

KEO2-06



HUNT IN THE HOOL

A One-Round D&D[®] LIVING GREYHAWK[®]

Keoland Regional Adventure

Version 1

by Sean Duff

Reviewed by the Keoland Triad

It is said that only wanted criminals and fools would venture into the Hool Marsh. When an escaped enemy of Keoland flees into the Hool, heroes are sought to track him down. An adventure for characters levels 1 – 8. Part 2 of the “Death in the Hool” series

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

- 1) Determine the character level for each character participating in the adventure.
- 2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR		1	2	3	4
1/4 and 1/6	0	0	0	1	
1/3 and 1/2	0	0	1	1	
1	1	1	2	3	
2	2	3	4	5	
3	3	4	5	6	
4	4	5	6	7	

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

- 4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Keoland. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

Six months ago, agents of King Skotti was fortunate enough to capture a member of the Scarlet Brotherhood who was trying to organize the lizardfolk of the Hool Marsh to invade the southern regions of Keoland. After months of captivity in Kimberton, he escaped and fled into the Hool Marsh.

While his plans for invasion never came to fruition, he fled with the intention of gaining revenge by inciting the tribes to war again. This escaped prisoner, Hutin Yo Bin, is a talented monk and is utterly devoted to the Brotherhood. During his captivity he was interrogated numerous times, both magically and through torture. Never breaking, Hutin patiently awaited his chance to escape. His chance finally came, and Hutin killed a pair of guards, freeing himself from his cell. He then killed another two guards during his flight.

No one is aware that the Scarlet Brotherhood has at least one agent in Kimberton. Hutin met with this agent, who gave the escapee some rations, a *potion of non-detection*, and a *ring of invisibility*. Observant characters may realize, if they capture Hutin, that someone gave the monk these items after he escaped.

Hutin then headed south into the Hool Marsh to again launch his plans. Both for the Brotherhood's goals and now for his own personal vengeance, Hutin is determined to destroy Keoland.

The Viscount Richart Jorgos, cousin to King Skotti, is desperate to get him back. With the Viscounty of Nume Eor just regaining power and influence, Richart knows he must re-establish the good name of Nume Eor in the eyes of his cousin. Richart believes correctly that if Hutin can organize some tribes of lizardfolk, the new town of Kimberton may quickly fall and again leave this southernmost area of Keoland to the bandits and warlords that previously dominated it.

Knowing that he barely has enough men-at-arms to maintain law and order in the new barony, Richart must turn to adventurers for help, and the church of Fharlaghn as well, to track down and recapture or kill Hutin Yo Bin.

When initially captured, Hutin was fitted with a special magical bracelet that would allow him to be tracked wherever he went by the person in possession of the matching bracelet. Hutin, not a stupid man, figured out what the purpose of the bracelet was, and now he plans to lead whoever is sent to track him down into a series of dangerous locations within the Hool.

INTRODUCTION

If the characters just finished the Keoland regional adventure *A Royal Rescue*, they are already in Kimberton, recovering from the previous mission. They are called back to Richart Jorgos' keep and asked to undertake this new mission.

If they are playing this adventure without having played *A Royal Rescue* first, the characters find themselves

in the Viscounty of Nume Eor during the beginning of the adventure. They are within the town of Kimberton, a frontier town near the borders of the Hool. Whether the characters have come here as part of caravan duty or in search of adventure along the frontier, they are quick to find it. There is a general call out in southern Keoland for experienced adventurers willing to face the dangers of the Hool for a monetary reward. The characters are asked to come to Kimberton Keep immediately.

High-level characters may be tricky enough to think of a way to capture Hutin early in the adventure. If this happens, move the encounters around so that the characters still have to go through them even though Hutin has been captured.

ENCOUNTER 1: WANTED DEAD OR ALIVE

Get an idea of generally where and what the characters would be doing in the town of Kimberton. Once you do, have them notice a poster upon the wall or a town crier, in case the characters cannot read.

WANTED

Brave souls to dare the Hool Marsh and capture an escaped prisoner, dead or alive.

Large Monetary Reward!

Any interested parties should see Richart Jorgos at Kimberton Keep at noon.

Assuming the characters respond to the summons, the next encounter takes place at the Kimberton Keep, the site of the escape. The keep is easily found from anywhere in town, as it is by far the largest structure. It is almost brand new and many sections are yet to be fully constructed. Like the rest of the newly formed town, the keep still has many sections made of wood instead of the usual stone of the Keoland keeps.

Read or paraphrase the following text aloud to all characters that respond to the summons or are approached directly by Jorgos.

Approaching the center of town, it's hard to miss Kimberton Keep, as it is easily the largest building in town and also the noisiest. Teams of masons, carpenters, and other laborers work tirelessly upon its walls. Loose brick, wood, mortar, and nails are more plentiful than the large horseflies in town. It would appear that half the men in the town are employed in the construction of the keep. Many soldiers are helping with the heavy lifting tasks involved in the construction. A large man with a beaded brow approaches you. "Whew, hot enough for ya'?" he says. He smiles and laughs, looking deeply into your eyes, as if to see if you get the joke.

This man is a paladin who is using his *detect evil* ability on the party. When finished, he hustles off to tell Richart if any of the characters detect as evil. Roleplay this out, but

allow any paladins a Wisdom check (DC 20) to figure out why this odd man keeps staring at everyone and asking them seemingly meaningless questions about the weather.

If the characters are not adventuring together from the start:

Heading into the courtyard, it becomes apparent you're not the only one to respond to the summons for adventure.

At this point, character introductions and descriptions are in order. If characters know each other, move ahead quickly. If they do not, leave five minutes of time for characters to describe, greet and roleplay among themselves before presenting the Viscount. Once introductions are complete, move on to the following text. The large man that greeted the adventurers as they came in is a paladin who examined the group to make sure no evil men came to accept the assignment. He told the Viscount his findings and what he learned about each individual. This is why Richart runs fairly late, and why he places so much trust in those he doesn't know. If any of the characters do radiate evil, they are not to be hired to accompany the party. They can join the party later in the adventure, but not with the blessing of the Viscount. If the characters have played and succeeded in the adventure *A Royal Rescue*, change the text so that Richart knows them and treats them as heroes.

In the partially constructed courtyard, the steady beat of construction and chatter of workers keeps the place alive with noise. Meanwhile the large horseflies common this close to the swamp keep your reflexes at a fine edge. Finally, the Viscount of Nume Eor arrives. He is a tall man in his early thirties with long hair drawn back in a ponytail, and wearing a simple red tunic. "Greetings bounty hunters, mercenaries, adventurers, heroes, or whatever you may call yourselves. I'm Richart Jorgos, and I'm in need of assistance. You'll have to excuse my appearance: construction, you know. Can't let my men do something I'm not willing to undertake, but, we're not here to discuss the construction of Kimberton Keep." He takes a seat on a pile of brown bricks.

"Last night we had a prisoner escape. He killed four of my Sheriff's men with his bare hands. We need him tracked down and brought back, dead or alive, preferably alive. I cannot spare the men to go after him, with the threat of lizardfolk rising again within the Hool Marsh. That's why construction of this keep is progressing at such a frantic pace." He looks you over with an appraising eye. "This man killed four of my guards last night and escaped into the Hool Marsh before we knew him missing. I offer two hundred gold lions per person if you can bring him back to me. Any questions?"

At this point the characters should have numerous questions, at least if they paid any attention. The following is a list of answers that Richart can give to characters if asked. If no character steps up to ask, he volunteers the information they need to continue.

Q: What is his name and what does he look like?

A: **Hutin Yo Bin, he is a short human with dark black hair,**

almond eyes, and perhaps mixed Olman and Suel heritage.

Q: What were his crimes that placed him in jail?

A: **He is a member of the Scarlet Brotherhood. One of the King's agents found out through a spy that he was in the area. He attacked a scouting party in the Hool and was captured. We don't know what he was doing in the swamp, but we've been trying to get the information out of him.**

Q: How do we track him through the swamp?

A: **We have a bracelet that will allow the wearer to sense the location of the wearer of the corresponding bracelet. He cannot remove his without the aid of powerful magic. So tracking him down should be as simple as following the bracelet's impulses. It was crafted for us by a high priest of Eharlanghn to ensure the recapture of the prisoner should he ever escape again. (Here he hands the bracelet to the toughest looking member of the group.)**

Q: What makes this man so dangerous?

A: **He is an incredibly skilled warrior who easily killed four armed guards barehanded. As a member of the Scarlet Brotherhood, he carries enormous power. We don't know what he was doing in the area when we captured him, but now he may be able to finish his plans unless he is captured again.**

Q: How do we travel through the swamplands?

A: **"Carefully. We will provide a swamp skiff to negotiate the bogs and streams, though at times you may have to carry the boat over land. We don't know how far he will travel in, but the bracelet tells us that he seems to be heading toward the Hold of the Sea Princes.**

Q: Why such frantic construction?

A: **Rumors are that the lizard tribes are gathering. We need the keep complete for the defense of Kimberton as well as the rest of Nume Eor.**

Q: Does Hutin have anything to do with the lizardfolk?

A: **We aren't sure.**

If the characters ask anything else that can be answered with simple background answers, try your best to answer them without giving away any key details. Once characters have finished with their questions and agree to the mission, read or paraphrase the following text.

"I'm glad to have had such a turnout. As there is only one bracelet and Hutin is such a dangerous man, I suggest you all travel together, if you already hadn't decided that. A word of warning, heavy armor and lots of gear may be a hindrance within the swamp, so choose the gear that you take with you wisely. The skiff can be picked up at a small border outpost along the southern road into the swamp. This writ gives you authorization to use it, as well as clearance for my guards and patrols once you come out of the swamp again." He hands the writ to [the most trustworthy looking member of the group]. "Good luck and remember, 200 lions each for capturing this man."

The bracelet works this way: the character wearing it gets a sense of the direction of the other wearer and can also

tell the relative distance of the other wearer. Checking the bracelet is a free action.

ENCOUNTER 2: HUTIN'S BIN HERE

After the meeting with Richart, find out what special preparations the characters are making for dealing with the swamp. Read or paraphrase the following text aloud to the characters when they are ready.

Traveling the southern road from Kimberton to the Hool Marsh shows you how quickly the fertile lands give way to the wetlands. Soon the swamp proper comes into sight, massive cypress trees standing on its elevated roots rising from the swamp. The smell of decay and the infernal buzzing of insects are why most stay away from the marshlands. Along the waterline a small wooden guard post, complete with a small dock, stands in stark contrast to the swamp behind it. The crest of Keoland proudly flies high above the one-story wooden building. Several large flatboats are tied to a dock. The wooden door lays broken open and a lone guard sits upon the front step with a bandage around his hand and his ankle.

As the characters arrive, the guards that watch this station have recently regained consciousness after being knocked unconscious by Hutin the night before. Coming to the station quietly, he surprised the one guard on duty and quickly knocked him unconscious and tied and gagged him. Then he went into the station and incapacitated the other guard with a punch to the ribs. Making sure he had the guard's attention, Hutin quickly broke all the fingers on the guard's right hand.

Hutin didn't kill the guards for one reason: to ensure that whomever Richart sent to chase him would have ample motivation and anger to chase him to the dangerous places he plans to lead them. Hutin knows that whoever follows him into the swamp probably wears the twin of his bracelet and can thus track him easily. Once he has the second bracelet, he can get back to inciting the tribes.

He made sure both guards were left alive as witnesses to his escape. One guard, Gus, is inside resting his broken fingers, ribs and ankle. The other, Kasey, is on the front step in shock from his hand being shattered and both ankles being broken. This is a role-playing encounter to incite the players' anger. Hutin is a calculating and very evil opponent who has had several months of meditation to plan this escape, and he is now enacting his plan perfectly. Give the characters a sense of his evil and how cold he is with this encounter.

Both guards' injuries and the threats made by Hutin have them in a state of Shock (DC 10 Heal check to bind wounds and DC 15 to assist in withdrawal from their stupor). Neither guard can make it to the town of Kimberton on their broken ankles and are awaiting shift rotation (the following day) for help and to report what happened. If the characters don't cure the shock the

guards are in, it will be difficult to get information out of them. They will answer questions with non-sequiturs like "My mother makes excellent cabbage soup" or "most definitely a game of lawn bowling." If the shock is cured, the guards will relate the details of what happened. The following is a list of information the guards will give the characters.

* A short muscular Olman/Suel man just appeared right in front of us, and then he kicked me right in the face. He woke me up and made me watch while he tortured the other guard.

* He said he wanted us to tell whomever the Viscount sends to follow him that much worse awaits you if you do not quit the pursuit.

* He never showed emotion or flinched when torturing us. He wasn't trying to get any information. He just seemed to be enjoying it.

* He took a canoe and paddled out into the swamp. He just took a few rations. He didn't even take any coin from us. He didn't find the hidden rations we keep under the floorboards, two weeks worth.

* He freed the horses and broke our ankles so we couldn't make it to Kimberton to report where he went.

ENCOUNTER 3: SWAMP THING

Before this encounter, roll once on the Appendix D Hool Danger Chart. Assume the characters are walking on land, carrying the skiff, when the Hool Danger occurs. If the characters ever try to rest in an area where it is not safe (which is every except for Hydra Hill and the Elven Village), consult Appendix E.

Once the characters leave the guard station, they will be in the swamp proper. The flat boats (20' x 30') need to be manned by at least two characters using the long (10') poles to push the skiff along. The boat can easily hold ten men, but is not balanced for livestock or mounts, so character mounts will have to stay behind. Once characters board the skiff and shove off, read the following text.

Leaving the safety of dry land behind, the gloom of the swamp washes over the boat. The heavy tree canopy lets enough sunlight in to see, but many shadows and dark patches loom ahead. Bullfrogs croak, swamp birds chirp, flies buzz, and water ripples under the poles of the boat—all flowing together into the sound of swamp. On several occasions you are forced to disembark and carry the skiff over land. Soon the signal from the bracelet remains unchanged for the first time since putting it on. A small hill rises prominently out of the swamp in the distance. Hutin's current location is somewhere near that hill, and he has stopped moving.

Hutin does indeed rest invisibly atop the hill. He has riled up the hydra that lairs beneath this hill. Hutin wants to lure his hunters into the territory of the beast, hoping it

will dispatch his troubles for him. Characters that follow the signal of the bracelet will run right into the Hydra. During combat Hutin, using his skills at stealth and running, will escape to the other end of the island, carrying his canoe. Once characters have docked the boat and climb onto the hill, read the following:

At the bottom of the hill is a large grove of weeping willow trees. The white leaves and blossoms hang like a rain shower from the branches.

When the characters get within 120 ft., the hydra that lives here will step out. The hydra is already alert because of Yutin's presence. Until the hydra leaves the cover of the willow branches (60 ft from shore), it will have 50% concealment.

A many-headed reptilian beast with molten green and gray skin has noticed your presence. All its heads roar as it charges you to attack.

APL 2 (EL 4)

🔥 **Five-Headed Hydra**; hp 52; see *Monster Manual*.

APL 4 (EL 6)

🔥 **Seven-Headed Hydra**; hp 63; see *Monster Manual*.

APL 6 (EL 8)

🔥 **Nine-Headed Hydra**; hp 84; see *Monster Manual*.

APL 8 (EL 10)

🔥 **Nine-Headed Pyro-Hydra**; hp 94; see *Monster Manual*.

Tactics: At APL 2, give the characters 120 ft. from the hydra before initiative begins. This will give them time to fire missile weapons and make plans before the hydra can get into melee range.

Treasure: characters will find nothing of value in the hydra's lair. Equipment left over from its prey is old, and anything of value has been destroyed. Be sure to describe the littered bones, cracked wands, shattered potion vials, and torn scrolls. This should be a clue that Hutin did not steal the potion from the hydra's lair.

During the battle the bracelet's signal will die. This is due to a *potion of non-detection* Hutin had been carrying with him. He will then use his *ring of invisibility* to leave the island while the characters are fighting the hydra. Characters can make a Wilderness Lore check (DC 10) to realize this will make a good campground. It is dry, defensible, and most likely a spot most creatures naturally avoid due to the large predator that formerly lived here.

Hutin's potion will buy him twelve hours of travel and rest. He will move to his next location and prepare to lead the characters into the next trap. A character with the Knowledge: Arcana skill can make a DC check of 20 to realize that some sort of non-detection could be used to avoid the bracelet's detection.

If characters do rest, the hill will remain dry and give good view of the swamp all around. Even if the characters start a fire, it will not attract any attention, as any thing smart enough to realize what the fire means would also stay away from Hydra Hill. Have the characters give a watch order and give you a rough layout of the camp to keep the tension of the module high. You can add several Spot and Listen checks to keep party paranoia high, especially worried that Hutin may strike them silently in the middle of the night, as he did the guards.

Characters that Track (DC 18) can find Hutin's footprints leading to the opposite shore of the hill, where it appears the canoe pushed off. They will also see remnants of a potion vial. The glass will bear a small mark. This mark will be recognizable as the master mark of a master glassmaker in Niolo Dra. It's impossible to track Hutin from the edge of the shore until the bracelet again reactivates twelve hours later.

Once morning comes to the swamp tell the character wearing the bracelet that he again feels the strong tracking impulse.

ENCOUNTER 4: TROUBLED WATERS

Hutin leads the party deeper into the Hool, heading towards a portion of swamp hunted by a clever troll. During his time in the swamp, Hutin befriended the troll and was teaching him to use weapons in exchange for its aid in raiding the lands of man. Hutin, having traveled here the night before under the *potion of non-detection*, convinced the troll to set an ambush for the group chasing him. Leaving the troll, he moves to a position several miles north of the Hydra Hill so as to appear to be on the move all day. He knows a clever party, capable of defeating a hydra, would not fall into another ambush if the signal were not moving.

This time he wants to see how a group of dry-landers can handle combat in the wet swamp against a fearsome and intelligent enemy rather than a mindless predator. Once the party leaves Hydra Hill and makes several Spot and Listen checks throughout the day through the swamp, read the following text. Have characters make a Spot check. Use the chart below. If they make the first check, they see Hutin. Any character making the second check will see the troll lying in wait ahead and will not be surprised. Adjust the box text as needed.

SPOT CHECKS TO SEE HUTIN/TROLL

APL 2: DC 10/DC 18

APL 4: DC 14/DC 20

APL 6: DC 18/DC 24

APL 8: DC 20/DC 30

The bracelet's impulses tell you that you are indeed closing on your quarry. Through a cluster of swamp pines, a lone man casually rows a small canoe. Turning back, he sees you and begins to frantically paddle away. Suddenly there is a loud roar

and your skiff's front end is launched airborne. A giant green-skinned humanoid stands before you wielding a rusty greatsword and huge wooden shield.

Any characters who were surprised do not see the troll. These characters must make a Reflex save (DC 12) to get to their feet quickly. Anyone who fails the save will be considered prone until her turn. The water is nearly two feet deep. Anyone fighting from the water can only move at half speed. The troll does not suffer any movement penalty.

APL 2 (EL 2)

👉 **Weakened Troll**; hp 22; see *Monster Manual*. The troll is at half hit points and has only one arm. The arm did not grow back because it was eaten away by acid. Note that in this state the troll cannot rend. He is also an old troll, and he can only regenerate 2 hp/round.

APL 4 (EL 6)

👉 **Crinkle Dredvane, Troll Fighter 1**; Hp 77; see Appendix A.

APL 6 (EL 8)

👉 **Crinkle Dredvane, Troll Fighter 3**; Hp 99; see Appendix A.

APL 8 (EL 10)

👉 **Crinkle Dredvane, Troll Fighter 5**; Hp 118; see Appendix A.

Tactics: At APL 2, the old troll has been weakened in a fight with a black dragon. He only has 22 hit points due to acid damage. At higher APLs, the troll will fight with a slightly tarnished but still keen and deadly greatsword.

Believe it or not, the characters are lucky that the troll has chosen this spot for the ambush. Very near to here, a natural oil leak has covered the top of the swamp water with a thin lair of very flammable oil. As the characters are dumped into the water or as the battle begins, an Alchemy check (DC 15) or Wilderness Lore check (DC 20) will allow a character to notice a black substance (20' by 20') floating on the surface 50 feet behind the troll. If the characters can position themselves and lure the troll through the swamp oil, an open flame could set the area ablaze it could easily set the creature ablaze (2d6 of fire damage per round to anyone in the area, burning for 2d4 rounds).

TREASURE: IF CHARACTERS SEARCH THE TROLL, HIS SWORD IS RUSTED TO THE POINT OF USELESSNESS AND HIS WOODEN SHIELD IS NOT MUCH BETTER. BOTH ARE VALUELESS TO ANYONE OTHER THAN A TROLL. AROUND A BELT AT THE TROLL'S WAIST IS A GRUESOME COLLECTION OF BODY PARTS. ONE OF THE HANDS ATTACHED TO ITS BELT STILL WEARS A RING, WHICH DETECTS AS MAGIC. (SEE TREASURE SUMMARY FOR DETAILS ON THE RING.) MARKINGS ON THE SWORD AND THE SHIELD INDICATE THAT THEY MAY HAVE ONCE BELONGED TO THE SCARLET BROTHERHOOD. AT APL 8, THE VIAL HOLDING THE POTION OF BLUE WILL RESEMBLE THE POTION VIA FOUND ON HYDRA HILL.

Once the characters defeat the troll, the bracelet will indicate the monk is not far away and can be followed. Characters will have to restore the boat or trudge slowly through the water. If characters decide to move through the water, give hints of large alligators starting to approach with interest. This should force the characters back into the much safer boat. This will buy Hutin the time he needs to get to move to yet another swamp danger for the characters to face.

Characters asking about the bracelet after the combat will get a feeling he is heading south, deeper into the swamp. It will take the characters a total of the next three hours of hard poling to catch Hutin. If characters can somehow manage to fly or move faster than Hutin, they can catch him before the next encounter. If the characters stay in the skiff, then move to the encounter at Ob Noiui. If they catch him too quickly, move the encounter with the elves to a time when the characters are making their way back toward Nume Eor.

ENCOUNTER 5: THE ELVES OF THE MARSH

The characters will receive a little help in the form of a tribe of Elves that make their home in some of the massive old growth Cypress trees of the Hool. Hutin was not expecting the characters to be able to best either the troll or the hydra and is running out of options. Now he has begun his flight in earnest, trying to reach Scarlet Brotherhood-controlled lands. Paddling like mad and looking over his shoulder constantly, he failed to realize he was paddling into the middle of the elven village of Ob Noiui. When confronted and asked what he was doing here, he responded with force to what he thought was a lone elf, quickly stunning the warrior. However when he looked up he found twenty well armed elven warriors aiming arrows at him from elevated positions. He quickly surrendered to the elves, hoping that he could turn his misfortune into another chance to escape.

Quickly apologizing to the elves, he explains how he is running from a band of well-armed mercenaries who have forced him into the swamp in an attempt to kill him. This next encounter is a role-playing encounter, where the characters will test their verbal combat abilities against the monk's in winning the elven villager's favor.

The cypress trees rise a hundred feet from the watery swamp floor to the sunlit canopy far above. The draw from the bracelet gets stronger as you near; its twin has apparently stopped moving. Suddenly you get close enough to see Hutin Yo Bin sitting in his canoe with his arms raised in the air and shouting something up into the trees. Several dozen bow-wielding elves stand on rope bridges that connect an elven tree village. Many wooden homes rest on the enormous branches of the old trees as the rope bridges make a roadway in the sky. Hutin speaks in Common: "See! See! There are the assassins who are trying to kill me. They have chased me into your domain. I am but a simple farmer, and these brigands were hired to kill me because I wouldn't forfeit my land to their master. You must believe me. Don't let them get close, they're dangerous." An elf holds his hand up. He shouts in your direction: "You there, halt your boat and come no closer till we find out what truths are here. Why do you chase this man?" Half the villagers now aim their longbows in your direction. The other half stay aimed at Hutin.

This is a strictly role-playing encounter meant to challenge the characters skills. Hutin will continue to insist that the characters are hired killers who have tracked him ruthlessly through the swamp. It's up to the characters to convince Vanidor Swampwalker, the leader of the Ob Noiui elves, that they are the ones telling the truth. As judge you can rely on Diplomacy checks if the players do not wish to get into the spirit of the encounter; however, as this is the best opportunity for role-playing, it is suggested to skip the rolling. The following is a list of things that Hutin will say to save his own hide.

** Look at how they are armed and armored! I am but a farmer with no weapons and few supplies running from hired killers!*

**Why would I choose to come this far into the swamp alone, with few supplies and no weapons, if I was not forced into it.*

**Now that they know where your village is I'm sure they will tell their master. You will not be safe. After they have disposed of me, they will come back with more of there kind to deal with you.*

Feel free to embellish and counter answers the characters will give to Vanidor. In truth, Vanidor has had dealings with Scarlet Brothers in the past and recognizes their unique brand of unarmed fighting. He instantly recognized Hutin as what he was when he saw him stun the sentry to the ground. He just wants to use this encounter to gauge the intentions of those chasing him, ascertaining whether they have what it takes to take a man with Hutin's talents back to civilization safely.

After the character's convince the elves of Hutin's true nature (as long as the character's are non-threatening and respond well) they will be invited to stay the evening

among the Elves and share a meal. See Appendix B: The Village of Ob Noiui for details on the village. The elves will assure the characters that Hutin will go nowhere and be well guarded through the evening. During the meal Vanidor will give the characters a message to take back to Richart. Read or paraphrase the following to the characters as dinner draws to a close:

Your gracious hosts serve you a hardy meal. Musicians play beautiful elven music while all sorts of strange but delicious bits of food pass by for your sampling. Stories are shared of the first elves that came to live in the swamp and how Ob Noiui has endured since. Dancing and games of chance go on all about the feast hall as the elves apparently do not get many non-hostile visitors, and your arrival seems to have given them chance for a party. As the evening winds down, Vanidor approaches you. "Thank you. You have been welcome guests to us; it has been long since we have had visitors, and the celebration has done my people good. I have a warning for the people of the drylands, though. Tell your King or Duke or whoever may need to know this: several powerful lizardfolk tribes seem to be uniting. Three such tribes have united north of us, very near the border to the land known as Keoland. I fear they have plans to bring warfare and ruin. We have also heard tell that a strange light has reappeared in the night sky deep within the swamp, where are mad wizard once lived. We are not sure if the lizardfolk have any connection to this or not. Rest well this night, for you are safe under our watchful eye. You are our guests and should get rest while you can. I wish you luck in your trip back with this Scarlet Brother. Be careful and realize even with no weapons this man is a danger. Goodnight." The elf excuses himself.

At this point this encounter is over. The next morning the elves will secure Hutin tightly within the skiff. They will also draw a map showing the quickest route leading back to Keoland. If characters lack a cleric or someone capable of healing the party, Vanidor will have a cleric from the village tend to some of their wounds (2 *cure light wounds* spells per APL at 3rd level of casting). If the characters ask for a guide out of the swamp, Vanidor will regretfully say that he cannot spare anyone.

ENCOUNTER SIX: LIZARD FOLK

As the characters take Hutin back to the Viscount, they will have one final encounter within the swamp. They will run into a Lizardfolk patrol from the Foulwater tribe. This is one of the three combined tribes that has set up a camp quite near the Keoland border. Hutin will see this as his chance to escape as the characters deal with the lizardfolk attack. He will even join in on the side of the lizardfolk to make sure no one gives chase to him again. Using his Escape Artist ability he will slip whatever bonds the characters and swamp elves have placed upon him. This encounter takes place as the characters are almost free of the swamp.

Finally after another miserable day of travel through the Hool,

you can see solid land again, although it is still marshy. In the distance, a flock of birds suddenly takes off en masse ahead of you.

Allow the characters to decide how they want to proceed. At APLs 2-4, if they are careful, characters can ambush the lizardfolk scouting party. Remember there is little cover here, where the deeper waters meet traversable land. At APLs 6 and 8, the lizardfolk know the characters are near and will use potions of invisibility and the druid's abilities to try to sneak ahead and free Hutin before taking on the characters.

APL 2 (EL 3)

➤ **Lizardfolk (4):** hp 14; see *Monster Manual*.

APL 4 (EL 6)

➤ **Lizardfolk Druid 1 (1):** hp 23, see Appendix A.

➤ **Lizardfolk (8):** hp 14; see *Monster Manual*.

➤ **Dire Rats (2):** hp 7, see *Monster Manual*.

APL 6 (EL 8)

➤ **Lizardfolk Druid 3 (1):** hp 35, see Appendix A.

➤ **Lizardfolk Fighter 1 (7):** hp 22; see Appendix A.

➤ **DIRE BADGER (1):** HP 25, SEE *MONSTER MANUAL*.

APL 8 (EL 10)

➤ **Lizardfolk Druid 5 (1):** hp 52, see Appendix A.

➤ **Lizardfolk Fighter 4 (6):** hp 45; see Appendix A.

➤ **Crocodile (1):** hp 22; see *Monster Manual*.

➤ **Hawks (2):** hp 4; see *Monster Manual*.

Developments: At APL 2 and 4, Hutin will not be able to slip his bonds and flee or assist in the fight. At all APLs, the lizardfolk will try to get to Hutin and free him, since they know who he is and have heard rumors that he might be in the area. This may tip off the characters that Hutin (and the Brotherhood) are associated with the Lizardfolk in some way. Hutin, if left unattended, will also try to escape. If the characters try to incapacitate Hutin so that he can't try to escape during the trip, he will feign unconsciousness to try to fool the characters (allow the characters a Sense Motive check if they seem suspicious).

Tactics: At APL 8, make sure to use the full resources available to the lizardfolk party. The druid can take the form of an animal using the *wild shape* ability to scout, can cast *tree shape* to surprise a party, and use the *spike growth* spell to hamper character movement. Any of these can give the lizardfolk fighters a chance to use the potions and prepare for battle tactics.

The lizardfolk have ritual scarring in the same patterns on each. These symbols show they are members of the Foulwater tribe, which Richart will recognize if the characters tell him.

After the combat, it is an uneventful trip back to Kimberton. If Hutin is recaptured, he will go willingly and no longer resist, as he realizes it is futile. He will surrender in the

combat if dropped to five hit points or less. A search of the lizardfolk reveals little of value, as the stone morningstars and crude javelins (at APL 6 and APL 8) would not fetch a price at any market.

CONCLUSION

At Kimberton, workers stop to stare in awe as they see you have returned with Keoland's enemy. The Viscount himself quickly climbs down off some scaffolding to speak with you. "Excellent, excellent work. You've captured (or killed) him, and much quicker than I would have expected. So tell me of what happened."

Give the characters time to recount their trials. Many of the workers will crowd around and applaud or jeer. Once characters relate the news that Vanidor gave them:

"It is our worst fear and why we work so diligently on the keep," Richart says as a page comes running out from a part of the keep bearing a large sack that clink as he runs. "Ah good, your payment is here. One thousand Lions as promised. This reward comes straight from my cousin, the King, as all my funds are invested in building this keep and this town. Your band did well, and we may need to call upon you again should the threat of Lizardfolk present itself. You will always be welcome in the town of Kimberton, and if ever you need a favor just ask."

The End

EXPERIENCE POINT SUMMARY

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

Encounter Three: Swamp Thing

Defeating the hydra:

APL 2	120 xp
APL 4	180 xp
APL 6	240 xp
APL 8	300 xp

Encounter Four: Troubled Waters

Defeating the troll:

APL 2	60 xp
APL 4	180 xp
APL 6	240 xp
APL 8	300 xp

Encounter Five: Elves of the Marsh

Convincing the elves to turn over Hutin:

APL 2	30 xp
APL 4	30 xp
APL 6	30 xp
APL 8	30 xp

Encounter Six: Lizardfolk

Defeating the lizardfolk:

APL 2	90 xp
APL 4	180 xp
APL 6	240 xp
APL 8	300 xp

Not letting Hutin escape:

APL 2	0 xp
APL 4	0 xp
APL 6	90 xp
APL 8	150 xp

Figuring out that someone in Kimberton gave

Hutin items after his escape:

APL 2	0 xp
APL 4	0 xp
APL 6	60 xp
APL 8	120 xp

Total possible experience:

APL 2	300 xp
APL 4	600 xp
APL 6	900 xp
APL 8	1200 xp

TREASURE SUMMARY

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

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

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

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

item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

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

ENCOUNTER FOUR: TROUBLED WATERS

M: MAGICAL RING

APL 2: M:	270 GP
APL 4: M:	270 GP
APL 6: M:	1050GP
APL 8: M:	1050GP

Encounter Six: Lizardfolk

C: Lizardfolk gear

APL 2: L:	11 gp
APL 4: L:	20 gp
APL 6: L:	261 gp
APL 8: L:	3425 gp

Encounter Seven: Conclusion

C: Reward if characters return with Hutin, dead or alive

APL 2: C:	200 gp
APL 4: C:	200 gp
APL 6: C:	200 gp
APL 8: C:	200 gp

TOTAL POSSIBLE TREASURE

APL 2:	300 gp
APL 4:	600 gp
APL 6:	1000 gp
APL 8:	1700 gp

Influence Point – Viscount Richart Jorgos of Nume Eor thanks you for capturing the escaped Scarlet Brotherhood monk Hutin Yo Bin. If you use this influence point at a later date, the judge should place an X over this text and initial it.

APL 2 and 4

Feral Ring - This ring is made of bronze, and the design on the ring is that of an animal claw, except it has an opposable thumb that completes the circlet. One time per day, the wearer of the ring can cast *magic fang* as per the PHB spell.

(Caster Level: 1st; Prerequisites: Forge Ring, *magic fang*; Market Price: 1800 gp; Frequency: Regional)

APL 6 and 8

Ring of the Beast - This ring is made of bronze, and the design on the ring is that of an animal claw, except it has an opposable thumb that completes the circlet. Once per

day, the wearer can cast *greater magic fang* as per the PHB spell. When the spell is in effect, the recipient also gains a +1 natural armor bonus to her AC. When the spell is in effect, however, the spell recipient takes on the survival instincts of a wild beast. If the spell recipient drops below less than one-quarter of her original hit points, she must make a Will save (DC 18) or flee from combat until the threat is gone. A successful save means that the character may stay in combat, but she is shaken (-2 to all attack rolls, damage rolls, skill checks, saving throws, etc.)

(Caster Level: 5th; Prerequisites: Forge Ring, *greater magic fang*, *barkskin*; Market Price: 7000 gp; Frequency: Regional).

APPENDIX I: NPCS

Encounter Four

APL 4

➤ **Crinkle Dredvane Troll Ftr 1** - CR 6; Large Giant; HD 6d8+36+1d10+6; hp 77; Init +2 (Dex); Spd 30 ft; AC 20 (-1 Size, +7 natural, +2 Dex, +2 Large Shield); Atks +11 (greatsword, 2d6+6), +5 (bite, 1d6+3); Face/Reach 5ft x 5ft/10ft; SA Rend, Reach, Combat Reflexes; SQ Regeneration 5, Scent, Darkvision 90 ft; SR Nil; AL CE; SV Fort +13, Ref +4, Will +3.

Str 23, Dex 14, Con 23, Int 10, Wis 9, Cha 6.

Skills: Listen +9, Spot +9, Hide +9.

Feats: Alertness, Iron Will, Combat Reflexes, Power Attack.

Equipment: Greatsword, Large Wooden Shield.

APL 6

➤ **Crinkle Dredvane Troll Fighter 3** - CR 8; Large Giant; HD 6d8 +36+3d10+18; hp 99; Init +2 (Dex); Spd 30 ft; AC 20 (-1 Size, +7 natural, +2 Dex, +2 Large Shield); Atks +16/+11 (greatsword 2d6+7), +7 (bite, 1d6+3); Face/Reach 5ft x 5ft/10ft; SQ Regeneration 5, Scent, Darkvision 90 ft; SR Nil; AL CE; SV Fort +14, Ref +5, Will +4.

Str 24, Dex 14, Con 23, Int 10, Wis 9, Cha 6.

Skills: Listen +15, Spot +15, Hide +15.

Feats: Alertness, Iron Will, Weapon Focus: Greatsword, Combat Reflexes, Power Attack.

Equipment: MW Greatsword, Large Wooden Shield

APL 8

➤ **Crinkle Dredvane Troll Fighter 5** - CR 10; Large Giant; HD 6d8+36+5d10+30; hp 118; Init +2 (Dex); Spd 30 ft; AC 20 (-1 Size, +7 natural, +2 Dex, +2 Large Shield); Atks +18/+13 (greatsword, 2d6+9), +9 (bite, 1d6+3); Face/Reach 5ft x 5ft/10ft; SQ Regeneration 5, Scent, Darkvision 90 ft; SR Nil; AL CE; SV Fort +15, Ref +5, Will +6.

Str 24, Dex 14, Con 23, Int 10, Wis 10, Cha 6.

Skills: Listen +18, Spot +18, Hide +18.

Feats: Alertness, Iron Will, Weapon Focus (great sword), Combat Reflexes, Power Attack, Weapon Specialization: Greatsword.

Equipment: MW Greatsword, Large Wooden Shield, *potion of blur*

1d8+1); Face/Reach 5ft x 5ft/5ft; AL NE; SV Fort +3, Ref +4, Will +4.

Str 12, Dex 12, Con 13, Int 9, Wis 14, Cha 10.

SA: Nature Sense

Skills: Balance +8, Concentration +6, Jump +9, Swim +12.

Feats: Multiattack, Combat Casting.

Spells: (3/2): 0 – Flare, Cure Minor Wounds, Detect Magic; 1- Entangle, Obscuring Mist

Animal Companions: 2 Dire Rats

APL 6

➤ **Lizardfolk Druid 3** - CR 4; Medium-Sized Humanoid (Aquatic, Reptilian); HD 5d8+5; hp 35; Init +1 (+1 Dex); Spd 30 ft; AC 16 (+5 Natural, +1 Dex); Atks melee +4 (2 claws, 1d4+1), +4 (bite, 1d4); ranged +5 (shortspear, 1d8+1); Face/Reach 5ft x 5ft/5ft; AL NE; SV Fort +4, Ref +5, Will +7.

Str 12, Dex 12, Con 13, Int 9, Wis 14, Cha 10.

SA: Nature Sense, Woodland Stride, Trackless Step,

Skills: Balance +9, Concentration +8, Jump +9, Swim +12.

Feats: Multiattack, Combat Casting, Iron Will.

Spells: (4/3/2): 0 – Flare, Cure Minor Wounds (2), Detect Magic; 1- Entangle, Obscuring Mist, Magic Fang; 2 – Heat Metal, Summon Swarm

Animal Companions: Dire Badger

➤ **Lizardfolk Fighter 1** - CR 2; Medium-Sized Humanoid (Aquatic, Reptilian); HD 1d10+2d8+3; hp 24; Init +4 (+4 Improved Init); Spd 30 ft; AC 17(+2 Shield, +5 Natural); Atks melee +5 (masterwork morningstar, 1d8+1), +2 (bite, 1d4); ranged +3 (javelin, 1d6+1); Face/Reach 5ft x 5ft/5ft; AL CE; SV Fort +3, Ref +3, Will +0.

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

Skills: Balance +4, Jump +8, Swim +10.

Feats: Multiattack, Weapon Focus (morningstar), Improved Initiative.

Equipment: *potion of invisibility*

Encounter Six

APL 4

➤ **Lizardfolk Druid 1** - CR 2; Medium-Sized Humanoid (Aquatic, Reptilian); HD 3d8+3; hp 23; Init +1 (+1 Dex); Spd 30 ft; AC 16 (+5 Natural, +1 Dex); Atks melee +2 (2 claws, 1d4+1), +2 (bite, 1d4); ranged +3 (shortspear,

APL 8

🐸 **Lizardfolk Druid 5** - CR 6; Medium-Sized Humanoid (Aquatic, Reptilian); HD 7d8+14; hp 52; Init +1 (+1 Dex); Spd 30 ft; AC 21 (+5 Natural, +1 Dex, +5 hide armor +2); Atks melee +5 (2 claws, 1d4+1), +5 (bite, 1d4); ranged +7 (+1 shortspear, 1d8+2); Face/Reach 5ft x 5ft/5ft; AL NE; SV Fort +5, Ref +5, Will +8.
Str 12, Dex 12, Con 14, Int 9, Wis 14, Cha 10.
SA: Nature Sense, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape (1x day)
Skills: Balance +10, Concentration +11, Jump +10, Swim +12.
Feats: Multiattack, Combat Casting, Iron Will.
Spells: (5/4/3/1): 0 – Flare (2), Cure Minor Wounds (2), Detect Magic; 1 – Entangle, Obscuring Mist, Magic Fang, Cure Light Wounds; 2 – Heat Metal, Summon Swarm, Tree Shape; 3 – Spike Growth
Animal Companions: Crocodile, 2 Hawks
Equipment: + 2 *hide armor*, +1 *shortspear*, *potion of cure moderate wounds*

🐸 **Lizardfolk Fighter 4** - CR 5; Medium-Sized Humanoid (Aquatic, Reptilian); HD 4d10+2d8 +3; hp 45; Init +6 (Dex, Improved Init); Spd 30 ft; AC 20 (+3 Shield +1, +5 Natural, +2 Dex); Atks +9 (masterwork morningstar, 1d8+4), +6 (bite, 1d4+1); ranged +7 (javelin, 1d6+2); Face/Reach 5ft x 5ft/5ft; AL CE; SV Fort +6, Ref +6, Will +1.
Str 14, Dex 14, Con 14, Int 9, Wis 10, Cha 10.
Skills: Balance +4, Jump +8, Swim +10.
Feats: Multiattack, Weapon Focus (morningstar), Weapon Specialization (morningstar), Improved Initiative, Power Attack.
Equipment: masterwork morningstar, Lg Steel Shield +1, *potion of improved invisibility*, *potion of endurance*; *potion of bull's strength*.

All APLs

🐸 **Hutin Yo Bin – Male Human Monk 7** - CR 7; Medium Humanoid; HD 7d8 +14; hp 52; Init +8 (+4 Improved Init, +4 Dex); Spd 50 ft (250 when running); AC 19 (Wisdom Bonus, Dex Bonus); Atks +10/+5 or +8/+8/+3 (Flurry of Blows) (Martial Arts, 1d8+2) SA Stunning Attacks, Flurry of Blows; SQ Evasion, Wholeness of Body, Slow Fall, Still Mind, Purity of Body; SR Nil; AL LE; SV Fort +7, Ref +9, Will +9.
Str 14, Dex 18, Con 15, Int 14, Wis 18, Cha 11.
Skills: Bluff 14, Escape Artist 14, Balance 12, Diplomacy 6, Hide 12, Move Silently 10, Jump 5, Swim 3, Spot 7, Listen 7, Tumble 12.
Feats: Deflect Arrows, Improved Trip, Improved Initiative, Run, Weapon Finesse (unarmed), Weapon Focus (unarmed)

Appendix B-Viscounty of Nume Eor, and the Town of Kimberton

History - This region, located southwest of the Dreadwood between the river Javan and the Hool Marsh, has changed hands frequently over the last three centuries, being at times part of the Kingdom of Keoland and the Yeomanry. It has primarily served as hinterlands to both nations, until a treaty in 461CY established the Yeoman border officially at the eastern banks of the Javan. Responsibility for the territory has fallen to the Keoish ever since, who have largely ignored the region and have only recently eyed it with renewed interest.

Once a far-flung dependency of the kingdom known as the County of Eor, it was long ignored, as was the province of Salinmoor in the east. This was due to the isolation of these lands south of the Dreadwood following losses further south by House Rhola in the last century to the nascent Sea Princes. A new line of Neheli kings in Niole Dra chose a more isolationist course, and this introversion left these provinces virtually independent. The county eventually fell to raiders from the Hool Marshes, when incursions by the teeming lizardfolk of the swamp finally harried the leaders of the small populace into submission. The province stood unfortified and lawless for years afterward, being trampled by brigands and yeoman alike.

The aftermath of the Greyhawk Wars finally turned the attention of the Throne of the Lion back to the south. Five years ago in Patchwall of 587CY, King Skotti reclaimed these lands formally by force of arms, and granted the province to a cousin in the House of Lizhal. The new viscount, Richart Jorgos, has the royal backing needed to re-establish the realm as a full member of the Court of the Land. This includes a contingent of men-at-arms finally strong enough to repel most of the denizens of the marshes. Regular trade has been reestablished with the Yeomanry from the new town of Kimberton (pop. 980) on the Javan. However, incursions across the river from the Little Hills and into the Dreadwood remain common, as the bulk of the new settlement is going on in the southwest and the local Yeomen are reluctant to give up the practice.

Kimberton

Key People-

Viscount Richart Jorgos (NG Human Male, Rgr 9)

Captain of the Guard Sir Dumor Frendrick (LG, Human Male, Pal 11),

Court Wizard Nolan Yarbrough (LN, Human Male, Wiz 7)

Sheriff Cyrikkan Lomack (LN, Half-Elf Male, Clr 5 Kord/Ftr 2)

Magistrate Kradok Russhold (LN, Human Male, Exp 7)

Key Facts- Of Kimberton's population of 980, 75% consist of men. As a frontier town newly re-developed, not many women have settled yet. Soldiers in the Keoish army, here to protect the borders of the Hool Marsh, make up a large portion of the population. Kimberton quickly sprouted when merchants realized such a large armed force nearby would cut down on bandit raids. Trade with the Yeomanry is seen as a potential for great wealth in Kimberton.

Kimberton is currently growing due to the vast opportunities to get wealthy or to earn a plot of land in the south. As Richart is desperate for new tax revenue and Lords to run manors, he has given away large land grants in hopes these new lands will be settled and farmed to generate new revenue for the Viscounty of Nume Eor.

Laws - As is standard with many frontier towns, you can get a fairly rough crowd. Kimberton is no exception. Many merchants have brought their own guards down, who have a tendency to drink a bit too much and get in a few brawls. The towns Sheriff will usually throw them in jail for a night to recover. Petty crime is uncommon, as thieves tend to stay away from a place with so many soldiers. Capital crimes are dealt with and heard by the Viscount personally, although he does have a magistrate to assist him with other matters. They follow all Keoish laws to a letter, and Richart is deeply devoted to the crown and his cousin.

Key Locations -

1. Yeomans Way- Yeoman's Way is a large inn that caters to merchants traveling to and from the Yeomanry for trade. It's an upscale inn (in terms of a frontier town) and only characters buying the standard (or higher) lifestyle would be staying at this location. If needed for role-playing purposes, it's a clean establishment, with few fights or trouble. Good food and service.

2. Hool and Hound-The Hool and Hound is a dive. There is always gambling, brawling and wenching going on here. characters that stay here would be in for a rough night and could lose some coins to some of the better gamblers that occupy the Inn.

3. Kimberton Keep- The half constructed Keep of Viscount Richart Jorgos is being built mainly by men-at-arms under Jorgos's control. The dungeon and lower sections have been mostly completed, but other sections are being built around the clock. Although not fully completed, it has a large contingent of Keoish soldiers guarding it at all times.

4. Zord's Swamp Gear- This is the location where characters can acquire the gear they may need for the swamp. Oil-slicked tents, ponchos, hip boots, bug repellent (doesn't work), anything the characters need or think they need for travel into the swamp Zord will have in stock. He will also try to sell characters everything he has in stock, claiming they

will need it for one reason or another. He doesn't figure to see the heroes again anyway, as few who venture into the swamp ever return.

APPENDIX C: THE VILLAGE OF OB NOIQUI

History - The village of Ob NoiQui is a recently formed community in elven standards. In the year 308 cy an adventurer by the name of Vanidor Swampwalker and his companions freed a tribe of elves that where enslaved to a cruel warlord who used the long lived elves for cheap slave labor always choosing elves as his slaves where ever he could buy them. Vanidor and the party defeated the evil warlord freeing the slaves. But after years of slavery, the elves didn't know what to do.

So Vanidor lead them to his home in the swamps and taught them how to live as free people in a land where no one would come to take them back into slavery, something many of the elves greatly feared as some had been slaves for hundreds of years in service to varying masters. So the free people quickly established a small and thriving village within the Hool Marsh in a Old Growth forest of Cypress trees fifty feet above the swamps murky surface.

They named the new village Ob NoiQui, elven for Freed Ones, and in the past two hundred years the village has prospered. Vanidor has led many raids against Sea Prince- and Scarlet Brotherhood-controlled slave caravans or auctions, freeing many more slaves and bringing them to the safe home.

Population - 282 Elves of mixed heritage. Almost all older elves were at one time slaves.

Laws- In the village of Ob NoiQui they are very paranoid of strangers and will rarely let any into there tree home. With recent developments of the lizardfolk, they now seek allies among any folk within the swamp. Laws are based on personal freedom. The worst crime is to try and force one to do something against his will. Property within the village is largely communal with no elf going hungry, nor any far above others in standing.

Key Figures- **Mayor Vanidor Swampwalker** (CG Elvin Male, Rgr 8/Rog 3), **Brinilo Safehaven** (CG Female Elf, Clr 4 Merikka).

APPENDIX D

Hool Marsh Danger Chart

For every three hours the characters are traveling by foot in the swamp, roll a d20 on the Danger Chart below. For every character that can make a TRAINED Wilderness Lore check (DC 20), add one to the die roll, although a 1 is still a 1 no matter what. Treat duplicate rolls in a one-week time span as no encounter:

- 1 Quicksand (see below)
- 2-4 Swamp gas (see below)
- 5-7 Poisonous plant spores (see below)
- 8-10 Mosquito swarm (see below)
- 11-13 Fungal infection (see below)
- 14-16 Heat rash (see below)
- 17-19 Nothing happens.
- 20 characters find fresh water and edible plants

Quicksand – The lead character walks into a pool of quicksand. Roll a d20. This number, cut in half, is the number of rounds that a character has before being totally submerged. A roll of 1 means instantly submerged. If the character that fell takes any action, cut the time in half again. Characters may throw a rope to the endangered character or use other means to secure her. A simple Strength check of DC 10 by the rope holder will get the character out. Once a character is submerged, use the rules of holding breath to see how long the character can survive. Only a secured character jumping into the quicksand can rescue a submerged character.

Swamp Gas – Character walk through an area of volatile swamp gas. The marsh bubbles up in this area, and the stench of the gas is overwhelming. Any open flames left exposed for 2 rounds will explode as per the Fireball spell (5d6). Characters breathing the gas for more than 10 rounds must make a Fort save (DC 15) each round or fall unconscious. The gas dissipates after 3 minutes.

Poisonous Plant Spores – The spores of a plant have recently been released into the air. Roll randomly to see what character is affected. The spores get into the nose and throat of the character, causing itching, sneezing, and difficulty breathing (impossible to move silently). For the next 24 hours, the character suffers a –2 Constitution penalty. A Fortitude save (DC 18) will avoid the Constitution penalty, but not the other effects.

Mosquito Swarm – The characters are attacked by mosquitoes. Each character must make a Fort save (DC 12) or be infected with malaria. While the onset of the disease is slow, the long-term effects are deadly. A character who fails the save takes no immediate damage. Note the malaria on the adventure cert.

Fungal Infection – The damp and fetid swamp has brought a fungal infection to the characters. Roll randomly to see what character is affected. That character must first make a Fort save (DC 15). A failed save means the character has succumbed to a rapid fungal infection. The character must, before taking any action requiring a roll, make a Will save at DC 13. Failure means the character is at –2 on all rolls for the next 10 minutes due to a distracting itch. A successful Heal check (DC 15) can relieve the infection in 24 hours.

Heat Rash – Roll randomly to choose a character. That character's skin becomes red and itchy from the heat. Any skills rolls involving careful concentration suffer a –1 circumstance penalty from the discomfort.

APPENDIX E

Resting within the hostile spaces of the Hool Marsh is next to impossible. Too many predators seeking a meal will investigate the party. If a party does try to rest, consult below:

1 hour into resting – Any characters on duty will hear sounds in the distance. The sounds will be loud splashes. The sounds of movement will get closer and closer, and then stop.

3 hours into resting – 4 crocodiles will attack (see the Monster Manual for details).

6 hours into resting – 5 giant wasps will attack (see Monster Manual for details)

8 hours into resting – 3 swamp trolls will attack (see Monster Manual for details)

If this does not dissuade the party from trying to rest, then continue harrying them with more and more encounters. The only time characters should be able to find solace in the swamp is if they take extraordinary means or come to a place in the swamp where swamp denizens dare not enter. These latter places will be named explicitly in any Hool modules.

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level): 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.