouts	**	**	5	**
48	27	Devil, barbazu	1	7	7	MM
49-53	28-32	Durrover mountaineers	+	+	3	+
54-63	33-38	Durrover resistance fighters	+	+	5	+
64-67	39-42	Dwarf hound	1d6	3	6	CC
68-72	43-45	Firedrake	1	5	5	CC
73	46	Giant, hill	1d3	7	10	MM
74-76	47-49	Giant, stone	1	8	8	MM
-	50-52	Giant owl	1d2	3	5	MM
-	53-55	Grimlock	1d10	1	5	MM
77-81	56-59	Grotesque	1d4	1/2	1	CC2
82-86	60-63	Half-fiend animals	++	++	4	MM
-	64-70	Harpy	1d8	2	6	CC
-	71-73	Lycanthrope, werebear	1	5	5	MM
-	74-78	Ratman	1d6	1/2	2	CC
87-91	79-83	Spire wyvern	1	4	4	CC
92-93	84-85	Vigilants	^	^	10	^
94-98	86-90	Vrail	1d3+3	1	5	CC
-	91-93	Wight	1d4	3	5	MM
99-00	94-96	Wolf, dire	1d2	3	5	MM
-	97-98	Wyrmspawn, adult	1d2	2	4	CC
-	99-00	Wyrmspawn, young	1d6+1	1/4	1	CC

* Burok Torn soldiers: 1d6 dwarf warriors of level 1d6.

** Calastian deserters: 1d6 warriors of level 1d3. Calastian scouts: Calastian scouts travel in groups of three, and are rangers of level 1d4 each. Calastian patrol: Patrols consist of nine 2nd-level warriors (CR 1 each), led by a 4th-level fighter (CR 4). Calastian patrol, elite: Elite patrols are made up of nine 2nd-level fighters, led by a 6th-level fighter.

+ *Durrover mountaineers*: Mountaineers travel in groups of 1d6 2nd-level human or dwarven experts. *Durrover resistance fighters*: Resistance fighters travel in groups of 1d10 human or dwarven warriors of 2nd level.

++ *Half-fiend animals*: These creatures, a legacy of Lageni, are any normal animal (or group thereof) with the Half-Fiend template (MM) applied for a total of EL 4. Examples include a black bear, a boar, two wild dogs (use dog stats), a mountain cat (use leopard stats), a giant lizard, two wolves, or a wolverine.

^ *Vigilants*: Vigilants travel in groups of 1d4 rangers of 3rd level, led by a full vigiliant (usually a 7th-level ranger/2nd-level vigiliant, or 5th-level ranger/2nd-level rogue/2nd-level vigiliant). These groups are accompanied by 1d6 Durrovan or Veshan soldiers (2nd-level warriors; CR 1 each).

Kelder Mountains, Irontooth Pass (CR 5)

Encounter Chance: 5% per hour; 3% per hour at night (30% per six hours; 18% per six hours at night)

D% Day	D% Night	Encounter	No. Encountered	CR	At EL	Source
01-05	01-04	Basilisk	1	5	5	MM
-	05-08	Bat devil	1d3+3	1	5	CC
06-08	-	Bear, brown	1	4	4	MM
09-10	09-12	Behir	1	8	8	MM
11-15	13-15	Blade beast	1d2	3	5	CC2
-	16-18	Bugbear	1d4+1	2	4	MM
16-19	-	Calastian patrol	*	*	8	*
20-21	-	Calastian patrol, elite	*	*	9	*
22-31	-	Calastian scouts	*	*	5	*
32	-	Cerulean roc	1	9	9	CC
33-34	19-20	Chardun-slain	1	3	3	CC
35-37	21-22	Displacer beast	1	4	4	MM
38-42	23-27	Dwarf hound	1d4	3	5	CC
43-47	28-32	Ettin	1	5	5	MM
48-49	33-35	Gargoyle	1	4	4	MM
50	36-38	Giant, hill	1	7	7	MM
51-53	-	Giant eagle	1	3	3	MM
-	39-42	Giant owl	1	3	3	MM
54-56	43-46	Gnoll	1d4+1	1	3	MM
57-59	47-49	Gorgon, high	1d4+1	9	12	CC
60-62	50-53	Gorgon, low	1d4+1	6	9	CC
-	54-56	Grimlock	1d10	1	5	MM
-	57-61	Lycanthrope, werebear	1	5	5	MM
63-64	62-65	Manticore	2	5	7	MM
-	66-67	Night-touched hound	1	2	2	CC2
65-67	68-69	Ogre	1d3	2	4	MM
68	70-71	Quicksilver stalker	1	6	6	CC2
69-73	72-75	Ratman, stalker	1d3+3	1	5	CC2
74-76	76-77	Scythe falcon	1	2	2	CC
77-79	-	Sentry crow	1d3+2	1/2	3	CC
80-89	78-87	Serpent root	1d3	3	5	CC
-	88-90	Undead ooze	1	4	4	CC
90-91	-	Valraven	1	4	4	CC
92-94	91-93	Vengaurak	1	4	4	CC
95-99	94-96	Vrail	1d3+3	1	5	CC
00	97-00	Wolf, dire	1d2	3	5	MM

* *Calastian scouts*: Calastian scouts travel in groups of three and are rangers of level 1d4 each. *Calastian patrol*: Patrols consist of nine 2nd-level warriors (CR 1 each), led by a 4th-level fighter (CR 4). *Calastian patrol, elite*: Elite patrols are made up of nine 2nd-level fighters, led by a 6th-level fighter.

Kelder Mountains, Skykeep Ruins (CR 7)

Encounter Chance: 5% per hour; 5% per hour at night (30% per six hours; 30% per six hours at night)

D% Day	D% Night	Encounter	No. Encountered	CR	At EL	Source
01-04	01-04	Allip	1d3+2	3	7	MM
05-07	05-07	Barrow worm	1	8	8	CC
08-09	08-09	Beholder	1	13	13	MM
10-14	10-14	Blade beast	1d6+1	3	7	CC2
15-18	15-17	Bone lord	1	6	6	CC
-	18-20	Cave moth	1d10+4	1	6	CC
19-23	21-25	Chaos beast	1	7	7	MM
24-28	26-28	Charfiend	1d8+1	1	4	CC
-	29-31	Coal goblin	1d4+1	1	3	CC
29-31	32-34	Devil, hellcat	1	7	7	MM

WILDERNESS & WASTELAND

D% Day	D% Night	Encounter	No. Encountered	CR	At EL	Source
32-35	35-37	Ettin	1d4	5	7	MM
36-37	38-39	Flailing dreadnought	1	12	12	CC2
38-42	40-43	Gelatinous cube	1	3	3	MM
-	44-48	Ghost	1	*	7	*
43-46	49-52	Gorgon, low	1d4+1	6	9	CC
47	53	Gorgon pack	**	**	12	CC
48-49	54-55	Hag, cavern	1	9	9	CC
50-55	56-59	Harpy	1d4+1	2	7	CC
56-59	60-62	Iron dragon	1	3	3	CC2
60-65	63-66	Medusa	1	7	7	MM
-	67-68	Memory eater	1	2	2	CC
66-69	69-71	Skiver	1d3+1	3	6	CC2
70-72	72-73	Slarecian gargoyle	1	5	5	CC
73-77	74-78	Steel beetle	1	7	7	CC
78-81	79-82	Tauron	1	7	7	CC2
82-83	83-84	Thulkan	1	9	9	CC2
84-88	85-87	Troll	1d4	5	7	MM
89-92	88-91	Umber hulk	1d4	7	9	MM
93-97	92-95	Undead ooze	1	4	4	CC
98-00	-	Valraven	1d3+1	4	7	CC
-	96-00	Worg	1d3+3	2	7	MM

* *Ghost*: Ghosts around Skykeep Ruins are fairly strong; those encountered are usually the ghosts of wizards and other scholars who were in the keep when it crashed (thus, about 5th level).

** *Gorgon pack*: A gorgon pack consists of 1d3 high gorgons (CR 9) and 1d4+1 low gorgons (CR 6).

Swamps of Ghelspad

Mourning Marshes (CR 6)

Encounter Chance: 6% per hour; 6% per hour at night (36% per six hours; 36% per six hours at night)

D% Day	D% Night	Encounter	No. Encountered	CR	At EL	Source
01-03	01-02	Angler ooze	1	3	3	CC
04-08	03-07	Chern's children	1d3+3	6	11	CC2
09-11	08-09	Chuul	1	7	7	MM
12-16	10-14	Dragon, seawrack	1	6	6	CC
-	15	Elder larva	1	9	9	MM
17-21	16-20	Hag, swamp	1	6	6	CC
22-23	21-22	Howling abomination	1	8	8	MM
24-25	23-24	Leeching willow	1	7	7	CC2
26-30	25-29	Mire dweller	1d6+1	2	6	CC
31-32	30-31	Mire wyrm	1	9	9	WRM
-	32-33	Night singer	1d8+3	1/4	2	CC
33-36	34-35	Rat, dire	1d8+4	1/3	3	MM
37-46	36-45	Ratman	2d6+3	1/2	6	CC
47-48	46-47	Ratman, black pelt	1d3	3	5	WRM
49-56	48-56	Ratman, diseased	2d6+3	1/2	6	CC
57-62	57-62	Ratman, foamer	1d6+3	1	6	CC
63-64	63-64	Ratman, forge crawler	1d3+1	2	5	WRM
65-66	65-66	Ratman, storm chaser	1d3	3	5	WRM
67-72	67-72	Ratman, white wraith	1d6+3	1	6	CC2
73-74	73-74	Skein	1d3+1	4	7	CC2
75	75-79	Slime reaver	1d6+3	1	6	CC2
76-77	80-81	Spider-eye goblin	1d6+2	1	5	CC
78-79	82-83	Spined lizard	1d3	2	4	CC2
-	84-85	Spirit of the plague	1	4	4	CC
80-82	86-87	Swamp gobbler	1	3	3	CC
83-85	88-89	Tar beetle	1d4+2	1/2	3	CC2
86-87	90-91	Tendriculos	1d3+1	6	9	MM
88-90	92-93	Vermin host, leech	1	2	2	CC2
91-92	94-95	Vermin host, rat	1d2	1	2	CC2
-	96-97	Vermin host, spider	1	2	2	CC2
93-96	98	Wolf spider, giant	1d3+2	3	7	CC
97-00	99-00	Wolfrat	1d3+1	1	3	CC2

Swamps of Kan Thet (CR 6)

Encounter Chance: 6% per hour; 6% per hour at night (36% per six hours; 36% per six hours at night)

D% Day	D% Night	Encounter	No. Encountered	CR	At EL	Source
01-02	01-02	Angler ooze	1	3	3	CC
03-12	03-12	Asaatthi	1d6+1	2	6	CC
13-15	13-15	Black pudding	1	7	7	MM
16-17	16-17	Dragon, seawrack	1	6	6	CC
18	18	Dragon, woodrack	1	12	12	CC
19-21	19-21	Giant crocodile	2d4+4	4	10	MM
22-23	22-23	Giant lizard	1	2	2	MM
24-25	24-25	Hag, swamp	1d2	5	7	CC
26	26	Hydra*	1	4	4	MM
27	27	Hydra*	1	5	5	MM
28-29	28-29	Hydra*	1	6	6	MM
30	30	Hydra*	1	7	7	MM
31	31	Hydra*	1	9	9	MM
32	32	Hydra*	1	12	12	MM
33-34	33-34	Lizardfolk	3	1	3	MM
35-37	35-37	Miredweller	1d6+3	2	8	CC
-	38-39	Night singer	1d8+3	1/4	1/4	CC
38-39	40-41	Ooze, gray	1	4	4	MM
40-41	42-43	Red colony	1	3	3	CC
42-43	44	Serpent root	1	4	4	CC
44-46	45-47	Shocker lizard	1d4+1	2	6	MM
47-49	48-50	Shambling mound	1	6	6	MM
50-52	51-53	Slime reaver	1d6+3	1	6	CC2
53-55	54-56	Snake, giant constrictor	1d3+1	5	8	MM
56-60	57-61	Snake, Huge viper	1d3+1	3	6	MM
61-63	62-64	Snake, Large viper	1d3+1	2	5	MM
64-66	65-67	Snake, Medium viper	1d3+1	1	3	MM
67-69	68-70	Spined lizard	1d3+2	2	6	CC2
70-72	71-73	Stench toad	1d3+2	2	6	CC2
73-76	74-77	Swamp gobbler	1d6	3	6	CC
77-79	78-79	Swamp fisher	1	4	4	CC2
80-81	80-81	Swamp tyrant	1	7	7	CC2
82-84	82-84	Tar beetle	1d4+1	1/2	2	CC2
85-88	85-88	Tendriculos	1	6	6	MM
89-90	89-90	Troglodyte	1d4+1	1	3	MM
91-92	91-92	Trogon	1d2	3	5	CC2
93-95	93-95	Vermin host, leech	1d3+2	2	6	CC2
96-00	96-00	Will-o'-wisp	1	6	6	MM

* Hydra: The type of hydra varies with the CR of the creature encountered. CR 4 is a five-headed hydra. CR 5 is a six-headed hydra. CR 6 is a five-headed pyro-hydra or a seven-headed hydra. CR 7 is a five-headed Lernaean hydra, a six-headed pyro-hydra, or an eight-headed hydra. CR 9 is a six-headed Lernaean pyro-hydra, a seven-headed Lernaean hydra, an eight-headed pyro-hydra or a ten-headed hydra. CR 12 is a nine-headed Lernaean pyro-hydra or an eleven-headed pyro-hydra.



Appendix

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